

THE SLAYER



A NEW CLASS FOR 5E

“They came in the night and left none alive. They call themselves Slayers, I call them demons”

Disciplined & deadly, Slayers make for fast, focused & formidable opponents. They’re masters at seizing gaps in their opponents’ formations & making the most of opportunities to turn the tide of battle

Highly-maneuverable, heavy-hitting, & lightly-armored, Slayers live fast, die young & take many victims along with them



THE SLAYER^{2.0}

A 5e Class by DeepDark Designs

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Slayer

Deadly & Disciplined Killers

A stocky dragonborn lunges forward, swinging her greataxe at the nearest kobold warrior with murderous intent. Her blow finds its mark, decapitating the reptilian in one swift motion. She brushes his corpse aside as it crumples to the ground, already on the prowl for a fresh victim—one who might offer her a greater challenge.

Twisting and contorting his body, a slender elf dives through a wall of determined defenders, narrowly avoiding their sharpened steel blades. His true quarry—the hooded spellcaster who acts as the group's leader—is now almost within striking distance. If he can reach him, and silence his foul mutterings, the others will surely scatter.

An aging dwarven champion stands his ground, refusing to yield as he studies the growing mass of goblins before him. Though outnumbered thirty-to-one, he remains unafraid as a thin smile tugs at the corner of his weathered mouth, quickly blossoming into a wolfish grin. The power of his reputation, his legacy, is too great for the cowardly creatures. Defeated before a single blow is dealt, they turn, one-by-one, and slip into the shadows.

Slayers are masters of controlled offense and battlefield navigation. Though they're not quite as hardy as barbarians, or as heavily armored as paladins and most fighters, they are ultra-maneuverable and pack a punch second to none. Slayers make themselves useful by being able to get up close and personal with the most dangerous threats to the party and by taking them down before they're able to make too much of a nuisance of themselves.



Measured Menaces

Slayers are brutally efficient killing machines with a formidable reputation for destruction, but their true potential lies in their battlefield savvy and mastery of the ebb and flow of combat. Experts in knowing when to press their advantage and when to relent and fall back, slayers are able to string together many attacks at once or use the momentum from one kill to tear another foe asunder. They are also very agile, able to weave their way through a battlefield with a finesse that most others simply lack. Consequently, slayers are able to ensure that they get one-on-one face time with the biggest threats they're facing, and that they've got the goods to handle just such an encounter.

Where a fighter might be considered a highly-disciplined individual who spends hours each day practicing and rehearsing for combat, and a barbarian a bestial or savage thug, slayers might best be considered the latter given all of the training and advantages of the former. That said, a slayer's unique abilities and talents set them apart from either.

Bloody Beginnings

Few are truly cavalier about taking that which cannot be returned. Where a willingness to take life presents itself, it can often be traced back to a finite point in a person's own genesis. This is especially true of slayers, most of whom endure an intensely traumatic experience during their formative years, frequently in the form of a personal tragedy or the loss of a loved one. Most often, the harrowing event that forges a slayer is tied to their own taking of another's life, either accidentally or on purpose.

Whether a slayer chooses to dwell on the fateful event in their past or not, it likely goes some way to explaining their life choices and may justify their world view. Some slayers are unable to move on from the tragedy that shaped their life, reliving

WHY PLAY A SLAYER?

You should play a Slayer if...

- ...You want to be in the thick of the action as a frontline melee fighter
- ...You want to be able to deal huge damage through making lots of attacks each round and minimizing wasted damage
- ...You want to be highly agile and be able to maneuver the battlefield with ease

it over and over again in their mind's eye or suffering night terrors because of it. Meanwhile, others may barely pause to consider their own, or may even repress it as amnesia clouds their mind and works to protect them from the horrors of their past.

ROLEPLAYING TIP:

Give some thought to what Traumatic Event, if any, befell your slayer. How did this incident alter the course of their life? Were they to blame for it? Have they made peace with it or does it still preoccupy their mind?

TRAUMATIC EVENTS

D8	Trauma
1	I had a sibling who died tragically as a direct result of an accident that I caused
2	Growing up, I had a beloved family pet that I was later forced to put down
3	While hiking with my father, I slipped and caused a landslide that killed him
4	I trained as a soldier, but was forced to kill my commanding officer when he traded reason for madness
5	I was once under the influence of a mind-control spell and its caster made me kill my best friend
6	When orcs invaded my village, I slit one of their throats to protect someone who ultimately died anyway—before narrowly escaping with my life
7	I once staged a bloody mutiny during a sea voyage that cost our captain his life when he steered the ship into a storm deliberately
8	I once started a fire as a prank that got out of hand, leading to the death of a local hero

Starting Slaughter

Marked by their early tragedy—and thus now fated for misfortune—another seminal event usually solidifies the trajectory of an aspiring slayer, placing them on a path that leads towards only death and sorrow. They might, for example, discover an aptitude for wet work that makes the life of a sellsword or mercenary an obvious vocation; or else their former troubles may awaken something deep within them, something dark and dangerous that now crawls beneath their skin, waiting to be released. Whatever the explanation, slayers eventually end up being partisan to a bloodbath, a slaughter so barbaric and gruesome that it cements in their minds that they were born to take life and crush it underfoot.

