



Den of Assassins

5E

Deadly new player options, villains, and game master tools for the world's greatest role-playing game.

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ON THE COVER

J lio Azevedo masterfully captures the drow assassin Xullara as she strides toward her target, having cut her way through a cadre of guards.

FOREWORD

Welcome to Den of Assassins, your one-stop shop for all assassin-related things to add to your 5e game. First and foremost, thank you to our 1337 Kickstarter backers — without you this book would not exist, you made it happen!

The idea for this project was born of a love for assassins and out of a level of frustration with them having been mostly relegated to a single subclass in 5e. The cool movie assassins of my pop culture mind demanded — in their quiet yet severe way — greater representation. After all, Leon, Nikita, Bourne, Wick, Villanelle — they are all different and unique in their own ways.

With this in mind, I set out to create a vision of what an assassin-type character would look like in every 5e class. Not all of them are hood, cloak and dagger types — some do not wish to be subtle, and some do not need to.

I had the basic subclass concepts sketched out more than a year before the book's publication. In doing research, I discovered that — shockingly — there wasn't already this type of assassin-focused project. That pushed me to expand the scope and make it about more than just character options. I approached no less than three potential producers to help bring the project to life, but all had their slates full. This ended up a fortunate turn of events, as working with Bite-Sized Gaming, assembling a great team, and bringing it to Kickstarter has been absolutely the best choice!

Our team's inspirations for this book are endless and span a number of genres — from sword & sorcery inspirations of Conan to the bounty hunters of galaxies far, far away. Most of these lean to the darker side, but it is not our intent to drown you in despair — and not just because the river is more practical. Our inspirations tend to have a dark humor to them and if you're ever in doubt as to how to interpret a particularly dark bit, think of films like *In Bruges* and *Kill Bill*, or TV series like *Killing Eve* and *Hannibal*. A lightness and humor may not always be on display, but is usually intended.

It's all in good fun and we hope that these darker concepts bring light and laughter — or at least self-satisfied grinning — to your gaming tables. We truly hope you enjoy playing with these creations as much as we enjoyed making them.

— Andrew, Lead Designer



ANDREW BISHKINSKY

Andrew is a Toronto-based writer for the D&D Adventurers League as well as numerous other DMsGuild projects. He has done freelance DMsGuild work for Wizards of the Coast (*Stopped at the Gate*), Across Eberron (*March of Madness*), Jeff Stevens Games, Vorpall Dice Press, and others. He has also contributed to successful previous Kickstarters by Bite-Sized Gaming (*Rare Dragons*) and Daylight Publications (*Comets & Cockpits*). Andrew's passion is in bringing story to tabletop RPGs with the right combination of mechanics and emergent gameplay.

Andrew's Twitter

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ZAC GOINS

Zac has had his hands in dozens of projects, both on the DMs Guild, Kickstarter, and Adventurer's League. Recent works include *Knights of the Shadow Realm*, *Motherlode*, *Scrap Rats*, and *Rare Dragons*. When the world isn't burning, you can find Zac running the TTRPG convention circuit running D&D for hundreds of people. He also co-hosts the *Bite-Sized Gaming Podcast*.

Zac's Facebook

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OUR DEN OF ASSASSINS

Before Den of Assassins, Zac Goins and I first collaborated on Captain Hartchild's Guide to Rare Dragons. We quickly developed a mutual respect for the others' skills, and discovered that our skill sets were very complementary. Zac's experience with Kickstarter and running these types of projects has been invaluable, as have been his editing and networking skills.

Once we decided to go forward, we put out an open call for additional designers. We wanted for the project to have a mix of known and unknown — to both us and our audiences — designers, and we received over 30 submissions. Picking our final roster was really tough, but we're thrilled with the diverse and multi-talented team we've assembled, as each of our contributing designers has brought a unique approach and perspective to their work.

Once we had the project funded, we brought in two experts to help finish it off — Christian Zeuch to do the custom maps our backers had funded, and David Barrentine to do our layout.

Last, but certainly not least — our amazing cover art is by Júlio Azevedo.

ALAN TUCKER

Alan has written a number of fantasy and science fiction novels and is a frequent creator on the DMsGuild. He has produced best-sellers such as *Hey, Mister! Can You Help Me?* and *Kendal Santor's Treatise on the Mournland*, among many others. After playing avidly in the 80s and 90s, Tucker left D&D to pursue a satisfying, but sometimes annoying, thing called "life." He returned to the game shortly after the advent of fifth edition and hasn't regretted a minute of it.

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CHRISTIAN ZEUCH

Christian is a Brazilian bestselling D&D content creator and cartographer, the name behind CZRPG. The company has published dozens of D&D 5e adventures, modules and supplements, as well as hundreds of maps. Christian is the cartographer for some of the stretch goals.

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DAVID BARRENTINE

Front end developer by day, D&D player and creator by night. David dabbles in many hobbies such as illustration, game design, writing, cartography, and layout. He uses these skills to create amazing adventures and unique supplements. His largest project to date, *Knights of the Shadow Realm*, is a campaign setting and full levels 1-20 adventure set in the world of Oranth.

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FRANCIS ATWATER

Francis is a new face on the D&D writing scene, but she has been playing 5e for several years, using her history in literature to bring fun and depth to each table at which she has the privilege to sit. Or at least that's what she hopes. She most enjoys the opportunity D&D gives to create compelling characters and robust stories with other tabletop players that leave long-lasting memories that feel just as thrilling years after they've passed. She's written for one previous Bite-Sized Gaming Kickstarter: *Captain Hartchild's Guide to Rare Dragons*. For business inquiries, please contact her at iwriteaveragethings@gmail.com.



FREDERIC WALKER (AKA KOR-ARTIFICER)

Frederic is a disabled game designer from London. His work is inspired by his interests in history, particularly Ancient Greek history and literature, maritime history, mythology, and paleontology. His recent work includes leading the three-volume *Odyssey Anthology* series, a compilation of 30 short 5e adventures inspired by Ancient Greek mythology, culture and literature.

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GINNY LOVEDAY

Ginny is a bestselling D&D designer/editor, host of the *Designer's Den* on Twitch and co-host for the *D&D Round Table* podcast. She has been involved with the 5e community since it's inception and organizes multiple events each year, generally benefiting local charities. Her most recent publication, *Terror in Ten-Towns*, is a D&D interactive adventure centered on themes of unity.

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GRAHAM WARD

Graham is an actor and Twitch creator, as well as creator and designer of *Darkplane: A Campaign Setting*, which was brought to Kickstarter in 2015. In addition to designing and running D&D full-time, he is the Content Manager for Ghostlight RPGs, a collective of theatre professionals keeping the lamp lit through roleplaying games. Graham's other passions include Shakespeare, horror, radio drama, and traditional folk music.

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MARIA G

Maria Gatta is a biologist with a keen interest in tabletop roleplaying games and videogames. She is a biology consultant for both the ttrpg setting and the videogame *The Wagadu Chronicles*. Her most recent publication, *Following the Tracks*, is a Pathfinder adventure focused on exploration and decision-making.

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MARQUIS H

Marquis (he/they) is a writer (*Scavenger & Skullbox*) who finds their passion in the intersection of weird ideas, the occult, and the human experience. Their career includes editing and consultation for tabletop games and novels, as well as freelance writing on a suite of projects. Marquis graduated with their MA in English in 2020, and currently lives in Charlotte, North Carolina.

Marquis' Website
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USING THIS BOOK

Den of Assassins is divided into three chapters. Chapter 1 contains player subclasses. There is one subclass for each of the core 5e classes, each with a unique assassin bend. In addition, thanks to the funding of the stretch goals by our backers, we have included several deadly feats and character backgrounds.

Delightfully and playfully vicious, these player options aren't just about killing for fun, profit, and other equally appropriate reasons. Players can easily put their deadly skills to use in the service of good, as mercenaries, vigilantes, and in hunting down some of the meticulously detailed and highly-dangerous characters included for Game Master use.

Chapter 2 contains detailed antagonists for Game Master use. Taking inspiration from each of the player subclasses, our writers have turned it up a notch and created a series of devastating mastermind-level cut-throats. Each one features unique abilities, a detailed backstory, description, and custom magic items. Ranging across different challenge levels, each one of these can form the basis of a campaign, act as mini-boss, a competitor, or anything in between.

But that's not all! What's a legendary crime boss without their endless thugs? Much as they did with our antagonists, our writers have created a lower-challenge minion inspired by each subclass. Some of these are unique to serving a specific boss, while others are easily intermixed and can be used in any situation.

Finally, Chapter 3 contains more Game Master goodies created thanks to our backers. The variety of materials presented here are campaign-building materials that allow Game Masters to build anything from a quick side quest to a full-on campaign. There are assassination tables, maps to use for ambushes, lair maps for villains, and of course plenty of hooks for both quick encounters and longer adventures.

SAFETY

The Den of Assassins team wants everyone to game safely. This book may contain a million ways to hurt someone in-game, but it is our hope that this never leads to someone being hurt in life. We strongly encourage you — especially given the darker material — to use safety tools or to - at the very least — to discuss safety ahead of your sessions.

Some of the tools we are recommend are:

The X-card — this is a simple tool that can be used to veto undesirable content when it comes up.

Lines & Veils — this is an excellent way to structure your discussion or what is and isn't wanted in the game.

For more information on these and other safety tools, we recommend checking out the TTRPG Safety Toolkit: <https://t.co/eF6obenAEB?amp=1>

CONTENT WARNINGS

The list of content warnings for this book is extensive. As noted in our foreword, many of these are not used in a manner intended to cause harm, and often only mentioned briefly or inferred, however, they may nonetheless be present:

Abuse (abduction, controlling, manipulation, mind control, psychological torture, stalking), Body Horror (body modification, mutilation), Death (murder, ritual sacrifice), Illness (inflicted), Mental Health (delusions, hallucinations, paranoia, "madness"), Possible Phobia Triggers (insects, worms), Trauma (loss, war).





TABLE OF CONTENTS

Foreword	4
Our Den of Assassins	5
Using This Book	7
Safety	7
Chapter 1: Player Options	11
Barbarian: Path of the Splatter	12
Bard: College of Ominous Whistling	14
Cleric: Decomposition Domain	16
Druid: Circle of Devouring	18
Fighter: Gatecrasher	20
Monk: Way of the Bonebreaker	22
Paladin: Oath of the Headhunter	24
Ranger: Lightbender	26
Rogue: Conspirator	28
Sorcerer: Condemned Soul	30
Warlock: The Urban Legend	34
Wizard: School of Hard Knocks	37
Backgrounds	39
Feats	41
Magic Items	42
Chapter 2: Inspired Antagonists & Minions	43
Ketch, the Headsman	44
Lumurac	47
High Priest Dozarat, The Cleansing Worm	51
Groek	54
Xullara, The Jumping Spider	60
Warfang Stillscale	64
Hector the Bound	67
Meii Rajj the Mirage	70
Merrius Throte	73
Ravenna	77
Nine-Lives Jack	81
Tam Windfellow (Rhyme)	85
Chapter 3: They Had It Coming: When, Where, and Why to Assassinate Someone (Game Master Tools)	89
51 Reasons to Kill Someone or Have Them Killed	90
Lair Locations and Occasions for an Assassination	91
Adventure Seeds	92
Chapter 4: Ambush Locations & Lairs	94
Ambush Location Maps	95
Lair maps	100
SRD	110



Chapter 1: Player Options





There are jobs on which the lack of subtlety is the point. There are jobs on which splatter matters.

PATH OF SPLATTER

Some barbarians revere the spiritual or the metaphorical, they follow paths that lead, center, and inspire them. You are not one of those barbarians. You live for combat, for the sound of cracking bones, and the splash of blood on your skin — be it yours or your enemy's.

There are no communal lodges for those who follow the path of splatter, there is only the battlefield. When the odds are insurmountable, when the head-on approach is the only way, when “there are too many of them” — that is when they send you.

FIGHTING STYLE

3rd-level Path of Splatter feature

At 3rd level, you adopt the Two-Weapon Fighting Style as your specialty. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

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

PAINT IT RED

3rd-level Path of Splatter feature

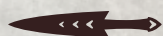
Starting when you choose this path at 3rd level, you focus on hitting with as many attacks as possible. When you use two-weapon fighting to make a bonus action attack, you can roll that weapon's damage dice a second time, adding the result to your damage for that attack. You can add this damage only once per turn.

I CAN KILL YOU WITH MY TEACUP

6th-level Path of Splatter feature

Starting at 6th level, you learn to use unusual weapons for maximum bloodletting. Choose two of the following weapon benefits. You can choose two more when you reach 14th level in this class.

- **A Thousand Cuts.** When you hit with 3 melee weapon attacks using daggers attacks during your turn, you can make one additional attack with a dagger.
- **Clubbing Beats.** When you force a creature to make a Constitution saving throw to maintain concentration by dealing damage to it with a club, it has disadvantage on that saving throw.
- **Cross-slice.** Immediately after you hit a creature



with a scimitar, if are wielding a second scimitar, you can use your Extra Attack feature to make an attack with both scimitars together. This attack uses the higher to-hit bonus of the two scimitars and deals the combined damage dice of both.

- **Drive Through Special.** Once per turn, when you hit a creature with a spear, you can deal damage equal to your Strength modifier to a different creature within 5 feet of it that is not adjacent to you. If you are raging, you can also add your Rage damage and, if applicable, Bloodbath damage.
- **Organ Harvest.** When you hit a creature with a sickle, it has disadvantage on its next attack.
- **Splatter Matters.** When you hit a creature with two flail attacks on the same turn, all creatures within 5 feet of it — including you — must succeed on a Constitution saving throw or be blinded until the start of their next turn.
- **Picker Upper!** When you hit a creature with a war pick, you can move it 5 feet to unoccupied space within 5 feet of you, provided that the creature is no more than one size larger than you.
- **The Pull of Death.** Once per turn, when you hit a creature no more than one size larger than you with your whip, instead of dealing damage, you can pull that creature's melee weapon toward a different creature within your whip's range. Make an attack roll against the second creature using your whip. If the attack hits, it deals damage as though the hit came from the first creature's weapon and using its statistics.
- **Smashing, Baby!** When you hit a creature with two morningstar attacks on the same turn, that creature becomes vulnerable to bludgeoning damage dealt by your next attack against it before the end of your turn.
- **Uneven Cut.** Once per turn, when you miss a creature with a battleaxe attack, you can adjust the attack and attempt to hit the creature with the side of the battleaxe instead. Repeat the attack as part of the same action; the weapon's damage die for this attack is a d4, and it deals bludgeoning damage.

- **You Have My Axe.** When you hit a creature with a ranged weapon attack using a handaxe and you have attacks remaining, you can use one of those attacks to push the embedded axe further into it. This melee weapon attack has a range of 5 feet and the same properties as your handaxe, but the weapon's damage die is a d12.

BLIND FURY

10th-level Path of Splatter feature

Starting at 10th level, you no longer suffer disadvantage on attack rolls as the result of being unable to see a creature if that creature is within 5 feet of you.

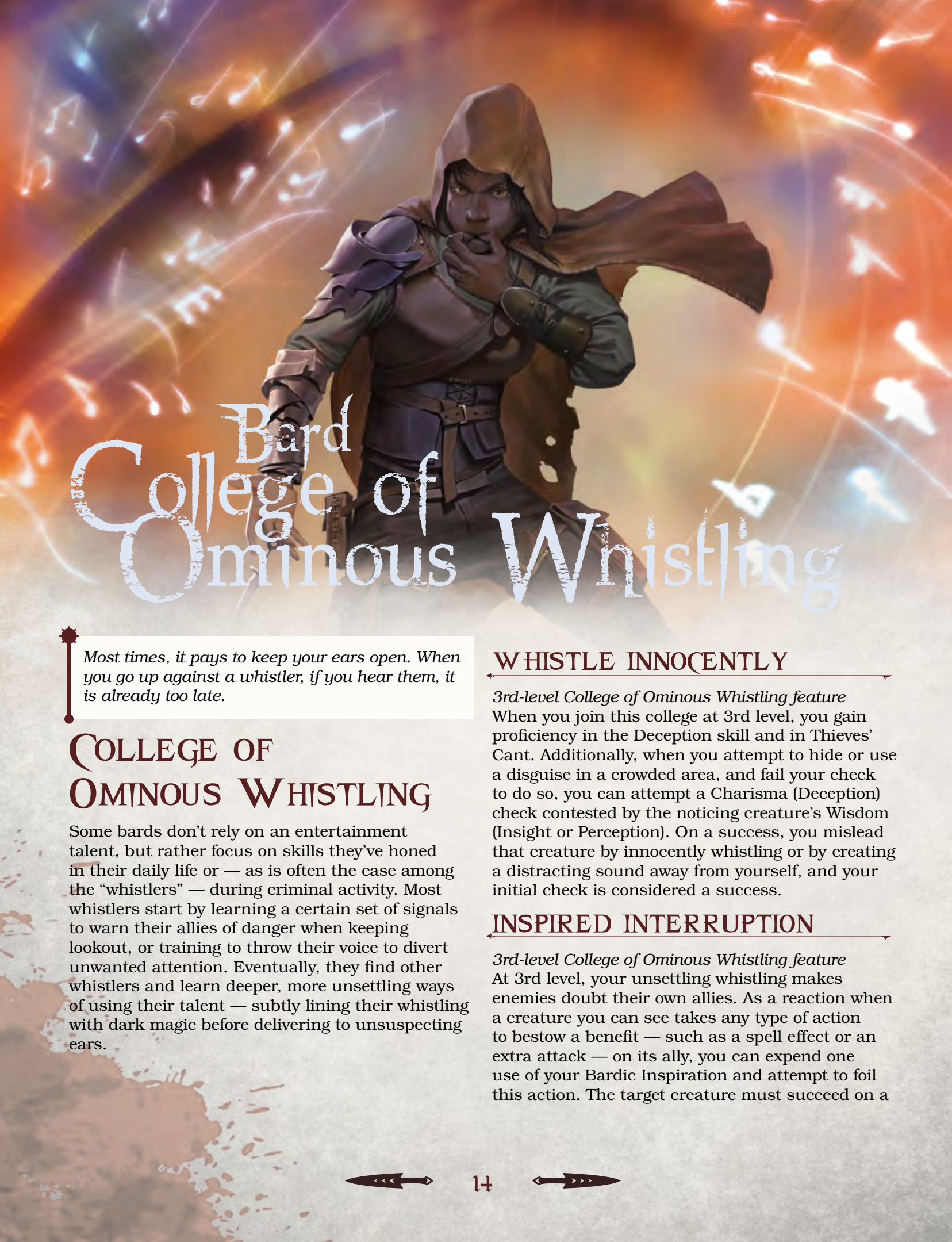
BLOODBATH

14th-level Path of Splatter feature

Starting at 15th level, when you enter your Rage, you can choose to expend all your energy toward destroying your enemies. When you enter your Rage this way, the damage of your Reckless Attacks increases by 1d4. Until your Rage ends, every time you hit an opponent with a Reckless Attack, this die increases by one size (d6, d8, d10), up to a maximum of a d12.

After your Bloodbath Rage ends, you can't Rage again until you've completed a long rest, even if you have uses of Rage remaining.





Bard College of Ominous Whistling

Most times, it pays to keep your ears open. When you go up against a whistler, if you hear them, it is already too late.

COLLEGE OF OMINOUS WHISTLING

Some bards don't rely on an entertainment talent, but rather focus on skills they've honed in their daily life or — as is often the case among the “whistlers” — during criminal activity. Most whistlers start by learning a certain set of signals to warn their allies of danger when keeping lookout, or training to throw their voice to divert unwanted attention. Eventually, they find other whistlers and learn deeper, more unsettling ways of using their talent — subtly lining their whistling with dark magic before delivering to unsuspecting ears.

WHISTLE INNOCENTLY

3rd-level College of Ominous Whistling feature
When you join this college at 3rd level, you gain proficiency in the Deception skill and in Thieves' Cant. Additionally, when you attempt to hide or use a disguise in a crowded area, and fail your check to do so, you can attempt a Charisma (Deception) check contested by the noticing creature's Wisdom (Insight or Perception). On a success, you mislead that creature by innocently whistling or by creating a distracting sound away from yourself, and your initial check is considered a success.

INSPIRED INTERRUPTION

3rd-level College of Ominous Whistling feature
At 3rd level, your unsettling whistling makes enemies doubt their own allies. As a reaction when a creature you can see takes any type of action to bestow a benefit — such as a spell effect or an extra attack — on its ally, you can expend one use of your Bardic Inspiration and attempt to foil this action. The target creature must succeed on a

Wisdom Saving throw, subtracting the result of the Bardic Inspiration die. On a failure, its action fails. This feature has no effect on if the target can't hear you.

UNSETTLING WHISTLING

6th-level College of Ominous Whistling feature

At 6th level, you learn to use ominous whistling to draw out your enemies. Once per short rest, you can spend 1 minute whistling a particularly suspicious melody. You can make the whistling audible a minimum of 20 feet away and a maximum of 90 feet away, passing through mundane barriers up to 5 feet thick such as doors and walls.

Any creature hearing the whistling must succeed on a Wisdom Saving throw or be compelled to investigate — either themselves or by sending another creature — the source of the whistling. This is not a magical effect and creatures can take reasonable actions or routes to conduct their investigation, which is concluded when any of the affected creatures sees the area where the whistling was conducted or is reasonably assured that the area cannot be reached.

This feature has no effect on creatures immune to charm, unable to hear, or with an Intelligence or Wisdom score of 20 or more.

ATTENTION WHISTLE

6th-level College of Ominous Whistling feature

Starting at 6th level, you can use your action to produce a particularly sharp whistle. This whistle ends the stunned condition on all allies within 30 feet that can hear it. Additionally, all creatures within 30 feet that can hear the whistle are roused from any conditions or effects that can otherwise be ended by shaking them, such as being asleep or affected by the *hypnotic pattern* spell. Once you use this feature, you can't use it again until you finish a long rest.

PIERCING WHISTLE

14th-level College of Ominous Whistling feature

At 14th level, you learn how to use your whistling to hamper opponents. As a reaction when a creature you can see makes a saving throw to maintain concentration or an ability check using Charisma, Intelligence, or Wisdom, you can expend one use of your Bardic Inspiration to cause the creature to subtract the Inspiration Die's roll from its saving throw or check. You must use the die prior to the creature making the roll. This feature has no effect if the target can't hear you.





Cleric Decomposition Domain

They say that life finds a way. Entire religions exist to ensure this is not the case.

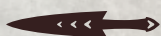
DECOMPOSITION DOMAIN

Life fills the universe, finding a way to exist in the harshest conditions; yet life's resilience is not always a benefit to the world. After all, the existence of life brings with it evil, strife, war, and the destruction of resources.

For followers of the Decomposition Domain, the great plagues and diseases exist not as evils to prevent, but as ways to cleanse the world of that which threatens to destroy it. Depending

on the god they follow, a cleric of Decomposition may believe indiscriminately that that all life is a blight, or that their god is the sole judge of what constitutes a threat, or even that life is precious, but remains equally precious as it turns into nourishment for other life.

Although many of this domain's deities are considered evil, not all their followers are. For those who choose a non-evil path, the journey to remain neutral or to do good is often a difficult and compelling struggle. Disenchanted druids seeking a stronger impact on the world also often turn to worship of Decomposition.



Appropriate deities for this domain include those that oversee diseases, plagues, fungi, insects, or — in certain cases — nature and renewal. Deities related to alchemy can also be appropriate.

DOMAIN SPELLS

1st-level Decomposition Domain feature

Additional Spells

If your campaign features additional non-cleric spells that deal acid or poison damage, consider replacing *ray of sickness*, *spike growth*, *slow*, *blight*, or *reincarnate* with such spells.

You gain domain spells at the cleric levels listed in the Decomposition Domain Spells table. See the Divine Domain class feature for how domain spells work.

DECOMPOSITION DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect poison and disease</i> , <i>ray of sickness</i>
3rd	<i>acid arrow</i> , <i>spike growth</i>
5th	<i>bestow curse</i> , <i>slow</i>
7th	<i>blight</i> , <i>giant insect</i>
9th	<i>cloudkill</i> , <i>reincarnate</i>

DEVOURING NATURE

1st-level Decomposition Domain feature

When you choose this domain at 1st level, you learn the *acid splash* and *poison spray* cantrips. They count as cleric cantrips for you and do not count against your total number of cantrips known.

CHANNEL DIVINITY: WORM FOOD

2nd-level Decomposition Domain feature

Starting at 2nd level, you can use your Channel Divinity to speed the decomposition within an injured creature.

As an action, you present your holy symbol and summon worms or insects to devour a creature you can see within 30 feet of you that is below its maximum hit points. The creature must succeed on a Dexterity saving throw or take 1d6 acid

damage for every 2 levels you have in this class (rounded up), or half as much on a success.

Damage from this feature ignores resistance and cannot be reduced below half the initial damage by any abilities that allow a creature to take less or no damage on a successful saving throw. If this feature reduces a creature to zero hit points, their body is destroyed and cannot be reanimated as undead or returned to life with natural regeneration.

This feature has no effect on a creature's soul, and incorporeal creatures such as ghosts are immune to all of its effects.

CHANNEL DIVINITY: HOLY ALCHEMY

6th-level Decomposition Domain feature

Starting at 6th level, you can use your Channel Divinity to alter the way decomposing substances interact with creatures.

As a bonus action on your turn, you present your holy symbol, calling on your deity to alter magic to suit your decomposing needs. For the next minute, whenever you deal poison damage with a spell, you can choose for it to deal acid damage instead or vice versa.

POTENT SPELLCASTING

8th-level Decomposition Domain feature

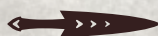
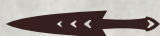
Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

SPEED DECAY

17th-level Decomposition Domain feature

Starting at 17th level you can negate other creatures' regenerative abilities. As a reaction when you see a creature regain hit points, you can force that creature to make a Wisdom saving throw. On a failure, the creature does not regain any hit points, and can't regain hit points until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.



Druid Circle of Devouring



Bob Grayson

The druids who want to run faster or have keener senses turn into wolves. The druids who want to devour learn to transform into darker things.

