

MARSHAL

A half-elf, adorned in the ribbons and medals high-ranking commander, sits astride an armored warhorse. To her right, a powerfully built orcish man in more pedestrian attire sits atop his own horse, shouldering a hefty greataxe. They set down the city road, accompanied by blaring trumpets and banging drums, which announce their approach to the castle to receive yet another medal.

Puffing on a pipe and eyeing the room, a halfling guildmaster in a well-fitted suit twirls a dagger about between his nimble fingers. An array of thieves, crooks, and bandits are arrayed before him, all studying blueprints laid out on a candlelit table. Tonight, their chapter of the Thieves' Guild becomes rich, and their guildmaster goes down in history.

Kobolds swarms left and right, scampering across piles of gold pieces, only to be met by the dwarf's greataxe. Arrow after arrow, a human archer looses shots that merely plink off the enraged dragon's crimson scales. A gnomish mage gathers cracking arcane might in his hands for a devastating magical blast. Across the chamber, amidst the chaos, a plan crystallizes in the adventuring company's captain. She begins shouting orders, and the party sets into motion.

Decisive leaders and brilliant strategists, marshals inspire their allies to greatness. Invariably, they stand alongside their cohorts, their devoted lieutenants, whom they entrust with their lives. Marshals out-strategize their enemies, ensuring that, while they rarely deal the killing blow, they're always on the winning side.

FEARLESS LEADERS

Many people aspire to command, but only a few inspire loyalty as a marshal does. While marshals are comfortable in leadership, they are equally well-served as followers. While their confidence and decisiveness serve them well in victory, it is their grace and accountability in defeat which cements the loyalty of those around them.

Moreover, marshals lead by example. They are trained in the basics of combat and strategy, such that, when they can't be on the front line, they can ensure that the right people are there to lead the charge to victory. Marshals tend to be preoccupied with the big picture, planning for worst case scenarios and strategizing two steps ahead. To their eyes, there are few defeats; only setbacks, diversions, and detours. Victory is always on the path ahead.

COHORT AND COMMANDER

Often, a great leader is only as good as their lieutenant, their second in command, charged with executing the marshal's orders and safeguarding their success. Marshals entrust this responsibility to a cohort, who is far more than a simple soldier: they are a confidant, an advisor, a trusted friend, and a loyal companion. Cohorts see their commander as a wellspring of inspiration, and will readily fight alongside their commander to the bitter end.

CREATING A MARSHAL

Though marshals are consummate leaders, this can be realized in radically different ways. Your marshal could be a captain of an adventuring band, an officer in an army, the president of a company, the chief of a tribe, the captain of a ship, or any other of a number of leadership roles. The only commonalities amongst marshals are their positions of authority and a natural inclination towards leadership.

Importantly, you should consider what kind of leader your marshal is; not simply their choice of banner, but how they treat their followers, in what manner they give orders, and how they inspired their cohort. Do you rally others to their side with a magnetic personality or a stoic facade? How would you deal with a dilemma that offers no clear winning strategy? In what manner do you treat your foes once you've secured victory?

You should also think of previous victories or defeats that have defined your marshal in the past. Has your story been that of a meteoric rise or a disgraceful fall? What event first thrust you into leadership, and how did you first take to it? Which success or defeat led you to the life of an adventurer?

QUICK BUILD

You can make a Marshal quickly by following these suggestions. First, make Charisma your highest ability score, followed by Strength. Next, select History and Persuasion as your skills, and take the Dueling Fighting Style.

THE MARSHAL

Level	Proficiency Bonus	Features	Battle Dice	Cohort Feature
1st	+2	Born Leader, Fighting Style	—	—
2nd	+2	Cohort	—	Cohort feature
3rd	+2	Banner, War Tactics	2d8	—
4th	+2	Ability Score Improvement	2d8	—
5th	+3	Blitz	2d8	—
6th	+3	—	3d8	Cohort feature
7th	+3	Banner feature	3d8	—
8th	+3	Ability Score Improvement	3d8	—
9th	+4	Advanced Tactics	3d8	—
10th	+4	—	3d10	Cohort feature
11th	+4	Coordinated Strike	3d10	—
12th	+4	Ability Score Improvement	3d10	—
13th	+5	Banner feature	3d10	—
14th	+5	—	4d10	Cohort feature
15th	+5	Lead by Example	4d10	—
16th	+5	Ability Score Improvement	4d10	—
17th	+6	Banner feature	4d10	—
18th	+6	—	4d12	Cohort feature
19th	+6	Ability Score Improvement	4d12	—
20th	+6	Warlord	4d12	—

CLASS FEATURES

As a marshal, you gain the following class features.