The circumstances and details surrounding a slayer's first bloodbath vary greatly, as does the amount of time that passes between their early trauma and first proper slaughter. What's important is that, whether they instigated it or not—and irrespective of whether or not the fight was prompted by good intentions or bad ones—, most slayers internalize the two events very differently. The former is most often viewed through a lens of guilt, shame, and regret; while the latter is marked by a sense of vindication, validation, and pride. Slayers are born for battle and often participate in many bloody confrontations over the course of their lives. Usually, by the second or third such massacre, they come to understand and accept that they're destined to be killers, that this is their purpose, and that they excel at it.

ROLEPLAYING TIP:

Consider your slayer's First Bloodbath, an incident where your character won out against overwhelming odds, perhaps butchering a numerically greater force despite facing a handicap or impediment. Remember to keep such things level-appropriate, especially if you're starting out at 1st level, and consult with your game master if you're unsure how to proceed.

FIRST BLOODBATH

D8	Bloodbath
1	A group of opportunistic thieves jumped me in an alley, I cut them down where they stood
2	I witnessed a terrible crime that went unpunished, until I took matters into my own hands that is
3	I had a fierce altercation with a petstore vendor. I broke in and wiped out his entire stock the following night
4	I rescued a lost child from the jaws of a pack of wolves, killing the alpha in the process. Once she was safe, I returned to finish the pack
5	A gang of local goblins were causing problems for some friends of mine, until I took them out

D8	Bloodbath
6	To repay a debt to a local crimelord, I bloodied a number of creditors on his behalf
7	I braved a nest of giant spiders, hacking my way through the brood to save those they'd ensnared
8	I was taken by human traffickers and was almost sold for slavery, but I broke out and took down the entire ring

Higher Calling

While it is possible to kill merely for the sake of killing, few pursue such a path of mindless destruction and wanton slaughter for long before craving a grander sense of purpose. In the case of a slayer, this may be because their way of life brings them face-to-face with the brutal finality of life on a daily basis, or maybe there is simply a grim pragmatism in recognizing that their own grip on mortality is tenuous at best. This higher calling might take the form of an oath of loyalty to a specific person; allegiance to a faction, nation, or group; a grievance against those of a certain tribe or people, ascribing to a belief or ideal, or a religious fervency to a deity akin zealotry.

Whatever form a slayer's calling takes, once they've found it, it is this tenet that motivates and drives them from that day forward. And, it is in service to or protection of this ideal that the slayer's future kills can be ascribed.

ROLEPLAYING TIP:

Give some thought to what your slayers's Higher Calling might be. It's especially important to consider how this ideal can be reconciled with your characters alignment. For example, in a dark fantasy world, there's lots of great reasons why a good-aligned character might go on to become a slayer. Whereas in a more romantic or heroic fantasy setting, you might have to give a little bit more thought to whether or not your chosen alignment matches your slayer's calling.

HIGHER CALLING

D10	Calling
1	Entropy. All creatures are fated for death. I simply return matter to its natural state
2	Honor. I am no common murderer. The code I live by guides my actions, and my blade
3	Sport. There are fewer things more thrilling than the hunt, and none sweeter than the kill
4	Duty. Sacrifices must be made in the line of duty. I know this, I accept this, I embrace this
5	Goodness. I despise wickedness. I will see evil undone and its agents unmade
6	Loyalty. My blade arm belongs to another, I'm bound to serve them and it is in their name I kill
7	Devotion. There is an ideal or tenet I ascribe to so fully, so completely, that I will do whatever is necessary to safeguard it
8	Faith. I will bring ruin and calamity to the enemies of my God. May they fair better in their next life
9	Vengeance. A fiery hatred burns in my belly. It demands that I hunt down and exterminate my sworn enemies, until none remain
10	Superiority. I'm the best there is. I'll meet anyone who dares suggest otherwise in the theater of combat and we'll settle the matter with blades

Creating a Slayer

THE SLAYER

Level	Proficiency Bonus	Features
1.	+2	Slayer's Select, Frenzy
2.	+2	Steady Advance
3.	+2	Slayer Style
4.	+2	Ability Score Improvement
5.	+3	Extra Attack (1)
6.	+3	Cleave
7.	+3	Hunter's Gait
8.	+3	Ability Score Improvement, Slayer Style Feature
9.	+4	Killer Instinct
10.	+4	Deep Resurgence
11.	+4	Extra Attack (2)
12.	+4	Ability Score Improvement
13.	+5	Slayer Style Feature
14.	+5	Vigilant
15.	+5	Hunter's Gait Improvement
16.	+5	Ability Score Improvement
17.	+6	Sprightly Slayer
18.	+6	Slayer Style Feature
19.	+6	Ability Score Improvement
20.	+6	Extra Attack (3)

Two of the most important decisions to make when creating a slayer are deciding the nature of its higher calling, and also what its slayer style will be. These two factors will likely impact how you roleplay your character and affect how they function mechanically. Moreover, while the two things are not directly related, there is a logical synergy between them. For example, a slayer who becomes the sworn protector of a powerful mage might well become a hexblade, while a slayer who has dedicated his whole life to defending his lands against a specific group of aggressors might well become a foehammer. It's up to you to decide what your slayer dedicates their life to, what they kill for, and the manner in which they accomplish this killing.

QUICK BUILD

You can make a slayer quickly by following these suggestions. First, make Strength your highest ability score, followed by either Dexterity or Constitution. Second, choose the soldier background.