CIRCLE OF DEVOURING

Transformation has long been a tenet of the druids, especially for the Circle of the Moon. Over the centuries some druids gained a taste of the darker aspects of transformation — a taste for blood and for the hunt. Such druids experiment with non-beast forms — plants and even monstrosities that aid them in trapping and devouring prey.

From lying in wait in the form of a harmless-seeming vine, to transforming into a predatory monster, druids of the Circle of Devouring make for highly effective — if unusual — assassins and warriors.

DEVOURING WILD SHAPE

2nd-level Circle of Devouring feature

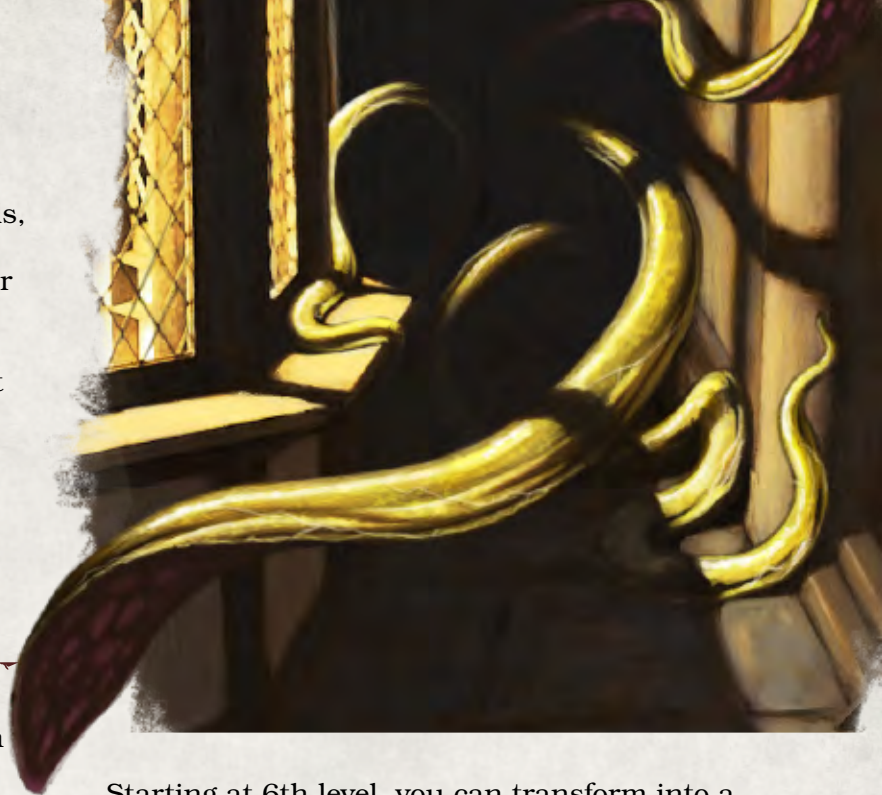
When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, when you take the dash action while in Wild Shape, if your shape's movement speed is higher than zero but less than 30, it increases to 30 until the end of your turn.

CIRCLE FORMS

2nd-level Circle of Devouring feature

The rites of your circle grant you the ability to transform into additional forms. Starting at 2nd level, you can use your Wild Shape to transform into a plant with a challenge rating as high as 1 (you must still abide by the limitations of the Beast Shapes table).



Starting at 6th level, you can transform into a plant with a challenge rating as high as your druid level divided by 3, rounded down. You can also transform into an ettercap or a grick.

PRIMAL STRIKE

6th-level Circle of Devouring feature

Starting at 6th level, your attacks in Wild Shape count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

DEVOURING WILD SHAPE

10th-level Circle of Devouring feature

At 10th level, you can expend two uses of Wild Shape at the same time to transform into a bulette, an otyugh, or a roper.

SEED OF DEVOURING

14th-level Circle of Devouring feature

Starting at 14th level, when you are transformed into a plant using your Wild Shape and use your bonus action to transform back to your humanoid form, you can choose for the plant form to remain as a separate creature under your control. You appear in an unoccupied space of your choice within 5 feet of the creature. The creature retains the hit points it had when you were transformed into it, but otherwise does not retain any benefits of your Wild Shape. The creature gets its own turns, acting immediately after you in initiative. You maintain a telepathic bond with the creature and can command it during your turn without using an action so long as you remain conscious.





Fighter Gatecrasher

Nothing's impenetrable.

GATECRASHER

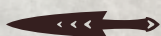
Nothing surprises an opponent more than an enemy crashing through an unbreakable door or wall. Every elite fighting unit has a member who specializes in the breaching of doors and rooms. As a Gatecrasher, you are the tip of that spear. You have the training to not only kick down the door, but to breach powerful magical defenses when least expected.

UNSTOPPABLE

3rd-level Gatecrasher feature

When you choose this archetype at 3rd level, you gain the following benefits:

- You gain proficiency in the Athletics skill and your proficiency bonus is doubled for any ability checks you make using it.
- You count as one size larger for determining the size of creatures that you can shove.



- When you use an action to shove a creature, you can shove an additional creature within 5 feet of you as part of the same action.
- If you or an ally are restrained, and the condition allows you to use an action to attempt to end it, you can instead use a bonus action to make this attempt. Additionally, when you reach 10th level in this class, you become immune to the restrained condition altogether.

PARTY CRASHER

7th-level Gatecrasher feature

Starting at 7th level, you have advantage on Strength (Athletics) checks made to break down doors or other objects blocking passage. Additionally, when initiative is rolled as a result of your breaking through such a door or object, you have advantage on that initiative roll.

BREACH!

10th-level Gatecrasher feature

Starting at 10th level, when you use your Action Surge to take the Dash action, as part of your movement, you can break through a non-magical wall up to 5 feet thick that is made of stone or wood, or through any non-magical door that has a breach DC of 25 or lower, or that has an AC of 20 or lower and 100 or fewer hit points.

Additionally, when you reach 15th level in this class, when you use your Action Surge to take the Dash action, as part of your movement you can pass through a magical creation of force such as one created by a *wall of force* or *force cage* spell. The force creation remains intact, and you can't pass through any barrier that is specifically listed as not intended to be breached by "any means" or that can only be breached by the *wish* spell.

DEATH FROM ABOVE

15th-level Gatecrasher feature

Starting at 15th level, you learn to use momentum to your benefit. Where required, your Gatecrasher DC is equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

When you fall from a high enough distance to take fall damage, you can use your falling momentum in one of the following two ways:

- You can target one creature on the ground below you to break your fall. The target is forced to make a Dexterity saving throw against your Gatecrasher DC. On a success, the creature takes damage equal to half your fall damage and you take full fall damage. On a failure, the creature takes damage equal to your fall damage, and you then take half that damage. In either case, you land prone in the nearest unoccupied space next to the target creature.
- You can target an unoccupied space on the ground. You land standing up and your fall damage is reduced in half. When you land, all creatures within 5 feet of you must make a Dexterity saving throw against your Gatecrasher DC or be knocked prone or pushed up to 10 feet away (your choice).

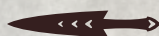
Once you use this feature, you can't use it again until you finish a short or long rest.

SHIELDBREAKER

18th-level Gatecrasher feature

Starting at 18th level, you can break through a creature's defenses. As part of an attack, you can attempt to break the target creature's shield or foil their *shield* spell. The creature must succeed on a Strength saving throw against your Gatecrasher DC or lose the benefits of their shield and have their *shield* spell end, potentially allowing your attack to hit. A mundane shield remains broken until a creature spends an hour repairing it or uses the *mending* spell. A magical shield becomes unequipped.

You can use this feature three times, regaining all uses when you complete a short rest or long rest.





Monk Way of the Bonebreaker

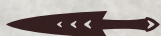
Beware the opponent who chooses to fight unarmed. There exist martial arts that teach one how to break down bodies in more painful and debilitating ways than weapons.

WAY OF THE BONEBREAKER

Every martial art teaches its practitioners how to perform a stunning strike on their opponent. Bonebreakers focus their entire training on literally breaking down their opponent blow by bone-cracking blow.

BONEBREAKING STRIKES

3rd-level Way of the Bonebreaker feature
Starting when you choose this tradition at 3rd level, you can channel your ki into dealing lasting damage to your opponents. When you hit a creature with a melee weapon attack, you can spend 1 ki point to attempt a bonebreaking strike. Your knowledge of creature vulnerabilities allows you to pinpoint these strikes even against creatures that do not have bones. Choose one of the following effects to impose:



- **Crack Elbows.** You cause damage to the part of the body a creature uses to make melee attacks, such as the arm used to swing a sword or a fang used to bite. The target creature must succeed on a Strength saving throw or have disadvantage on melee weapon attacks for 1 minute. The creature can repeat the saving throw at the end of each of its turns.
- **Pop Kneecaps.** You cause damage to the part of the body a creature uses to move, such as the hamstring, knee, or wing. The target creature must succeed on a Constitution saving throw or have their movement speed reduced by half for 1 minute. The target creature can repeat the saving throw at the end of each of its turns.
- **Snap Fingers.** You cause damage to the part of the body a creature uses to make ranged attacks, such as the hand used to pull back the bow string or load a crossbow. The target creature must succeed on a Dexterity saving throw or have disadvantage on ranged weapon attacks for 1 minute. The creature can repeat the saving throw at the end of each of its turns.

GO FOR THE THROAT

6th-level Way of the Bonebreaker feature

At 6th level, you silence your enemy by targeting their vocal cords or corresponding organ. When you hit a creature with a melee weapon attack, you can spend 2 ki points to force it to make a Constitution saving throw or be silenced for 1 minute. The creature can repeat the saving throw at the end of each of its turns.

FISTS LIKE STONE

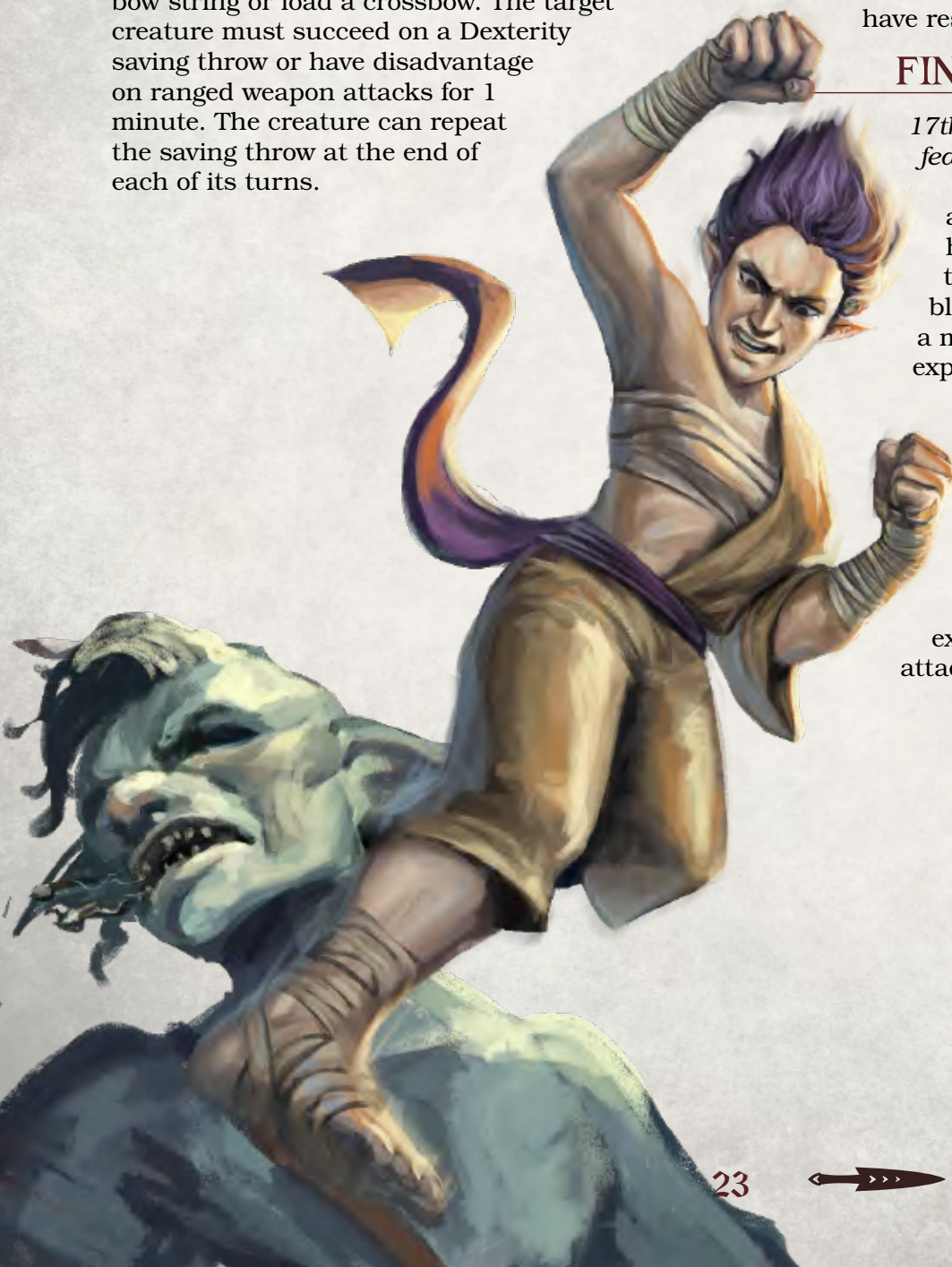
11th-level Way of the Bonebreaker feature

At 11th level, your fists (or other relevant appendages) can take an extraordinary amount of punishment. Whenever you take damage as a result of touching or attacking a creature – such as from a fire elemental's Fire Form – you have resistance to the damage taken.

FINISH THEM!

17th-level Way of the Bonebreaker feature

At 17th level, you learn to take advantage of the brutal pain you have inflicted upon your enemy to execute a devastating finishing blow. When you hit a creature with a melee weapon attack, you can expend ki points to increase the attack's damage. For each attack, you can expend one ki point for each of your Crack Elbows, Go for the Throat, Pop Kneecaps, Snap Fingers, and Stunning Strike afflictions affecting the target, up to a maximum of 5 per attack. Each ki point expended this way increases the attack's damage by 1d10.




OATH OF THE HEADHUNTER

While many paladins are associated with faith, some make oaths not to a deity or a philosophy but to the tasks they undertake. Paladins who take the Headhunter oath swear to deliver their quarry, no matter what.

HEADHUNTER TENETS

While Headhunter tenets apply in different ways to different situations, they share a responsibility to deliver on their promises or contracts.

- **My Promise Is My Contract.** I deliver what I agreed to.
- **Ask Not Why.** I do not make promises blindly but am fully committed once I do.
- **Take No Sides.** My side is the side that fulfills my promise.
- **Read the Fine Print.** I deliver what is promised — no more and no less.



Paladin Oath of the Headhunter

In this trade, most will say that it pays to be objective, impartial, dispassionate. There are those who do not take this view. There are those who become obsessed, fanatical, unstoppable.

Bob Gasparstein

OATH SPELLS

3rd-level Oath of the Headhunter feature

You gain oath spells at the paladin levels listed in the Oath of the Headhunter Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE HEADHUNTER SPELLS

Class Level	Spells
3rd	<i>faerie fire, hunter's mark</i>
5th	<i>see invisibility, web</i>
9th	<i>speak with dead, speak with plants</i>
13th	<i>freedom of movement, greater invisibility</i>
17th	<i>cloudkill, seeming</i>

CHANNEL DIVINITY

3rd-level Oath of the Headhunter feature

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Honor Contract. When you accept a mission to track down a specific target, and the mission has a specific completion condition, you can use your bonus action to gain the following benefits:

- You have advantage on Wisdom (Survival) checks to track the target.
- You have advantage on all Charisma ability checks to gain information about the target, and to convince others to assist you in gaining such information.
- If your target is a single creature, your Divine Smite deals additional damage to it as though it was a fiend or undead, even if it is not.

These benefits last for 72 hours or until you use this feature again on a different target. If you are still in pursuit of the target after 72 hours, you can use the feature again to prolong the benefits.

Eligible completion conditions are as follows: retrieve item, kill creature or creatures, retrieve creature (specify — alive, dead, either, unharmed).

Once you use this feature at least once to aid in your efforts against a specific target, you are committed to the contract. If you fail to fulfill the contract's completion condition — whether by choice or circumstance — you dishonor the contract and can't use any Channel Divinity features until you complete 5d4 long rests.

No Disintegrations. As a reaction when you see a creature die as a result of being subjected to a spell, spell effect, or ranged attack, you can render them unconscious instead.

AURA OF AWARENESS

7th-level Oath of the Headhunter feature

Starting at 7th level, your constant attention to your surroundings emanates an aura while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

While within your aura, hostile creatures can't benefit from advantage on their attacks as a result of being unseen, nor do they impose disadvantage on your allies' attacks against them as a result of being unseen.

At 18th level, the range of this aura increases to 30 feet.

GET OVER HERE!

15th-level Oath of the Headhunter feature

Starting at 15th level, you can magically pull creatures toward you. As a bonus action, choose one creature that you can see within 90 feet of you that is Huge or smaller. The creature must succeed on a Charisma saving throw or be pulled up to 60 feet toward you. If a solid barrier other than another creature blocks the creature's path to you,



the movement ends at the barrier, and the creature takes 1d6 falling damage for every 10 feet it was pulled up to that point. You can use this feature three times and regain all uses when you finish a long rest.

HEADS WILL ROLL

20th-level Oath of the Headhunter feature

Starting at 20th level, using a bonus action, you can empower a weapon with vorpal power. Choose one melee weapon wielded by you or an ally that you can see within 30 feet that is not already a vorpal weapon. For 1 minute, that weapon gains a vorpal property as follows:

The weapon ignores resistance to its damage type(s). When you or your ally attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, it removes one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to the

weapon's main damage type, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be removed with this weapon. Such a creature instead takes an extra 4d8 slashing damage from the hit.

Once you use this feature, you can't use it again until you finish a long rest.

LIGHTBENDER

A Lightbender ranger uses the light of their surroundings and sight angles of their enemies to conceal themselves even when entirely exposed. Those adept in this technique train tirelessly to control every aspect of their movement and camouflage to hide in plain sight. Although these arts are often thought of as mystical, their fundamentals are entirely natural and rely on expert knowledge of an opponent's blind spots, vision spectrum, and the use of existing light.

Over time, Lightbenders learn to complement their natural abilities with compatible magics to become even more elusive.

When she fought, Antara's opponent would often look dumbfounded, having lost sight of her entirely, as if by magic, despite her being clearly visible to those observing from another angle.



Ranger Lightbender

LIGHTBENDER MAGIC

3rd-level Lightbender feature

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Lightbender Spells table. These spells count as ranger spells for you, but they don't count against the number of ranger spells you know.

LIGHTBENDER SPELLS

Class Level	Spells
3rd	<i>shield</i>
5th	<i>invisibility</i>
9th	<i>nondetection</i>
13th	<i>greater invisibility</i>
17th	<i>mislead</i>

UNEXPECTED STRIKE

3rd-level Lightbender feature

Starting at 3rd level, when you make an attack against a creature and you have advantage as result of being unseen, that attack deals an additional 1d8 force damage.

BEND LIGHT

3rd-level Lightbender feature

Starting at 3rd level you've learned how to bend natural light to hide from opponents, even when there is no cover to hide behind. As a reaction when a creature hits or misses you with attack, you can move 5 feet without provoking opportunity attacks and hide. You do not require any cover to hide in this way from the creature that hit or missed you, however, if you choose to hide without cover, your hiding has no effect on any additional creatures that can see you.

HIDDEN MEANS

7th-level Lightbender feature

Starting at 7th level, you can cast ranger spells that use your bonus action or reaction without using any somatic or verbal components.

GREATER BEND LIGHT

11th-level Lightbender feature

Starting at 11th level, when you use your Bend Light feature to hide, you also gain the benefits of half-cover from any creatures you are not hidden from until the start of your next turn.

THWART SENSES

15th-level Lightbender feature

Starting at 15th level, you learn to combine your magical and natural talents to thwart even the most enhanced senses. When under the effects of the *nondetection* spell, your invisibility or other means of hiding or remaining unseen are impervious to a creature's enhanced senses such as blindsight or truesight.



CONSPIRATOR

Political power, wealth, leadership, pride – everyone wants something. As a Conspirator rogue, you know that given the right motivation, every enemy is only a clever word away from turning on their friends, or at least from doubting them long enough for you to strike.

BONUS PROFICIENCIES

3rd-level Conspirator feature

When you choose this archetype at 3rd level, you gain proficiency in Deception and with the forgery kit.

RAISE SUSPICION

3rd-level Conspirator feature

Starting at 3rd level, you can cause your enemies to momentarily doubt their allies, granting you an additional way to use your Sneak Attack. You don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, at least one of the creature's allies is also within 5 feet of it, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

Rogue Conspirator



While wizards can talk your ear off about being able to kill with a single word, a rogue not only will get it done with one, but no one will ever know.



ET TU, BRUTE?

17th-level Conspirator feature
Starting at 17th level, you can attempt to recruit an enemy as an unwitting participant in your conspiracy. As a reaction when at least one ally uses their reaction as part of your Conspiracy feature, you can compel an enemy creature within 5ft of your attack's target to do the same. Make a Charisma (Deception) check contested by the target's Wisdom (Insight). On a success, the enemy creature uses its reaction to join your conspiracy, adding 2d6 to the Sneak Attack damage of your attack. You can't use this feature against the same creature more than once per combat.

TRUTH IS OUT THERE

9th-level Conspirator feature

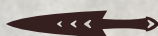
Starting at 9th level, you can spread rumors of an existent or non-existent conspiracy, sowing confusion among others and hiding your true intent.

When you spend at least 30 seconds conversing with a creature or group of creatures, you can make a Charisma (Deception) check contested by each target's Wisdom (Insight). Creatures that match or exceed your total on their check are unaffected, as well as immune to your further use of this feature. Each creature whose total you exceed has disadvantage on their next initiative roll.

CONSPIRACY!

13th-level Conspirator feature

Starting at 13th level, you begin to give your allies greater roles in your schemes. When you make an attack, any number of allies within 5 feet of your target can use their reaction to join your conspiracy. An ally's reaction must be used before you roll your attack. If the attack succeeds and results in you dealing Sneak Attack damage, that damage increases by 2d6 for each ally participating.





Sorcerer Gondemned Souls

The Hells have room for us all.

CONDEMNED SOUL

By coincidence or destiny, you have forged a unique bond with a soul condemned to the Hells.

You noticed it for the first time when you did something dark — was it the first time you took a life? The first time you condemned another to death? The first time you gave in to your basest instinct? The first time you did something purely for power?

Whatever it was, it connected you to a like minded — yet somehow darker — soul. You feel its distant suffering, but also a kinship of sorts, and power stretching across the planes. Does this darker mirror intrigue or does it repulse you with the things it has done, the things it is pushing you to do? Only you know this.

The condemned soul you are connected to is bound in a distant Hell. It has no name and only traces of its personality remain. The soul does not directly communicate with you. What it has is power, and with that power, urges — urges that push you down certain paths.. Do you resist or embrace the things that lie at the end of this road?

SOUL BINDING

1st-level Condemned Soul feature

When you form your initial connection with the condemned soul at 1st level, choose one of three soul types you have been bound with: Executioner Soul, Inquisitor Soul, or Marauder Soul. This choice of Soul Binding is permanent and grants you different benefits as you gain sorcerer levels.

EXECUTIONER SOUL

When you choose this Soul Binding at 1st level, you gain the following benefits:

- You gain proficiency in the Stealth skill and with Thieves' Tools.
- Choose one of your skill proficiencies or your proficiency with Thieves' Tools. Your proficiency bonus is doubled for any ability check you make with it.

INQUISITOR SOUL

When you choose this Soul Binding at 1st level, you gain the following benefits:

- You gain proficiency in the Religion skill and with shields.
- **Lesser Divine Sense.** As an action, you can open your awareness to detect fiends and undead. Until the end of your next turn, you know the location of any fiend or undead within 60 feet of you that is not behind total cover. You know the type (fiend or undead) of any being whose presence you sense, but not its identity (the vampire Dracula, for instance). Once you use this feature, you can't use it again until you finish a long rest.
- You know the *protection from evil and good* spell. It is a sorcerer spell for you and does not count against your number of spells known. Additionally, you can cast it once without using any components or expending a spell slot. You can't cast it this way again until you finish a long rest.

MARAUDER SOUL

When you choose this Soul Binding at 1st level, you gain the following benefits:

- You gain proficiency in the Athletics skill and with one simple or martial weapon of your choice.
- Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class thereafter.

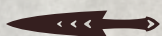
SOUL BINDING SPELL LIST

1st-level Condemned Soul feature

You learn additional spells when you reach certain levels in this class, as shown on the Soul Binding spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be from the sorcerer spell list.

Class Level	Spells
1st	<i>command</i>
3rd	<i>heat metal</i>
5th	<i>bestow curse</i>
7th	<i>compulsion</i>
9th	<i>commune</i>



SOUL AFFINITY

6th-level Condemned Soul feature

By 6th level, you have achieved a greater understanding of the types of urges the condemned soul drives you toward and have learned to channel this energy. You gain additional benefits based on the Soul Binding you chose at 1st level.

EXECUTIONER SOUL

Your binding to an Executioner Soul grants you the following benefits at 6th level:



- **Cunning Hide.** You can use 1 sorcery point to Hide as a bonus action.
- **Hidden Attack.** If you are hidden from a creature or creatures when you make an attack or cast a spell requiring a saving throw, you can expend sorcery points up to your proficiency bonus to increase the damage of that attack or spell. Add 1d6 for each sorcery point expended to one damage roll of the attack or spell.

INQUISITOR SOUL

Your binding to an Inquisitor Soul grants you the following benefits at 6th level:

- **Turn Undead.** As an action, you can use 3 sorcery points to make a mystical gesture and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. Once you use this feature, you can't do so again until you finish a long rest.
- **Inquisitor's Instinct.** When you gain this feature at 6th level, choose two spells of 3rd-level or lower from the Paladin spell list. You can cast each of these spells at their lowest level once without using a spell slot and regain the ability to do so when you finish a long rest. Additionally, you can cast these spells at their lowest level by expending the number of sorcery points equivalent to their level. Charisma is your spellcasting ability for these spells.