HIT POINTS

HIT DICE: 1d8 per marshal level

HIT POINTS AT 1ST LEVEL: 8 + your Constitution modifier

HIT POINTS AT HIGHER LEVELS: 1d8 (or 5) + your Constitution modifier per marshal level after 1st

PROFICIENCIES

ARMOR: Light armor, medium armor, shields

WEAPONS: Simple weapons, martial weapons

TOOLS: None

SAVING THROWS: Constitution, Charisma

SKILLS: Choose two from Animal Handling, Athletics, Deception, History, Insight, Intimidation, Perception, and Persuasion

EQUIPMENT

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

- (a) scale mail, or (b) leather armor
- A dagger and (a) a warhammer or (b) any simple

weapon

- (a) a light crossbow and 20 bolts or (b) a shortbow and 20 arrows
- An embroidered standard and (a) a traveler's pack or (b) one kit you're proficient with

BORN LEADER

By 1st level, your competence and commanding personality lend you a knack for leadership. Common folk defer to your authority and influence, especially in times of crisis. As a result, you have advantage on any Charisma (Persuasion) check you make to convince someone to let you take charge of a situation or to give someone orders in a dangerous situation.

Additionally, you can use your Charisma modifier, instead of your Intelligence modifier, for any ability check you make related to planning, strategy, or tactics.

FIGHTING STYLE

At 1st level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

COHORT

Starting at 2nd level, you gain a loyal cohort to who carries your banner and does battle in your name.

INITIATING A COHORT

Select a companion from the Cohort section; following an 8-hour initiation period, that creature becomes your cohort. You can have only one cohort at a time.

If your cohort is ever slain, you can raise them from the dead by the usual methods, such as the raise dead spell, or you can spend 8 hours initiating a new cohort. If you do so, your previous cohort loses all abilities granted by this ability, even if it is later returned to life.

Your cohort obeys your commands as best it can. Your cohort takes its turn immediately before or after your turn (your choice), and you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

COHORT FEATURES

At 2nd, 6th, 10th, 14th, and 18th levels, your cohort gains new abilities based on its archetype.

HIT POINTS

For each marshal level you gain after 2nd, your cohort gains an additional hit die and increases its hit points accordingly.

ABILITY SCORES

Whenever you gain the Ability Score Improvement class feature, your cohort's abilities also improve. Your cohort can increase one ability score of your

choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

When you improve a cohort's ability scores, remember to also increase other relevant statistics, such as skill bonuses, bonuses to hit and damage, and spell save DCs.

PROFICIENCIES

Your cohort gains proficiency in skills listed in its statistics. It also gains proficiency with simple weapons, martial weapons, light armor, medium armor, or heavy armor if its statistics contain weapons or armor from that category.

Your cohort uses your proficiency bonus rather than its own. Because cohort statistics already include a +2 proficiency bonus, you need only adjust the attack bonus and skill proficiency bonus starting at 5th level.

ALIGNMENT

Your cohort's alignment is within one step of your own, and has a personality trait and flaw determined by the GM. Its bond is always, "I will follow my commander into any fray, and I will gladly fight by his/her side until my death."



BANNER

Starting at 3rd level, you adopt a banner which you fly in combat, emblazon on your armor, and fix to your seal. You can select from the banners which are detailed at the end of the class description. Your choice grants you features at 3rd level, and again at 7th, 13th, and 17th level.

WAR TACTICS

Starting at 3rd level, you have a pool of battle dice, which are d8s, that you can use to bolster your allies or perform special maneuvers in combat. You begin with 2 battle dice, and regain all expended battle dice when you take a short or long rest, or when you roll initiative.

Your battle die changes and more battle dice become available when you reach certain levels in this class, as shown on the Battle Dice column of the Marshal table.