MULTICLASSING

In order to multiclass into slayer you must have Strength and Dexterity scores of 13 or higher.

Multiclass Proficiencies. When you multiclass into slayer, you gain proficiency with light armor, simple weapons, and martial weapons.

Class Features

As a slayer, you gain the following class features.

HIT POINTS

Hit Dice: 1D10 per slayer level.

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1D10 (or 6) + your Constitution modifier per slayer level after 1st.

PROFICIENCIES

Armor: Light armor.

Weapons: Simple weapons, martial weapons.

Tools: None.

Saving Throws: Strength, Dexterity.

Skills: Choose two skills from Acrobatics, Athletics, Insight, Intimidation, Perception, and Survival.

EQUIPMENT

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

- (a) studded leather or (b) leather and 4 javelins.
- (a) a greataxe or (b) any martial weapon.
- An explorer's pack and two handaxes.

STARTING WEALTH

You can choose to start with 4D4 x 10 GP in place of the equipment provided by your class and background.

Slayer's Select

You've honed your ability with your preferred instrument of killing to the point that it has practically become an extension of yourself. Choose one of the following options:

- **Bludgeoning.** You deal +2 damage with bludgeoning weapons.
- **Piercing.** You deal +2 damage with piercing weapons.
- **Slashing.** You deal +2 damage with slashing weapons.

Frenzy

You are driven by the thrill of the kill, drawing strength and renewed vigor from taking life. Once per turn, when you reduce a creature to 0 hit points, you gain temporary hit points.

equal to half your slayer level (rounded down) + your Constitution modifier (minimum of 1) and can make a single melee weapon attack or ranged attack using a thrown weapon against another target within reach or range as a bonus action.

Steady Advance

All of your hardwork, training, and discipline render you swift of foot and sharp of reflex. At 2nd level, your speed increases by 10 foot. Additionally, the first time you move on your turn, you can choose to halve your movement speed (rounded down) until the end of your turn. If you do so, you impose disadvantage on opportunity attacks made against you as a result of movement during your turn. You must not be wearing heavy armor to benefit from this feature.

Slayer Style

At 3rd level, you master a methodology that defines you as a slayer. Choose the style of the *Ardent*, *Foehammer*, *Hexblade*, *Punisher*, or *Scourge*, all of which are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 8th, 13th, and 18th levels.

Ability Score Improvement

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



Extra Attack

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

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Cleave

At 6th level, you learn how to deliver blows that can sunder more foes than one. Any surplus damage that remains after reducing a hostile creature to 0 hit points with a melee attack can be transferred to another creature that is within 5 feet of the original target and your reach as a bonus action, so long as the result of the original attack roll is sufficient to hit both targets.

Hunter's Gait

Starting from 7th level, when you use your *Frenzy* feature to make a melee attack or ranged attack as a result of reducing a creature to 0 hit points, you can move up to your current speed before making the attack.

From 15th level, you can make this attack before, after, or during your movement and you cannot be targeted by opportunity attacks as a result of this movement.

Killer Instinct

Perpetually surrounded by death, slayers learn to feel its chilling approach. At 9th level, on your turn you can choose to sense the presence of creatures whose lives might be easily snuffed out. When you do so, you identify every creature that you can see that has less than its hit point maximum and also has a number of hit points equal to or less than twice your slayer level as a free action. You can use this feature once per minute.

Deep Resurgence

From 10th level, your determination allows you to forge ahead and continue killing long after lesser warriors would give up. When you spend one or more hit die to regain hit points as part of a short rest, you can roll twice and take the higher result.

Vigilant

From 14th level, you can use your reaction to make an opportunity attack against a creature that moves out of your reach, even if it has taken the disengage action.

Sprightly Slayer

Nothing keeps a slayer from its quarry. From 17th level, moving through difficult terrain costs you no extra movement.

SLAYER STYLES

Style	Role
ARDENT	Both courageous and indomitable, ardents draw strength and vitality from those they slay. Trained in the use of medium armor, these slayers are well suited to assisting in the defence of the party
FOEHAMMER	Unrelenting and uncompromising, foehammers oppose creatures of a certain type, who they deem their mortal enemy. These slayers come to understand their hated foe in order to defeat them
HEXBLADE	Curious and inquisitive, hexblades take an active interest in magic, convinced that its boundless secrets can only serve to enhance their prowess on the battlefield. They learn how to gather latent arcane energy through their strikes, before unleashing it as they deal a killing blow
PUNISHER	Determined and innovative, punishers diligently study ways to overcome the innate advantages of specific foes and adversaries, making it their personal mission to develop bespoke stratagems and tailor-made tactics that can lead them and their allies to victory in difficult circumstances
SCOURGE	Swift and agile, scourges dedicate themselves to honing their reactions and reflexes. They are able to move at breakneck speeds—crossing a battlefield in the blink of an eye—and strike so quickly that they can catch foes entirely off guard, often cleaving through several at once

Slayer Style

Not all slayers are born equal, nor are they born at all, instead forged in the fires of battle. It matters not what drove you to fight in the first place, what banner you fight under, or which cause you've rallied behind. What defines you—what they'll remember you for—are the piles of bodies and the path of destruction you've left in your wake. You are shaped by your martial prowess and slayer style, which are in turn merely extensions of your higher calling.