MARAUDER SOUL

Your binding to a Marauder Soul grants you the following benefits at 6th level:

- **Extra Attack.** You can spend 1 sorcery point to attack twice, instead of once, when you take the Attack action on your turn. Moreover, you can cast one of your cantrips requiring a melee attack in place of one of those attacks.

THE SUFFERING

14th-level Condemned Soul feature

Starting at 14th level, you can feel the condemned soul's suffering. You can channel its pain and anger to fuel yourself for a short time. As a bonus action, you can activate one of the following benefits, which lasts for 1 hour or until you end using a bonus action. When the benefit ends, you gain a level of exhaustion.

- You gain a flying speed equal to your walking speed.
- You gain resistance to cold and fire damage.
- Whenever you hit a creature with an attack, you deal an extra 1d8 fire damage to it.

SOUL REDEMPTION

18th-level Condemned Soul feature

Starting at 18th level, the condemned soul has found some measure of peace, redemption, or satisfaction as a result of being bound to you. You no longer gain a level of exhaustion as a result of using the Suffering feature. Additionally, you gain a benefit based on your soul binding:

EXECUTIONER SOUL

Impose Surprise. As a reaction when you roll initiative, choose one creature you can see within 90 feet that is not surprised. The creature is now surprised. Creatures that have legendary actions or that have an Intelligence or Wisdom score of 20 or above are immune to this feature.

INQUISITOR SOUL

Condemn. As a reaction when a creature you can see fails a saving throw against one of your spells, you can make that creature vulnerable to that instance of the spell's damage. Once you use this feature, you can't use it again until you finish a long rest.

MARAUDER SOUL

Action Surge. You can spend 5 sorcery points on your turn to take one additional action. Once you use this feature, you must finish a short rest before you can use it again. Should you gain the Action Surge feature through multiclassing or another source, it does not grant you any additional uses.



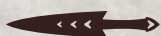
The Warlock The Urban Legend

WHISPERS FROM THE SHADOWS

There are urban legends, such as the Hookhand Killer and the Stirge-Mask Vigilante that are known widely across the world. Others, like Northcastle's Bone Stabber or Leferville's Stammer the Stalker are whispered about only by the people of their own small towns. Then there are others, kept secret by select circles or cults, dedicated to guarding the very existence of these beings, choosing to either prevent or to cultivate the fear and paranoia that their mere existence may cause in the public.

Whatever it is you did, or how you did it, you have caught the attention of such a being, and now, you are part of their plans — whether you wish to be or not. You've never met your patron — at least not in any way you recognize or remember — but they contact you by leaving cryptic signs, notes, and other omens.

Do you think that those who've met me fear my blade more or less than those who know only my legend?



Your patron grants you powers you can use for your own ends — though you can never be quite sure that these are truly your ends and not part of some grand masterplan. The mystery, and the power, are all part of the reason you keep going. Whoever your patron is, they have a fondness for playful misdirection and an uncanny way of divining things that none should know.

EXPANDED SPELL LIST

1st-level Urban Legend feature

The Urban Legend lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

URBAN LEGEND

EXPANDED SPELLS

Spell Level	Spells
1st	<i>alarm, fog cloud</i>
2nd	<i>pass without trace, see invisibility</i>
3rd	<i>clairvoyance, haste</i>
4th	<i>compulsion, phantasmal killer</i>
5th	<i>legend lore, mislead</i>

BONUS PROFICIENCIES

1st-level Urban Legend feature

When you choose the Urban Legend patron at 1st level, you become proficient in the Insight and Investigation skills.



SIGNS AND OMENS

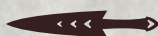
1st-level Urban Legend feature

Starting at 1st level, your patron leaves you strange signs and hints. You decide what shape these take — chalk drawings mysteriously appearing on trees, unnerving twig dolls left on corpses, tiny notes inexplicably appearing in unexpected places, and so forth.

When you find such a sign, it bestows a cryptic benefit upon you. You never know whether the benefit is part of your patron's grand design or just a misleading joke.

The benefit takes the form of a spell that you can cast once at its lowest level, with a DC of 15 where required. The spell is determined as follows: in secret, your GM chooses 2 spells from the Signs and Omens table that may be of use to you, then they randomly select 2 other spells from the same table; from those 4 spells, they choose the granted spell randomly. You do not learn whether the granted spell was chosen from those selected by design or at random.

You can choose to receive a new sign every time you finish a short or long rest, replacing your previous one.



SIGNS AND OMENS SPELLS

d20	Spell
1	<i>aid</i>
2	<i>alter self</i>
3	<i>arcane's magical aura</i>
4	<i>augury</i>
5	<i>beast sense</i>
6	<i>detect poison or disease</i>
7	<i>detect thoughts</i>
8	<i>enhance ability</i>
9	<i>enlarge/reduce</i>
10	<i>featherfall</i>
11	<i>find traps</i>
12	<i>identify</i>
13	<i>invisibility</i>
14	<i>lesser restoration</i>
15	<i>knock</i>
16	<i>locate animals or plants</i>
17	<i>locate object</i>
18	<i>pass without trace</i>
19	<i>see invisibility</i>
20	<i>zone of truth</i>

PREDICTABLE AND INEVITABLE

6th-level Urban Legend feature

Starting at 6th level, your patron teaches you to predict your enemies' actions. As a bonus action on your turn, choose a creature within 5 feet of you that you can see and predict the action you expect it to take on its next turn. Eligible actions are: make a weapon attack, dodge, dash, cast a spell, use magic item, use breath weapon. If the creature begins to take the predicted action on its next turn, you can immediately use your reaction to either take an attack of opportunity against it or to dodge.

When you make your prediction, the creature can attempt a Wisdom (Insight) check contested by your Charisma (Deception), if it succeeds, it becomes aware of your prediction.

You can use this feature a number of times equal to your proficiency bonus and regain all uses when you finish a short or long rest.

THIS IS JUST THE FIRST

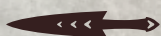
10th-level Urban Legend feature

Starting at 10th level, your patron's handiwork inspires you to create disturbing art. When you kill a creature, you can use a bonus action to pose its remains in a way disheartening to its allies. You must be within 5 feet of the creature's remains to do so. Each hostile creature within 60ft that can see you pose the remains must succeed on a Wisdom saving throw or be frightened of the remains for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

MY DESIGN

14th-level Urban Legend feature

Starting at 14th level, your patron's uncanny predictive abilities begin to account for your failures. When a spell you cast a spell using a warlock spell slot or your Mystic Arcanum feature fails to have any effect — either due to being resisted or thwarted (such as by *counterspell*), you can immediately use your reaction to cast a spell with a regular casting time of one action. You must still expend appropriate resources to cast the spell. Once you use this feature, you can't use it again until you finish a long rest.



The Wizard School of Hard Knocks

SCHOOL OF HARD KNOCKS

Some wizards go to fancy academies with magical hats and secretly evil headmistresses. You've had no such luck. You grew up on the streets and learned not from wizened sages and dusty tomes, but from charlatan wizards peddling illusions on slum corners and witchdoctors of obscure religions willing to heal for a goat and a favor.

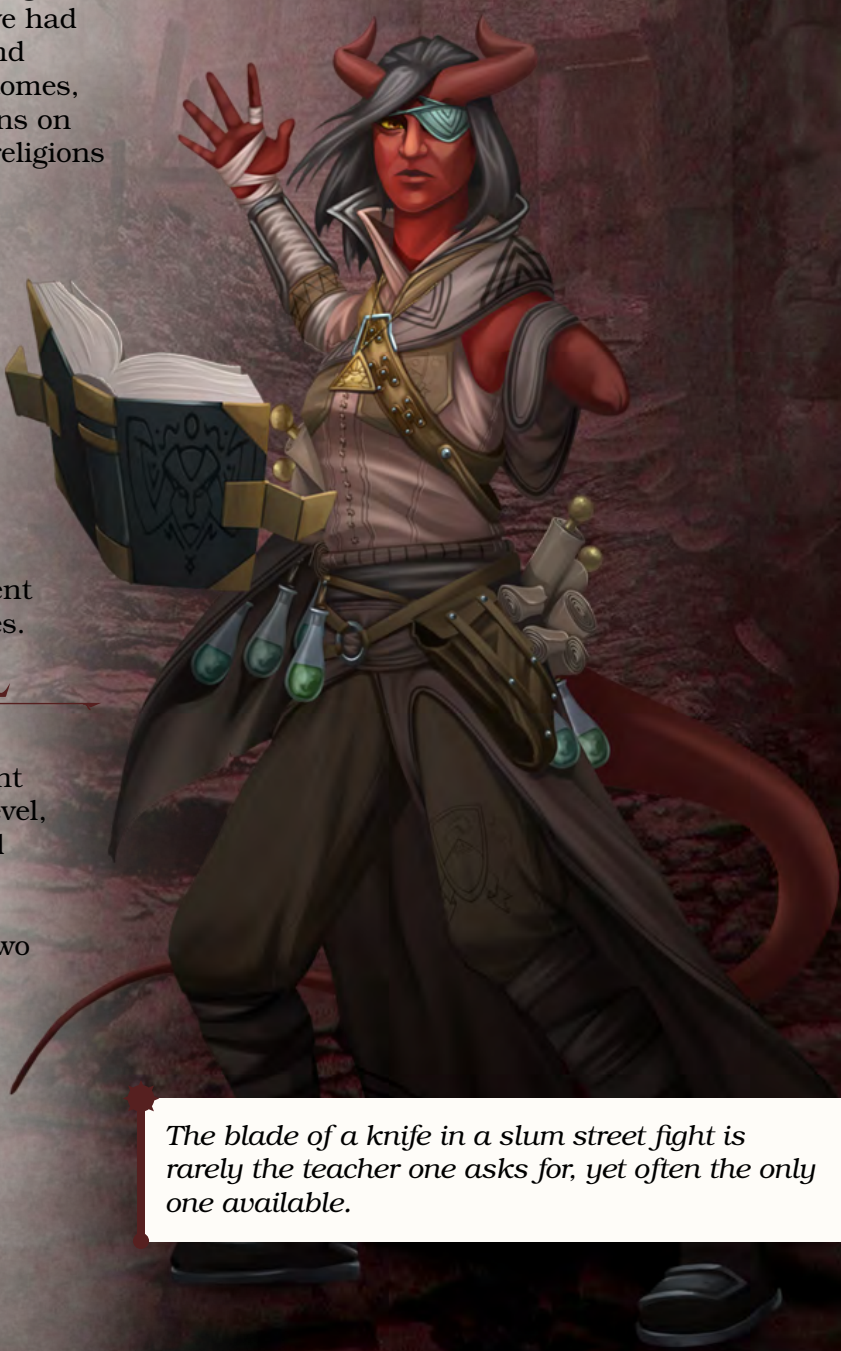
You learned magic not because you were looking for a long-lost secret or your destiny, but because you needed it to survive, or to get ahead, or to get revenge.

Graduates from the School of Hard Knocks tend to stay in the hard life — using their newfound power to ensure they're never brought low again. While their particular set of skills makes them well-suited to criminal enterprises, those who are able to take orders make for excellent special forces troops, mercenaries, and spies.

UP CLOSE AND PERSONAL

2nd-level School of Hard Knocks feature
Defending yourself in street fights has taught you how to take a punch. Starting at 2nd level, your hit point maximum increases by 2 and increases by 1 whenever you gain a level in this class thereafter.

Additionally, you gain proficiency with two melee weapons of your choice that lack the special and heavy properties. When wielding one or two of these weapons and not wielding a shield, you gain a +1 bonus to AC due to your defensive instincts.



The blade of a knife in a slum street fight is rarely the teacher one asks for, yet often the only one available.

HANDS ON EXPERIENCE

2nd-level School of Hard Knocks feature

Starting at 2nd level, your training reflects your unusual upbringing. Unlike other wizards who presumably spent this time studying, you learned by seeing and doing. The streets were mean and mediocre mentors, yet you've made the best of it.

When you reach the 2nd, 3rd, 4th, and 5th levels in this class, you do not add any new spells to your spellbook as other wizards do, and the gold and time you must spend to copy spells into your spellbook are doubled.

Instead, when you reach each of these levels, you choose one spell of a level you can cast with a range of touch from any class's spell list. You add these spells to your spellbook and they become wizard spells for you. Your notes on casting these spells puzzle others and can't be copied from you. Spells learned this way are always prepared for you and do not count against your number of prepared spells.

By the time you reach 6th level, you find the means and mentors that return you to standard wizard learning.

OVERREACTION

6th-level School of Hard Knocks feature

Starting at 6th level, when you cast a spell as a reaction to a creature hitting you with an attack or dealing damage to you, you can cast one cantrip or make one weapon attack targeting only that creature as part of the same reaction. If the target creature is within 5 feet of you when you deal damage to them using this feature, you can also choose to

push them up to 10 feet away if they are Large or smaller, or to push yourself up to 10 feet away from them if they're Huge or larger. Pushing yourself this way is not part of your movement.

STREET INSTINCTS

10th-level School of Hard Knocks feature

Starting at 10th level, your instincts help foil traps. If not already scribed, you add the *dispel magic* spell to your spellbook.

As a reaction when you are forced to make a saving throw by a triggered trap, you can cast *dispel magic* at its lowest level, potentially dispelling the trap. You can do this even if you do not have the spell prepared. Once you use this feature, you can't do so again until you finish a short or long rest.

THE ONE WHO KNOCKS

14th-level School of Hard Knocks feature

Starting at 14th level, you are prepared for anything — even if you're not, which is often.

As a reaction immediately after you roll initiative, you can cast a beneficial Wizard spell of 6th level or lower. You must have this spell prepared and it must have a standard casting time of 1 action or 1 bonus action. The spell is cast prior to any creature taking a turn and must target only you. Once you use this feature, you can't do so again until you finish a long rest.



CHARACTER BACKGROUNDS

FORMER CROWN ASSASSIN

Before taking up your current vocation, you killed for the government. Your name wasn't known or even listed, but you were good at it. You were your nation's dirty little secret. Then you retired and moved on, taking your training and contacts with you.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: Disguise kit, thieves' tools

Equipment: Key to a discrete dropbox used for contacting your handler, traveler's clothes, a disguise kit, a well-worn set of thieves' tools, and a pouch containing 15 gp.

FEATURE: I NEVER LEFT

Retirement never suited you and you still take occasional jobs from your old employer. In exchange, you can call in occasional favours from the highest levels of authority that you serve. These can take the form of information or access, but not anything that can be traced back or that would be at odds with the goals of that authority. You must remain in good standing in order to take advantage of these benefits.

LEFT FOR DEAD

Whether it was injured on a battlefield, bleeding out in an alley, or taken out by an assassin and dumped in the river, you were left behind and thought to be dead. You survived and found a new life, leaving that painful past behind.

Skill Proficiencies: Survival, and either Intimidation or Persuasion

Tool Proficiency: Herbalism kit

Languages: One of your choice

Equipment: A set of simple but clean clothes given to you by a kind stranger, and piece of small jewelry with sentimental value to you that can be sold for 15gp

FEATURE: GHOST OF THE PAST

Whatever happened that resulted in your being left to die, there were those who could have done more, who wish they had done more. There are also those who contributed to your would-be death in some way. Whether it is out of regret or fear of repercussions, turning up alive gives you a certain degree of power over such individuals, causing them to aid you or give you shelter. The number of such individuals is limited and you can only call on each of them one time before the shock of seeing you alive wears off. Roll 2d4 when you select this background. This is the number of individuals that you have this power over. Your GM can choose to add more such individuals as the story demands.

LIVING LEGACY

You are one of the last remaining representatives of your people, who were wiped out in a recent war or other catastrophe. Others remain, but they live as individuals and no longer a nation — you've no land or community to call your own, and never will again. Unless you conceal it, your heritage is visible to others in the form of your clothing, skin markings, or jewelry.

Skill Proficiencies: History, Persuasion

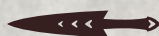
Tool Proficiencies: One type of tool or musical instrument

Languages: The ancestral or ceremonial language of your people

Equipment: A tool or musical instrument made by artisans of your people, a piece of traditional headwear or clothing, traveler's clothes, and a silken pouch containing 10gp

FEATURE: IT WOULD BE A REAL SHAME

The terrible fate of your people is widely known, and others recognize your rarity and significance. This makes you easier to identify, which can be either a bane or a boon depending on whether you seek anonymity or fame. Additionally, even enemies — those who are intelligent — may sympathize with the plight of your people enough to spare your life in a situation where they otherwise would show no mercy.



CHILD OF THE GAME

You were born to and raised by assassins, criminals, or spies. Your parents wanted a different life for you, shielded you from their secrets, and worked to give you an education and other opportunities. They would be severely disappointed to find that you have found a way to follow in their footsteps nonetheless.

Skill Proficiencies: Investigation, Stealth

Tool Proficiency: One type of tool or musical instrument associated with your schooling

Languages: One exotic language learned during your schooling or Thieves' Cant

Equipment: Names of 3 contacts used by your parents, a single tool or musical instrument inlaid with the icon of your trainer or school, a set of common clothes, and a leather pouch containing 15gp.

FEATURE: DIFFERENT TYPES OF SCHOOLING

You are equally comfortable and able to blend in both in places of higher learning, and in places where criminals or spies may congregate. This ability to blend in allows you to both gain access to places, as well to remain inconspicuous by assuming an opposite persona such as a clueless student walking into an underground casino.



FEATS

SILENT RUSHER

Adept at moving in for the kill, you gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- While hidden, moving toward a creature does not reveal your position if you take the Attack action against that creature at the end of that movement.

SHOW-OFF

When you deal damage to a creature with an attack, you can attempt to perform a showy finishing move. Roll 2d8, if adding this result to the damage would reduce the creature's hitpoints to zero, add it to the damage. If adding the result would not, add half the result to the damage, and attacks against you have advantage until the start of your next turn.

You can use this feat a number of times equal to your proficiency bonus and regain all uses when you finish a short rest.



LEAPING STRIKER

You are adept at getting the literal drop on your enemies, you gain the following benefits:

- When you take damage from a fall, you can choose to land standing up.
- When you drop from a height high enough to deal falling damage to you, you gain advantage on your next attack roll made during that turn.

AMBUSH PLANNER

You know the best way to set up your enemies for a nasty surprise, you gain the following benefits:

- Increase your Charisma, Intelligence, or Wisdom score by 1, to a maximum of 20.
- When you and any number of hidden allies start a battle, you can choose who among you acts first. You must make this decision prior to initiative being rolled. Once initiative is rolled, the chosen character switches initiative with the highest roll among you and the other hidden allies. If the chosen character already has the highest result, they can add +2 to it.

SLEEPER AGENT

You are trained in deep memory suppression, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can spend 1 hour performing a ritual to suppress any memories you have of your own identity, mission, or other notable secrets. Once suppressed, these memories no longer exist in your surface consciousness — they can't be accessed by any divination magic, and answering questions about their (lack of) existence is not considered to be a lie for you. This effect lasts for 24 hours. At the time of performing the ritual, you can designate an activation phrase that would end the effect earlier upon being heard by you.

MAGIC ITEMS

ASSASSIN'S GARROTTE

Weapon (Garrotte), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon.

The garrotte is a melee weapon with the finesse and two-handed properties, and any creature proficient with the dagger is also proficient with this weapon.

On a hit, the garrotte deals 1d4+strength slashing damage, and the target is grappled if it is a creature that is no more than 1 size larger than. While grappled this way, the creature is silenced and if you start your next turn grappling them, your next garrotte attack hits automatically, and deals 1d10 damage instead of 1d4. A creature can use its action to make a DC 10 Strength or Dexterity check, freeing itself or another creature within its reach from the grapple on a success.

DECK OF DISGUISES

Wondrous Item, uncommon

This leather pouch contains a set of 5 parchment cards, each depicting a costumed individual. A deck found as treasure usually consists of 5 randomly chosen cards.

You can use an action to draw a specific card from the deck and place it in your pocket, or the pocket of another creature, activating it.

The card creates on the target an illusion of the costume depicted on the card. The costume moves with the creature and lasts 1 hour. Someone who uses an action to visually inspect a disguised creature identifies the costume as illusory with a successful DC 15 Intelligence (Investigation) check. The costume then appears translucent.

The illusion lasts for 4 hours or until dispelled. When the illusion ends, the image on its card disappears, and that card can't be used again until the image reappears the next dawn.



Dagger of Sudden Attack

d10	Costume
1	Tailor
2	Soldier
3	Dancer
4	Merchant
5	Guard
6	Pirate
7	Mage
8	Monk
9	Barkeep
10	Blacksmith

GUARDDROPPER

Weapon (Blowgun), rare

You have a +2 bonus to attack and damage rolls made with this magic weapon.

The Guarddropper has 12 charges. When you hit a creature with an attack, you can expend any number of its charges to attempt to put that creature to sleep, as though you had cast the sleep spell targeting that creature. The number of sleep d8's rolled is equal to the number of charges you expend. The effect does not require concentration but otherwise follows the rules of the sleep spell.

The Guarddropper regains 1d8+4 expended charges daily at dawn.

DAGGER OF SUDDEN ATTACK

Weapon (dagger), very rare (requires attunement by a rogue)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

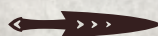
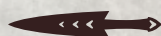
When you hit a creature with this weapon and you have already applied your Sneak Attack this turn, you can apply Sneak Attack again, using half your Sneak Attack dice, rounded down.

WAND OF SILENCE

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the silence spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



Chapter 2: Inspired Antagonists & Minions



KETCH, THE HEADSMAN

Inspired by: Barbarian Path of Splatter

Created by: Frederic Walker

Also Known As: Headsman, Woodsman, best left forgotten.

After capital punishment was made illegal, an out-of-work former executioner has found new customers for his unique talents.

It takes a particular kind of person to be a headsman. It's a line of work that leaves one shunned by their community, with little benefit in return. Certainly not high-paying work, an executioner must take on extra jobs to keep themselves fed. Being ostracized does not end with their death, as in some cases they are buried away from other souls, barred from interment in graveyards, forever an outsider.

Ketch didn't mind being ostracized. Living outside town walls as a woodsman never seemed to bother him — fresh air, peace and quiet. Never a rich man, but a happy one. In his eyes, there's something to be said for beheading and forestry. The force of the impact running up his arms, the life ebbing from something at his hand, the moment of quiet as something falls. No subtlety, just simplicity — the axe hits, the life fades, the world falls silent.

When capital punishment was outlawed in the towns surrounding his woods, Ketch was someone best left forgotten, a relic of a crueler time. Better to let him disappear into his woods, let his hut rot and collapse around a body with no name, return to the undergrowth and fade from memory. Almost nobody expected he'd miss his work. Almost nobody thought to plan for that. Almost nobody.

As someone with a vendetta plotted their revenge on a rival, they remembered the man in the woods — quiet, professional, and forgotten. Passed the name on to a contact, and before long the woodsman was approached for a contract. A simple order — a travelling noble, dealt with on the road. Ketch took the contract. A heavy tread through the undergrowth, axes brought to bear, and fading away into the forest again. When a horse with a beheaded rider reached its destination, his name spread among the criminal underworld — somewhere out in the forest, a woodsman, headsman, willing to take any contract for a brief return to the joy he found in a brutal life — one best left forgotten.

MAGIC ITEMS

WOODSMAN'S AXE

Weapon (battleaxe), rare

When you hit a beast, plant, or a wooden structure with an attack using this magic weapon, the attack deals an extra 2d8 damage of the weapon's type.

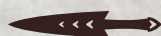
Proficiency with a battleaxe allows you to add your proficiency bonus to the attack roll for any attack you make with it.

AMULET OF ESCAPE

Wondrous Item, uncommon

While wearing this amulet, you can use it to cast the misty step spell as an action. This property can't be used again until the next dawn.

Amulets of escape are typically worn by assassins and thieves to aid in their escapes.



KETCH

Medium humanoid (dragonborn), lawful evil

Armor Class 14 (makeshift armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	11 (+0)	16 (+3)	8 (-1)

Saving Throws STR +8, DEX +6, CON +8, WIS +7

Skills Stealth +6, Survival +11

Damage Resistances Bludgeoning, Piercing and Slashing from nonmagical attacks.

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Draconic

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Beheading Strike. When Ketch scores a critical hit with his Headsman's Axe, after calculating normal damage for a critical hit, double the total damage dealt.

Behold the Head of a Target. When Ketch reduces a creature to zero hit points, as a bonus action, Ketch can loudly proclaim the death of the victim. All creatures of Ketch's choice that can hear and see him within 30 feet must succeed on a DC 16 Wisdom saving throw or become frightened of Ketch for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Brute. A melee weapon deals one extra die of its damage when Ketch hits with it (included in the attack).

Headsman's Focus. When Ketch makes an attack with his Headsman's Axe, he can choose for the attack to suffer -10 to hit. On a successful hit, the attack automatically scores a critical hit.

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

Special Equipment. Ketch carries a Woodsman's Axe (see sidebar).

Wild Hermit. Ketch has advantage on Dexterity (Stealth) checks made to hide in woodland.

ACTIONS

Multiattack. Ketch makes two attacks. Only one of these attacks can be made with his headsman's axe, and only one of these attacks can be made with his woodsman's axe.

Fire Breath (Recharge 6). Ketch exhales fire in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Hand Axe. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Headsman's Axe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Woodsman's Axe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. This weapon deals an additional 2d8 to wooden structures, beasts and plants.

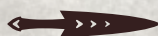
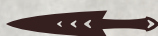
LEGENDARY ACTIONS

Ketch 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. Ketch regains spent legendary actions at the start of her turn.

Attack. Ketch makes an attack with his Woodsman's Axe or a hand axe.

Fade into the Forest (Costs 2 Actions). Ketch moves up to his movement speed without provoking opportunity attacks, then attempts to Hide as part of the same action.

Execute (Costs 3 Actions). Ketch makes an attack with advantage using his Headsman's Axe. This attack scores a critical hit on a roll of 15-20.



SPECTACLE ASSASSIN

Medium humanoid (any) , any alignment

Armor Class 12

Hit Points 99 (14d8+28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	11 (+0)	14 (+2)	15 (+2)

Saving Throws DEX +4

Skills Intimidation +4, Performance +4

Senses Passive Perception 12

Languages Common, one other language

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Brute. A melee weapon deals one extra die of its damage when the assassin hits with it (included in the attack).