MANEUVERS

You can spend battle dice to use the following maneuvers:

BRACE. As a bonus action on your turn, you can expend a battle die to bolster your allies. Each allied creature within 30 feet of you that can see or hear you adds the battle die to all saving throws it makes until the end of your next turn.

RALLY. As a bonus action on your turn, you can expend a battle die to choose one allied creature within 60 feet of you who can see or hear you. That creature regains hit points equal to the die rolled + your Charisma modifier. You cannot use this ability to heal a creature who has 0 hit points.

STAGGERING STRIKE. As a bonus action when you make a weapon attack against a creature, you can expend a battle die to attempt to stun a humanoid target. On a hit, the target must make a Constitution saving throw or be incapacitated until the beginning of your next turn.

SAVING THROWS

If one of your maneuvers calls for a saving throw to resist its effects, the saving throw DC is calculated as follows:

$$\text{MANEUVER SAVE DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

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.

BLITZ

Starting at 5th level, as a bonus action on your turn, you can direct your cohort or a friendly creature within 60 feet that can see or hear you to fight alongside you. The chosen creature uses its reaction to move up to its movement speed or make a single weapon attack.

ADVANCED TACTICS

At 9th level, your maneuvers improve in the following ways:

BRACE. Allies can also add the battle die to their ability checks until the beginning of your next turn.

RALLY. Whenever you spend a battle die to cause a creature to regain hit points, that creature also gains temporary hit points equal to your marshal level.

STAGGERING STRIKE. When you hit with a staggering strike, you add the battle die to the damage roll.

COORDINATED STRIKE

By 11th level, you and your cohort fight as a perfect fighting unit. Whenever you attack a creature that your cohort hit with a weapon attack since the end of your last turn, you deal an additional 2d8 damage on a hit.

LEAD BY EXAMPLE

Starting at 15th level, whenever you roll a 20 on an attack roll, ability check, or saving throw, each friendly creature within 30 feet of you has advantage when it makes the same type of roll (attack roll, ability check, or saving throw) before the beginning of your next turn.

WARLORD

At 20th level, when a friendly creature you can see within 30 feet misses an attack against a creature within its range, you can turn the miss into a hit. Alternatively, if it fails a saving throw, you can treat the d20 roll as a 20.

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

BANNERS

Marshals adopt emblems that denote their command style, virtues, and skills, which they fly upon their banners to rally allies to their side. A symbolic statement, this heraldry speaks volumes about what a marshal prizes in the world, be it knowledge, allies, or personal gain.

DRAGON BANNER

Marshals under the banner of the Dragon are among the most formidable warriors to grace the battlefield. Armed with an array of lethal maneuvers, these marshals cut through lesser combatants with ease, turning the tides of battle on their own, if needed. The visage of the dragon banner inspires fear and loyalty on equal measure, for the carnage and bloodshed left in a dragon warrior's wake speaks volumes of their skill.

BONUS BATTLE DIE

Starting when you choose this banner at 3rd level, your total number of battle dice increases by 1.

MANEUVER: BRUTAL SWING

Also at 3rd level, you learn the following maneuver:

As a bonus action when you make a melee weapon attack, you can expend a battle die to bring your weapon down with fearsome speed. This attack scores a critical hit on a roll of 19 or 20. Additionally, on a hit, add the battle die to the damage roll.

MANEUVER: WADE INTO BATTLE

At 7th level, you learn the following maneuver:

As a bonus action on your turn, you can expend a battle die to weave between foes. You don't provoke opportunity attacks until the end of your turn.

MANEUVER: FURY ATTACK

At 13th level, you learn the following maneuver:

As a bonus action when you take the Attack action on your turn, you can expend a battle die to unleash

a barrage of strikes. Make up to three melee weapon attacks, instead of one. Each attack must target a different creature.

VICIOUS FOCUS

Beginning at 17th level, whenever you reduce a hostile creature to 0 hit points or score a critical hit with a melee weapon attack, you enter a zen state of battle for up to 1 minute. For the duration, your weapon attacks score a critical hit on a roll of 19 or 20. Each time during the duration that you reduce another hostile creature to 0 hit points or score another critical hit, this critical hit range increases, first allowing your melee weapon attacks to score a critical hit on a roll of 18 to 20, then on a roll of 17 to 20, then on a roll of 16 to 20. If you miss a melee weapon attack or fall unconscious, this effect ends early.

