

Avenging Archetypes

Charging Shield (Fighter Archetype)

Shield Fighting

At 3rd level when you select this archetype, you gain proficiency with shields as weapons. In addition, you gain proficiency with the Charge maneuver, and when you are wielding a shield and no other weapons you do not have to spend exertion to activate it.

Inspiring Traditions

Also at 3rd level, you gain proficiency in one of the following combat traditions of your choice: Biting Zephyr, Rapid Current, Tempered Iron. When you gain this feature you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Shield Throwing

Starting at 7th level, you treat all shields except tower shields as having the throwing property (light 60/120 feet, medium 50/100 feet, heavy 40/80 feet). In addition, you gain proficiency with the Ricochet combat maneuver, and when you use a shield with it you do not have to spend exertion to activate it.

Galvanizing Charger

At 10th level, whenever you use the Charge maneuver and are wielding a shield and no other weapons, choose one creature within 60 feet that can see you. The chosen creature gains temporary hit points equal your fighter level and an expertise die on its next saving throw. Once a creature has benefited from this feature, it cannot benefit from Galvanizing Charger again until it finishes a long rest.

Stalwart Aegis

Beginning at 15th level, you gain advantage on saving throws to resist becoming charmed, frightened, or any spell or effect of the compulsion school.

Additionally, your unarmed strikes and attacks made using a shield deal an extra 1d6 bludgeoning damage.

Epic Charge

At 18th level, you can use an action and move at least 20 feet to make an epic charge. While making an epic charge, you can move through the spaces of creatures and objects of up to one size larger than you without provoking opportunity attacks. When you move into a creature's space it makes a Dexterity saving throw against your maneuver DC (with disadvantage if it is your size or smaller), taking 36 (8d8) bludgeoning damage and falling prone on a failed save, or half as much damage and remaining standing on a success.

Once you have used this feature, you cannot use it again until you finish a short or long rest.

Quickstepper (Adept Archetype)

Quips

When you choose this archetype at 3rd level, you learn how to get in the heads of your opponents. After you have observed a creature in combat for at least 1 round, you can make a quip at it. Make an Intimidation check opposed by the Wisdom saving throw of a creature within 30 feet that can hear and understand you. On a failed save the creature is compelled to attack you. On its turn, the creature moves towards you and makes as many attacks against you as it can. If the creature failed its saving throw by 5 or more, it has disadvantage on these attack rolls. Additionally, you do not have to spend exertion to use Patient Defense while a creature is under this effect.

The effects of this feature end after the creature hits you with an attack, when you attack a different creature, or if the creature is unable to attack you. Once you have

used this feature a number of times equal to your Wisdom modifier, you cannot do so again until you finish a long rest.

Taunter

Also at 3rd level, you gain proficiency in Intimidation. If you are already proficient, you gain an expertise die. In addition, you may always choose to use Wisdom when making an Intimidation check.

Deft Steps

Beginning at 6th level, you gain proficiency with the Expert Tumble combat maneuver, do not need to spend exertion to activate it, and can benefit from its effects even if you only move half your speed. In addition, you gain proficiency in Acrobatics. If you are already proficient, you gain an expertise die.

Entangling Throw

At 11th level, at the end of each short rest, you can put together a number of bundles of such materials equal to your proficiency bonus, each costing 5 silver worth of raw materials. Alternatively, if the Narrator determines the environment is suitable, you can collect the maximum amount of such materials at no cost on a successful Survival check to Hunt and Gather, while gaining half the usual amount of supply (rounded down).

Once each turn, you can spend 1 exertion to make an entangling throw at a target within 20 feet with a ranged weapon attack you are considered proficient at, either expending a bundle of material or using what is available in the environment (at Narrator discretion). You do not have disadvantage from making an entangling throw at a creature you have hit with a melee weapon attack since the start of your last turn from being within its reach. On a hit, the target makes a Strength check against your maneuver DC or becomes grappled. At the start of each of its turns, the target repeats the check, ending the effect on itself on a success. The material from the entangling throw can also be

destroyed (AC equal to your maneuver DC, hit points equal to your adept level).

Once you have used this feature a number of times equal to your Wisdom modifier, you cannot do so again until you finish a long rest.

Sharpened Tongue

Also at 11th level, you regain the use of Quips at the end of a short or long rest. In addition, you gain an expertise die on Intimidation checks.

Deadly Momentum

At 17th level, you can use an action and spend 8 exertion to make a melee weapon attack against a number of creatures equal to your Wisdom modifier within 30 feet of you, making a separate attack roll for each target. For each subsequent hit after the first, you deal an additional 1d6 damage. This still counts as a single Attack action for the purpose of Flurry of Blows or similar abilities.