Shocking Spectacle. When the assassin reduces a creature's hit points to zero, all creatures that can see it within 30 feet must succeed on a DC 12 Wisdom saving throw or become stunned until the start of the assassin's next turn.

Splatter Matters. When the assassin hits a creature with two flail attacks on the same turn, it and all creatures within 5 feet of it — other than the assassin — must succeed on a DC 12 Constitution saving throw or be blinded until the start of their next turn.

ACTIONS

Multiattack. The assassin makes three attacks with its flail.

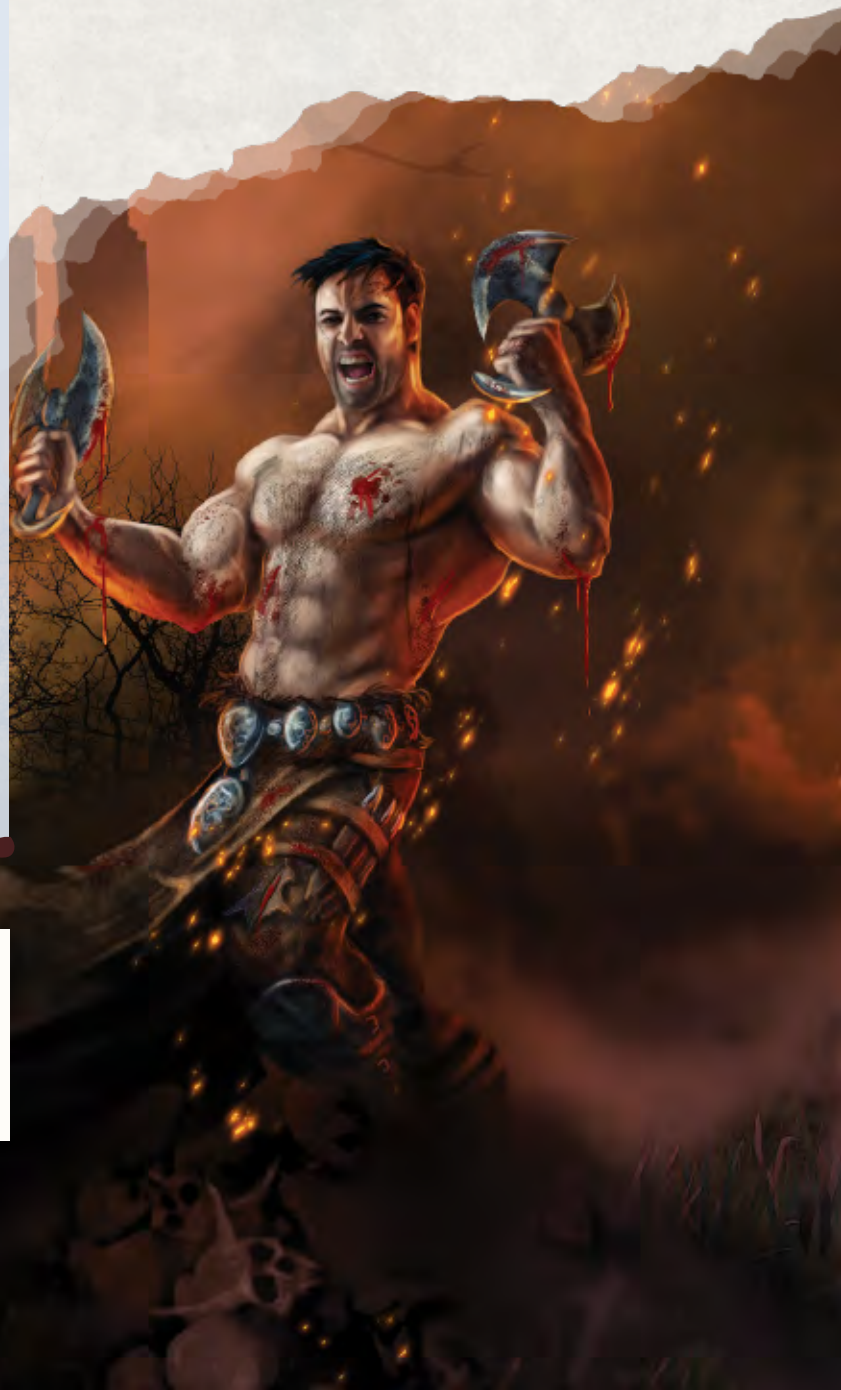
Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Optional Additional Rule

Spectacle assassins are often given an Amulet of Escape (see sidebar) by their patrons. If it fits your campaign, a spectacle assassin can carry one.

ARTISTS OF DEATH

Subtlety, anonymity, and silence - these are the preferred tools of almost all assassins, slipping out of sight to slay their target, and disappearing before the body is found. There are, however, assassins who aim to have all eyes upon them as they do their bloody work, making an assassination a spectacle. These assassins know that shock and fear are as useful tools as a well-placed blade, working for those who want to send a clear, blatant message about what happens to their enemies. When the target is slain, a spectacle assassin's escape usually involves fighting through or outrunning their attackers, but a reliable spectacle assassin will often be granted boons by those who hire them to aid in their escape, to ensure the assassin can be hired for future contracts.



LUMURAC

Inspired by: Bard College of Ominous Whispers

Created by: Francis Atwater

Also known as: The Songfather, Melody Mafioso, The Wingpin, Big Lu (to his friends), Skyrat (to his enemies)

The highways of the sky are vast and free, but beware the silvery whistles of the Songfather that travel the breeze.

Lumurac the Songfather and kingpin of the open skies resides in a sleek airship, soaring high above the clouds and the law. This broad-chested, raven-haired half-orc runs, as he says, “a family shipping business,” but his true empire operates in the gray spaces behind it.

Shrouded beneath the facade of a trading company, extortion, drug smuggling, and occasional corporate piracy make up most of Lumurac’s bread and butter. Legitimate trading is woven in to keep business afloat and protected from legal troubles. Ever a family man, Lumurac primarily conducts business with his own kin and a select group of close family friends, only hiring expendable runners for minor jobs.

With a profession that lends itself to danger, Lumurac has maintained his safety and high seat with a magical prowess in music, particularly his keen whistling. While not an outwardly intimidating skill, those who traverse the airy seas know to beware the Melody Mafioso and his whistling wardens. Their innocuous tunes can turn allies on each other, freeze blood in the veins, and bewitch even the surliest skyborne sailor.

Aboard his ship — the Omertá — Lumurac most often conducts his syndicate business while luxuriously perched on an enchanted flying tapestry. He dresses in brightly colored, airy robes and carries a wooden staff bejeweled with a floating red gem, along with an enchanted rapier disguised as a cane. Lumurac normally sports a mild smile beneath his luminescent violet eyes. His soft-spoken, genteel deportment offsets his wiry physique. Lumurac has coined many maxims through the years, but those his crew carry closely are: “You honor the family first,” “be kind to your friends, but kinder to your enemies,” secrets are amenable to hospitality,” and “my apologies, but it is what it is, my friend.”

Lumurac is never without a handful of “sparrows” serving as guards and members of his crew, and he protects his ships with blue dragon wyrmlings and harpies.





Galvanic Rapier



The Songfather's Staff

MAGIC ITEMS

GALVANIC RAPIER

Weapon (rapier), very rare (requires attunement)

This sleek +1 rapier hides under the guise of a normal wooden walking cane. As a bonus action, when you speak the rapier's command word, the cane crackles and shifts into a softly glowing, galvanized rapier.

When you hit with an attack using this magic rapier, the target takes an extra 2d8 lightning damage. In addition, while you hold the rapier, you have resistance to lightning damage.

MYSTICAL TAPESTRY

Wondrous Item, very rare

You can speak the tapestry's command word as an action to make the tapestry hover and fly. The tapestry moves according to your spoken directions, provided that you are within 30 ft. of it. Its dimensions are 5 ft. by 7 ft., it has a carrying capacity of 600 lbs., and a flying speed of 40 ft.

The mystical tapestry can carry up to twice its carrying capacity, but it flies at half speed if the weight exceeds 600 lbs.

ROBES OF THE SONGFATHER

Wondrous item, legendary (requires attunement by a spellcaster)

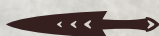
While wearing this flashy orange and red robe, your AC is 16 + your Dexterity modifier and you gain a +2 to all saving throws. The benefits of these robes cannot be combined with those granted by any other robes.

THE SONGFATHER'S STAFF

Staff, very rare (requires attunement by a bard)

You have resistance to psychic damage while you hold this staff. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: dissonant whispers (1 charge), dimension door (4 charges), geas (5 charges), or greater invisibility (4 charges).

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff whistles a haunting tune, turns to mist, and vanishes forever.



LUMURAC THE SONGFATHER

Medium humanoid, lawful evil

Armor Class 20 (Robes of the Songfather)

Hit Points 170 (20d8 + 80)

Speed 30 ft., fly 40 ft. while on the Mystical Tapestry

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	15 (+2)	18 (+4)	21 (+5)

Saving Throws CHA +12, DEX +11, INT+4, STR +6, CON +6

Skills Deception +15, Insight +9, Intimidation +10, Perception +9, Persuasion +10, Stealth +14

Damage Resistances Psychic, Lightning

Condition Immunities Charmed, Frightened

Senses Darkvision 60 ft., Passive Perception 19

Languages Common, Draconic, Dwarvish, Elvish, Orc, Undercommon

Challenge 15 (13,000 XP)

Proficiency Bonus +5

Discern Lie. Lumurac knows when he hears a creature speak a lie in a language he knows. Magic Resistance. Lumurac has advantage on saving throws against spells and other magical effects.

Whistler Ward. When Lumurac is forced to make a saving throw against an effect caused by whistling, he can choose to succeed.
Menacing Gaze. Lumurac's eerie, glowing eyes give him advantage on contested Charisma checks.

Martial Mage. When Lumurac uses his action to cast a spell, he can make one melee attack as a bonus action.

Special Equipment. Lumurac wears the Robes of the Songfather, wields a Galvanic Rapier, and has access to The Songfather's Staff, and Mystical Tapestry. The benefits of the Robe and Rapier are included in Lumurac's statistics. (See sidebar for full details on his magic items.)

Spellcasting. Lumurac is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *mage hand*, *message*, *minor illusion*, *prestidigitation*, *vicious mockery*
1st level (4 slots): *bane*, *dissonant whispers*, *illusory script*

2nd level (3 slots): *see invisibility*, *shatter*, *suggestion*
3rd level (3 slots): *dispel magic*, *hypnotic pattern*, *fear*
4th level (3 slots): *dimension door*, *greater invisibility*, *polymorph*
5th level (2 slots): *geas*, *mislead*, *modify memory*
6th level (1 slot): *eyebite*, *true seeing*

ACTIONS

Multiattack. Lumurac makes three galvanic rapier attacks.

Galvanic Rapier. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (2d4+5) piercing damage plus 9 (2d8) lightning damage.

REACTIONS

Antagonizing Aria. Lumurac whistles a scale of soaring notes. When a creature Lumurac can see takes an action to bestow a benefit - such as a spell effect or extra attack - to its ally, Lumurac uses his reaction to roll 1d10 to attempt to foil this action. The creature makes a DC 18 Wisdom saving throw, subtracting the results of the 1d10. On a failure, their action fails. Lumurac's aria has no effect if the target cannot hear it.

LEGENDARY ACTIONS

Lumurac 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. Lumurac regains spent legendary actions at the start of his turn.

Attack. Lumurac makes one attack with his galvanic rapier.
Cast a Spell. Lumurac casts a spell of 3rd level or lower.

Disruptive Trills (Costs 2 Actions). Lumurac whistles a fluttering tune that echoes and addles the mind. All other creatures in a 30 foot radius sphere that can hear Lumurac and are concentrating on spells must make a DC 19 Constitution saving throw to maintain their concentration.

Stunning Shrii (Costs 3 Actions). Lumurac whistles a sharp, piercing note that drives straight into the brain. All creatures who can hear within a 60 foot radius sphere must make a DC 19 Constitution saving throw. On a failed save, each creature takes 32 (8d8) psychic damage and becomes stunned until the end of his next turn. On a successful save, each creature takes half damage and is not stunned. This legendary action cannot be used two turns in a row.

SPARROW

Medium humanoid (any race), lawful evil

Armor Class 15 (Leather Armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Athletics +5, Persuasion +5, Stealth +5

Senses Passive Perception 10

Languages Common, Undercommon

Challenge 3 (700 XP)

Proficiency Bonus +2

Whistler Ward. When the sparrow is forced to make a saving throw against an effect caused by whistling, it can choose to succeed.

Alarm Pitch (3/day). The sparrow sounds off a three-pronged whistle to alert an ally that it can see within 60 ft. to the location of an enemy. The target ally gains advantage on their next attack.

Spellcasting. The sparrow is a 7th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following bard spells prepared:

Cantrips (at will): *message*, *true strike*, *vicious mockery* (2d4)

1st level (4 slots): *bane*, *charm person*, *cure wounds*

2nd level (3 slots): *enhance ability*, *heat metal*, *hold person*

3rd level (3 slots): *bestow curse*, *stinking cloud*

4th level (1 slot): *compulsion*, *confusion*

ACTIONS

Multiattack. The sparrow makes two rapier attacks or three dagger attacks.

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

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

Strain of Suspicion (1/day). The sparrow whistles a series of dark tones toward one creature they can see within 30 ft. The target must make a DC 10 Wisdom saving throw or become convinced one of their allies has turned against them. On the target's next turn, they are considered incapacitated must spend their action questioning their ally. The target may roll another saving throw at the end of each turn. On a successful save, the paranoia subsides and they are immune to Strain of Suspicion from all sparrows for 24 hours.

HERALDS OF MALICE

Sparrows are personally trained by Lumurac, loyal to him and his family and do what's necessary to protect them.



HIGH PRIEST DOZARAT, THE CLEANSING WORM

Inspired by: Cleric Decomposition Domain

Created by: Andrew Bishkinskyi

Also Known As: The Cleaner

When the goal is to have nothing - not even bones - left, that is when the job demands the caustic touch of Dozarat, cleric of Insetharra, the worm goddess.

The followers of the worm goddess Insetharra do not take jobs so much as they accept donations of life. Dozarat is a senior cleric, one of the highest ranked “cleansing worms” who are given the authority to “clean” for donations.

Insetharra teaches that all things left by living beings must eventually be cleansed and thus recycled into the land. Her followers ensure that this is done, sometimes speeding the decay by alchemical means involving complex acids to aid natural decomposition.

The cleansing worms are often called to purify plague-ridden areas and places afflicted with pests and vermin. They go about their grim task methodically and without fear or hesitation. It is said that some of Insetharra’s priests actually form a bond with the plague, allowing them to destroy disease without succumbing to it. Regardless of how it is accomplished, once the work is done, not a trace of life — or often of anything at all — remains.

The gift of making things disappear entirely has not gone unnoticed by the world’s more nefarious elements, and it has become a sign of true hate to hire a cleric of Insetharra to completely remove someone from the world.

High Priest Dozarat is one of the few clerics who performs such tasks. Once a monetary donation is made and details provided, Dozarat leads a number of other followers in prayer and communion with their goddess, until she blesses their acceptance of the offering. Due to these ceremonies, the client can never designate a time or place for the cleansing. Once the donation to the clergy of Insetharra is made, the cleansing happens in its own time.

As far as the cleansing itself, Dozarat always leads it personally, preparing spells and alchemies to subdue and dissolve the targets, as well as their remains and belongings. Although their use

of acids and poisons can be painful, the priests of Insetharra do not revel in inflicting pain — in fact, they speed the decay to reduce it as much as possible.

When Dozarat’s work is done, often nothing but a bleached room remains, showing no trace that the victim had ever existed.

NOTABLE MAGIC ITEMS

Armor (half plate), rare (requires attunement by a Cleric or Paladin)

HALF PLATE OF THE CARRION EATERS

This armor is made of hard interlocked carapaces of carrion beetles. You have a +1 bonus to AC while wearing this armor. While attuned to this armor you have resistance to acid damage, and any undead creature that touches you or hits you with a melee attack takes 4 (1d8) acid damage as the beetles briefly animate and attempt to consume the creature.



HIGH PRIEST DOZARAT, THE CLEANSING WORM

Medium humanoid, neutral

Armor Class 18 (Half Plate of the Carrion Eaters)

Hit Points 167 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	14 (+2)	21 (+5)	18 (+4)

Saving Throws CHA +8, CON +7, WIS +9

Skills Insight +9, Perception +9, Religion +9

Damage Resistances Acid, Poison

Condition Immunities Diseased, Frightened, Poisoned

Senses Passive Perception 19

Languages Common, Druidic, Elvish, Sylvan

Challenge 11 (15,000 XP)

Proficiency Bonus +5

Aura of Decay. When any creature that Dozarat can see within 60ft regains hit points, Dozarat can force them to make a DC17 Wisdom saving throw (no action required), on a failure the hitpoints regained are reduced to 0.

Half Plate of the Carrion Eaters. An undead creature that touches High Priest Dozerat or hits them with a melee attack takes 4 (1d8) acid damage.

Holy Alchemy. Whenever Dozarat deals poison damage, they may choose to deal acid damage instead or vice versa.

Special Equipment. Dozarat wears a Half-Plate of the Carrion Eaters (see sidebar).

Spellcasting. Dozarat is a 14th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). They regain their expended spell slots when they finish a short or long rest. They know the following spells:

Cantrips (at will): *acid splash* (3d6), *poison spray* (3d12), *sacred flame* (3d8)

1st level (4 slots): *bane*, *inflict wounds*, *ray of sickness**, *shield of faith*

2nd level (3 slots): *acid arrow**, *hold person*, *spiritual weapon*, *spike growth*

3rd level (3 slots): *bestow curse*, *dispel magic*, *spirit guardians*, *slow**

4th level (3 slots): *blight*, *freedom of movement*, *giant insect**

5th level (3 slots): *antilife shell*, *cloudkill*

6th level (1 slot): *harm*

7th level (1 slot): *prismatic spray*

ACTIONS

Caustic Essence. Whenever Dozarat uses an action to cast a spell that deals poison or acid damage, they can use a bonus action to make an attack using their Caustic Touch.

Caustic Touch. Melee Spell Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) acid damage.

Worm Food (2/day). Dozarat can speed the decomposition within an injured creature's body. As an action Dozarat summons worms to devour a creature they can see within 30 feet that is below its maximum hit points. The creature must succeed on a DC 17 Dexterity saving throw or take 7d6 acid damage or half as much on a success. The damage from this ability ignores resistance and cannot be reduced below half the initial damage by abilities that allow to take less or no damage on a successful saving throw. If this ability reduces a creature to zero hit points, their body is entirely destroyed and cannot be reanimated as undead. This ability has no effect on a creature's soul, and incorporeal creatures such as ghosts are immune to all of its effects. Dozarat can't target the same creature with this ability more than once per day.

Spell Substitutions

If your setting features any additional acid or poison spells, it is recommended that you swap out the spells marked with an asterisk with those.

CLEANSING WORM CULTIST

Medium humanoid (any) , any non-good alignment

Armor Class 15 (Breastplate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	11 (+0)	16 (+3)	14 (+2)

Skills Insight +5, Perception +5, Religion +5

Senses Passive Perception 15

Languages any two languages

Challenge 3 (700 XP)

Proficiency Bonus +2

Holy Alchemy. Whenever a cultist deals poison damage, they may choose to deal acid damage instead or vice versa.

Spellcasting. The cultist is a 4th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They regain their expended spell slots when they finish a short or long rest. They know the following spells:

Cantrips (at will): *acid splash* (1d6), *poison spray* (1d12)

1st level (4 slots): *bane*, *inflict wounds*, *ray of sickness**, *shield of faith*

2nd level (3 slots): *acid arrow**, *spiritual weapon*, *spike growth*

ACTIONS

Caustic Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) acid damage.

REACTIONS

Speed Decay (2/day). When any creature that the cultist can see within 60 feet regains hit points, the cultist can use their reaction to force them to make a DC13 Wisdom saving throw, on a failure the hitpoints regained are reduced to 0.



DEVOUT DECOMPOSERS

Calling themselves “cleansing worms”, the followers of the goddess Insetharra are experts in the use of acids and poisons.

GROEK

Inspired by: Druid Circle of Devouring

Created by: Maria Gatta

Also known as: The Green Master (the name animals and plants of the area give him), Quirax Emmergold (previous name)

Cunningly deceptive, the druid Groek has learnt to use the power of nature to ambush unsuspecting adventurers.

Groek used to belong to a party of professional adventurers called “The Tempered Instruments”. Back then, he was known as Quirax. It was not until after a certain fateful encounter between his adventuring party and some wolves that he felt that a name change was in order.

Back then, after a successful but exhausting dungeon-delving expedition, his group left the dungeon without much thought for their poor shape. A desperate pack of wolves saw the adventurers’ battered bodies as an opportunity and attacked. Just as his group was gaining the upper hand and victory seemed certain, Quirax remembers himself being knocked down and out of the fight. When he woke, he was far away, covered in a mixture of wolf blood and a strange juice. To this day, he cannot remember what happened to the others, but he did find some of the equipment and treasure they had left behind — easy pickings in the deep woods. It was sometime after this that he decided to start calling himself Groek.

Groek has now turned what almost cost him his life into his modus operandi. Determined to make a living and protect the untamed wilderness, Groek has found a profitable way of life. He settled in a woodland teeming with both wildlife and monsters, as well as with a couple of dungeons and ruins, of course.

People from the surrounding areas think of him as a hermit, a harmless druid living alone in the forests. This perception is reinforced by his haphazard looks and his smell, a mixture of musk and mulch. However, Groek is nothing close to alone. Over time, he has formed friendships with some beasts and monsters, and has dominated the rest of those wishing to reside in his woodland. He has also been awakening his favourite trees and shrubs.

When an adventuring party or a mercenary company sets foot in the area, Groek quickly finds out through his network of awakened shrubs and

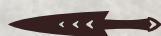
trees, as well as his wand of enemy detection. Once they go into a dungeon, all he has to do is wait around the most likely exit. If they look badly hurt or weak, Groek attacks them in his verdant blindstriker shape, a form which he has developed over the years. When in doubt, he gets a couple of awakened trees to help out.

Groek enjoys the thrill of a well laid-out plan and seeing the scared faces of the adventurers when they are attacked at their most vulnerable. He uses their corpses to fertilize the grounds or to feed local creatures. However, he is not above letting a group escape if they plead for their lives and give him a good monetary reason to let them live. The exception to this, however, is when someone discovers his true form and his ruse; those people do not get to see another day.

On occasion, when times are lean or a monster starts causing too much trouble, Groek poses as a druid caretaker of the woods and hires a group of adventurers himself, only to betray them afterwards.

This system provides Groek with a semi-constant supply of trinkets, with which to entice monsters to take up residence in the various dungeons, and money with which to trump projects that aim to “improve the security” of the area, such as opening paths in the forest, creating outposts, or hiring forest guards.

The few times a group has managed to defeat his verdant blindstriker shape, Groek has played the victim: saying he was cursed by a hag and driven mad. Groek is a skilled liar and rarely has had to drop the façade and fight adventurers in his human form. When adventurers see through his lies, he uses his staff of the python and conjures creatures to aid him in the fight.



GROEK

Medium humanoid (human), neutral evil

Armor Class 16 (+2 hide armor)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	10 (+0)	20 (+5)	18 (+4)

Saving Throws Int +3, Wis +8

Skills Deception +10, Nature +3, Perception +8

Damage Resistances psychic

Condition Immunities charmed

Senses Passive Perception 18

Languages Common, Druidic, Sylvan

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Experienced Conjurer. While Groek is concentrating on a conjuration spell and takes damage, he has advantage on the Constitution saving throw to maintain concentration.

Conning Deceit. When Groek is in his verdant shape and an effect would reduce him to 0 hit points or kill him outright, he instead returns to his human form with 30 hit points. Additionally, when he returns to his human form in this manner, Groek appears particularly charming to any creature that is seeing his human form for the first time. Any such creature that targets him with an attack or a harmful spell must first succeed on a DC16 Wisdom saving throw or be forced to choose a new target or lose the attack or spell. This effect lasts for 1 minute or until Groek makes an attack or casts a hostile spell against the target or one of their allies. Additionally, for the next 10 minutes Groek has advantage on all Charisma checks.

Retribution Curse. If a creature kills Groek, it becomes cursed. The creature gains an invisible mark that floats above its head and that can only be seen by beast and plants. Untamed plants and beasts become hostile to the creature upon seeing the mark. The

curse lasts until it is removed with a greater restoration or remove curse spell or until the creature dies.

Special Equipment. Groek wields a staff of the python, has a wand of enemy detection, and wears +2 hide armor.

Spellcasting. Groek is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16; +8 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *shillelagh*

1st level (4 slots): *animal friendship*, *entangle**, *fog cloud**, *thunderwave*

2nd level (3 slots): *barkskin*, *enhance ability*, *heat metal*, *spike growth*

3rd level (3 slots): *conjure animals**, *plant growth*, *speak with plants*

4th level (3 slots): *conjure woodland beings**, *giant insect*

5th level (2 slots): *awaken*, *insect plague**

*Conjuration spell of 1st level or higher that requires concentration

ACTIONS

Club. *Melee Weapon Attack:* +4 to hit (+8 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d4) bludgeoning damage or 10 (1d8 + 5) bludgeoning damage with shillelagh.

Staff of the Python. *Melee Weapon Attack:* +4 to hit (+8 to hit with shillelagh), reach 5 ft., one target. *Hit:* 4 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 10 (1d8 + 5) bludgeoning damage with shillelagh.

Verdant shape (1/Day). Groek magically transforms into a verdant blindstriker. While transformed, Groek's game statistics are replaced by the statistics of the verdant blindstriker, except he retains his alignment, personality, and Intelligence, Wisdom, and Charisma scores.

MAGIC ITEMS

HIDE +2

Armor (medium), very rare

You have a +2 bonus to AC while wearing this armor.