BANNERS	
Name	Description
Dragon Banner	Uses maneuvers to annihilate their foes on the battlefield
Eagle Banner	A master of the bow who uses precision shots to strike foes from a high vantage
Jolly Roger Banner	A duelist and swashbuckler, trained with a cutlass and the unfair tactics of brigands
Lion Banner	A knightly leader who challenges their foes to honorable combat
Ram Banner	Shoves their foes and knocks them prone to gain an advantage in combat
Raven Banner	A stealthy master of guerilla warfare and covert tactics
Turtle Banner	Emphasizes defense above all else, using heavy armor and shield wall tactics

EAGLE BANNER

With sharp eyes and even sharper arrows, marshals of the Eagle seek to be lords of speed and ranged combat, mastering bow, sling, and ballista alike. Such marshals are just as dangerous in close range as they are perched on the horizon, for they can accurately deliver an arrow or a crossbow bolt at point blank range.

MANEUVER: EAGLE SHOT

Starting when you choose this banner at 3rd level, you learn the following maneuver:

When you make a ranged weapon attack roll against a creature, you can use your bonus action and expend a battle die to add it to the roll. You can use this ability before or after making the attack roll, but before the GM says whether the attack hits or misses.

VANTAGE POINT

By 7th level, you can quickly scale walls to gain a perch above your foes. Climbing no longer costs you extra movement. In addition, by climbing at half speed, you can climb up difficult surfaces (such as vertical walls) without making an ability check.

CLOSE-QUARTERS SHOOTING

At 13th level, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls or the ranged attack rolls of friendly creatures within 20 feet of you.

SCATTER SHOT

Starting at 17th level, you can use your action to nock a fistful of arrows and fire them all at once. Make a separate ranged weapon attack against any creatures you choose within a 15-foot cone, making a separate attack roll for each target. If you target only one creature in this cone, add an additional weapon damage die to the damage roll on a hit.

JOLLY ROGER

The skulls and crossbones adorning the Banner of the Jolly Roger need no introduction: it means thieves, brigands, treasure, and adventure on the high seas. Moreover, it means the strong backs of a crew working in unison, piloting a ship from horizon to horizon, under the command of a fierce captain and their first mate.

MANEUVER: DOUBLE THRUST

Starting when you choose this banner at 3rd level, you learn the following maneuver:

When you use the Attack action with an finesse weapon on your turn, you can spend one battle die as a bonus action to make an additional attack with that weapon. This attack adds the battle die, instead of your ability score, to the weapon's damage roll.

FANCY FOOTWORK

By 7th level, your elegant swordplay lets you place enemies where you want them. Whenever you make an attack roll against a creature of your size or smaller on your turn, you can switch places with them. This movement doesn't provoke opportunity attacks.

UNFAIR PLAY

Beginning at 13th level, both you and your cohort can take the Use an Object action, Hide action, or make a shove attempt as a bonus action. You have advantage on Strength (Athletics) checks you make to push another creature out of a boat.

ALL HANDS ON DECK

By 17th level, your crew works in perfect unison at your directive. You can use your action on your turn to direct each friendly creature within 60 feet that can see or hear you to take an action of your choice, other than the Attack or Cast a Spell actions. A creature can use its reaction to take this action.

LION BANNER

Bravery in the face of overwhelming odds, mastery of horsemanship, and unwavering honor are the hallmarks of marshals of the Lion. This banner represents the very ideal of gallantry and fortitude, which knights and paladins aspire to achieve. Even the sight of it inspires heroism in its troops, and a marshal who flies it can even the most poorly equipped militia into a fit fighting force.

MANEUVER: LION'S CHALLENGE

Starting when you choose this banner at 3rd level, you learn the following maneuver:

As a bonus action when you hit a creature with a weapon attack, you can expend one battle die to challenge the target to a duel. The target must succeed a Wisdom saving throw or have disadvantage on all attack rolls against targets other than you until the end of your next turn.

SADDLE SURE

At 7th level, you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount, you always land on your feet if you aren't incapacitated. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Additionally, you can force an attack targeted at your mount to target you instead.