Ardent

Ardents are courageous killers who never shy away from danger or peril. Unlike other slayers, who often skirt around or through the lines of their enemies—or stand shoulder-to-shoulder

with ferocious barbarians, hardened fighters, or veteran paladins—ardents boldly place themselves front and centre, drawing the fire and ire of their opponents.

BONUS PROFICIENCY

When you choose this style at 3rd level, you gain proficiency with medium armor.

TEAMWORK

Also starting at 3rd level, you gain the temporary hit points granted by your *Frenzy* ability when you or an ally within 30 foot reduce a hostile creature to 0 hit points. You can still only gain temporary hit points in this way once per round.

STRENGTH OF WILL

From 8th level, you learn to stand firm in the face of fear. You have advantage on saving throws against being frightened.

WOUND REGENERATION

As they grow in power, ardens only become more resilient. Starting from 13th level, when replacing an amount of temporary hit points that were granted through the use of your *Frenzy* feature, you receive half their current value in healing (rounded down). This feature cannot be used to exceed your hit point maximum.

UNITED FRONT

At 18th level, you learn to better capitalize on the opportunities those around you create. When an ally within 30 foot of you reduces a hostile creature to 0 hit points, you can make a single melee attack or ranged attack using a thrown weapon against a target within reach or range as a reaction.

Foehammer

Foehammers are grudge bearers who harbor a deep hatred for a group of enemies that they consider their sworn foes. This rancor drives their actions, and it also gives them special insights into those they oppose, making them more effective at confronting and hounding this group at every turn. A foehammer never forgives, never forgets, and never yields or relents.

SWORN ENEMY

When you choose this style at 3rd level, you choose three races of humanoid (such as goblins, kobolds, and orcs) as sworn enemies. You have advantage on Wisdom (survival) checks to track your sworn enemies, as well as on Intelligence checks to recall information about them.

You also learn one language of your choice, usually one spoken or written by your sworn enemies, or those who associate closely with them.

Also starting at 3rd level, you learn how to exploit the weaknesses of your hated foes to devastating effect. Whenever the bonus damage from *Slayer's Select* applies, you deal 3 damage to creatures of your *Sworn Enemy* type, instead of 2.

DESTRUCTIVE

Foehammers are stubborn to a fault, willing to go to great pains to see their enemies undone. Also starting at 3rd level, when you deal bludgeoning, piercing, or slashing damage to a creature with a weapon attack and you have temporary hit points that were granted through your *Frenzy* feature, you can choose to sacrifice the temporary hit points in order to deal an equivalent amount of additional damage to your target.

NEW FOES

Foehammers who don't die inevitably vanquish those they face and find new foes to oppose. At 8th level, you choose one additional type of sworn enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You gain the all the benefits of your *Sworn Enemy* feature when making checks related to these foes.

You also learn one language of your choice, usually one spoken or written by your sworn enemies, or those who associate closely with them.

FEROCIOUS ROAR

The visage of a foehammer's fury terrifies their foes. At 13th level, when you reduce a hostile creature to 0 hit points, you can roar as a bonus action. When you roar, each hostile creature within a 10 foot cube centered on your must attempt a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. Creatures of your *Sworn Enemy* type have disadvantage on this saving throw.

Creatures that fail their saving throw are frightened of you until the start of your next turn. Once you use this feature, you must finish a short or long rest before you can use it again.

KNOWING THY ENEMY

From 18th level, your expertise at handling—and manipulating—your sworn enemies grows deft with practice. You have advantage on social checks you make to interact with creatures of the

type you chose for your *Sworn Enemy* feature, including Charisma (deception, intimidation, and persuasion) checks.

Additionally, whenever the bonus damage from *Slayer's Select* applies, you deal 4 damage to creatures of your *Sworn Enemy* type, instead of 3.

Hexblade

Hexblades are slayers who've come to recognise the awesome power of magic and learned how to weave it into their repertoire. Not only do they understand the fundamentals of spellcasting, but they're able to imbue a target with latent arcane energy with every strike, unleashing it as they deliver their killing blow in order to give them an edge in battle.

BONUS PROFICIENCY

When you choose this style at 3rd-level, you gain proficiency in arcana.

ARCANE STRIKES

Also at 3rd level, you unlock the ability to weave magic into your strikes, magic which is unleashed when you deliver a fatal strike. When you reduce a creature to 0 hit points, you can innately cast one of the following cantrips as a bonus action:

- **Bladeward.** You cast *Blade Ward*, but it only lasts until the start of your next turn.
- **Light.** You cast *Light*, but the object is the target of your attack.
- **True Strike.** You cast *True Strike*.
- **Vicious Mockery.** You cast *Vicious Mockery*. The spell save DC is 8 + your proficiency bonus + your Strength or Dexterity modifier.
- **Guidance.** You cast *Guidance*, but you must be the target of the cantrip.
- **Resistance.** You cast *Resistance*, but you must be the target of the cantrip.

Casting these spells does not require components, an arcane focus, or use of your concentration.

You can use this feature 3 times. You regain any expended uses when you finish a long or short rest.