STAFF OF THE PYTHON

Staff, uncommon (requires attunement by a Cleric, Druid, or Warlock)

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

WAND OF ENEMY DETECTION

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For the next minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. The wand can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



Wand of Enemy Detection

VERDANT BLINDSTRIKERS

Verdant Blindstrikers are a rare species of plant creatures created by the druid Groek during his attempts to find a more combat-effective wild shape form. Since the druid first found a way to transform into one, they have begun to breed in the wild and can now be found to exist independently, multiplying, and changing shape. It is believed that the species is still evolving, with different varieties having been discovered — usually by unfortunate adventurers. Due to the ability to absorb spells and strike back at them with unerring precision, verdant blindstrikers are particularly deadly to spellcasters.

1d6	Verdant blindstriker types
1	Fresh cuts ooze a dark reddish sap from the creature's trunk. Heavy scarring and dried resin drops along the trunk suggest the cuts are nothing new.
2	A fragrant scent surrounds this verdant creature, the tips of its branches laden with purple blossoms.
3	Dense mats of branches, out of shape and out of place, adorn the canopy of the creature. Whether they are witches' brooms or bird nests is challenging to tell from this distance.
4	Abundant lichen covers the tree's branches, while moss is growing on its flexible roots. When the creature walks, some fall off, disappearing in a puff of spores.
5	The creature's branches are sparsely foliated. The creature's gait is slow and releases a fungal smell with every step it takes.
6	Green waxy leaves adorn the branches of this creature in tufts. Flying insects buzz around the creature, but it pays them no mind.



VERDANT BLINDSTRIKER

Large plant, neutral evil

Armor Class 16 (Natural Armor)

Hit Points 136 (16d10+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Str +7, Wis +6

Skills Nature +3, Perception +8

Condition Immunities charmed

Damage Resistances bludgeoning, psychic

Damage Vulnerabilities acid

Senses Passive Perception 18

Languages Common, Druidic, Sylvan

Challenge 6

Proficiency Bonus +3

Follower Trail. The verdant blindstriker leaves a trail of overgrown plants in its wake. The plants are considered difficult terrain for non-plant creatures. Once per turn, as a bonus action, the creature can turn a clump of overgrown plants in a five-foot square into an awakened shrub who acts on the same initiative as it and fights until destroyed. The overgrown plants and the awakened shrubs disappear when the verdant blindstriker is reduced to zero hit points, killed, or is more than 100 ft. away from them for more than 1 minute.

ACTIONS

Multiattack. The verdant blindstriker makes two melee attacks.

Slam. *Melee Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 4) bludgeoning damage.

Reaching Roots. *Melee Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

REACTIONS

Fruitful Retribution. When a creature that it can see casts a spell targeting only the verdant blindstriker, the verdant blindstriker can use its reaction to absorb the spell. The absorbed spell's effect is cancelled, and the spell's energy is funneled to grow a single fruit the size of a grapefruit. The verdant blindstriker then unerringly hurls the fruit back at the caster as part of the same reaction, dealing 1d6 poison damage, plus an additional 1d6 per the level of the absorbed spell. Additionally, the target must succeed on a DC 17 Constitution saving throw or be blinded by irritant juice for 1 minute or until they or another creature spends an action cleaning the juice off.



GARDENER SPY

Medium humanoid (any race), any non-lawful alignment

Armor Class 12

Hit Points 45 (10d8)

Speed 30 ft. (humanoid form only), 40 ft., climb 30 ft. (cat form only), 20 ft. (rat form only), 20 ft., climb 20 ft. (spider form only)

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

Skills Deception +5, Investigation +2, Nature +2, Perception +7, Stealth +4

Condition Immunities poisoned

Senses Passive Perception 19

Languages Druidic, Thieves' Cant, plus any two languages

Challenge 3 (700 XP)

Proficiency Bonus +2

Change Shape. The gardener spy magically polymorphs into a beast form as a bonus action. They transform into a cat, spider, or rat. Their equipment and items carried are absorbed into the beast form. It reverts to its humanoid form when it dies or if takes a bonus action to transform back. The gardener spy's ability scores remain the same in each form.

Spellcasting (Humanoid Form Only). The gardener spy is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *guidance*, *poison spray* (1d12)

1st level (4 slots): *animal friendship*, *detect magic*, *jump*, *speak with animals*

2nd level (3 slots): *animal messenger*, *pass without trace*, *spike growth*

ACTIONS

Multiattack (Humanoid Form Only). The gardener spy makes two melee attacks. It can replace one of those attacks with a use of Nimble Poisoner.

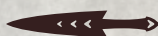
Sickle (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) damage.

Nimble Poisoner (3/Day) (Humanoid Form Only). The gardener spy deftly applies poison to his sickle. A creature hit by the poisoned sickle must make a DC 13 Constitution saving throw. On a failed save, it takes 7 (2d6) poison damage and is Poisoned for 8 hours. On a successful save, the creature takes half damage and isn't Poisoned.

Bite (Cat, Rat, or Spider Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d1+2) piercing damage.

PLANTING DARK SEEDS

These druids use their innate knack at tending plants to pose as gardeners for the wealthy. They use a combination of spells and wildshaping abilities to eavesdrop and scout areas otherwise inaccessible. Should they be found out, they can be quite deadly in a pinch. They also have plenty of reasons to dig large holes in the garden without arousing suspicion...



XULLARA, THE JUMPING SPIDER

Inspired by: Fighter Gatecrasher

Created by: Andrew Bishkinskyi

Also known as: Xullara Adranith, Captain Adranith, Cap, Breach, Redwind

Once part of an elite drow special forces unit, Xullara now leads a small crew of highly trained mercenaries. Selling their services to the highest bidder, members of this elite team pride themselves on being able to get in and out of the most secure of places, and to the most protected of targets.

Xullara is living her third blood-soaked life and relishing every moment of it. In her first life, she was Captain Adranith, she was “Cap”, she was “Breach”. Half a century of tunnel fighting in the depths of the earth, repelling the demon attacks against her drow homeland.

From the very first day, she had a taste for it — a taste and a talent. “It’s

an art you see, with the demons,” her first commander taught her, “they’re bigger than us, stronger than us. It’s not enough to strike, or to strike in the right spot. They’re armoured. It’s about momentum, you must bring to bear what’s not yours, bring to bear more than you yourself have to give. Then you can bring them down, and take their momentum with you to the next, and then the next.”

He taught her that mobility and momentum meant as much as sword training, taught her that gravity was stronger than anything. He showed her too, until the day it killed him in a hundred-foot vertical jump to impale a tower-sized fiend. In his jump, he landed on a sharp horn instead of an eye. Xullara’s jump did not miss, however, and her spear felled the thing that had slaughtered a company.

From there, she began teaching others, as she’d been taught. She never stopped getting better herself. Momentum became an obsession.

She began to find other applications — soon learning to break effortlessly through walls, then through the demons’ magical defenses. Her unit called her “Breach” and it stuck for the rest of the war. Then the war ended and drow infighting began.

Houses turned on each other, and the politics began to bore Xullara. She left.

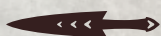
Xullara went on to explore the surface world, but it was no kinder, or perhaps she had fooled herself into thinking she could be someone else. She sailed, and she

hunted treasures in distant lands, but in the end — no matter where she went or who with — it was always her blade that ended up making the difference.

She called herself Redwind in those days, a name taken in optimism, but left drenched in blood.

Years later, one of her former soldiers sought her out. This one, and three others from her old unit had taken an assassination contract. It had gone bad, others were captured, were being tortured; time was of the essence.

There is a certain mythos to the bonds that soldiers form — something deep, supernatural. Xullara never asked who the job was for or who the castle her people were held at belonged to. One of her soldiers was killed during the rescue, others made it out.



Those who found the castle afterward have struggled to explain what had killed the three dozen well-trained guards defending a heavily fortified position. There were marks of walls seemingly broken by siege engines, but there were no signs of either the engines or their ammunition. Many of the bodies were impaled or strewn across ramparts — where only a flying creature could have reached them. Yet all had been killed with hand blades, as though struck with swords. Blood was splattered against walls, floors, and ceilings equally — like a vermillion spiderweb.



EQUIPMENT

LONGSWORD +2

Weapon (longsword), rare

You have a +2 bonus to attack and damage rolls made with this magic weapon.

SICKLE OF FINISHING

Weapon (sickle), very rare (requires attunement)

This sickle's curved blade is ideal for quick slashing motions. Once per turn, when you hit a prone or restrained creature with a melee attack using this weapon, you can deal an additional 6d4 piercing damage to it.

STUDDED LEATHER ARMOR +2

Armor (light), very rare

You have a +2 bonus to AC while wearing this armor.

After that, Xullara took charge of her soldiers once again. This time they worked for themselves — doing what they wanted, how they wanted, and only to those they wanted.

Those she'd served with still call her Cap or Breach, but amongst others, there are other names, the most common being "The Jumping Spider".

It has been many years now since anyone's called her Redwind.



XULLARA, THE JUMPING SPIDER

Medium humanoid (drow elf), lawful neutral

Armor Class 22 (+2 Studded Leather, Shield)

Hit Points 225 (30d8 + 90)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	16 (+3)	14 (+2)	14 (+2)	14 (+2)

Saving Throws STR+15, CON +8, DEX+10, WIS+7

Skills Acrobatics +10, Athletics +15, Insight +7, Perception +12, Stealth +10

Condition Immunities Frightened, Grappled, Poisoned, Restrained

Damage Immunities Poison

Senses Blindsight 30 ft, Darkvision 120 ft., Passive Perception 22

Languages Abyssal, Common, Elvish, Undercommon

Challenge 16 (15,000 XP)

Breaching Dash (2/day). When she takes the Dash action, Xullara can pass through a magical creation of force such as one created by a forcecage, prismatic wall or the wall of force spell. The magical force remains intact and Xullara can't pass through any such barrier that is specifically listed as not intended to be breached by "any means" or that can only be breached by the wish spell.

Deadly Momentum. When Xullara jumps or falls down toward a creature, she can add 1d6 to the damage of her first attack against that creature on that turn for every 5ft of movement she has travelled, up to a maximum of 8d6.

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

Innate Spellcasting. Xullara's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Legendary Resistance (2/Day). If Xullara fails a saving throw, she can choose to succeed instead.

Red Web Tattoo. This magical tattoo grants Xullara the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving her hands free. It also grants her immunity to poison damage and the poisoned condition.

Shieldbreaker. When Xullara makes a melee weapon attack, she can attempt to break the creature's shield or foil their shield spell. The creature must succeed on a DC18 Strength saving throw or lose the AC benefits of their shield until the start of Xullara's next turn and have their shield spell end, potentially allowing Xullara's attack to hit.

Special Equipment. Xullara wears Studded Leather +2, carries a +2 Longsword, and a Sickle of Finishing.

Standing Leap. Xullara's can long and high jump up to 40 feet, with or without a running start, and does not take falling damage when she lands from such a jump.

Sunlight Sensitivity. Beyond her 30 foot blindsight range, Xullara has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight, while in bright sunlight.

ACTIONS

Multiattack. Xullara makes three attacks. If she has her longsword and sickle equipped, she can also make one sickle attack. If she has a shield equipped, Xullara can also attempt to shove a creature.

+2 Longsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 7) slashing damage.

Sickle of Finishing. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d4 + 7) slashing damage. Once per turn, Xullara hits a prone or restrained creature with a melee attack using this sickle, she can deal an additional 15 (6d4) piercing damage to it.

Dart. *Ranged Weapon Attack:* +10 to hit, Range 20/60., one target. *Hit:* 10 (1d4 + 7) piercing damage.

LEGENDARY ACTIONS

Xullara 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. Xullara regains spent legendary actions at the start of her turn.

Melee Attack. Xullara makes one attack with a melee weapon she has equipped.

Quick Step. Xullara moves up to her speed without provoking opportunity attacks.

Shake It Off (Costs 2 Actions). Xullara ends one condition on herself and stands up if prone.

Momentum Attack (Costs 3 actions). Xullara moves up to her speed without provoking opportunity attacks and makes one melee weapon at the end of the movement.



SHIELDBREAKER

Medium humanoid (any race), any alignment

Armor Class 18 (Chain Mail, Shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	11 (+0)	16 (+3)	14 (+2)

Skills Athletics +6

Senses Passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Proficiency Bonus +2

Indomitable (1/Day). The shieldbreaker can reroll a saving throw it fails. It must use the new roll.

Shieldbreaker. When the shieldbreaker makes a melee weapon attack, the shieldbreaker can attempt to break the creature's shield or foil its *shield* spell. The creature must succeed on a DC14 Strength saving throw or lose the AC benefits of its shield until the start of the shieldbreaker's next turn and have its *shield* spell end, potentially allowing the shieldbreaker's attack to hit.

ACTIONS

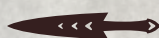
Multiattack. The shieldbreaker makes two weapon attacks and one shove attack.

Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) bludgeoning damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage.

STOIC SHATTERERS

Shieldbreakers are specially trained to overcome both mundane and magical defenses. No shield — whether it be wood, metal, or a magical creation — is safe from them.



WARFANG STILLSCALE

Inspired by: Monk Way of the Bone Breaker

Created by: Andrew Bishkinskyi

Also known as: The Stillscale, the Bonepicker.

Possessing an unbreakable will and needing no weapons but his teeth, fists, and tail, the fierce lizard warrior Warfang Stillscale roams the world as a mercenary without conscience.

Deep in the jungles of the Fang Coast lies the secluded monastery of the Order of the Still Fist. The monks who make their way there come to still their rage, and to learn to channel it against the wilderness rather than civilization. The monastery's highest teachings tell of ways to still one's emotions, to no longer be driven by them.

When the monks took in the young lizardfolk Warfang, it was a matter of equal fascination. His natural lack of emotion was something that the monks sought both academically and aspirationally.

Warfang turned out to be a quick student, he learned languages with ease and excelled at the fighting disciplines. He stayed at the monastery for many years, living in peace with the monks. Then one day he simply left. For as much as the monks had aspired to the "stillness of spirit", that aspiration was ultimately driven by an emotional need — one that Warfang neither felt nor felt kinship with — for he felt nothing.

After moving on from the monastery, Warfang found himself a gladiator at the fighting pits of Krazuum. Unlike some that had been captured and forced to fight, or others who sought glory, Warfang's presence was voluntary. He fought because it helped him improve his skills, which was useful. It gave him wealth, which too was useful. It did not take long for him to become the champion of the pits, and though he felt no rage when fighting, others saw it as such. To him, when he broke his opponents' bones, chewed through their necks, or ripped off their limbs — he was simply doing the most practical thing to win, nothing more.

Just as he had the monastery, one day he simply left — if anyone had tried to stop him, their bodies were never found.

It is said that Warfang left the jungle after his time at the fighting pits. Stories from the coastal country of Socala tell of a deadly lizardman viciously tearing through entire crime families at

the behest of their competitors. In the metropolis of Deepgate, it is said that a well-spoken lizardman in expensive garb tore the heads off three corrupt guards who tried to rob him.

In truth, Warfang Stillscale travels from place to place, learning about the world and taking bloody jobs along the way. He is known to hold to his agreements, but also to be willing to take on any job, no matter how unsavoury — as long as it pays.

It is not known — perhaps even to himself — what drives Warfang. Learning and self-improvement are things that are of practical use, so he does them.

EQUIPMENT

HEADBAND OF THE DISCIPLINED

Wondrous item, rare (requires attunement)

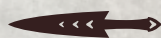
This simple headband is made of white cloth and has a simple black pattern. It has been enchanted by the monks of the Order of the Still Fist.

While wearing the headband, you gain a +2 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered to be magical.

BRACERS OF DEFENSE

Wondrous item, rare (requires attunement)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.



WARFANG STILLSCALE

Medium humanoid (lizardfolk), lawful neutral

Armor Class 20 (natural armor, bracers of defense)

Hit Points 133 (15d8 + 65)

Speed 60 ft.

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

Saving Throws CON +9, DEX+9, WIS+7

Skills Acrobatics +9, Athletics +9, Perception +7, Stealth +9

Condition Immunities Charmed, Diseased, Frightened, Poisoned

Damage Immunities Poison, Psychic

Senses Passive Perception 17

Languages Common, Draconic

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Evasion. If Warfang is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Warfang instead takes no damage if it succeeds on the saving throw, and only half damage if he fails.

Exploit Wounds. Warfang's melee attacks deal an additional 1d8 bludgeoning damage for each bonebreaking effect active on the target.

Patient Defense (3/day) Warfang uses his bonus action to dodge.

Legendary Resistance (2/Day). If Warfang fails a saving throw, he can choose to succeed instead.

Special Equipment. Warfang wears Bracers of Defense and a Headband of the Disciplined (see sidebar). The effects of these items are included in his statistics.

ACTIONS

Multiattack. Warfang makes four weapon attacks.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 7) bludgeoning damage. If the target is a creature, the Warfang can choose one of the following additional bonebreaking effects:

- **Crack Elbows.** The target must succeed on a DC 15 Strength saving throw or have disadvantage on melee weapon attacks for 1 minute. They can repeat the saving throw at the end of each of their turns.
- **Pop Kneecaps.** The target must succeed on a DC 15 Constitution saving throw or have their movement speed reduced to half their normal speed for 1 minute. They can repeat the saving throw at the end of each of their turns.
- **Snap Fingers.** The target must succeed on a DC 15 Dexterity saving throw or have disadvantage on ranged weapon attacks for 1 minute.
- **Throat Punch.** The target must succeed on a Constitution saving throw or be silenced for 1 minute. The creature can repeat the saving throw at the end of each of their turns.

Dart. *Ranged Weapon Attack:* +9 to hit, Range 20/60., one target. *Hit:* 10 (1d8 + 5) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, Warfang deflects the missile. The damage it takes from the attack is reduced by 1d10 + 10. If the damage is reduced to 0, Warfang catches the missile if it's small enough to hold in one hand and Warfang has a hand free. If Warfang catches a missile this way, he can throw it back at the attacker as part of the same reaction. This attack uses the same statistics as Warfang's dart attack.

LEGENDARY ACTIONS

Warfang 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. Warfang regains spent legendary actions at the start of his turn.

Legendary Reaction. Warfang regains the use of his reaction if it has been used.

Shake It Off (Costs 2 Actions). Warfang ends one condition on himself and stands up if prone.

Rush of Blows (Costs 3 actions). Warfang moves up to his speed without provoking opportunity attacks and makes two melee weapon attacks.

BONEBREAKER ADEPT

Medium humanoid (any race), any alignment

Armor Class 17

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	9 (-1)	16 (+3)	11 (+1)

Saving Throws DEX +7, WIS+6

Skills Acrobatics +7, Perception +6, Stealth +6

Senses Passive Perception 16

Languages any one language (usually Common)

Challenge 5 (1800 XP)

Proficiency Bonus +3

Bonebreaker Techniques. The bonebreaker adept uses Dexterity instead of Strength to make unarmed strikes. Additionally, the bonebreaker's unarmed strikes deal one extra die of their damage (included in the attack).

Evasion. If Warfang is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Warfang instead takes no damage if it succeeds on the saving throw, and only half damage if he fails.

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The bonebreaker adept makes three weapon attacks.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, the bonebreaker adept can choose one of the following additional bonebreaking effects:

- **Crack Elbows.** The target must succeed on a DC 14 Strength saving throw or have disadvantage on melee weapon attacks for 1 minute. They can repeat the saving throw at the end of each of their turns.
- **Pop Kneecaps.** The target must succeed on a DC 14 Constitution saving throw or have their movement speed reduced to half their normal speed for 1 minute. They can repeat the saving throw at the end of each of their turns.
- **Snap Fingers.** The target must succeed on a DC 14 Dexterity saving throw or have disadvantage on ranged weapon attacks for 1 minute.
- **Throat Punch.** The target must succeed on a Constitution saving throw or be silenced for 1 minute. The creature can repeat the saving throw at the end of each of their turns.
- **Dart.** *Ranged Weapon Attack:* +7 to hit, Range 20/60., one target. *Hit:* 7 (1d4 + 4) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the bonebreaker adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 5. If the damage is reduced to 0, the bonebreaker adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

DEBILITATION ARTISTS

Bonebreakers train to strike with precision and to cause extreme pain to their opponents, making their foes less effective in combat, or even taking them out of the fight completely.



HECTOR THE BOUND

Inspired by: Paladin Oath of the Headhunter

Created by: Zac Goins

Also known as: The Bound, Hellsteed, Dalma'e Pacraistu (Hellsteed in Infernal)

When Hector the Bound takes a job, rest assured it will be fulfilled. The centaur paladin only accepts contracts that would pass the muster of a devil and only accepts payment in the currencies of Hell. Each contract accepted becomes his unholy oath to fulfill.

The foils of Asmodeus' mortal inquisitors are not the archon hounds of heaven but rather the headhunters who bend knees to Mephistopheles. Hell has always made its own worst enemies. Though these unholy paladins carry out the murderous edicts from the Lord of Hellfire, they might also be persuaded to slip a blade betwixt your rival's ribs — should your mage have both the blood and coin for it.

Headhunters don't
come cheap.

The centaur

called Hector cannot rightly recall the exact parameters of the contract he signed, nor give reason for such a bloody signature in the first place, but such is the same story told by all the Bound who find themselves tied by oath and tenet to the devil. Mephistopheles offers no retractions and no mercy for those sworn to his service and only wrath for those that plot against him.

Upon the material plane, Hector oversees the headhunter coalition that walks that mortal soil. None of the Bound know one another by their former names but only by the monikers spelled out in the contract. Hector is so named "Hellsteed" and he commands both the fiendish Bloodhounds and their other, lesser minions. When Mephistopheles sends forth a new target, they set to task hunting down that wretched soul and rest not until the job is done.

Each headhunter has been equipped with a portion of their arcane master's power, granting them archaic spellcraft that aids them in the hunt. In addition, many hapless souls, desperate for knowledge or power have pledged themselves to Hell's wizard and now serve as informants for all those that bear the devil's mark. Hector and his crew feel no shortage of resources upon the material plane.

*When blood is paid to Hell's forsworn
An oath is bound to calloused steed
To prance with hooves upon your form
That fickle wrath of Mephistopheles.*

Contracting the Bound

Those that seek to employ Hector, or any of the other infernal headhunters, may inscribe their contracted name, that which they are willing to forfeit, and the name of the desired dead, onto a spell scroll of sending written in infernal script and then cast the spell. Should the Bound accept the terms, the contract is binding and the hirer loses 36 (8d8) hit points.



HECTOR THE BOUND

Large monstrosity, lawful neutral

Armor Class 17 (Infernal Barding, Shield)

Hit Points 170 (20d10 + 60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	17 (+3)	11 (+0)	12 (+1)	16 (+3)

Saving Throws WIS +4, CHA +6

Skills Athletics +8, Intimidation +6, Perception +4, Survival +4

Damage Resistances Cold, Fire (both from helm of the devil)

Condition Immunities Charmed, Frightened

Senses Blindsight 10 ft., Passive Perception 14

Languages Common, Infernal, Sylvan

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Aura of Captivity. The first time an enemy creature enters a space within 15 feet of Hector or starts their turn there, they must make a DC 12 Wisdom saving throw. On a failure, their speed is reduced by half until the start of their next turn.

Aura of Protection. Whenever Hector or a creature friendly to him within 30 feet must make a saving throw, the creature gains a bonus to the saving throw equal to Hector's Charisma modifier (+3). Hector must be conscious to grant this bonus.

Charge. If Hector moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Targeted Smite (3/day). Once per round, whenever Hector hits a creature with a melee weapon attack, he can deal an additional 18 (4d8) radiant damage.

Spellcasting. Hector is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): *detect evil and good*, *detect magic*, *faerie fire*, *hunter's mark*

2nd level (3 slots): *branding smite*, *locate object*, *see invisibility*, *web*

3rd level (2 slots): *dispel magic*, *speak with dead*, *speak with plants*

ACTIONS

Multiattack. Hector makes two attacks with the Cold Iron Pike and one attack with his hooves, or three attacks with his javelin. He can replace one weapon attack each turn with casting a 1st level spell.

Cold Iron Pike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage and the target must make a DC 14 Charisma saving throw or they cannot teleport, become ethereal, or slip into another plane of existence until the start of Hector's next turn.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft., range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

LEGENDARY ACTIONS

Hector can take 2 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. He regains spent legendary actions at the start of his turn.

Move. Hector moves up to 25 feet without provoking opportunity attacks.

Weapon Attack. Hector can make an attack with a melee weapon.

Spellcasting (Costs 2 Actions). Hector casts a spell using an available spell slot.

MAGIC ITEMS

COLD IRON PIKE

Weapon (pike), rare (requires attunement)

This pike has a blade of cold iron capped with bronze and is inlaid with archmages casting dark magic against their rivals. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The pike has 5 charges. Whenever you hit a creature with this weapon, you can choose to expend a charge to force that creature to make a DC 14 Charisma saving throw. On a failure, the creature cannot teleport, become ethereal, or slip into another plane of existence until the start of your next turn.

The pike recovers 1d4 spent charges each night at midnight.

HELM OF THE DEVIL

Wondrous item (helm), very rare

This bronze helm causes the wearer's eyes to glow with infernal flame and has the binding script of Hell carved into its interior. While wearing the helm, you gain resistance to cold and fire damage.

Cursed. This item has been cursed by Mephistopheles and wearing the helm binds you to his service. As long as you wear the helm, have disadvantage on attacks made against devils. Removing the helm requires an action and a successful DC 22 Charisma saving throw. On a success, you can remove the helm and take 36 (8d8) psychic damage. On a failure, you cannot attempt to remove the helm again for a fortnight. A creature cannot attempt to remove the helm from another creature.

INFERNAL BARDING

Armor (studded leather barding), rare

Stitched together from the hide of the glabrezu, this infernal barding can be worn by any steed or centaur and offers resistance to all non-magical bludgeoning, piercing, and slashing damage. Attacks made by fiends bypass this resistance.

BLOODHOUND

Medium humanoid (tiefling), LN

Armor Class 17 (Half Plate)

Hit Points 58 (9d8 + 18)

Speed 40 ft.

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

Skills Athletics +5, Intimidation +5, Perception +2, Survival +2

Senses Passive Perception 12

Languages Common, Infernal

Challenge 3 (700 XP)

Proficiency Bonus +2

Targeted Smite (2/day). Once per round, whenever a bloodhound hits a creature with a melee weapon attack, they can deal an additional 13 (3d8) radiant damage.