REPOSITION

Starting at 13th level, you and up to three friendly creatures of your choice can each move up to 20 feet when you roll initiative.

LION'S GAMBIT

Starting at 17th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature and add half your level to the damage roll.

You can make this attack three times, and you regain all expended uses of it when you finish a short or long rest.

RAM BANNER

Marshals who brandish the banner of the Ram seek to batter through their obstacles with overwhelming force. Whenever possible, these marshals put their enemies on the back foot, literally hurling their foes to the floor or shoving them into unfavorable ground, from which position their cohorts can make swift work of any resistance. The Banner of the Ram sees such tactics as not only fair, but optimal, as validity in combat should be judged only by effectiveness.

MANEUVER: BULL RUSH

Starting when you choose this banner at 3rd level, you learn the following maneuver:

When you move at least 10 feet in a straight line and immediately make a melee weapon attack against a creature, you can use a bonus action and expend a battle die to shove the target after the attack. Add the battle die to the shove attempt's Strength (Athletics) check. On a success, you can push the target 10 feet, instead of only 5.

SUREFOOTED

Beginning at 7th level, you ignore nonmagical difficult terrain.

LOCK HORNS

At 13th level, you can buck your foes into harm's way. Whenever you shove a creature into an ally, that creature can use its reaction to make an attack against the shoved creature.

AND STAY DOWN

Starting at 17th level, whenever a creature stands up from being prone while within your reach, you can make an opportunity attack against it.

RAVEN BANNER

The banner of the Raven signifies a clandestine marshal who prefers stealth to action and ambushes to open fights. If pressed, a marshal of the raven might be drawn into a direct confrontation, but they can never be expected to play fair. These marshals might have more in common with rogues, and might even hold a position of leadership within a Thieves' Guild. More than one guild master and bandit leader has flown the Raven Banner while on a raid.

MANEUVER: CUNNING MOVE

Starting when you choose this banner at 3rd level, you are trained in ambush tactics. You learn the following maneuver:

As a bonus action, you can spend a battle die to take the Dash or Disengage action. You can't use this maneuver while wearing medium or heavy armor, or while wielding a shield.

MANEUVER: FLANKING STRIKE

Also at 3rd level, you learn the following maneuver:

If you hit a creature with a weapon attack while one of your allies is within 5 feet of the target, you can expend a battle die as a bonus action and add it to the attack's damage roll. This attack must use a light or finesse weapon.

COVERT

At 7th level, when you are hidden and a creature discovers you with a successful Wisdom (Perception) check, you can reattempt your Dexterity (Stealth) check to hide. On a success, you silently reposition yourself and the creature does not notice you. Once you use this ability, you can't use it again until you finish a short or long rest.

STRIKE FIRST, STRIKE LAST

Beginning at 13th level, you can intercede moments before an enemy strikes. As a reaction when a creature you can see takes the Attack action, you can move up to your movement speed or make one attack targeting the creature. The creature can choose new targets for its attacks after you move.

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

GUERRILLA WARFARE

Starting at 17th level, you are a master of unconventional combat. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, once per turn when you attack and hit a creature on the first round of combat, you can add two battle dice to the attack's damage roll without expending them.

TURTLE BANNER

The fortified defenses of marshals who fly the Turtle banner are legendary. Turtle tactics emphasize endurance and survival, as well-protected soldiers can not only win battles, but entire wars. Thinking long-term is key to any defensive strategy, as marshals of the Turtle know the answer is never how they shall counterattack, but when.

BONUS PROFICIENCIES

Starting when you choose this banner at 3rd level, you gain proficiency in heavy armor.

MANEUVER: IRON SHELL

Also at 3rd level, you learn the following maneuver:

As a bonus action, you can spend a battle die to fortify an ally you can see that can see you within 60 feet. The ally gains a bonus to their Armor Class equal to half the number of rolled on the battle die, rounded down (minimum 1) against the next attack made against it within the next minute.

SLOW AND STEADY

Beginning at 7th level, your movement speed can't be slowed and you can't be knocked prone against your will.

SHIELD WALL

By 13th level, you can shelter others behind your armor. You count as half cover for effects passing through your space for allied creatures of your size and smaller within 5 feet of you.