Tireless

Also at 17th level, choose one of the following:

- Your speed increases as though you had taken the Adept Speed technique.
- You gain the Instant Step technique (as long as you meet the prerequisites).
- You only need to spend 2 exertion to use the Instant Step technique (if you have previously chosen it).

Additionally, once per short rest when you would gain a level of fatigue, you can choose not to gain that level of fatigue.

Fantastic Fletcher (Ranger Archetype)

Fighting Style: Archery

Starting at 3rd level when you select this archetype, you gain a +2 bonus to attack rolls you make

with ranged weapons.

Augmented Arrows

Also at 3rd level, you learn how to craft ammunition for the job at hand. At the end of each short rest, you can craft a number of augmented arrows equal to twice your proficiency bonus, each costing 1sp of materials and an equal amount of ammunition. When you craft each augmented arrow, choose bludgeoning, piercing, or slashing damage. On a successful hit, the ammunition deals the usual amount of damage, but of the chosen type.

Additionally, you can use a bonus action to affix an item of Tiny size that weighs 3 pounds or less and can be used as an improvised weapon (such as an acid vial, alchemist's fire, or unstable arcanum) to the end of a piece of ammunition. This increases the item's range to that of your weapon's normal range and allows you to roll as though it were a ranged attack with which you are proficient, though it only deals the damage and effects of the item, not the ammunition utilized.

Simple Trick Arrows

Beginning at 7th level, at the end of each short rest, you can craft a number of trick arrows equal to your proficiency bonus, each costing 1 gold worth of raw materials, as well as an equal amount of ammunition (augmented arrows cannot be used for this purpose). When you craft each trick arrow, choose acid, cold, fire, lightning, or thunder. On a successful hit, a trick arrow deals 1d8 damage of the chosen type (which counts as magical for the purposes of overcoming resistance and immunity) in addition to that of the ammunition.

Due to their bulky nature, you can only use one trick arrow per Attack action (though you can still make your remaining shots with normal ammunition) and can only hit targets within your weapon's normal range. Additionally, the materials of a trick arrow are unstable and lose their efficacy when you next take a short rest, though the

materials can be repurposed for a new trick arrow.

Advanced Trick Arrows

Starting at 11th level, when you craft a trick arrow, you may choose from force, necrotic, or radiant damage. In addition, on a critical hit the damage dice of extra damage from a trick missile increases from d8 to d12.

Impossible Shots

At 15th level, you gain an additional number of uses for your Accuracy Bonus equal to your proficiency bonus. In addition, you can gain your Accuracy Bonus as a free action. they aren't on the artificer spell list.

Mutant (Warlock Archetype)

TABLE: MUTANT EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	<i>shield, thunderwave</i>
2nd	<i>blur, force of will</i>
3rd	<i>blink, haste</i>
4th	<i>freedom of movement, stonework</i>
5th	<i>storm kick, warrior's instincts</i>

Specialized Spellcasting

As your power stems from your inherent aberrancy and force of personality, you must choose Charisma as your spellcasting ability for this class. In addition, when you choose your Pact Boon at 3rd level, you can only choose from Pact of the Blade or Pact of the Tome, with the following alterations:

Pact of the Blade. When you summon your pact weapon it is infused into one of your hands and cannot be disarmed or removed until you dismiss it.

Pact of the Tome. You do not have a physical Book of Shadows but otherwise gain the benefits of this pact boon.

Catch Magic

Starting at 1st level when you choose this archetype, you gain the ability to touch magic itself and change its structure. When you are hit by a spell attack, you can use your reaction to absorb it, distilling it into a primal form of magic called mana, which you can eventually learn to harness. Make a spellcasting ability check opposed by the spellcaster. On a success, you negate the spell and convert it into a number of mana points equal to the level of the spell, regardless of the level of the spell slot it was cast with. Cantrips count as first level spells for this purpose. On a failure, or if you are unable to absorb the mana points that would be gained from the spell, it resolves normally.

The maximum number of mana points you can absorb equals your proficiency bonus. This resets at the end of a long rest and any remaining mana points disappear.

Infused Blasts

Starting at 6th level, you learn how to harness the power you've stolen. Once each round when you use eldritch blast, you can expend 1 mana point to alter its structure as a free action. Choose one of the following:

- You can push more power into the ability, increasing your eldritch blast's damage by one die.
- You can alter the probability around the target. In addition to taking damage from the eldritch blast, it has disadvantage on its next roll.