Spellcasting. The bloodhound is a 5th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). They have the following paladin spells prepared:

1st level (4 slots): *detect evil and good*, *detect magic*, *faerie fire*, *hunter's mark*

2nd level (2 slots): *branding smite*, *locate object*, *see invisibility*, *web*

ACTIONS

Multiattack. The bloodhound makes two attacks with their greatsword or their javelin. They can replace one of their attacks with their Divine Sense each round.

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Divine Sense (3/day). As an action, a bloodhound can detect the presence of any celestial, fiend, or undead within 60 feet that is not behind total cover.

INFERNAL HUNTERS

The mantra of the bloodhounds is emblazoned upon their metal shells and in infernal reads, "Where we are is hell, and where hell is must we ever be." Those that cross these paladins do so at their own risk.

MEII RAJJ THE MIRAGE

Inspired by: Ranger Lightbender

Created by: Andrew Bishkinskyi

Also known as: Many names and none. When traveling incognito as an entertainer, Meii Rajj never uses the same name twice.

Meii Rajj the Mirage is a legendary dancer-assassin who is said to be able to disappear in plain sight without the use of magic.

Trained as a dancer, Meii Rajj learned the art of bending light as a complement to entertaining. The complex art combines the use of precise movement and understanding of lines of sight to use both lighting and magical enhancements to seemingly disappear from sight. Though most often used in entertainment, hunters and fighters often find a use for its benefits.

When Meii Rajj's kingdom was conquered, being an entertainer placed him in a perfect position to aid the resistance movement as a court spy.

Over the next ten years, Meii worked covertly to thwart the brutal new regime, but it was too strong and the resistance was slowly wiped out. When he was finally captured, his skills were noted and he became an assassin for the crown in exchange for his life.

The following decade found Meii as a traveling entertainer, covertly eliminating enemies of his new masters. The craft of death came easy to him, and he came to enjoy both the work and the lush lifestyle it afforded.

In time, he returned to his homeland in a time of new unrest, and with the regime now on the brink of collapse. With his newfound skill and influence, Meii exacted a bloody revenge upon the kingdom's rulers, plunging the land into chaos and civil war that carries on to this day.

Many rumours persist about Meii Rajj — that he is the true power behind the “outlaw king” who sits on the throne, or that he serves the new king as a hidden enforcer. Other rumours say that he long ago left the kingdom, gave up the life of assassination, and now travels with a set of entertainers, none of whom know of his past.

The most exciting tale is that kings, warlords, and dukes dare each other to allow Meii Rajj perform in their palaces as a show of confidence in their security.

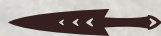
Whatever the case, much like the mirage of his nickname, many say that they saw him and that he did something incredible, but little trace of either the deed or the man remains to be found.

EQUIPMENT

DAZZLER

Weapon (rapier), very rare, requires attunement

You gain a +2 bonus to attack and damage rolls made with this magic weapon. The weapon deals an extra 1d4 acid, 1d4 fire, and 1d4 lightning damage on a hit. When you attack with this weapon, you can choose for it to emit a harmless light of the colour of your choice, creating bright light in a 5ft radius.



MEII RAJJ THE MIRAGE

Medium humanoid (human), lawful neutral

Armor Class 21 (half-plate)

Hit Points 150 (20d8 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	14 (+2)	18 (+4)	18 (+4)

Saving Throws CHA +8, CON +7, DEX +10, WIS +8

Skills Acrobatics +14, Athletics +7, Insight +8, Perception +8, Stealth +14

Senses Blindsight 10ft, Darkvision 60 ft., Passive Perception 18

Languages Common, Elvish, Thieves Cant

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Armor Mastery. Meii Rajj adds his full dexterity bonus to any Light or Medium armor he wears. Additionally, Light and Medium armor does not impose disadvantage on Meii Rajj's Stealth checks.

Legendary Resistance (2/Day). If Meii Rajj fails a saving throw, he can choose to succeed instead. Special Equipment. Meii Rajj wields a Dazzler rapier (see sidebar).

Spellcasting. Meii Rajj is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He regains his expended spell slots when he finishes a long rest. He knows the following spells:

1st level (4 slots): *fog cloud*, *hail of thorns*, *hunter's mark*, *shield*

2nd level (3 slots): *blur*, *invisibility*, *lesser restoration*, *misty step*

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

4th level (3 slots): *greater invisibility*, *freedom of movement*

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

Thwart Senses. Meii Rajj is an expert in combining his magical and natural talents to thwart even the most enhanced senses. When under the effect of the nondetection spell, his

invisibility or other means of hiding or remaining unseen are impervious to another creature's special senses such as truesight or blindsight (even if such senses are natural).

Unexpected Strike. When Meii Rajj makes an attack against a creature and has advantage as a result of being unseen, that attack deals an additional 4d8 force damage.

ACTIONS

Multiattack. Meii Rajj makes three attacks with his rapier or two attacks with his longbow.

Dazzler (Rapier). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + 8) piercing damage, 3 (1d4) acid damage, 3 (1d4) fire damage, 3 (1d4) lightning damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, Range 150/600., one target. *Hit:* 11 (1d8 + 6) piercing damage.

REACTIONS

Bend Light. Immediately after a creature hits or misses Meii Rajj with an attack, Meii Rajj can move 5 feet without provoking opportunity attacks and attempt to hide. Meii Rajj does not require any cover to hide in this way from the creature that hit or missed him, however, if he hides without cover or invisibility, he does not become hidden from any other creatures present, but instead gains the benefits of partial cover against them.

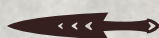
LEGENDARY ACTIONS

Meii Rajj 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. Meii Rajj regains spent legendary actions at the start of his turn.

Legendary Reaction. Meii Rajj regains the use of his reaction if it has been used.

Weapon Attack. Meii Rajj makes one weapon attack.

Cast a Spell (Costs 3 Actions). Meii Rajj casts one of his known spells with a casting time of one action.



LIGHTBENDER

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Stealth +7

Senses Passive Perception 12

Languages any two languages (usually Common)

Challenge 2 (450 XP)

Proficiency Bonus +2

Spellcasting. The lightbender is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It regains his expended spell slots when it finishes a short or long rest. It knows the following spells:

1st level (2 slots): *fog cloud*, *hail of thorns*, *hunter's mark*

Unexpected Strike. When the lightbender makes an attack against a creature and has advantage as a result of being unseen, that attack deals an additional 1d8 force damage.

ACTIONS

Multiattack. The lightbender makes two weapon attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, Range 150/600., one target. *Hit:* 8 (1d8 + 3) piercing damage. .

REACTIONS

Bend Light. Immediately after a creature hits or misses the lightbender with an attack, the lightbender can move 5 feet without provoking opportunity attacks and attempt to hide. The lightbender does not require any cover to hide in this way from the creature that hit or missed it, however, if it hides without cover or invisibility, it does not become hidden from any other creatures present.

COMBAT CHAMELEONS

Lightbender rangers use a combination of training and magic to hide from their opponents in plain sight.



MERRIDUS THROTE

Inspired by: Rogue Conspirator

Created by: Graham Ward

Also known as: The Silkworm

Smooth as silk and slippery as a worm, Merridus Throte courts the favor of criminals and opportunists. They know better than anyone which threads to pull so the knot tightens around their rivals.

In the alleys between squalid tenements, shadowed figures watch who comes and goes, plying their trade under the direction of the Silkworm, Merridus Throte. These agents bear no mark or badge. Their success relies on anonymity, and on passing Throte the right news at the right time. With the messages of a hundred informants, Throte threads their loom, arranges a pattern, and weaves a tapestry of fear, havoc, and bloodshed.

Less than a year ago, Throte was playing second fiddle to Galt, a cantankerous old crook with a dying racket. After Galt was found butchered on the wrong side of town, Throte leveraged their boss's meager operation to wage war against the rival Handur's Heathens gang. Rumor told that the Heathens had no knowledge of Galt's death — that, in fact, the appearance of her mutilated corpse in their territory had been a mystery even to them. Common folk claiming that Throte engineered the entire conflict quickly went missing or fell silent.

However it began, the war against Handur's Heathens launched Merridus Throte—and their henchmen, the "Bobs" — into a city-wide criminal enterprise. From their unassailable headquarters, the former prison called the Brocade, Throte makes a game of thieving, smuggling, spying, and killing for profit. Their finest art, however, is blackmail.

Criminal Methods. The Silkworm works in blackmail as a master weaver works thread. Targeting anyone from nobles to city guards, bureaucrats to sellswords, Throte has a knack for finding weaknesses and pressure points. After pushing hard enough in the right spot, they can leverage nearly anyone as an asset in their scheme. This talent has won Throte access to enormous resources at the snap of a finger.

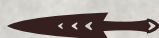
The Silkworm's enterprise makes them rich, powerful, and free to play with people's lives like tokens on a game board. A corrupt officer under Throte's thumb might deploy guards to a location that disrupts a rival's heist. A blackmailed baron might incriminate a prominent figure by planting evidence on her person. Guild butchers dispose of Throte's victims and respected solicitors handle their wealth. Often, adversaries find all the pieces on the board moving in Throte's favor, even those they counted on their side.

Assets and Allies. Opposing Merridus Throte requires investigation of their assets. As adversaries learn who serves them and why, they can formulate plans to neutralize Throte's leverage and free the blackmailed Bobs from service. Such schemes are fraught with danger as would-be heroes perform stakeouts, search public records, recruit allies, and delve into hideouts for scraps of evidence against the Silkworm. Caution is paramount. The wrong move could alert Throte and lead to a bloody confrontation against overwhelming odds.

A defining feature of Throte's operation is their ability to call on allies more deadlier than themselves. Though an accomplished fencer, Throte knows a direct skirmish is won with numbers and reliable combatants. Veterans, spies, and the odd champion join them on the battlefield. Rumors even tell that bound within the Silkworm's headquarters are three demons capable of summoning others of their kind when necessary.

The Brocade — the near-impregnable hold of the Silkworm — is an abandoned prison whose cells have been converted into (comparatively) lavish apartments. Less than a year ago, the blackmailed warden agreed to let Merridus Throte and their associates visit a certain prisoner en masse. Since that day, the Bobs have made themselves rather comfortable in the complex, while the warden and guards stayed on as well-paid security staff.

A luxurious interior now hides behind the Brocade's featureless stone facade. Feather beds, fine antique furniture, and other decadent amenities have been imported or installed by high-end dealers for the comfort of the Bobs. Cellars lead to sewer passages, which in turn convey the Bobs to almost anywhere within the city walls. Enemies of Merridus Throte might discover a point of entry through the sewers if they were clever enough to track down someone in the know.

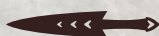


Impish Stratego. Throte loves to stir the pot. They expertly test the tolerance and suggestibility of those in their company, getting under their skin and observing how they respond to violations of privacy and trust. Often this manifests as invading personal space, touching others' belongings, and saying shocking things to get a reaction. Compulsively toying with their present company is almost subconscious for the Silkworm. They see life as a pyramid, where those on top live above the rules and answer to none. Throte's closest associates have learned that maneuvering to the very top of that pyramid is the purpose behind all the machinations and manipulations.

EQUIPMENT

SLIPPERS OF WEAVING WEBS

Wondrous Item, rare (requires attunement)
While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil. Additionally, the slippers have 3 charges. You can expend one of their charges to cast the web spell (DC15), or expend 3 charges to cast freedom of movement. The slippers regain all charges at dawn each day.



MERRIDUS THROTE

Medium humanoid (half-elf), lawful neutral

Armor Class 16 (studded leather)

Hit Points 144 (26d8 + 26)

Speed 40 ft., spiderclimb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	12 (+2)	14 (+2)	13 (+1)	16 (+3)

Saving Throws DEX +8, WIS +5

Skills Deception +7, Perception +5, Stealth +8

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Thieves' Cant

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Conspiring Sneak Attack. Once per turn, when Throte hits a target with a melee weapon attack and has advantage on the attack roll, or when the target is within 5 feet of any other creature, the attack deals extra damage. The extra damage is equal to 10 (3d6), plus an additional 14 (4d6) if at least two other creatures are within 5 feet of the target. **Evasion.** If Throte is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail. **Special Equipment.** Merridus Throte wears Slippers of Weaving Webs (see sidebar).

ACTIONS

Multiattack. Throte uses their Inspire Suspicion action (if available) and makes two attacks: one with their rapier, and one with their dagger or hand crossbow.

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

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, and the target must make a DC 16 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Inspire Suspicion (Recharge 6). Throte speaks a lie to turn their enemies against one another. Up to four creatures of Throte's choice that are within 5 feet of each other and can hear Throte must succeed on a DC 16 Wisdom saving throw. If at least one target fails, all the targets are charmed by Throte for 1 minute. While charmed in this way, a creature does not consider any creature an ally other than Throte, whom the creature regards as a friendly acquaintance. A target can repeat the saving throw if it takes damage or ends its turn in a location where it doesn't have line of sight to Throte.

REACTIONS

Prise de Fer. When a melee attack would hit Throte while they are wielding both a rapier and dagger, and can see the attacker, Throte can make a Charisma (Deception) check. If the check result is higher than Throte's AC, the result becomes their AC for the triggering attack.





SCHEMER

Medium humanoid (any race), any alignment

Armor Class 14 (leather)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Deception +4

Senses passive Perception 10

Languages any one languages (usually Common)

Challenge 3 (700 XP)

Proficiency Bonus +2

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

ACTIONS

Multiattack. The schemer makes two attacks with its daggers or makes one attack with its dagger and uses its Conspiring Attack action.

Treacherous Daggers. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus an additional 2 (1d4) piercing damage for every other creature within 5 feet of the target.

Conspiring Attack. The schemer allows an ally within 5 feet of it to immediately use its reaction to make one weapon attack.

REACTIONS

Discompose. When a creature within 30 feet misses the schemer with an attack, the schemer can force that creature to succeed on a DC 14 Wisdom saving throw or immediately repeat the attack against another creature the schemer chooses within 10 feet of the schemer as part of the same action.

DARK GOSSIPERS

Schemers always have a theory to spin, or a secret to draw on to gain advantage on their opponent. They use this knowledge to turn allies against each other.

RAVENNA

Inspired by: Sorcerer Condemned Soul

Created by: Ginny Loveday

Also known as: The Shadow, Lady of Darkness

Prowling through the shadows at night, Ravenna and her ward Rowen strike terror into the heart of evil oppressors in any city they pass through.



Born the bastard child of a noble Lord, Ravenna was forever condemned to the sidelines, looked down upon and downtrodden. Her father doted on her where he could, sending books and ensuring that Ravenna had a proper education, but his wife hated Ravenna's existence and took to hiring thugs and assassins to try and remove this evidence of her husband's infidelity. After her mother was cruelly murdered, Ravenna ended up on the streets fending for herself.

When Ravenna was cornered in an alley by a group of thugs, it was hard to say who was more surprised when she manifested her magical abilities. After smelling the sizzling flesh of their companion, the rest of the thugs quickly fled from her presence and word began to spread around the seedier parts of the city that it was best not to cross Ravenna.

Under the cover of night, Ravenna began sneaking into buildings looking for books to help her understand her new powers. As her power grew, so too did her notoriety and with each thug that she dispatched from the living realm, she embraced the growing darkness inside of her, taking it as her mantle. The Lady of Darkness, The Shadow...over the years she gained many monikers.

The poor and downtrodden of the city began offering gifts to her, leaving small slips of paper with the names of their oppressors scribbled on them among the offerings. If the Lady of Darkness blessed you, it was said that your troubles would soon end, and indeed, many found that this was true. Nobles who beat their servants, officials who abused their power, merchants who lied and cheated their customers...one by one they began to disappear into the shadows, never to be seen or heard from again.

Knowing that she couldn't stay forever in the city she grew up in, Ravenna made plans to leave, but she had one last person to cross off her list first. The foul woman who made her childhood a nightmare, and who very likely was the perpetrator behind her own mother's untimely death. Believing that a quick death was too good for this woman, Ravenna instead snuck in under the cover of shadows and mutilated the once fair appearance of the lady, leaving her as ugly on the outside as she was inside.

After finding lodgings in a new city, Ravenna settled in and began to befriend the lower class, learning all the ills that had befallen them at the hands of the wealthier. By chance, she encountered a young urchin who was just beginning to show signs of sorcerous magic and began to teach them and train them.

Several years have passed, and current day finds Ravenna and Rowen, her young charge prowling through the shadows at night, bringing terror into the heart of evil oppressors of whatever city they find themselves in. The shadows are only safe if you know the darkness within.

EQUIPMENT

SCIMITAR OF SPEED

Weapon (scimitar), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

Proficiency with a scimitar allows you to add your proficiency bonus to the attack roll for any attack you make with it.

BOOTS OF SPEED

Wondrous Item, rare (requires attunement)

While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

Carried by Rowen, the "minion" NPC.

Melee Sorcery Spells

If your setting has any melee combat spells, it is recommended that you swap out the spells marked with an asterisk with those. If there are other spells that fit in with her backstory, feel free to utilize those as well.

RAVENNA

Medium humanoid, chaotic good

Armor Class 14 (17 with mage armor)

Hit Points 134 (17d6 + 21)

Speed 30 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	6 (-2)	12 (+1)	20 (+5)

Saving Throws CHA +10, CON +8

Skills Acrobatics +9, Arcana +5, Deception +11, Sleight of Hand +9, Stealth +9

Damage Resistances Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Gnomish, Goblin, and Undercommon

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Cunning Action. Ravenna can take a bonus action on each of her turns to take the Dash, Disengage, or Hide action.

Hidden Attack. If Ravenna is hidden from a creature when she makes an attack or cast a spell requiring a saving throw on it, she may expend a number of sorcery points up to her proficiency bonus to increase the damage of that attack or spell. Add 1d6 for each sorcery point expended to one damage roll of the attack or spell.

Innate Spellcasting. Ravenna's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 19), requiring no material components:

At will: *alter self*, *darkness*, *mage armor* (self only)
1/day each: *finger of death*, *plane shift*

Sneak Attack (1/Turn). Ravenna can deal an extra 2d6 damage to one creature she hits with an attack with a finesse or ranged weapon if she has advantage on the attack roll. She doesn't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Sorcery Points. Ravenna has 14 sorcery points. She can spend sorcery points to gain one of the following benefits:

Distant Spell: When she casts a spell that has a range of 5 feet or greater, she can spend 1 sorcery point to double the range of the spell. When she casts a spell that has a range of touch, she can spend 1 sorcery point to make the range of the spell 30 feet.

Quickened Spell: When she casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When she casts a spell, she can spend 1 sorcery point to cast it without any somatic or verbal components.

Twinned Spell: When she casts a spell that targets only one creature and doesn't have a range of self, she can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level.

Special Equipment. Ravenna carries a scimitar of speed.

Spellcasting. Ravenna is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following sorcerer spells:

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

1st level (4 slots): *charm person*, *expeditious retreat*, *mage armor* (casts before combat)

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

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

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

5th level (3 slots): *animate objects*, *dominate person*

6th level (1 slot): *circle of death*

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

Vigilant. Ravenna can't be surprised.

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

ACTIONS

Multiattack. Ravenna makes two scimitar attacks. She may also choose to make a third attack using her scimitar as a bonus action.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

LEGENDARY ACTIONS

Ravenna can take 2 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. She regains spent legendary actions at the start of her turn.

Darkness. Ravenna can cast darkness and move up to her speed without provoking an attack of opportunity.

Scimitar Dash. Ravenna dashes to a random target within 20 feet, slashing at them. The target must succeed on a DC19 Dexterity saving throw to block this attack. If the attack is blocked, the target takes 1 damage, otherwise they take 2d6 slashing damage. If the target is killed, the action is repeated.

Cast a Spell (Costs 2 Actions). Ravenna casts a spell from her list of prepared spells, using a spell slot as normal.

REACTIONS

War Caster. Ravenna can use her reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.



PROWLING PROTEGE

Rowen is the name Ravenna gives her charge and may or not be their name in truth.

Note: Rowen's race and alignment are left intentionally undeclared to allow the GM to determine unique history and motivations that would best suit their game.

ROWEN

Medium humanoid (any race), any alignment

Armor Class 15 (Studded Leather)

Hit Points 35 (7d6 + 7)

Speed 30 ft., (60 ft. with boots of speed)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	16 (+3)

Skills Acrobatics +5, Stealth +5

Senses Passive Perception 11

Languages Common and any one additional language

Challenge 2 (450 XP)

Proficiency Bonus +2

Innate Spellcasting. Rowen's innate spellcasting ability is Charisma (spell save DC 13). They can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *darkness*, *mirror image*

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

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

Special Equipment. Rowen wears boots of speed.

ACTIONS

Multiattack. Rowen makes two attacks with their shortsword.

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

REACTIONS

Parry. Rowen adds 3 to their AC against one melee attack that would hit them. To do so, Rowen must see the attacker and be wielding a melee weapon.

NINE-LIVES JACK

Inspired by: Warlock the Urban Legend

Created by: Marquis Hartis

Also known as: The Nine Nights Killer

A muse of serial killers inspires copycats to take up the mantle of a vicious, hero-hunting murderer.

There was once a muse who thought that no ink nor paper nor stone could make their dreams come true. They were a master of every art, yet every art was made hollow to them, meaningless. This muse, desperate for expression, to be heard, to be seen, and, in what can only be classified as cruel cosmic irony, in the throes of this self-inflicted torture, found their inspiration at last.

Knife in hand. Throat under blade. Carve, carve, carve, carve away flesh and blood until only something beautiful, something laden with meaning is left behind — yes, murder itself became art, and this the muse found pride in.

Caught they were, flung down from the holy halls now splashed with the grotesque. Disembodied and once more deprived of joy, a lament they did sing, dirge to their old lives, harrowed and dark in its twists, and to this day still does the muse sing, but now only for an audience made exclusive, for those who share the muse's same artistic needs, their same lacks, their depravities, and their degeneracies too.

So, as the legend says, came to be Nine-Lives Jack; evil that heard the muse's song and chose to be inspired by it.

Nine-Lives Jack is said to have nine lives, and is said to take the lives of nine heroes whenever inspiration strikes, and this murderous spree is said to take place over nine nights. This urban legend has used the roads and the adventurers who walk them like a horse and buggy; to every city, every town, all villages far and wide, there has come some form of the Nine Nights legend. Sometimes the killer comes, looking like a man in some stories or a woman in others, never remarkable in appearance, always plain, always forgettable; other times they come singing, humming a familiar tune, maybe a childhood hymn, wide-eyed, smelling of blood; and yet still sometimes Nine-Lives Jack is someone we all know, the blacksmith down the street, the apothecary you saw last week, the mayor who's always been a little bit too private, a little bit too inscrutable for everyone's taste.

There is only one Nine-Lives Jack though; all the rest are copycats who, one day, hope for a concert with the Murderer's Muse. They wouldn't be the first. Nine-Lives Jack has nine lives; when one dies, another thrives, takes the name, kills and is killed, a cycle that goes and goes and goes.

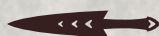
The current Nine-Lives Jack has thrown away their name in favor of their new title, blessed as they think it is, curs'd as they really are. They were once a she, a bard without magical talent, an artist whose visions were always off, a bit bloody, made her family uncomfortable to hear, her partners too, who left her, deprived her of affection, deprived her of being understood, seen. Then she heard the song: lamentations for a life she'd never lived but connected to all the same.

Her first nine kills were her family of six, the two women who'd left her for someone else, the constable who tried to stop her. No witnesses; each was arranged strangely, their bodies tied together with strings of sinew so as to make them out to be some hellish tree from pandemonium, some wickedly unnatural thing that mocked the forest's beauty or maybe, to her eyes, was more beautiful than the real thing.

Seeing such sophisticated talent, the muse sung more to this woman, equipped her in the ceremonial raiment of the Nine Lives Killer, named her Nine-Lives Jack, sung to her of arcane secrets occult and eldritch; taught her the artist's secrets, how to polish her talent in horror.

Now that she is trained, she has, for the last eight years, terrorized without pause. Unassuming traveler, woman who wants to see the world, following after the tales of heroes, following adventuring bands, watching them, learning about them, hearing their stories, hearing about what they can do, sharpening her knives all the while, her fangs, hearing that barbarous orchestra, that ensorcelled symphony, opera of oblivion, imagining how she can contort a corpse into something new, bloom a flower out of meat, how she can cause muscle and bone to rearrange into something that expresses the hurt in her, that disaffection towards reality all too cold, something artistic that captures her rage, her vindication, both these mirrors turned towards the muse that so inspires her.

Nine-Lives Jack targets specifically adventurers and those somehow related to them. The first three kills she makes are prologue; they grab the attention of the party whom she hunts. Then every night past that she will wait, pantherine in shadows, watching, waiting patiently for a moment's opportunity. She will wait until one party member is alone, and she will try to kill them, and if not kill them, she will try to curse them, enter





their dreams, show them her art, show them how they can be this, how they will help her express a kind of deeper truth not found in anything anywhere else.

If, by the ninth night, not a single adventurer is dead, Nine-Lives Jack moves on to new targets. Count nine weeks out and she'll return again, more trained now, more experienced, her taste in art ever more refined.

And so the cycle loops, again and again, until Nine-Lives Jack dies and nine years later Nine-Lives Jack comes back, inspired again.

EQUIPMENT

JACK'S CARVING KNIFE

Weapon (dagger), rare, requires attunement
The ceremonial knife of the killer known as Nine-Lives Jack, this elongated curved blade is made for precision carving and is not balanced for throwing (unlike standard daggers, it lacks the “thrown” property).

You gain a +2 bonus to attack and damage rolls made with this weapon.

While attuned to this weapon, whenever you kill another creature with it, and that creature leaves a corpse, you must succeed on a DC15 Wisdom saving throw. On a failure, you have disadvantage on all your attacks until you have artfully carved the remains. The artful carving requires an action and a successful DC10 Charisma (Performance) check. Nine-Lives Jack can choose to succeed on this saving throw.

NINE-LIVES JACK

Medium humanoid (human), neutral evil

Armor Class 113 (16 with mage armor)

Hit Points 119 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Wis +6, Cha +9

Skills Arcana +7, Deception +9, Perception +6, Stealth +7

Damage Resistances Slashing from nonmagical attacks not made with silvered weapons

Senses Darkvision 60 ft., Passive Perception 16

Languages Common

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Agonizing Blast. Nine-Lives Jack adds their Charisma modifier (+5) to the damage rolls for eldritch blast.