UNBREAKABLE

Starting at 17th level, you can shrug off attacks which would otherwise hit you. You have a pool of 10 armor points. As a reaction when you're hit by a melee weapon attack, you can expend any number of armor points and add them to your Armor Class, potentially causing the attack to miss. You regain all armor points when you finish a long rest.

COHORTS

More than an underling or soldier in your command, your cohort is the most steadfast of allies, is loyal to a fault, and will likely be a lifelong ally and friend. But not all cohorts are cut from the same cloth or possess the same skills—choose from the following non-player characters when you enlist a new cohort.

ABBOT

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+1)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Saving Throws Wis +4, Cha +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

SPELLCASTING. The abbot is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The abbot has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (2 slots): *cure wounds, guiding bolt, sanctuary*

ACTIONS

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

LIGHT CROSSBOW. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage..

ABBOT – COHORT

While following the command of a marshal, the abbot gains additional abilities based on the marshal's level:

2nd. **TURN UNDEAD (1/LONG).** As an action, the abbot may present its holy symbol and speak a prayer censuring the undead. Each undead that can see or hear the abbot within 30 feet 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 the abbot as it can, and it can't willingly move to a space within 30 feet of the abbot. 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.

6th. **SPELLCASTING.** The abbot's spellcasting improves. It is a 3rd-level spellcaster which has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *detect evil and good, cure wounds, guiding bolt, sanctuary*
2nd level (2 slots): *lesser restoration*

10th. **SPELLCASTING.** The abbot's spellcasting improves. It is a 5th-level spellcaster which has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *detect evil and good, cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *revivify*

14th. **SPELLCASTING.** The abbot's spellcasting improves. It is a 7th-level spellcaster which has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *detect evil and good, cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (3 slots): *beacon of hope, revivify*
4th level (1 slots): *divination*

18th. **SPELLCASTING.** The abbot's spellcasting improves. It is a 9th-level spellcaster which has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *detect evil and good, cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (3 slots): *beacon of hope, revivify*
4th level (3 slots): *death ward, divination*
5th level (1 slots): *flame strike*

ABBOT

A devout adherent to the faith, an abbot can work minor divine miracles with the whispering of prayers and the waving of hands.

BERSERKER

Vicious and wild, the Berserker tears across the battlefield in a wild frenzy, devastating its enemies with boundless rage.

CHAMPION

A Champion is a skilled, tactical fighter, just as comfortable in the saddle during military drills as armored on the field of battle.

CONSTRUCT

With the help of a tinkerer or a mage, you gain the unwavering, mechanical loyalty of a golem, shield guardian, or clockwork construct. Your construct is of a smaller variety than most golems, but can be built and repaired in far less time.

CONSTRUCT NATURE. A construct doesn't require air, food, drink, or sleep.

CULTIST

Dogmatic and often unhinged, cultists draw upon forbidden, eldritch allies for a taste of arcane might.

HUNTER

A Hunter is a naturally skilled tracker and outlander, as comfortable in the depths of the woods as in a tavern or town.

MAGE

A mage is a brilliant and studious spellcaster, well-versed in the study of all things arcane.

STALKER

Stealthy and subversive, the Stalker is just as adept an assassin as a burglar or thief.

TEMPLAR

A daring knight, sworn to virtue and station, a templar knows no fear in their heart and no equal in battle.

UNDEAD

With the help of necromancy, a commander can enlist the most loyal minion possible: a silent, obedient undead. Zombies, ghouls, and revenants are the most common form of undead cohort, as they are sturdier than skeletons, and more loyal than vampires.

UNDEAD NATURE. An undead doesn't require air, food, drink, or sleep.

BERSERKER

Medium humanoid (any race), any alignment

Armor Class 14 (Unarmored Defense)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Athletics +4, Survival +3

Saving Throws Str +4, Con +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

UNARMORED DEFENSE. While not wearing armor, the berserker's AC is equal to 10 + its Dexterity modifier + its Constitution modifier.