COMBAT MAGIC

At 8th level, your mastery of magic in combat improves. When you reduce a creature to 0 hit points, you can innately cast one of the following spells as a bonus action:

- **Blur.** You cast *Blur*.
- **Expeditious Retreat.** You cast *Expeditious Retreat*.
- **Enlarge/Reduce.** You cast *Enlarge/Reduce*.
- **Misty Step.** You cast *Misty Step*.
- **Spiderclimb.** You cast *Spiderclimb*, but you must be the target of the spell.

Casting these spells does not require components, an arcane focus, or use of your concentration. Once you use this feature, you must finish a short or long rest before you can use it again.

SPELLSLINGER

At 13th level, the finesse with which you are able to release the arcane energy laced into your strikes grows even more impressive. You can cast cantrips or spells as per *Arcane Strikes* or *Combat Magic* without using your bonus action to do so.

KILLER CASTING

At 18th level, you master your dark and deadly art. When you reduce a creature to 0 hit points, you can innately cast one of the following spells:

- **Blink.** You cast *Blink*.
- **Gaseous Form.** You cast *Gaseous Form*.
- **Hallucinatory Terrain.** You cast *Hallucinatory Terrain*. The illusion you conjure must be of some kind of battlefield.
- **Fly.** You cast *Fly*, but you must be the target of the spell.
- **Fireball.** You cast *Fireball*, but the sphere is centered on you and you are immune to its damage.

Casting these spells does not require components, an arcane focus, or use of your concentration. Once you use this feature, you must finish a short or long rest before you can use it again.

Punisher

Punishers are master tacticians who develop bespoke stratagems tailored to combating specific adversaries who might normally foil their contemporaries. They call out particular foes during combat, identifying these creatures as their next victims. To punishers, combat and battle are a puzzle that can be solved through practice and experimentation. They often believe that the creature best able to solve any given encounter is singled out for victory.

DEATH WARRANT

When you choose this style at 3rd level, nothing can keep you from reaching your quarry and enacting your dark punishment upon it. You can nominate a specific target for death as a free action on your turn. You gain a +1 bonus to attack rolls against this creature. Once you have a creature marked in this way, you must either wait until it has been slain before picking another one or else shift the focus of it earlier to another target as a bonus action.

ADAPTIVE TACTICS

Also starting at 3rd level, you hone your ability to tailor your tactics to better oppose a certain kind of adversary. Pick one feature from the following:

- **Tidehunter.** You gain a swim speed in water equal to your speed while on land.
- **Dragonslayer.** The distance which you can hurl ranged weapons with the thrown property increases by 50%.
- **Witchblight.** You can cast *Dispel Magic* (3rd-level) or *Remove Curse*, using Strength as your spellcasting ability. Once you use this feature, you must finish a short or long rest before you can use it again.

ADVANCED TACTICS

From 8th level, your expertise and specialist knowledge at combating enemies of a certain type only deepens. Pick one feature from the following:

- **Tidehunter.** You score critical hits on results of 18-20 against creatures with the *Amphibious*, *Limited Amphibiousness*, *Hold Breath*, or *Water Breathing* traits if you make an attack roll against them while you are both in water.
- **Dragonslayer.** A flying creature that must make a check to continuing flying as the result of you hitting it with a thrown weapon, has disadvantage on its check.
- **Witchblight.** A creature maintaining concentration on a spell has disadvantage on a saving throw made to maintain its concentration if struck by you.

DEATH SENTENCE

A creature marked by a punisher is fated for death, likely doomed to meet its end at your hand. From 13th level, the bonus to attack rolls you get from your *Death Warrant* feature increases to 2, instead of 1.

MASTERFUL TACTICS

From 18th level, you master the ability to oppose and defeat enemies of a certain kind. Pick one feature from the following:

- **Tidehunter.** When you hit a creature with a swim speed that currently has no levels of exhaustion, it gains 2 levels of exhaustion.
- **Dragonslayer.** A creature marked by your *Death Sentence* feature that has a fly speed must attempt a Wisdom saving throw with a DC of 8 + your Strength or Dexterity modifier + your proficiency bonus if they attempt to take flight. On a fail, they're unable to attempt to take flight again until the start of their next turn. Once a creature is airborne, they are not affected by this feature.
- **Witchblight.** A creature marked by your *Death Sentence* feature that attempts to cast a harmful spell that has you as its target, or

within the affected area if it is an area effect spell, must attempt a Wisdom saving throw with a DC of 8 + your Strength or Dexterity modifier + your proficiency bonus or be unable to do so.

Scourge

Scourges are slayers who've honed their core capabilities, the abilities that define them and distinguish them from other combatants, into a deadly weapon. They prioritize improving their speed and agility on the battlefield, and also on making the most of every blow—cleaving through multiple foes at once or swiftly redirecting a swing to catch an opponent off guard.

RAZORSHARP REFLEXES

When you choose this style at 3rd level, your reflexes become as sharp as any blade. You have advantage on initiative checks.

AGILE SLAYER

Also starting at 3rd level, you learn how to become even swifter on your feet, able to cross the battlefield in the blink of an eye. The *Dash* action becomes a bonus action for you.

RAMPAGE

Scourges thrive on the smell of blood and the scent of a fresh kill. From 8th level, when you use *Frenzy* to make a bonus attack, you have advantage on your attack roll.

SUDDEN CLEAVE

From 13th level, you become even more practiced and swift at redirecting damage from a killing blow onto additional victims. When you use *Frenzy* to make a bonus attack, you can also use your *Cleave* feature as part of your bonus action.