If the attack is unsuccessful, the mana is lost. Expending mana does not allow you to absorb any additional mana points. These effects stack with any Eldritch Invocations you can use (though the damage is added and not multiplied in the case of abilities like Eldritch Squall).

Magical Manipulation

Starting at 10th level, your ability to affect magic and probability increases. When you or any ally you can see within 30 ft must

make a saving throw as the result of a spell attack or effect, you can use your reaction to grant that creature advantage on the saving throw.

Once you have used this feature a number of times equal to half your proficiency bonus, you cannot use it again until you have finished a short or long rest.

Inflict Aberrance

At 14th level, when you hit a creature with an attack, you can inflict aberrance upon it. It takes 10d10 psychic or radiant damage (your choice) as its mind or body is overloaded with the sensation of pure magic. Once you have used this feature, you cannot do so again until you have finished a long rest.

Well-Equipped: Steampunk Gadgets and Gear

Mundane Equipment

Assassin's Teapot. This innocuous-looking teapot has two internal chambers. You can choose which chamber to pour from simply by covering the corresponding hole in the handle with your finger or thumb. True to its name, a common use of this device is to surreptitiously serve poisoned tea to someone, though benign uses are not unheard of. Pouring a cup of liquid (poisoned or not) from the teapot takes an action. (10 gp, 1 lb.)

Autominer. The autominer consists of a backpack with a small clockwork engine and two arms: a control arm and a working arm. The control arm has several small buttons and levers and is used to set the operation of the working arm.

The working arm is typically fitted with a mining pick with the breaker (stone) property, which deals 2d6 piercing damage on a successful hit. Axe variants, which have the breaker (wood) property and deal slashing damage, are popular with lumberjacks and adventurers alike. To use the autominer, the clockwork engine must first be wound as an action either by you or another creature, enabling it to operate for 1 hour. Then, you must spend an action to target an adjacent square. Immediately after, the autominer begins making a single attack per round on your turn against whatever is in the square, using an attack bonus of 4 + your proficiency bonus. Any creature passing through the square is also attacked once as if it had provoked an opportunity attack (there is no limit to the number of times this can happen). Attacks against creatures, including opportunity attacks, are made with disadvantage.

Once the autominer's target is set, it swings continuously until its hour runtime is expended or the kill switch is activated. This

happens automatically if you use any movement, on account of the autominer's safety feature. You can also trigger it manually as a reaction, which can prevent the opportunity attack above. Retargeting requires another action. While the arm is swinging, you effectively only have the use of one hand. (175 gp, 60 lbs.)

Folding Glider. This set of folding wings is worn as a backpack. You can extend or retract the wings as an action. While the wings are extended, you can move 30 feet horizontally for every 15 feet you descend vertically and cannot gain altitude. They are typically used to glide safely down from cliffs, airships, or high structures, and occasionally for reconnaissance. (40 gp, 30 lbs.)

Parasol. A cousin of the rain umbrella, parasols are smaller, lightweight folding shelters primarily used to keep the sun off. You gain an expertise die on saving throws due to extreme heat or sun exposure while using a parasol. You can open or close it as an action. (8 sp, 1 lb.)

Spring-Heeled Boots. These obviously-mechanical boots have a set of extremely high-powered springs built into them. While wearing them your jumping distance increases 5 feet vertically and 10 feet horizontally. Additionally, you gain an expertise die on checks to reduce falling damage. (50 gp, 10 lbs.)

Straight Razor. A straight razor is a small folding shaving razor. If you use it as a weapon, it deals 1d4 slashing damage and has the finesse property. It is considered a simple weapon. (2 gp, 1/2 lb.)

Sword Cane. A sword cane is a stout wooden cane with a rapier concealed inside. The cane is clearly sturdy, but is frequently overlooked by security checks as a status symbol or fashion accessory. If you have the Cosmopolitan culture, you can increase the size of the expertise die granted by your Discreetly Armed ability by one step for checks related to retaining your sword cane. The head of the cane forms the pommel of the sword when drawn, and is often carved or otherwise decorated.

With the sword inside it, the cane counts as a mace with the stealthy property. Once the rapier is drawn, the scabbard counts as a club with the finesse property. Some users wield the scabbard and sword as paired weapons, others drop or cast it aside. (125 gp, 6 lbs)

New Vehicle Mechanics

Medium Size: A Medium vehicle has Strength and Constitution scores of 12 (+1), can carry up to 2 passengers along with the driver, up to 15 supply, and up to 5 bulky items in addition to 500 lbs. of carrying capacity. If a collision occurs, medium vehicles deal and take 2d6 points of damage.