ACTIONS

GREATAXE. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

HANDAXE. *Ranged Weapon Attack:* +4 to hit, reach 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

BERSERKER – COHORT

While following the command of a marshal, the berserker gains additional abilities based on the marshal's level:

2nd. **RAGE (RECHARGES AFTER A LONG REST).** The berserker can enter a rage as a bonus action, gaining the following benefits for 1 minute:

- The berserker has advantage on Strength checks and Strength saving throws.
- The berserker deals an additional 2 damage on melee weapon damage rolls.
- The berserker has resistance to bludgeoning, piercing, and slashing damage.

This rage ends early if the berserker is knocked unconscious or if the berserker does not attack a hostile creature or take damage on its turn. The berserker can also end its rage on its turn as a bonus action.

6th. **RELENTLESS (RECHARGES AFTER A LONG REST).** If the berserker takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

10th. **RAGE.** The berserker can rage twice before requiring a long rest and deals an additional 3 on melee weapon damage rolls while raging.

14th. **BRUTAL CRITICAL.** The berserker deals an additional die of damage on a critical hit.

18th. **RAGE.** The berserker can rage three times before requiring a long rest and deals an additional 4 damage on melee weapon damage rolls while raging.

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 16 (scale mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	12 (+1)	12 (+1)	9 (-1)

Skills Animal Handling +3, Athletics +4

Saving Throws Str +4, Con +3

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

MARTIAL PROWESS. The champion deals an additional 2 damage on melee weapon damage rolls (included in the damage rolls).

ACTIONS

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

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

CHAMPION – COHORT

While following the command of a marshal, the champion gains additional abilities based on the marshal's level:

2nd. **ABILITY SCORE INCREASE.** The champion's Strength, Dexterity, or Constitution increases by scores by 2, to a maximum of 20.

6th. **SECOND WIND (RECHARGES AFTER A SHORT OR LONG REST).** On his turn, the champion can use a bonus action to regain hit points equal to 1d10 + the marshal's level.

10th. **MARTIAL PROWESS.** The champion's Martial Prowess improves: it deals an additional 4 damage on melee weapon damage rolls.

14th. **DEADLY ACCURACY.** The champion's weapon attack rolls score a critical hit on a roll of 19 or 20.

18th. **MARTIAL ADVANTAGE (1/TURN).** The champion can deal an additional 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the champion that isn't incapacitated.

CONSTRUCT COHORT

Medium construct, any lawful alignment

Armor Class 17 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	10 (+0)	10 (+0)	9 (-1)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator (usually Common) but can't speak

Challenge 1/4 (50 XP)

DEATH BURST. The construct explodes when it drops to 0 hit points. Each creature within 5 feet of it must make a DC 12 Constitution saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

ACTIONS

SLAM. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

CONSTRUCT – COHORT

While following the command of a marshal, the construct gains additional abilities based on the marshal's level:

2nd. **SURVEILLANCE PROTOCOL.** The construct gains blindsight out to 60 feet. It also adds the marshal's level to its passive Perception score.

6th. **IMPROVED ARMOR.** The construct's Armor Class improves by 1.

6th. **DEATH BURST.** The construct's Death Burst improves: it deals 21 (6d6) fire damage on a failed save, or half as much on a successful one.

10th. **CHARGED SLAM.** The construct's slam attack deals an additional 1d8 lightning damage on a hit.

10th. **MAGIC RESISTANCE.** The construct has advantage on saving throws against spells and other magical effects.

14th. **IMPROVED ARMOR.** The construct's Armor Class improves by 1.

18th. **UNERRING STRIKE (1/TURN).** The construct can repeat its slam attack if it misses.

CULTIST

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	11 (+0)	9 (-1)	14 (+2)

Skills Deception +4, Persuasion +4

Saving Throws Int +2, Wis +1

Senses passive Perception 9

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

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

Cantrips (at will): *eldritch blast*, *minor illusion*
1st level (1 1st-level slot): *charm person*, *hellish rebuke*

ACTIONS

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

CULTIST – COHORT

While following the command of a marshal, the cultist gains additional abilities based on the marshal's level:

2nd. **DARK DEVOTION.** The cultist has advantage on saving throws against being charmed or frightened.