Innate Spellcasting. Nine-Lives Jack's innate spellcasting ability is Charisma. They can innately cast the following spells (spell save DC 17), requiring no material components:

At will: *alter self*, *false life*, *mage armor* (self only), *silent image*

Legendary Resistance (3/Day): If Nine-Lives Jack fails a saving throw, they can choose to succeed instead.

Murderous Design (1/long rest). Nine-Lives Jack is fed information by their muse, allowing them to have a countermeasure for anything their victims do. When a creature succeeds on a saving throw forced by one of Nine-Lives Jacks spells, Nine-Lives Jack may immediately cast another spell with a casting time of 1 action.

Predictable & Inevitable. When a Nine-Lives Jack is targeted by a weapon or spell attack roll, they can attempt to predict the result as being a hit or a miss. They must make this prediction before any dice are rolled. If they succeed, they can immediately make an attack as a reaction against their attacker.

Spellcasting. Nine-Lives Jack is a 17th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). They regain their expended spell slots when they finish a short or long rest. They know the following warlock spells:

1/day each: *dominate monster*, *feeblemind*, *flesh to stone*

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*, *minor illusion*, *poison spray* (4d12), *prestidigitation*, *true strike*

1st-5th level (4 5th-level slots): *banishment*, *bestow curse*, *blight*, *counterspell*, *dispel magic*, *dream*, *fear*, *gaseous form*, *major image*, *screaming*

ACTIONS

Multiattack. Nine-Lives Jack casts eldritch blast and then makes one attack with their carving knife.

Jack's Carving Knife. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 5) slashing damage. On a hit, the target must succeed on a DC 17 Wisdom saving throw. On a failure, the target sees several visions of horrible, grotesque pieces of art, causing them to suffer 21 (6d6) psychic damage and be paralyzed until the end of their next turn. On a success, the target takes half the damage and is not paralyzed.

LEGENDARY ACTIONS

Nine-Lives Jack 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. Nine-Lives Jack regains spent legendary actions at the start of her turn.

Eldritch Blast. Nine-Lives Jack casts eldritch blast.

Carving Knife (Cost 2 Actions). Nine-Lives Jack makes an attack with their Carving Knife and moves up to half their movement without provoking opportunity attacks.

This Is Just the First (Costs 3 Actions). Nine-Lives Jack chooses a creature that is unconscious or at 0 hit points that they can see within 30 feet. The creature, be it alive or a corpse, rises, is threaded with magical sinew and thread, and takes on a macabre puppet shape of Nine-Lives Jack's choice. While in this form, the creature cannot return to consciousness. A creature afflicted by this ability that is not dead magically returns to normal after 1 minute. They can also be returned to normal with a greater restoration, lesser restoration, and remove curse spells, or 5 points of Lay on Hands. Additionally, any other creature that is not Nine-Lives Jack or a Nine-Lives Copycat that sees this puppet form for the first time must succeed on a DC17 Wisdom saving throw or take 5d10 psychic damage and be frightened of it for 1 minute.

NINE-LIVES COPYCAT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 45 (5d8 + 5)

Speed 30 ft.

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

Skills Deception +3, Stealth +4

Senses Passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Proficiency Bonus +2

Predictable & Inevitable (3/day). When a copycat is targeted by a weapon or spell attack roll, they can attempt to predict the result as being a hit or a miss. They must make the prediction result before the attack roll. If their prediction is correct, they can immediately use their reaction to make a weapon attack against the attacking creature.

Innate Spellcasting. The Nine-Lives Copycat's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 11), requiring no material components:

At will: *alter self*, *silent image*

ACTIONS

Multiattack. The Nine-Lives copycat makes three attacks with its carving knife or dagger.

Carving Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) slashing damage. If the target of this attack is unconscious or becomes unconscious as a result of it, the copycat leaves an "artful" mark on the target's face. Any creature bearing such a mark has disadvantage on all their Charisma checks. The mark can only be removed by a greater restoration spell.

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

INSPIRED KILLERS

Serial killers are inspired by Nine-Lives Jack, and in their inspiration there is song. These copycats receive only a fraction of their patron's power, but by killing in ever more creative ways, they may find themselves one day chosen to be the new Nine-Lives in true.



TAM WINDFELLOW

(RHYME)

Inspired by: Wizard School of Hard Knocks

Created by: Alan Tucker

Also known as: Rhyme, Little Owl

A street-wise mage whose talent for burglary quickly elevated his status in the city's underworld.

Already an accomplished thief at a young age and known as the "Little Owl," Tam Windfellow discovered the spark of magic after a fall from a rooftop which should have ended his life. While the near-death experience opened his mind to the possibilities of magic, it also left Tam's skin pallid, leaving many to wonder if he had passed into a state of undeath.

Through luck or destiny, Tam stumbled onto the verbal component for the feather fall spell during his plummet. The magic didn't fully engage, but was enough to keep the impact from being fatal. Afterward, Tam obsessed over magic and used his physical skills to hide in a tree every day for two years outside a classroom of the local wizard academy. He practiced hand motions, and his skill at lip-reading allowed him to discover many verbal cues through trial and error on his own in the dead of night when he wasn't stealing to keep himself fed. He constantly repeated mnemonic phrases under his breath to memorize the strange magical words for which he knew no meaning. These often sounded like nursery rhymes to those around him and a new nickname began to follow Tam. He was no longer the Little Owl, but Rhyme.

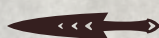
As Rhyme's skills progressed, he kept detailed notes on how his magic worked — a spell book of sorts, but unlike anything one of the academy professors would recognize. He gravitated toward magic involving deception and stealth, but also found a proclivity for spells which inflicted pain with a touch. Rhyme pickpocketed students and pilfered magic shops for necessary material components since his talents in magic only augmented his thieving prowess. It wasn't long before Rhyme was living a life he only dreamed of as a boy and gathered a small army of street urchins to do his bidding as he had once done for the local criminal underground.

Now, Rhyme runs the underworld of his city,

specializing in appropriating magical artifacts and doing away with those thought untouchable because of magical protections — for a hefty price. His most trusted lieutenant, Reason, is a skilled assassin who also dabbles in magic. If a crime is committed in the city, the saying, "There's no rhyme or reason for it," has come to mean the underworld wasn't directly involved.

Rhyme has acquired a number of items over the years which make him an even more efficient thief and formidable adversary. Some of his favorites include a ring of x-ray vision, a wand of secrets, and a cloak he designed called the mantle of starry night. When not in use, Rhyme keeps these and many other valuables in a heavily fortified vault deep beneath the city. He and his cadre of urchins and other minions live in a network of tunnels and chambers surrounding the vault, protected by a plethora of nefarious traps, both magical and mechanical.

While capable in combat, Rhyme prefers to escape when confronted, especially when outnumbered. Once he is safely away, Rhyme begins to plot the demise of anyone foolish enough to stand up to him and his organization, choosing to eliminate targets one by one.



RHYME (TAM WINDFELLOW)

Medium humanoid (human), chaotic neutral

Armor Class 18 (leather armor, ring of protection, +2)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	16 (+3)	14 (+2)	20 (+5)

Saving Throws Dex +10, Int +11
(all others additional +2 from ring)

Skills Acrobatics +8, Deception +6, Investigation +9, Perception +11, Stealth +13

Senses darkvision 60 ft. (spell), passive Perception 22

Languages Common, Thieves' Cant, Undercommon

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Cunning Action. As a bonus action, Rhyme can choose to dash, disengage, or hide on his turn.

Spellcasting. Rhyme is a 16th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Rhyme can cast invisibility at will and has the following spells prepared:

Cantrips (at will): *mage hand*, *message*, *minor illusion*, *shocking grasp*, *thaumaturgy*

1st level (4 slots): *charm person*, *disguise self*, *feather fall*, *inflict wounds*, *shield*

2nd level (3 slots): *blur*, *darkvision**, *knock*, *misty step*

3rd level (3 slots): *bestow curse*, *dispel magic*, *haste*, *vampiric touch*

4th level (3 slots): *death ward**, *dominate beast*, *freedom of movement**

5th level (2 slots): *cone of cold*, *dominate person*

6th level (1 slot): *true seeing*

7th level (1 slot): *symbol*

8th level (1 slot): *glibness*

*Rhyme casts these spells on himself before combat.

Sneak Attack. Once per turn, Rhyme deals an extra 7 (2d6) damage when he 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 Rhyme that isn't incapacitated and Rhyme doesn't have advantage on the attack roll.

ACTIONS

Multiattack. Rhyme makes two dagger attacks.

Dagger. *Melee or Ranged Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Mantle of Starry Night. Rhyme uses his mantle of starry night.



MAGIC ITEMS

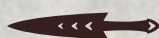
MANTLE OF STARRY NIGHT

Wondrous item, legendary, requires attunement

This dark cloak is embroidered with silver thread depicting a number of constellations in the night sky. While wearing this cloak you can use your action to touch one of the constellations, activating the corresponding effect. Once activated, each effect lasts for 1 minute unless otherwise noted; the effects use your save DC and you are considered proficient with any associated weapons or attacks.

Each constellation can only be activated once per day. If all constellations are activated in a single day, roll a d20. On a 1 the mantle's magic fades and it becomes an ordinary, finely woven cloak.

Constellation	Effect
The Bull	You grow in size by one category and your Strength score becomes 18 unless already higher. In addition, two large horns grow from your head. You can use your horns to make unarmed strikes. On a hit, you deal 2d8 + your strength modifier piercing damage.
The Crown	You cast charm person at 5th level.
The Dragon	You gain a fiery breath weapon. As a bonus action on each of your turns for the duration, you can exhale a 15 foot cone of fire. Each creature in the area of the exhalation must make a Constitution saving throw. A creature takes 3d6 damage on a failed save, and half as much damage on a successful one.
The Huntress	A longbow made of stars and light appears in your hands. It requires no ammunition but has all the other attributes of a longbow and its attacks are magical. Any successful attack you score with this bow against a beast is considered a critical hit.
The Jester	You cast hideous laughter on a number of targets of your choosing equal to your Intelligence modifier (minimum of 1) within 30 feet.
The Scorpion	You grow a long, curved tail with a poison stinger. As bonus action on each of your turns for the duration, you can use the tail to make unarmed strikes. The tail is considered a finesse weapon, has a reach of 10 feet, and deals 10 (3d6) piercing damage on a hit and the target must succeed on a Constitution saving throw or become poisoned for 1 minute.
The Stag	A spectral stag appears in an unoccupied space next to you. It has the statistics of a giant elk, lasts for 1 hour, and obeys your commands.
The Swan	You become the epitome of grace and beauty. For the next minute, you have advantage on all Charisma and Dexterity checks and saving throws.



URCHIN ADEPT

Small humanoid (any race), any alignment

Armor Class 13

Hit Points 10 (3d6)

Speed 25 ft.

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

Skills Acrobatics +5, Deception +3, Stealth +5

Senses Passive Perception 10

Languages any one language
(usually Common)

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Cunning Action. As a bonus action, the urchin adept can choose to Dash, Disengage, or Hide on their turn.

Spellcasting. Urchin adepts are 1st-level spellcasters. Their spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Choose two cantrips and one 1st-level spell from the following lists:

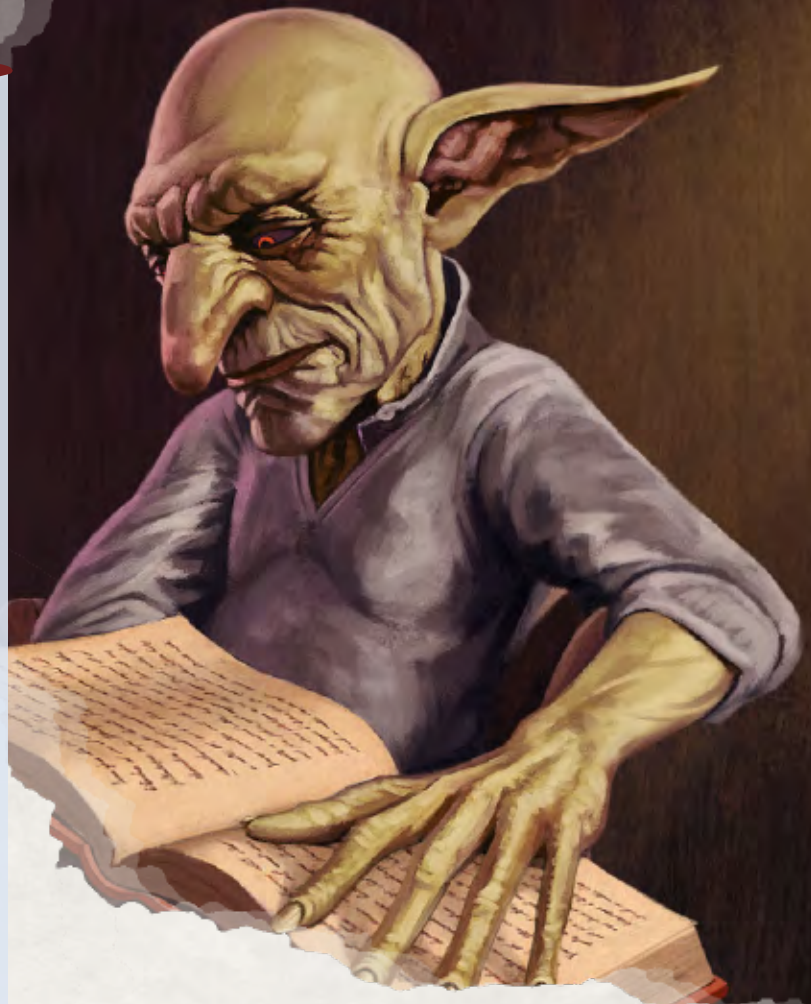
Cantrips (at will): *mage hand*, *message*, *minor illusion*, *shocking grasp*, *thaumaturgy*

1st level (2 slots): *charm person*, *disguise self*, *feather fall*, *inflict wounds*, *shield*

ACTIONS

Multiattack. The urchin adept makes two dagger attacks.

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



STREET PRODIGIES

Most street urchins aren't likely to learn magic, but a select few take to it like ducks to water and are highly sought-after by their local criminal organizations.

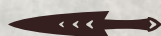


Chapter 3: They Had It Coming When, Where, and Why to Assassinate Someone

(GAME MASTER TOOLS)

51 REASONS TO KILL SOMEONE OR HAVE THEM KILLED

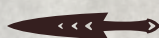
1	They killed someone close to you.	29	In exchange for their life, a devil will bring back your loved one.
2	They munched loudly at the theater.	30	To break a curse on the village, you must take their life.
3	They stole something precious.	31	This is a game between you and them, and the winner gets rich.
4	Those shoes. Seriously.	32	Your best friend asked you to.
5	They outstayed their welcome.	33	Your lover asked you to.
6	They talked down to you.	34	Revenge, pure and simple.
7	A long blood feud between families.	35	They carry an affliction that can cause many deaths.
8	They upstaged you. With a trombone no less.	36	Their death is part of a complex and wide-reaching ritual.
9	They desecrated your forest.	37	It's the only way to keep them quiet.
10	They invaded your turf.	38	Their death is meant as a warning for others.
11	They are a morning person. Too cheerful to stay alive.	39	They are of royal blood and have claim to the throne.
12	They cut in front of you at the bakery and got the last pastry.	40	They are running for political office and "concerned parties" want them out.
13	They bullied you or someone you knew when you were young.	41	They are of better use as a martyr than as a leader.
14	They committed a crime and got away with it, but you know the truth.	42	Envy. They have or are everything you want.
15	Your mother told you to.	43	"Eat the rude" as they say.
16	They tried to blackmail you.	44	They hurt an animal.
17	They mistreated their servants.	45	Killing them will free others from their corrupting influence.
18	They cheated you horribly in a business dealing.	46	Their job has inadvertently caused harm to someone you care for.
19	They kicked an urchin in the street.	47	If you are to take what they have, you can't have them coming after you.
20	They abused their public position for power.	48	Their cowardice on a past job cost someone their life. This is payback.
21	They saw something they shouldn't have.	49	The only way to prove you're the best is to beat the best. To the death!
22	They're a loose end to a finished job.	50	It's a matter of honour.
23	They added you to their will.	51	It's a paying job.
24	Your god or patron decrees it.		
25	Their organs can enhance your magic as a material component.		
26	They were prophesied to commit a terrible crime.		
27	They are actually a doppelganger in disguise.		
28	There is a good reason, but you actually have the wrong person.		



LAIR LOCATIONS & OCCASSIONS FOR ASSASSINATION

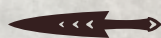
D20	Lair Locations
1	Secret basement in busy tenement in major city.
2	Cliffside castle with clockwork servants.
3	The back of a tannery renowned for its exotic leathers.
4	A doorless, prismatic glass tower.
5	An airship powered by elementals.
6	The canopy of a grove of tall trees
7	A system of caves accessible only via a lake or the ocean.
8	A commoner's house; the villain's last victim.
9	Attic of an abandoned derelict tower.
10	Cavern accessed from a tunnel dug off the city sewer system.
11	In the basement of a funeral home or morgue.
12	At the base of a hollowed-out well.
13	A remote moutain pool where Faerie crosses into the Material Realm.
14	A demiplane constructed to resemble a childhood memory.
15	The abandoned home of a dark and twisted legend.
16	An orphanage where every child is secretly a killer goblin.
17	A coastal cave, its entrance accessible only during low tide.
18	The abandoned storage area of a major museum.
19	Basement of a popular tavern, accessible by secret passage.
20	Nondescript house in shady part of city, accessible with a password.

D20	Occassions for Assassination
1	A destination wedding in a tiny remote village.
2	Morning walk to the bakery.
3	A grand masquerade.
4	An intimate meal.
5	A grand parade.
6	A secret tryst.
7	A birthday celebration.
8	When the wind's prevalent direction changes.
9	Traditional private prayer time.
10	In the first moments of an eclipse.
11	A midnight swim.
12	A solemn coronation.
13	The sacking of a city
14	A moment of remorse.
15	When a murder of crows is in attendance.
16	A political speech.
17	A night of revelry on the town.
18	An exclusive card game.
19	A musical performance.
20	A sporting or gladitorial event.



ADVENTURE SEEDS

Antagonist	Adventure Seeds
Ketch	A baron's son has been falsely convicted of a crime while vacationing in a distant kingdom. He has been rescued by the baron's mercenaries, but most died in the process, and now the brutal Ketch the Headsman has been sent to find and execute the young prince.
Ketch	A murderer on the loose has information on the location of an ancient artifact. The murderer flees, but you are not the only ones in pursuit, and if Ketch the Headsman gets to her first, the secret will die with her.
Lumurac	A trade airship was recently raided by Lumurac and his swallows, who took off with the cargo. Among the cargo was a statue of deep religious significance, and the clerics want it back.
Lumurac	A young heir to the crown has been kidnapped by Lumurac, and his concerned parents want him back. What they don't know is that the prince went willingly, running off to a life of piracy and danger.
Dozarat	A thief has been caught redhanded stealing from an influential crime family. To exact revenge, the family has engaged the clerics of the cleansing worm to wipe him from existence. The thief's villa contains a secret basement full of treasure - if you can get to it before the cultists destroy it all.
Dozarat	The cult of cleansing worm has been called upon to cleanse a plaguestruck village, but a seer insists that there are some unafflicted hiding in a secret cellar.
Groek	A group of adventurers has gone missing after setting out to explore a ruined dungeon in a nearby woodland.
Groek	A pair of village children swear there is a tree that throws fruit in the forest.
Xullara	A gang of daring thieves have made off with the crown jewels. Holed up in an impenetrable seaside fortress, they fear no one. The task is to get the jewels back, but complicating the matter is the fact that a group of mercenaries led by Xullara, the Jumping Spider are intent on sacking the fortress and taking the jewels on behalf of an enemy kingdom.
Xullara	It's a time of war, and a master cleric prepares to cast a ritual to bolster an entire army. The enemy has hired a group of mercenaries led by Xullara, the Jumping Spider to assault the ritual temple and kill the cleric. They must be stopped at all costs.
Warfang	The decapitated head of a local wizard has been placed outside their tower and the door has remained locked for the past week. No one knows who may yet reside in the tower, but each night it is said a great winged beast alights at tower's peak and deposits a humanoid-shaped bundle.
Warfang	A collection of monks from the Order of the Still Fist approach the party with a simple request: they require aid in finding a member of their order and bringing them back into the fold. Trouble is, Warfang has little desire to return the monastery and won't take too kindly to any directive to do so.
Hector	Hector the Bound approaches the party with an infernal, subcontracted assassination opportunity: hunt down a storm giant hiding in her pit house deep within the desert. What isn't disclosed is the demonic hordes the giant sorceress has summoned to her.



Antagonist	Adventure Seeds
Hector	A collection of Hector's Bloodhound minions have been sicced on the party for reasons unknown. If the party manages to recover a copy of the Bloodhound's contracts, they discover they have pissed off a local magistrate who happens to have zero qualms about making a deal with a devil.
Meii Rajj	A mildly reprehensible baroness has found that her supply wagons haven't been making it through the cliffside road and she suspects vagabond rangers are to blame, though none have been sighted. She's loath to tell anyone she hires to investigate exactly what contents were being transported and instead dictates that all recovered contents should be burned immediately.
Meii Rajj	A local warlord has managed to make contact with the deadly Meii Rajj and has extended an opportunity for performance in his halls. No one knows whether the assassin will choose to attend, but the warlord is wasting no time employing dozens of mercenaries to ensure his safety during the event...and the planned execution thereafter. The party is offered similar employment.
Merridus	The Silkworm has ruffled a few too many feathers and a bounty has been placed on the assassin's head. The party will be paid a chest of riches if they are willing to step into the Brocade, navigate the lair, and bring the coniving assassin to their knees.
Merridus	Handur's Heathens have a proposal for parties willing to engage with unscrupulous folk. Enter the employ of the Silkworm, gain their trust, and position the Heathens for a night of hellfire revenge. In turn, the rival gang will carve out a slice of their territory for the party and include them in any opportunities that come around.
Ravenna	A wealthy nobleman is paying well to have the vigilante Ravenna stopped from assassinating him on the night before he gives a grand speech. In truth she is attempting to stop him from using dark magic on the townsfolk
Ravenna	The vigilante Ravenna has disappeared. Rowen — her young protege — believes that she had uncovered an evil conspiracy being involving an heir to the throne. Does the investigation lead to a den of evil or is this Ravenna's plot to get inside?
Nine-Lives Jack	Five members of a nine-member adventuring party on a hiatus have been ritualistically killed. Two have realized that someone is picking them off, while the other two remain unaware.
Nine-Lives Jack	Grisly "artworks" made of corpses have been found in a different public square of the city on the morning of each of the last six nights. Whispers circulate of the Nine Nights Killers, and fanatical copycats are starting to add to the body count.
Tam Windfellow	A simply astounding artifact has been placed on display at the local palace and both Mr. Rhyme and Reason are booth itching to lay their hands on it. The problem is that it belongs to one of their longstanding allies, so they need clean hands and a clear conscious. They are willing to pay the party handsomely to acquire the item but are insistent that - should the party fail - they will have no backup and will be thrown to the dogs.
Tam Windfellow	The city guard is absolutely certain that the swarm of urchin around the city are being trained in magic and set loose with their newfound skills to pickpocket to their hearts' content. Something must be done!





Ambush Locations & Lairs

This section contains two types of maps for use in your games. Note that while only a single map is presented in the book, the digital version of *Den of Assassins* includes multiple versions of these maps, including versions without grid for virtual tabletop use, and often versions with different weather or lighting conditions to give you more unique options for your games.

AMBUSH LOCATIONS

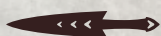
These five maps provide versatile locations where a group of assassins can spring an ambush or get caught in one. Yet these are not the only uses for them! Each map comes with a pair of adventure hooks to give you ideas for encounters or even entire adventures!

ANTAGONIST LAIRS

The five maps in this section were created to go with specific lairs created and described by our designers. Three of these lairs are the in-depth personal home bases of specific antagonists — Groek's Hideout, Lumurac's Airship and Ravenna's Warehouse. The other two — just as intricately designed and described — are included for all-purpose use, suitable to serve as a home base to some of the included antagonists, or even as a new home for the players' party.

SCALE

On all the maps provided, 1 square equals 5 feet.



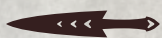
AMBUSH LOCATION: CARAVAN CAMP

Merchant caravans are a classic setting for adventure and intrigue. This map shows a caravan having made camp in the woods along the road. Below are some quick hooks for setting up an encounter here:



The Passenger. Adventurers have been tasked with recovering or assassinating one of the caravan's passengers. Are the caravan's masters aware of this individual's presence? Will they assist them? Do you know which tent they are in? Is that tent guarded? If the target is dangerous, will they take hostages from other members of the caravan?

Ambush the Ambushers. Caravans have been getting attacked along this trade route. Adventurers are traveling incognito in order to discover the bandits' identity. Who in the caravan knows the adventurers' identities? Is there a traitor that has warned the attackers and is ready to backstab the party? Are innocent merchant lives at stake when the attack comes?



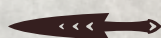
AMBUSH LOCATION: CITY STREETS

The streets of a city of low-story buildings create an opportunity to set a multi-level encounter, with allies and enemies using not only the alleys, but also the rooftops, to gain an edge. Below are some quick hooks for setting up an encounter here:



The VIP. The corrupt governor of the region is visiting and being paraded through the streets. The local resistance has sought out the help of adventurers to spring an ambush and take out the target. How will the ambush be set? Will the party be split? Are there secret guards in the parade crowd? And what of the innocents?

Holy Mission. Adventurers are hired to escort a cleric to investigate strange happenings in a distant town's temple. There is more to the town than meets the eye, and the evil that has taken root here has spread to its inhabitants, twisting the streets into a deadly gauntlet. Who assaults the party? Are these demons drawn against the church by a fallen priest? Have ghosts risen to possess the unsuspecting town guards? Maybe it's the disgruntled townsfolk themselves?



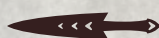
AMBUSH LOCATION: JUNGLE CONFERENCE

This map depicts a uniquely situated jungle compound. This is an ideal setting for a distant meeting or reception of important participants. It can also double as a villa in a jungle setting or otherworldly domain. Below are two quick hooks for setting up an encounter here.