However, a medium vehicle must be specifically created for occupants of at least a size smaller than the vehicle itself to hold passengers. If it instead has the personal property, a driver of the same size as the vehicle can operate it without penalty, while those one size smaller or larger than the vehicle must use an action to take the Drive or Maneuver vehicle actions. Creatures beyond that size range cannot operate it at all

Small Size: A Small vehicle has Strength and Constitution scores of 10 (+0), can carry up to 2 passengers along with the driver, up to 10 supply, and up to 2 bulky items in addition to 300 lbs. of carrying capacity. If a collision occurs, small vehicles deal and take 1d6 points of damage.

However, a small vehicle must be specifically created for occupants of at least a size smaller than the vehicle itself to hold passengers. If it instead has the personal property, a driver of the same size as the vehicle can operate it without penalty, while those one size smaller or larger than the vehicle must use an action to take the Drive or Maneuver vehicle actions. Creatures beyond that size range cannot operate it at all

Muscle-Powered. A muscle-powered vehicle relies on the strength of its rider for propulsion, so its movement speed is determined by that of the driver, except in the case of particularly ponderous vehicles. Multiply the base walking speed of the driver by the indicated value to get the speed of the vehicle, rounding the result down to the nearest 10 feet. For example, a muscle-powered (x3) vehicle operated by a creature with a speed of 35 has a speed of 100 ft/ 10mph. Most such vehicles are built to be operated by bipedal creatures.

Because these vehicles rely on physical strength to move, their carrying capacity is limited to double that of the driver unless otherwise specified. This limit includes any gear the driver or any passengers are carrying but not that of the creatures themselves. Most muscle-powered vehicles are personal and follow the carrying-capacity rules for that property. In the rare cases they can have passengers, muscle-powered vehicles can only carry half the amount of supply and bulky items their size otherwise allows (rounded down).

Special: Muscle-powered vehicles do not have a standard journey speed. Instead, treat any journeying as a forced march with no DC increase for a normal pace and +1 for a fast/mounted pace. Additionally, the driver gains an expertise die on checks made to avoid fatigue on such a forced march. Any relevant benefits the driver has, such as the Forced Marcher exploration knack, apply.

TABLE: LAND VEHICLES

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	WEIGHT	SPECIAL
Bicycle (medium)	Medium	12	15	Muscle-Powered (x2)	1	50 gp	4	20 lbs.	Personal
Bicycle (small)	Small	13	10	Muscle-Powered (x2)	1	45 gp	2	10 lbs	Personal

Enchanted Gear

Defensive Umbrella

Wondrous item, rare (requires attunement; cost 1,800 gp)

Crafting Components: Shards of a +1 weapon

This is an unassuming-looking black umbrella, but it can provide impressive protection when needed. As a bonus action when the umbrella is open, you can press a button in the handle. The canopy immediately flattens and hardens into a +1 *light shield* and the handle transforms into a +1 *rapier*. You count as already wielding both and are considered proficient as long as you are attuned to the *defensive umbrella*. You can return the sword and shield to umbrella form as an action by bringing the two parts together and speaking the command word. Opening or closing the umbrella requires an action.

Bicycle Bell of Flight

Wondrous Item, rare (cost 3,500 gp)

Crafting Components: A bicycle bell made of fine mithral and inlaid with gold filigree

This beautifully-filigreed bell can turn into a mundane bicycle of Small or Medium size (chosen at the time of creation) when you activate it as an action. Returning the bicycle to bell form also requires an action.

While riding this bicycle, you can ring its bell to gain a flying speed of 50 feet and the ability to hover. You can use the bike to fly for 2 hours, expending at least 10 minutes worth of time with each use. If you are flying when the time runs out, you fall at a rate of 60 feet and take no damage from landing.

The bell regains 1 hour of flying time for every 12 hours it is not in use, regardless of which form it is in.

Curse. While you are using its flying speed the bell frequently rings of its own accord, giving you disadvantage on Stealth checks.

Murderous Straight Razor

Weapon (straight razor), rare (requires attunement; cost 3,500 gp),

Crafting Components: A vial of blood taken by force from an innocent

This otherwise gleaming implement has dark stains that cannot be polished or scrubbed off. You gain a +2 bonus to attack and damage rolls made with this razor. A number of times per day equal to half your proficiency bonus, when you hit with a melee attack you can use a bonus action to channel the inherent hatred of the razor, dealing 2d6 necrotic damage.

Curse. Once attuned to this weapon, you are cursed until you are targeted by *remove curse* or similar magic. Your appearance and manner have a hint of murderous rage at all times, giving you disadvantage on Charisma checks and making beasts hostile towards you. Additionally, you have disadvantage on attack rolls with any other weapon and must make a DC 14 Wisdom saving throw to willingly part with the razor, even temporarily.