MASTER CLEAVER

At 18th level, your training and practice pay off and you become a master cleaver. Whenever you use your *Cleave* feature, you may pick an additional viable target. You deal the cleave's damage to both creatures.

Additionally, the targets of your cleave's damage no longer have to be within 5 foot of your original target, only within your reach.

Ashara Thelynn

“Exploiting the arcane for the mere sake of it is nothing but hubris.”

Ashara Thelynn was born Tarianna Thelynn. She changed her name to Ashara the day she turned her back on her father, Keledan, and departed the cosseted elven enclave where she was raised. Keledan Thelynn was, and remains, a celebrated academic and respected researcher into the arcane. Given her father’s lauded and lofty position within elven society, it was always assumed that as his only heir Tarianna would pursue a similarly cerebral vocation, if not follow directly in his gilded footsteps.

Tarianna began studying magic under the careful tutelage of a cadre of her father’s most trusted colleagues, cohorts, and contemporaries when she was old enough—as per his wishes. His watchful, sometimes scornful, gaze ever hovering over her progress, Tarianna quickly became disheartened with her studies, realizing that the life of a scholarly scribe held little interest for her.

When a summoning ritual went disastrously wrong and one of her instructors accidentally conjured a dozen mephits, it fell to Tarianna to clean up the mess—which she did with swords, not spellbooks. As she wiped her blades clean she realized that she was cut from a different cloth. It was then that she decided to abandon her studies, change her name to Ashara, and become an adventurer.



Roleplaying Ashara

Raised in her father’s shadow, Ashara is determined to carve out her own identity, build for herself her own life, and leave her own mark on the world. She knows her father would like very much to see her returned to his side, and she suspects his agents are everywhere.

- *Ashara is headstrong, determined, and independent*
- *Ashara cares a lot about what people think about her, and how she’ll be remembered—though she’ll go to great lengths to try to hide this*
- *Though Ashara will take life in the line of duty, she doesn’t do so lightly. However, she doesn’t take responsibility for the actions of others, should they force her hand*
- *Ashara doesn’t feel ready to talk to her father or want to go home, she’s careful to hide her true identity as Tarianna for as long as possible*
- *Ashara is practical and doesn’t mind getting dirty in order to get the job done*
- *Ashara doesn’t get on well with authority figures, believing people should be able to decide for themselves what they should do and how they should behave without outside direction*

The Defiant

Ashara is a slayer; a highly-skilled martial combatant who specializes in tactical thinking and strategic play, battlefield speed and mobility, and channeling the momentum from a kill into bolstered defenses and additional attacks.

The Hexblade. At 3rd-level, Ashara becomes a *Hexblade* slayer. Hexblades are slayers who recognize the value of magic and weave it into their repertoire in order to become even more potent on the battlefield. They're able to imbue their enemies with arcane energy through their strikes, energy that's released in the form of spellcasting when they strike a killing blow.

Background (Runaway)

Ashara has turned her back on her family, friends, and people—casting off the shackles of her former life and setting off in secret to carve out her own place in the world with a new persona. While she can reveal her true identity at any time, she is loathe to do so and avoids situations that could force her hand.

True Identity. As Tarianna, Ashara is related to a famous intellectual, and her knowledge of him proves it. If she reveals her true identity to an academic or scholar, they're likely to go to great lengths to aid her, if only to curry favor with her father—who they're sure to report her whereabouts to.

Personality Trait. Like her father, Ashara can be intense. She's forceful, willful, exacting, and determined.

Ideal. Ashara believes that everyone should be their own person and not allow themselves to be defined, or confined, by their heritage.

Bond. Tarianna has grown attached to her new identity and jealously safeguards her reputation as Ashara.

Flaw. Unlike so many of her kin, Ashara can be impulsive and impetuous—traits she prizes.

ASHARA THELYNN

MEDIUM HUMANOID (HIGH ELF), CHAOTIC NEUTRAL

Class & Level Slayer (1); proficiency bonus +2

Armor Class 15 (studded leather)

Hit Points 12 (1D10 + 2)

Speed 30 ft.

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

Saving Throws Str +1, Dex +5

Tools Thieves' tools, Viol

Skills Acrobatics +5, Arcana +4, Deception +3, Perception +3, Stealth +5

Armor light armor

Weapons simple weapons, martial weapons

Senses passive (Perception) 13

Languages Common, Elvish, Sylvan

Frenzy. Once per turn, when you reduce a creature to 0 hit points, you gain 2 temporary hit points and can make a single melee attack or ranged attack using a thrown weapon against another target within reach or range as a bonus action.

ACTIONS

Shortsword. *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.

BONUS ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1D6 + 0) piercing damage.

Additional Features & Traits

DARKVISION

Ashara can see in dim light within 60 feet of her as if it were bright light, and in darkness as if it were dim light. She can't discern color in darkness, only shades of gray.

FEY ANCESTRY

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

TRANCE

Ashara doesn't need to sleep. Instead, she meditates deeply, remaining semiconscious, for 4 hours a day. While meditating, she can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of

practice. After resting in this way, she gains the same benefit that a human does from 8 hours of sleep.

CANTRIP

Ashara knows the *Prestidigitation* cantrip.

SLAYER'S SELECT (PIERCING)

Ashara deals +2 damage with piercing weapons (already included).