Meeting of the Minds. The heads of several important factions are meeting for the first time to address a crisis, yet the entire meeting has been secretly masterminded by someone wishing to wipe out a designated collection of the factions' members. The assassins are already inside. Are the adventurers the assassins or are they tasked with finding their way in — no easy task — and stopping the killers before it's too late?

A Summoning. Three mages have conspired to summon a powerful otherworldly servant to aid in their bid for domination. Adventurers are being sent to stop them by any means necessary. Are they in time to stop the ritual or will they have to contend with the otherworldly creature itself? And what of the powerful guards and wards preventing entry?



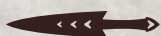
AMBUSH LOCATION: THE BRIDGE

One of the most dramatic settings for an ambush is a high bridge over a river. A powerful foe can be cut off with nowhere to run; on the other hand a trapped animal is often at its most dangerous, and a fall is equally deadly to ambushers and the ambushed alike. Below are two quick hooks for setting up an encounter here.



The Armored Carriage. Adventurers have been tasked with stopping an armored and escorted carriage and directed to ransack what's inside. The route is known. The bridge is the spot for an ambush. What will the set up be? Visible barricade or concealment? Magic? There is time to set up and opportunity to get it right.

Tables Turned. The adventurers' ambush is sprung, but they're unprepared for what emerges. Their enemies sprout devilish wings and the drop into the frigid shallow water below becomes a distinct advantage for the defenders.



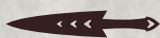
AMBUSH LOCATION: THE COMPOUND

This map shows a fenced compound that can stand in as the headquarters from anything from the city watch to an established mercenary company, to a corrupt militia. The inset below the main map shows the secure lower floor. Below are two quick hooks for setting up an encounter here.



The Prisoner. Adventurers are tasked with getting a prisoner out of the cells on the lower level of the compound. Is violence the only way in? What kind of organization is holding the prisoner? Are stealth or infiltration viable options?

Under Attack! The town has been overrun by an overwhelming threat! Is it zombies? Elementals? Aberrant invaders? The survivors have fallen back to the walled militia compound, but the enemy is closing in.



LAIR: FORT FRIGID

Created by: Christian Zeuch

Intended use: General purpose

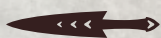


Though often found empty, the remote Fort Frigid has had many occupants over the centuries. From bandits hiding out in the unforgiving wilderness to desperate disgraced nobles fleeing persecution in the remote tundra, many have made the well-built fort their refuge.

Built against the mountains near a lake, the fort makes use of the advantageous position provided by the many cliffs and rocky

outcroppings. Infiltrating or assaulting this location is not an easy task and requires a well-prepared group. Mixed elevations that range from ten to thirty feet make the stronghold particularly difficult to approach — whether it is by the open paths or by climbing rock or ice walls of mixed heights.

When fully occupied, the fort has room for up to thirty to sixty defenders as well as leadership.



A proper regiment boasts mixed ranks, including archers, tower guards, and infantry. Guards typically work in shifts, with less than half of the total number on duty while the remainder sleep or are assigned to other missions or tasks.

If attacked, the defenders on the towers sound a warning horn to alert the rest of the fort. Upon the alarm sounding, other defenders pass by the armory to pick-up additional ranged weapons and take-up positions behind storage piles that have been pre-arranged to act as cover in this eventuality.

The difficulty of the fort encounter can be adjusted by adjusting the number and strength of the defenders, adding defensive siege weapons, or giving defenders abilities such as using their bonus action to set their ammunition aflame, dealing additional fire damage.

NOTABLE AREAS

Below is a rough description of each area of the fort. The crane outside of area 8 is used to lift crates and other heavy objects.

1. Main Gate

A sturdy gate made of wood guarded by defenders on the nearby towers.

2. Towers

These twenty feet high towers are usually manned by two defenders armed with crossbows or bows. These guards never leave the tower unattended, though one can be lured out to investigate suspicious activity.

3. Cover Objects

There are sacks, crates, and portable palisades spread in strategic positions throughout the fort. These can be used for cover when the fort is under attack.

4. Inner Gates

These gates are usually open as a pair of guards make rounds around the path with the cover objects between the north and south towers. The gates get closed during an attack.

5. Dormitory

This building has five bunk beds accommodating up to ten defenders sleeping. Lockable footlockers contain their personal belongings.

6. Two-Story Dormitory

Similar to building 5, but this one is two-stories, containing seven bunk beds on each floor.

7. Bridges

These wooden bridges connect the main building to the dormitories and are supported by wooden pillars. If the pillars are destroyed, the adjacent parts of the bridge to that pillar collapse.

8. Office

This room is typically used as an office or war room. It contains a desk, comfortable chair and bookcases. The desk contains a central drawer which is locked. Its key to this can be carried by the fort's commander or the office's owner.

9. Armory

This place holds armor, weapons, and ammunition. The defender posted here logs items taken in and out, and carries a key to the heavy barred door that leads into the armory itself.

10. Storage

This is the food storage which is used by the cook and their team.

11. Kitchen

The cook and their team cook all three meals of the day in here. Special meals are prepared for the leadership or nobility.

12. Bathroom

This room contains three bathtubs which is where the defenders take their occasional baths. When occupied by particularly important guests, the baths may get split among different buildings, creating privacy.

13. Mess Hall

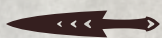
Early in the morning, at noon and at dusk, this hall is filled with up to thirty defenders eating their meals.

14. Major Bedroom

This comfortable bedroom is where the commander or leader typically resides. A locked chest contains their personal treasure, the key carried by them. The same key opens the drawer in area 8.

15. Toilet

This place reeks badly.



LAIR: GROEK'S HIDEOUT

Created by: Maria Gatta

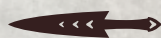
Intended use: Groek's Hideout or Ambush



The woodland in this part of the world runs wild. Encounters with large beasts or even monsters are not rare, and most ordinary folk do not venture here alone. Almost everyone knows about the hermit druid that lives somewhere in the thicker parts of the woods. Rumor is that he favours the wilder side of nature.

In these wilds, squat, thick trees mingle with tall and lean ones, neither of them suffering

from coppicing, allowed to grow to their heart's content. Rare herbs can be found throughout the area. Some of these are considered weeds by common folk, but are prized by herbalists. Others are carnivorous plants that may devour a stray sheep or small humanoid whole. Many are nothing beyond a plant with no particular use for humans and which can only grow in the shade of a thick woodland.



The terrain is somewhat hilly, although the elevation changes are often hidden by the thick layer of shrubs and trees. Shallow cliffs and broken hills are sparse throughout the area, more common in the denser parts of the woodland.

Groek has established himself in a remote corner of this woodland. He chose a large old tree at the tail end of its life to revitalize and make his home. Throughout the years, he has infused the tree with magic and shaped it to his will. The hollow trunk allows him to access the interior, which he has sparsely furnished to afford him some basic comforts. The tree itself looks as healthy as ever, although it is difficult to say what may happen to it if Groek were to die.

It was important for Groek to be in a location central to major points of interest in the woodland, including a ruined manor, the entrance of a dungeon, and a lake with its own aquatic monsters to boot. Locating centrally allows Groek to reach those prime adventuring spots whenever mercenaries, adventurers, and chance soldiers — having wasted their resources — camp or pass through these dangerous areas. Groek's network of awakened trees and shrubs lets him know when such prey is near.

A few choice spells protect Groek's treehouse. If Groek ever spots a group of adventurers snooping around where they shouldn't, he casts a couple of preventative spells on the area around his house. First, plant growth, to make the vegetation thick and unwelcoming. Then, he casts hallucinatory terrain to make his treehouse look like nothing more than a big tree.

The vines in the house are not just there out of laziness or for decoration. The vines are awakened and guard the house when Groek is away. Intruders are likely to find themselves entangled in vines before they know what hit them.

The chest where Groek keeps his loot is not trapped, but the roots around the trunk are. When stepped on, these roots burst, spraying creatures in a 10-foot cone. The brown viscous liquid attracts giant wasps, which nest in the canopy. 2d6 giant wasps descend from the canopy two rounds after the liquid has been released. The wasps attack any creature covered by the liquid. If no creature is covered in liquid, they simply start licking the liquid from the floor and don't attack unless threatened or attacked.

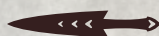
South of the tree are entrances to a dungeon. The main entrance is clearly visible; the side entrance is hidden thanks to the shaggy ferns mottled herbs growing through the area. The absence of any trees or shrubs throughout the site may cue seasoned explorers that there is more in

the area than just a few ferns and herbs.

Groek has stationed awakened trees on both entrances to keep a lookout for when people go in and out of the dungeons. Once informed that someone has ventured inside, Groek can estimate how much time they may take and prepare his ambush.

NOTABLE AREAS

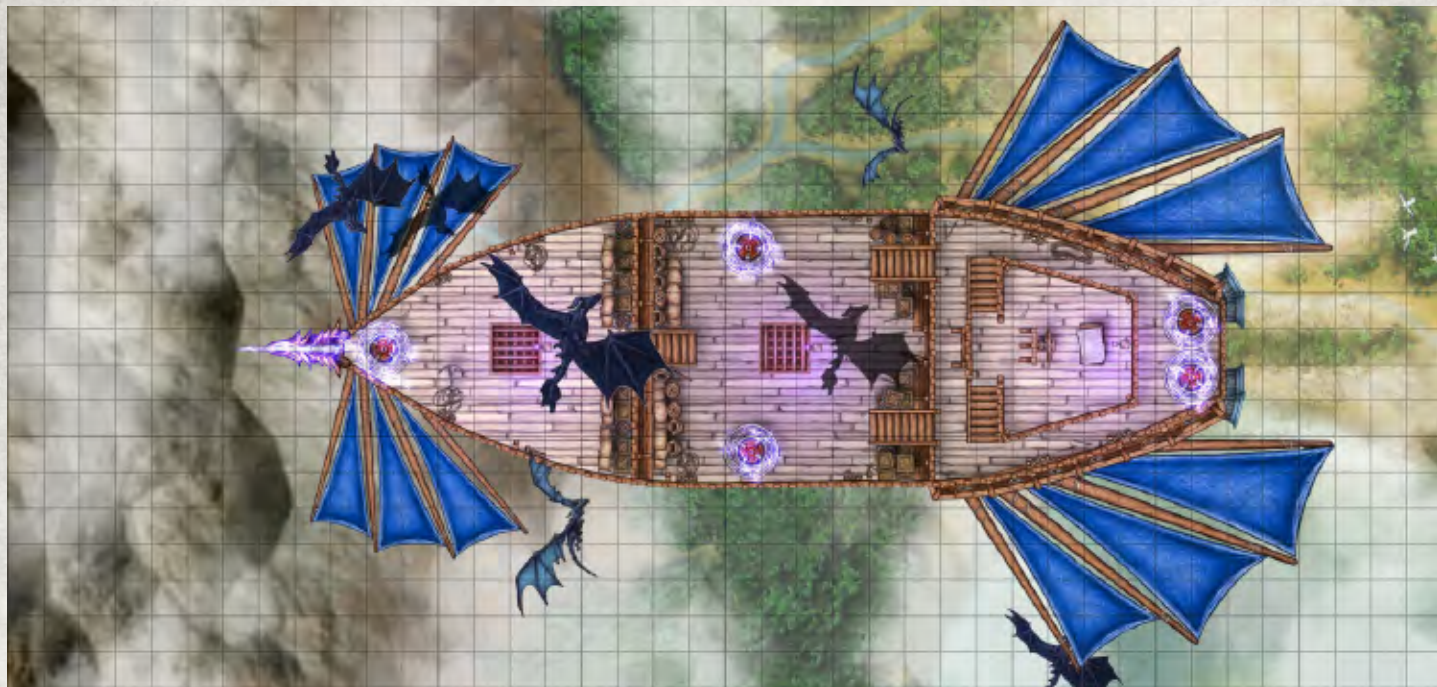
1. Main Dungeon Entrance
2. Secret Dungeon Entrance
3. Groek's Treehouse
4. Trapped Roots
5. Chest



LAIR: THE OMERTA AIRSHIP

Created by: Francis Atwater

Intended use: Lumarac's Hideout



From the outside, the Omertá appears ostensibly as a cargo airship for a modest family trading business. Sun-bleached maple wood sanded smooth with rune-carved bronze inlay wraps the hull from stern to prow in intricate swirls and the name of the vessel is engraved in neat, serified letters just beneath the quarterdeck. The main deck sprawls out, peppered with boxes and burlap sacks ready for transport. Simple, orderly, clean. Able-bodied crew keep busy, some moving cargo, others doing maintenance, or keeping watch. All sport a small orange and red pin in the shape of a potentilla bloom — a symbol of strength, honor, and loyalty.

The forecastle and quarterdeck rise on either side of the main deck, divots worn into the wood on the twin set of stairs from years of foot traffic. Atop the quarterdeck, the navigation deck sits high and proud with a pale-washed wooden wheel decorated with similar bronze runic embellishments. Unlike a sailing ship, the Omertá's helm is magical and controls the side sails rather than a rudder. The runes adorning the helm also are more than simple decoration — using the right combination can render the ship magically invisible for a short time.

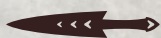
At the stern-side edge of the quarterdeck rest a pair of nests for the blue dragon wyrmlings that

protect the airship. There are three other nests spread across the rest of the outer decks: two on the main deck and one at the tip of the forecastle just behind a jagged bronze bowsprit. Both the bowsprit and the nests occasionally coil with flickering pale blue lightning.

Carved railing serves as the margin for all decks under the open skies. When it sails, an air of solemnity is noticeable, a quiet reverence among the crew. It travels through the breeze and hangs in the doorways.

The middle and cargo decks are accessed directly through a trapdoor in the center of the ship. In addition to this, there are two doors accessible from the outside — one from the main deck into the meeting room, the second from the quarter deck into the captain's quarters below navigation — both well-maintained light-wash wooden doors with intricately etched swirling that matches the hull.

While Lumarac is out either on business or sleeping within, the door to the captain's quarters is locked and trapped with a 5th-level dissonant whispers spell that sends a cacophony of layered whistles driving into the mind of the interloper when trying to open the door or failing to dispel the magic. The trap can be detected with a DC 18 Intelligence (Arcana or Investigation) check by



NOTABLE AREAS

1. Helm
2. Wyrmling Nests
3. Captain's Quarters
4. Meeting Room

5. Crew Cabins
6. Additional Barracks
7. Food Storage
8. Galley
9. Cargo Area
10. Propulsion System

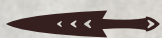


spotting the runes running amid all the swirls and dispelled as normal. Additionally, if the spell is tripped, the doorknob disappears, and the door can only be opened from the other side.

The trap can be activated and deactivated from inside the captain's quarters by placing or removing a shard of ruby from a decorative

painting on the wall beside the door.

Within the captain's quarters is a well-decorated living space — a bed, storage chest, bureau, and a small writing desk. Any particularly rare or noteworthy loot — such as magic items — is likely to be found here.



LAIR: OLD SMUGGLERS TUNNELS

Created by: Frederick Walker

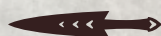
Intended use: General purpose



NOTABLE AREAS

1. Abandoned Jetty
2. Secret Water Passage
3. Smuggler Cove
4. Smuggler Caves (A & B)

5. Flooded Passage
6. Secret Assassin Passage
7. Common Room
8. Armory
9. Barracks
10. Leader's Quarters
11. Passage to Sheltered Cove



Old smugglers' tunnels make a good rumor, folk tale, or urban myth. Where they do actually exist, they make an equally good hiding spot.

The smugglers who used these tunnels were drawn to the area by growing coastal trade and rumors of sea-caves. Their exploration revealed a network of tunnels through the cliffs, carved into the rock by the roiling waves. Local burglars and cutpurses already used them as hideaways and stashes, and with their cooperation, a smuggling ring settled into the salt-soaked tunnels, stretching from beneath one of the port's jetties to a hidden cove far from the town, where smugglers could offload their cargo safely out of sight of the port authorities.

The smuggling operation collapsed in a disastrous night-raid by the port watch. An overturned smuggling ship cast the smugglers beneath the waves, dragged down as their clothing snagged on their heavy cargo. The wreck of the ship remains in shallow water near the jetty, making vessels avoid the area. After the wreck, the tunnels were left abandoned - the watch never found them, and the survivors of the smuggling ring fled, leaving the stocked sea-caves for whomever would next claim them.

Decades of rumors drew a new set of residents to the tunnels, a band of assassins, who walked the long forgotten Smugglers' Run, and saw a new hiding place within an old one.

For anyone who happens to find the cave the traditional way — from the seaside — the outer cave tunnels fit the tales exactly: an entrance reached only by rowing or swimming beneath one of the harbor's jetties, revealing salt-smelling caverns through the rock, each stocked with dusty barrels of forgotten contraband. While this appearance does not change as one ventures deeper, the barrels' contents do — for the band of assassins dwelling in the tunnels, this leftover cargo that disguises their lair also serves as a hiding place for traps. By the entrance from the harbor, traps are subtle, to appear as a leak of some degraded contraband, turned toxic after being left in place for so long, followed by more volatile chemicals deeper in the tunnels.

In each cluster of barrels, at least one is trapped, triggered by a tripwire tied across the tunnel floor. A tripwire or trapped barrel can be detected with a DC 14 Intelligence (Investigation) check, and disarmed without a check. Trapped barrels can have any of the following effects, the latter effects occurring deeper into the tunnels:

- **Nauseating fumes:** Creatures within 15 feet of the trapped barrel when it is triggered must succeed on a DC 12 Constitution saving throw or become poisoned for one minute.
- **Toxic fumes:** Creatures within 15 feet of the trapped barrel when it is triggered must succeed on a DC 15 Constitution saving throw or take 3d6 poison damage and become poisoned for one minute.
- **Acid flasks:** Acid spills from the barrel to cover a 15-foot radius area of the tunnel floor around the barrel. Creatures in the area must make a DC 17 Dexterity saving throw, taking 3d6 acid damage on a failed save or half as much on a success. In addition, a creature that starts its turn standing in the area or moves through it takes 1d6 acid damage, plus 2 points of acid damage for each 5 feet it moves through the area.

At the apparent deepest point of the tunnels, a small pool of seawater appears to present a dead end. However, submerging in this pool reveals that the tunnel, although flooded, continues further into the cave network. Swimming through this flooded tunnel leads one to emerge in the den of the tunnels' new residents: a band of assassins. A second tunnel to the east of the smugglers' network also leads into this space, hidden by illusory magic.

Beyond these hidden entrances, the assassins have separated large areas of the caverns into a common room, barracks and armory, all decorated with scavenged furniture of several different styles, many dismantled to be taken into the caverns, then rebuilt in the space with less skill than the original carpentry.

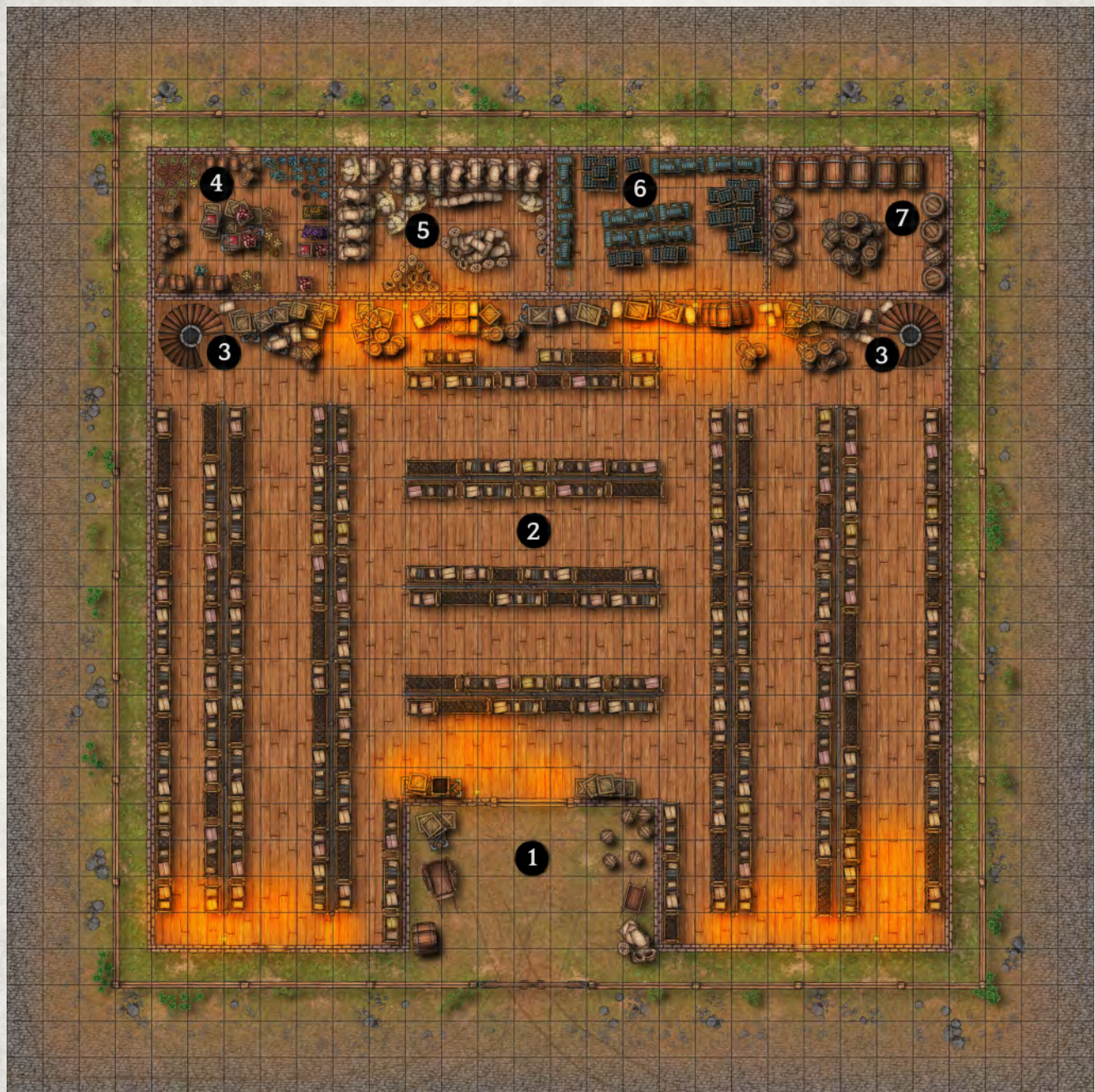
The assassins second route into their lair is the smugglers' tunnel to the coast, which leads west from the barracks cave to a sheltered cove - hidden enough to allow escape from pursuers by water, for those assassins returning from a successful contract.



LAIR: WAREHOUSE 815

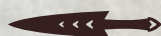
Created by: Ginny Loveday

Intended use: Ravenna's Hideout



Despite what any noble lord or lady might want to think, the true measure of any city is in its commerce - which is why any city worth its salt has a district of buildings full of trade goods that end up in the markets that the lords and ladies peruse. Alongside the completely above-board trade items, one can usually find similar buildings full of less savory goods. The latter make exceptional hiding places for things that one might not like others to take notice of.

However, it is not one of these less savory warehouses that the Lady Ravenna has set up her base of operations in. Instead, this perfectly ordinary building houses a vast array of traditional inventory. Barrels of salt, crates of tools, reams of the finest fabrics, and the occasional shipment of fine art are some of the items that move in and out of this roughly 1000-square-foot building, through its gates, and out into the city streets for trade at the markets or shipment at the harbor.





Cleverly hidden along the rear of the main floor are several chambers accessible to Ravenna and her followers via doorways hidden behind piles of crates unlockable only using special pendants that she entrusts to a select few. In these rooms can be found a vast wealth of riches taken from the city's more affluent folk, waiting to be doled out to those who deserve reparations or need assistance. Crates of precious gemstones, bags of gold, crates of silver bars, and more are safely ensconced between reinforced walls of brick and iron, further protected by the 50-foot high wall surrounding the entire building and then secured behind the custom locks.

NOTABLE LOCATIONS

Below is a rough description of each area of the warehouse.

1. Main Gate and Loading Courtyard

The only entrance through the 50-foot high wall that surrounds the warehouse is a set of imposing steel gates that swing outward to allow wagons to enter into the courtyard for loading and unloading. At least four guards are stationed here at all times to secure the entrance and to help validate that only the allowed people and correct goods are entering or exiting the compound.



2. Lower Warehouse

This area contains rows of shelving which house a variety of trade goods ready for shipment.

3. Stairs to Upper Level

Spiral staircases on either side of the building lead to the upper level.

4. Hidden Area: Gems

This area contains various containers of precious gems and can only be accessed via the secret doorways from inside or outside the warehouse using special pendants that the Lady Ravenna and a select few of her followers possess.

5. Hidden Area: Gold

This area contains bags of gold and other coins that have been purloined. Pendant access only.

6. Hidden Area: Silver

This area contains various crates of silver trade bars. Pendant access only.

7. Hidden Area: Treasure

This area contains barrels of various rare herbs, arts, and other treasures. Pendant access only.

8. Upper Warehouse

This area contains stacks of crates and rows of shelving which house goods that have been brought in and are awaiting inspection. Two large cranes at the front of this level are used for lifting heavy crates or items up from the lower level.

9. Inspection and Repair Stations

These six workstations are used by the warehouse workers to inspect and repair any items that come into the warehouse.

10. Lounge

This area is typically reserved for the warehouse owner, a close associate of Ravenna's, to conduct informal meetings with his "business partners" and occasionally, for a night of cards or other similar pastimes. The door to this area is locked.

11. Break Room

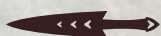
This area functions as a breakroom for the workers who tend to the warehouse. There are several tables for having a quick meal along with a small stove and some shelving to store items.

12. Vault

The vault can only be accessed from the office and has a triple-layered wall for protection. There are several large iron-barred chests inside to further protect the money or other valuables that would normally flow through a successful mercantile warehouse. The vault is secured by a lock which requires both a key and a combination to open.

13. Office

The warehouse owner uses this office for their day-to-day business meetings. This room is well-appointed with a lush carpet, plush chairs, several plants, and floor to ceiling bookcases containing ledgers and reference books.



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