Spectral Camera

Wondrous item, uncommon (cost 500 gp)

Crafting Components: A glass lens tempered on the Ethereal Plane

Favored by those who deal with hauntings, a *spectral camera* can capture the image of spirits on film. Any creature with incorporeal movement or on the Ethereal Plane (visible or not) that passes in front of the camera's open aperture (up to 30 feet away) will trigger the camera to immediately take a monochrome picture. This has no effect on creatures affected by an *invisibility* spell. You can also take a picture manually as a reaction. Once a picture is taken, you must spend an action to prepare the camera for another.

Unlike physical objects, incorporeal beings do not need to stay still to appear on the resulting photo, though the entire process takes 1 minute to complete. Such photos do not need to be developed and show ghostly subjects in crisp detail, while all mundane aspects (chairs, corporeal creatures, etc.) are at best mildly blurry.

Each picture taken with a spectral camera costs 2 gp in materials, which are significantly rarer than those for a mundane photograph. (300 gp, 15 lbs.)

Spirit-Trapping Camera

Wondrous item, very rare (cost 50,000 gp)

Crafting Components: Glass lens immersed in holy water on a Celestial Plane for at least a year and a day, then blessed by a celestial associated with a god of life or protection.

Not to be mistaken for a simple *spectral camera*, this plain-looking but obviously finely-made piece gives off a subtle but reassuring feeling of peace. As an action, you can use one charge to focus the camera's lens on a single creature within 30 feet and take its picture. If the targeted creature is an undead or a fiend, it must make a DC 17 Charisma saving throw or be instantly captured in a glass photographic plate. If the target is not an undead or fiendish creature the charge is wasted. Any other creatures shown in the photograph are unaffected, even if they are undead or fiends. The *spirit-trapping camera* can produce as many plates as it has charges,

though each must be removed as a bonus action before you can use another charge.

A trapped creature can be released by breaking the plate or it can be sent to its final judgment (in the case of an undead creature) or back to its native plane (in the case of a fiend) by immersing the plate in holy water for 1 hour, at which point it disappears. Creatures banished in this way cannot return to the plane they were sent away from for a year and a day by any means short of divine intervention. If neither of these actions are performed within 24 hours of the photograph being taken, the creature is banished as above, though it has no limitations on returning.

The *spirit-trapping camera* has 3 charges and regains 1 each dawn. When the last charge is expended, roll a d20. On a 1, it becomes a mundane photochemical camera.

Useful Top Hat

Wondrous item, uncommon (cost 250 gp)

Crafting Components: Hatband made of giant spider silk.

This stylish and sturdy top hat conceals a useful feature: a small pocket dimension. You may store up to 50 pounds worth of items in the extradimensional space. Retrieving an item stowed this way requires a bonus action (to remove the hat) and an action (to retrieve the item). If you have never interacted with a specific *useful top hat* before, the first time you use it, it requires 1d4 rounds to take stock of its contents before anything can be retrieved from the bag.

As with all extra-dimensional storage, food or drink placed inside immediately and permanently loses its nourishing qualities, and a body placed in it cannot be restored to life by *resurrection*, *revivify*, or similar magic. Living creatures cannot be placed in the space and are merely stowed as though in a mundane top hat if it is attempted. The pocket dimension cannot be accessed until the creature is removed. The hat cannot hold any item that would not fit in a normal hat of its apparent size or any item with the

Bulky quality. If the hat is punctured, torn, or otherwise structurally damaged, it ruptures and is destroyed, and the contents are scattered throughout the Astral Plane.

Placing a *useful top hat* inside another extradimensional storage device such as a *bag of holding* results in planar rift that destroys both items and pulls everything within 10 feet into the Astral Plane. The rift then closes and disappears.

Living at the Edge of Night

Cursed (Background)

Ability Score Increase: +1 Charisma and one other ability score.

Skill Proficiencies: Perception, and either Arcana, Nature, or Religion based on the source of your curse.

Languages: Two of your choice.

Suggested Equipment (Cost 4 gold): 4 days of rations, one person tent, traveler's clothes

Feature: Accursed

Whenever you fail at a Deception or Persuasion check, your curse manifests in a manner that you work out with your Narrator ahead of time. The failed check is ignored, and you immediately roll an Intimidation check with which you have expertise, taking the new roll. However, even a successful Intimidation check does not necessarily produce the result you originally intended, as the creatures around you may recoil in fear and distrust. At the Narrator's discretion, you may keep the expertise die to Intimidation until the end of the scene.