Equipment

Shortswords (2), daggers (5), studded leather, explorer's pack, a spell book Ashara uses as a journal, a bottle of black ink, a quill, an unsent letter addressed to Ashara's father she penned, and a pouch containing 15 gp.

At 2nd level

When Ashara reaches 2nd level, she gains the following improvements:

- Her hit points increase by 8 (1D10 + 2)
- The amount of temporary hit points granted by her *Frenzy* feature increases to 3
- She gains the *Steady Advance* feature

STEADY ADVANCE

Ashara's speed increases by 10 foot. Additionally, the first time she moves on her turn, she can choose to halve her movement speed (rounded down) until the end of her turn. If she does so, she imposes disadvantage on opportunity attacks made against her as a result of movement during her turn.

At 3rd level

When Ashara reaches 3rd level, she gains the following improvements:

- Her hit points increase by 8 (1D10 + 2)
- She acquires the *Hexblade Slayer Style*
- She gains proficiency in Survival
- She gains the *Arcane Strikes* feature

ARCANE STRIKES

When Ashara reduces a creature to 0 hit points, she can innately cast one of the following cantrips as a bonus action:

- **Bladeward.** You cast *Blade Ward*, but it only lasts until the start of your next turn.
- **Light.** You cast *Light*, but the object is the target of your attack.
- **True Strike.** You cast *True Strike*.
- **Vicious Mockery.** You cast *Vicious Mockery*. The spell save DC is 8 + your proficiency bonus + your Strength or Dexterity modifier.
- **Guidance.** You cast *Guidance*, but you must be the target of the cantrip.
- **Resistance.** You cast *Resistance*, but you must be the target of the cantrip.

Casting these spells does not require components, an arcane focus, or use of Ashara's concentration. She can use this feature 3 times. She regains any expended uses when she finishes a long or short rest.

At 4th level

When Ashara reaches 4th level, she gains the following improvements:

- Her hit points increase by 8 (1D10 + 2)
- The amount of temporary hit points granted by her *Frenzy* feature increases to 4
- Her Dexterity score increases to 18. This increases her Dexterity modifier to +4 which affects; her Dexterity-based attacks, saving throws, and skills; armor class, and initiative.

At 5th level

When Ashara reaches 4th level, she gains the following improvements:

- Her hit points increase by 8 (1D10 + 2)
- Her proficiency bonus increases to +3. This increases; her attack bonus for weapons she's proficient with, her modifier for saving throws and skills she's proficient in, and her passive Perception score.
- She gains the *Extra Attack* feature.

EXTRA ATTACK

Ashara can attack twice, instead of once, whenever she takes the Attack action on her turn.

Warwick Ethelred

“Those blessed with strength enough to lift blade in aid of those who cannot, must.”

Warwick’s life should have played out very differently. The son of the baron and baroness of a small and remote town high in the hinterlands, his life could very easily have been one of comfort and leisure. However, when a tribe of roaming orcs raided his town, and subsequently razed it to the ground, the trajectory of Warwick’s life was forever changed. At the tender age of seven, young Warwick was taken by the brutish orcs and introduced to a wild and savage way of life.

Warwick spent four hard years with the orcs who killed his family and burnt down his home, before the orcs picked a fight with a more worthy opponent. The tribe set upon a remote dwarven mining camp, whereupon their ranks were shattered and their forces scattered by the hardy dwarven miners. Now eleven, Warwick was captured by the dwarves, who freed him from the cruel yoke of violence and depravity that he’d come to know, and, upon seeing the familiar fire that burned in his stout heart, took him in as one of their own.

From there, Warwick joined with his newfound dwarven brothers in arms, becoming a soldier in their military at the age of sixteen. He clashed with goblins, orcs, and worse on a handful of occasions before he lost his whole platoon in a bloody skirmish and, once again, became the sole survivor of a gruesome massacre.



Roleplaying Warwick

Having lived through several terrible tragedies, and in inhumane conditions, Warwick has become inured to things that would shock most people. That said, the light of his moral compass has never dimmed because of the brutality he has observed, or been extinguished by that which he has experienced firsthand.

- *Warwick’s guarded demeanor could easily be mistaken for cold, callous, or uncaring*
- *Beneath his gruff exterior, Warwick cares deeply for his companions and feels a personal responsibility to care for those in his charge*
- *Perhaps as a result of survivor’s guilt, Warwick will often place the safety and wellbeing of those around him above his own*
- *Despite his best efforts to hide it, Warwick is a moral person and believes that it is his duty to help those who cannot help themselves*
- *Warwick believes that it is important to take care of things in the here and now, and not plan to do so at a later date*
- *Warwick rarely, if ever, talks about his past*

The Vigilant

Warwick is a slayer; a highly-skilled martial combatant who specializes in tactical thinking and strategic play, battlefield speed and mobility, and channeling the momentum from a kill into bolstered defenses and additional attacks.

The Ardent. At 3rd-level, Warwick becomes an *Ardent* slayer. Ardents are slayers who never shy away from danger or peril and are well suited to assisting in the defense of the party. As an ardent, Warwick gains proficiency with medium armor and learns to benefit from his allies' kills, as well as his own.

Background (Sole Survivor)

Warwick has survived everyone he knows, including those he considers family, being butchered not once, not twice, but three times. Bearing witness to such horrors has left its mark on Warwick and, in a sense, he feels as if he's living on borrowed time, living his fourth life.