Adventures and Advancement

The entity responsible for your curse may press you to complete specific tasks, such as transporting a mysterious item, defeating a hated enemy, or stealing important documents. Work with your Narrator to determine how your curse is leveraged in these situations. After you complete several such tasks, your infamy grows. You are known by all people within 100 miles of your Prestige Center, many of whom hold you in fearful respect. You and your companions are given a moderate lifestyle in settlements within this area by those who dare not risk your curse.

Connection and Memento. Roll 1d10, choose, or make up your own.

Cursed Connections

1. Your parent who made the deal and left you cursed for their own ends.

2. A cultist devoted to the entity that cursed you and who reveres you as well.
3. Your childhood romantic interest, ultimately marked in some way by your curse.
4. A childhood friend who pulled away from you when they realized you were cursed.
5. The entity that cursed you.
6. A priest or sage who tried—and failed—to break your curse years ago.
7. The kindly family that took you in out of pity.
8. The law enforcers who see you as a dangerous troublemaker.
9. Another accursed individual with whom you sometimes commiserate.
10. A scholar or researcher obsessed with the entity that cursed you.

Cursed Memento

1. A locket or ring once owned by someone who was killed when your curse first manifested.
2. A childhood toy, well worn, which has always been soothing.
3. A torn piece of parchment which may lead you to the person who can break your curse.
4. A weapon or piece of ammunition set aside for the entity that cursed you.
5. A unique scar, discoloration, or other mark on your body which shows your curse.
6. Nightmares brought on by the curse which often wake you, screaming.
7. A charm meant to keep your curse contained. You haven't noticed an effect.
8. An artistic rendering of the entity that cursed you
9. A flask once given to you as well-meaning consolation.
10. A small knife you used as a child to protect yourself, because no one else would.

Haunted (Background)

Ability Score Increase: +1 Wisdom and one other ability score of your choice.

Skill Proficiencies: Religion, and any one skill of your choice that the spirit has imparted to you.

Languages: Two of your choice, one of which is the spirit's native language.

Suggested Equipment (Cost 16 gold): 2 days worth of rations, bell, 5 candles, ink, ink pen, 10 sheets of paper, 5 pieces of chalk, traveler's clothes

Feature: Silent Aid

Being in tune with your spirit allows them to point out something you might have missed, if only for their own purposes. You gain a +2 to your choice of your passive Perception, Investigation, or Insight score, depending on your spirit's skills.

If you banish, free, or otherwise lose your spirit, consult with the Narrator to choose an appropriate feature from another background. Alternatively, the Narrator may rule that you've become a beacon for the supernatural and another spirit has taken up haunting you.

Adventures and Advancement

Whether you seek to violently banish the restless dead or help them to peacefully pass on, you will gain a reputation as a spirit-speaker. Common folk and nobility alike are likely to approach you for advice and aid with everything from hereditary curses to irritable poltergeists to speaking with a dead relative about a lost treasure.

After you have solved several such problems, you've become known to those who deal in certain kinds of esoteric knowledge and gain access to their private libraries. These vast personal collections contain esoteric mysteries, such as those answerable with a DC 25 Arcana, History, or Religion check. While using such a library your host will provide you and your companions a moderate or rich lifestyle, depending on their means and how impressed they are by your exploits.

Connection and Memento. Roll 1d10, choose, or make up your own.

Haunted Connections

1. A descendant of your spirit who blames them for current misfortunes.
2. Another haunted individual who came to you seeking help with their spirit in a time of crisis.
3. The murderer who killed your spirit.
4. A ghost who has consulted your spirit during a time of need.
5. The bereaved spouse your spirit left behind who will do nearly anything to speak with their lost love.
6. Your spirit, a childhood friend or a romantic partner before tragedy struck.
7. Your spirits, a gaggle of bickering ancestors trying to use you to right a terrible wrong.
8. A relative of your spirit who killed them in order to inherit a fortune.
9. Your spirit, a hateful enemy of your family who is bound to you through a quirk of misfortune.
10. Your spirit, who haunts their own body after you stole it and took up residence.

Haunted Memento

1. A personal item (jewelry, tools, weapon, ect) once owned by your spirit. You can't seem to get rid of it.
2. A locket containing the image of the one who haunts you.
3. The scent of your spirit's favored cologne or perfume that clings to you.
4. A small pouch of soil taken from your spirit's grave.
5. A letter of introduction penned by your spirit, giving you their blessing.
6. Journals of your spirit's life.
7. An innocuous nonmagical item that your spirit tells you is of dire importance.
8. The manacles that shackled your spirit before their death.
9. A cryptic note written by your spirit who has no memory of its existence.

10. The signet ring of your spirit, who you claim as your parent or ancestor.

Slayer (Destiny)

Source of Inspiration: War of Attrition.

You gain Inspiration whenever you strike a blow against an especially powerful creature related to your destiny (but not necessarily your specific destined foe).

Force the powerful enemy's retreat, obtain an item important to their defeat, gain a significant insight into their location or intentions, defeat one of their trusted lieutenants.

Inspiration Feature: Slayer's Gift.

Fighting the creatures of darkness hones both your mental and physical prowess. After you roll an ability check, attack roll, or saving throw but before you know the outcome, you may spend your inspiration to add a +5 bonus to that roll.

Fulfilling Your Destiny

You fulfill your destiny as a Slayer when you defeat a specific and powerful creature connected to your fate.

Destroy Vashika, Queen of the Vampires, thwart the aboleth Birgamoz's terrible plans of domination, imprison the Dread Knight Maza Dunn.

Fulfillment Feature: Eyes of the Slayer

While you are not incapacitated, you can use a bonus action to fix any hostile creature within 20 feet of you with an unsettling look, seeming to stare into its very soul. The creature makes a Wisdom saving throw with a DC equal to your passive Intimidation score. On a failure, it is frightened until the end of its next turn. On a success, it is immune to this ability for 24 hours.

I Heard You Like Monsters

A Bad Knight

Level 1 Hard Encounter

Whatever the location, the windows are shuttered and the doors secured with *arcane lock*. Inside, the armor stands to one side of the entrance, a suit of **animated armor** on one side and a mundane replica on the other.

A DC 10 Perception check means an adventurer hears a hollow moan from within, while a result of 14 or more reveals the glowing runes on the armor. A DC 15 Religion check alerts an adventurer that the runes are meant to bind incorporeal undead.

When the armor is reduced to 0 hit points, a **specter** emerges. After a quick attack to drain the attacker's life, the specter then slips incorporeally through a wall, fades to invisibility, and harasses those already weakened by the animated armor's attacks.

The Coup de Gras

Level 4 Hard Encounter

This creation works best in some necropolis or mausoleum, walls lined with jagged spears or stony spikes (dealing 1d4 piercing damage to any creature forced into an adjacent space). A skeleton lies on the floor with its skull shattered and one arm outstretched, red paint on the floor meant to resemble a dying blood scrawl reads, "Coup de gras."

In an archaic dialect of the Common tongue, *coup de grâce* is a 'blow of mercy,' to finish someone off. An adventurer who makes a DC 12 check translates this as 'blow of fat.'

Beyond the warning, an oddly-wide sarcophagus stands upright and alone.

Trapped Sarcophagus

1st tier (constructed)

Challenge 4 (1,100 XP); **DC** 15/14

Area Immediate

Surely there must be something valuable inside.

Falling Doors. When the pressure plate is triggered, both doorways into the room are blocked by heavy stone doors, each weighing 2,000 lbs. The switch to raise them again is inside the sarcophagus.

Sarcophagus Lid. When the pressure plate is triggered, the lid explodes off in an intense gust of wind. Any creature on the pressure plate takes 4d10 bludgeoning damage and is knocked prone and pushed back 5 feet. A DC 15 Dexterity save halves the damage and avoids the other effects.

Trap. This trap can be detected by a passive Perception of 15 or with a Perception check to notice the plate. If the trap is not detected, it automatically triggers a critical failure.

Possible Solutions

Even if the adventurers notice the trap, there are multiple parts to this puzzle. Rolling or sliding something heavy enough (30 pounds or more) onto the plate will safely trigger the lid portion, but the falling doors still drop without a successful DC 14 Engineering or thieves' tools check to disarm them.

Critical Failure. The adventurer who stepped onto the plate must roll to avoid the sarcophagus lid. Failure on the saving throw also causes a level of fatigue.

Failure. The adventurer who stepped onto the plate must roll to avoid the sarcophagus lid.

Success. The adventurer disarms the trap.

Critical Success. The adventurer disarms the trap but has the option to leave the trap active for someone else to deal with.

Once triggered, cloud of dust and sand fills a 10-foot radius around the sarcophagus.

Immediately, the **mummy** within emerges and attacks, its cloth wrappings bulging outward like they're holding in some great pressure. This gives the mummy a chubby, almost comical shape. While its bandages remain intact, the mummy has disadvantage on all checks to avoid or escape a grapple maneuver.

When the mummy is bloodied (reduced to half its hp), the remaining cloth wrappings are torn apart as the **air elemental** trapped inside bursts free, leaving the desiccated corpse of the mummy still standing.