Old Soul. After everything he has endured, Warwick has a 'weightiness' about him that is unusual for a human, especially one so young. As a result, he has an easier time interacting with long-lived creatures who identify with his world-weariness than others of his kind. Warwick is always able to find kindred spirits amongst groups of dwarves and elves—who offer him a place to hide, rest, or recuperate.

Personality Trait. Warwick is a gruff, stoic person whose life has been shaped by tragedy, pain, and loss.

Ideal. Warwick believes that life is short and bloody, that people should act wisely today in case they don't have the opportunity to fix things tomorrow.

Bond. Warwick cares deeply for those he comes to recognize as family.

Flaw. Warwick believes he's living on borrowed time and will take great risks for those around him.

WARWICK ETHELRED

MEDIUM HUMANOID (HUMAN), NEUTRAL GOOD

Class & Level Slayer (1); proficiency bonus +2

Armor Class 13 (studded leather)

Hit Points 13 (1D10 + 3)

Speed 30 ft.

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

Saving Throws Str +5, Dex +3

Skills Athletics +5, Insight +3, Intimidation +1, Perception +3

Armor light armor

Weapons simple weapons, martial weapons

Senses passive (Perception) 13

Languages Common, Dwarvish, Elvish, Orc

Frenzy. Once per turn, when you reduce a creature to 0 hit points, you gain 3 temporary hit points and can make a single melee attack or ranged attack using a thrown weapon against another target within reach or range as a bonus action.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (1D12 + 5) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1D6 + 5) slashing damage.

Additional Features & Traits

SLAYER'S SELECT (SLASHING)

Warwick deals +2 damage with slashing weapons (already included).

Equipment

Greataxe, handaxes (2), studded leather, explorer's pack, a letter-opener that belonged to his father, an orcish blade, a dwarven dagger, a set of traveler's clothes, and a pouch containing 10 gp.

At 2nd level

When Warwick reaches 2nd level, he gains the following improvements:

- His hit points increase by 9 (1D10 + 3)
- The amount of temporary hit points granted by his *Frenzy* feature increases to 4
- He gains the *Steady Advance* feature

STEADY ADVANCE

Warwick's speed increases by 10 foot. Additionally, the first time he moves on his turn, he can choose to halve his movement speed (rounded down) until the end of his turn. If he does so, he imposes disadvantage on opportunity attacks made against him as a result of movement during his turn.

At 3rd level

When Warwick reaches 3rd level, he gains the following improvements:

- His hit points increase by 9 (1D10 + 3)
- He acquires the *Ardent Slayer Style*
- He gains proficiency with medium armor
- He gains the *United Front* feature

UNITED FRONT

Warwick gains the temporary hit points granted by his *Frenzy* feature when he or an ally within 30 foot reduces a hostile creature to 0 hit points. He can still only gain temporary hit points in this way once per round.

At 4th level

When Warwick reaches 4th level, he gains the following improvements:

- His hit points increase by 9 (1D10 + 3)
- The amount of temporary hit points granted by his *Frenzy* feature increases to 5
- His Strength score increases to 18. This increases his Strength modifier to +4 which affects; his Strength-based attacks, saving throws, and Athletics skill.

At 5th level

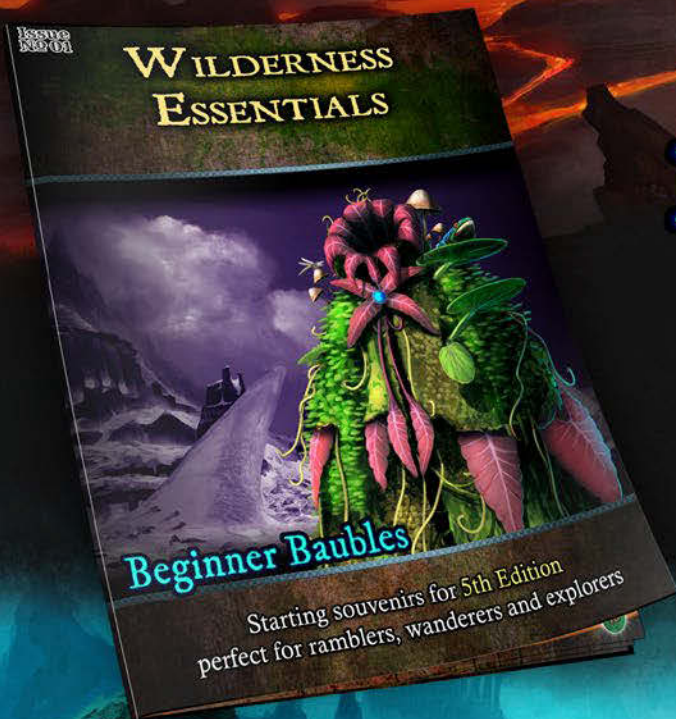
When Warwick reaches 5th level, he gains the following improvements:

- His hit points increase by 9 (1D10 + 3)
- His proficiency bonus increases to +3. This increases; his attack bonus for weapons he's proficient with, his modifier for saving throws and skills he's proficient in, and his passive Perception score.
- He gains the *Extra Attack* feature.

EXTRA ATTACK

Warwick can attack twice, instead of once, whenever he takes the Attack action on his turn.

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