The elemental looks like a tornado, and if the doors are open it attempts to flee. If the doors are still closed, it will use *whirlwind* to pick up PCs and drag them into the spikes on the wall, then deposit them beside the mummy so it can punch and curse them.

A DC 14 Perception check locates the mechanism to reopen the room's doors inside the sarcophagus.

The Stuffed Crab

Level 6 Deadly Encounter

This encounter takes place in an island warehouse, at the edge of the water, elevated on wooden pilings.

The warehouse is 30 foot wide and 70 feet long, and the interior is dark and smells of rotting fish. Chains dangle from the 30-foot ceiling, meant to help haul seafood catches in for processing. In the center two rows of 3 sluices: 5-foot patches of the floor are open to the swamp below so fish guts can be swept into the water. In the far corner, stairs lead up to an elevated office that overlooks the warehouse floor, and lantern light within casts the shadow of moving figures. Below it is a second office with darkened windows.

Operated Trap. The gnome cook is standing by in the second floor office to drop a portcullis over the door once the party enters. The apparatus can be spotted before entry with a Passive Perception of 15 or a Perception check and can be disabled

with a DC 14 Engineering or thieves' tools check.

Whether the party finds and disables the trap, magical lights flare around the room and a large mirror lowers from the ceiling. A wizard's mocking face appears there, "I hope you're hungry, because I've got some stuffed crab for ya!" Smashing the mirror reveals it is a **mimic**.

That's when the **stuffed crab** (see below) bursts out of the lower office and scuttles toward them. The undead monster is stuffed with 7 **ghouls**.

Due to the huge crab's state of decay, the location struck matters. Adventurers who attack it must choose one of the squares it occupies that they can target. On a successful hit, a ghoul falls prone into that space. If that space is over one of the gaps in the floor, the ghoul falls through, taking 7 (2d6) damage.

Fouled Sluice

1st tier (constructed)

Challenge 4 (1,100 XP); **DC** 15/14

Area Immediate

Some unfortunate surprises lurk under this warehouse.

Noxious Stench. All adventurers must make a DC 13 Constitution saving throw or be poisoned for 1 round by the awful smell of rotting seafood.

Solo Challenge. Each adventurer decides for themselves how to navigate the sluice.

Swampy. The area under the floor is considered difficult terrain.

Trap. This trap can be detected by a passive Perception of 15 or with a Perception check to notice the plate. If the trap is not detected, it automatically triggers a critical failure.

Possible Solutions

An Acrobatics or Athletics check allows an adventurer to safely drop to the swamp below. On a failure they fall and take 7 (2d6) damage.

Critical Failure. The adventurer falls and takes 7 (2d6) piercing damage from the spikes and rolls the saving throw for noxious stench at disadvantage.

Failure. The adventurer falls and takes 7 (2d6) piercing damage from the spikes.

Success. The adventurer successfully navigates the spikes.

Critical Success. The adventurer successfully navigates the spikes and rolls the saving throw for Noxious Stench with advantage.

However, even if an adventurer manages to drop down safely, the outer edge of this basement level is ringed with rusted metal wire. Clearing a space wide enough to squeeze through requires spending an action and a successful DC 10 Strength check. The crab can and will reach through the holes in the floor to pincer would-be escapees and pull them back up to the warehouse level.

When the crab is reduced to 0 hit points, any ghoul still inside takes crawls out on its turn.

creature into its shell, taking 5 points of damage itself but trapping its target. The creature moves with the crab, but is considered restrained (escape DC 16). Every turn the creature remains restrained, each ghoul that is still inside the crab can make an attack against it with disadvantage.

Combat

The crab prioritizes grappling creatures and stuffing them into its exoskeleton, despite the damage it takes.

STUFFED CRAB CHALLENGE 6

HUGE UNDEAD (2,300 XP)

AC 14 (natural armor)

HP 104 (16d12; bloodied 52)

Speed 40 ft., swim 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

20(+5) 4(-3) 10 (+0) 10 (+0) 1(-5) 8(-1)

Proficiency +3; **Maneuver DC** 16

Damage Immunities poison

Damage Resistances necrotic

Damage Vulnerabilities bludgeoning

Condition Immunities fatigued, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 9

ACTIONS

Multiattack. The huge skeletal crab makes two *pincer* attacks.

Pincer. *Melee Weapon Attack:* +8 to hit; reach 10 ft., one target. *Hit:* 17 (3d8 + 5) slashing damage. On a success, the target must make a DC 16 Strength or Dexterity saving throw or become grabbed (escape DC 16). The crab can grab up to two creatures.

BONUS ACTIONS

Stuffing. If the crab has a Medium or smaller creature grappled, it stuffs the