6th. **SPELLCASTING.** The cultist's spellcasting improves. It is a 3rd-level spellcaster which knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *minor illusion*
1st–2nd level (2 2nd-level slots): *charm person*, *comprehend languages*, *hellish rebuke*, *ray of enfeeblement*

10th. **DARK ONE'S OWN LUCK (RECHARGES AFTER A SHORT OR LONG REST).** When the cultist makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

10th. **SPELLCASTING.** The cultist's spellcasting improves. It is a 5th-level spellcaster which knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *minor illusion*, *shocking grasp*
1st–3rd level (2 3rd-level slots): *charm person*, *comprehend languages*, *fear*, *hellish rebuke*, *ray of enfeeblement*, *suggestion*

14th. **SPELLCASTING.** The cultist's spellcasting improves. It is a 7th-level spellcaster which knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *minor illusion*, *shocking grasp*
1st–4th level (2 4th-level slots): *banishment*, *charm person*, *comprehend languages*, *fear*, *gaseous form*, *hellish rebuke*, *ray of enfeeblement*, *suggestion*

18th. **SPELLCASTING.** The cultist's spellcasting improves. It is a 9th-level spellcaster which knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *minor illusion*, *shocking grasp*
1st–5th level (2 5th-level slots): *banishment*, *blight*, *charm person*, *comprehend languages*, *fear*, *gaseous form*, *hellish rebuke*, *hold monster*, *ray of enfeeblement*, *suggestion*

HUNTER

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Nature +2, Survival +4

Saving Throws Str +2, Dex +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

KEEN HEARING AND SIGHT. The hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

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

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

MAGE

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 7 (2d8 - 2)

Speed 30 ft.

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

Skills Arcana +4, History +4

Saving Throws Int +4, Wis +3

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

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

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

1st level (2 slots): *mage armor, magic missile, shield*

ACTIONS

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

HUNTER — COHORT

While following the command of a marshal, the hunter gains additional abilities based on the marshal's level:

2nd. **SHARPSHOOTER.** The hunter adds 2 to its ranged weapon attack rolls.

6th. **SPELLCASTING.** The hunter is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The hunter knows the following ranger spells:

1st level (3 slots): *animal friendship, hunter's mark, longstrider*

10th. **SPELLCASTING.** The hunter's spellcasting improves. It is a 5th-level spellcaster which knows the following ranger spells:

1st level (4 slots): *animal friendship, hunter's mark, longstrider*

2nd level (2 slots): *spike growth*

10th. **TWO-WEAPON FIGHTING.** If the hunter wields two light melee weapons, it can use a bonus action to make

an additional melee weapon attack. It does not add its ability score modifier to the damage of the second attack.

14th. **FLEETING.** The hunter can take the Disengage action as a bonus action on each of its turns.

14th. **SPELLCASTING.** The hunter's spellcasting improves. It is a 7th-level spellcaster which knows the following ranger spells:

1st level (4 slots): *animal friendship, hunter's mark, longstrider*

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

18th. **SPELLCASTING.** The hunter's spellcasting improves. It is a 9th-level spellcaster which knows the following ranger spells:

1st level (4 slots): *animal friendship, hunter's mark, longstrider*

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

3rd level (2 slots): *haste* (counts as a ranger spell for the hunter)

MAGE — COHORT

While following the command of a marshal, the mage gains additional abilities based on the marshal's level:

2nd. **MAGIC RESISTANCE.** The mage has advantage on saving throws against spells and other magical effects.

6th. **SPELLCASTING.** The mage's spellcasting improves. It is a 3rd-level spellcaster which has the following wizard spells prepared:

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

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

2nd level (2 slots): *misty step, scorching ray*

10th. **SPELLCASTING.** The mage's spellcasting improves. It is a 5th-level spellcaster which has the following wizard spells prepared:

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

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

2nd level (3 slots): *misty step, scorching ray*

3rd level (2 slots): *fireball*

14th. **SPELLCASTING.** The mage's spellcasting improves. It is a 7th-level spellcaster which has the following wizard spells prepared:

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

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

2nd level (3 slots): *misty step, scorching ray*

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

4th level (1 slot): *greater invisibility*

18th. **SPELLCASTING.** The mage's spellcasting improves. It is a 9th-level spellcaster which has the following wizard spells prepared:

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

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

2nd level (3 slots): *misty step, scorching ray*

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

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

5th level (1 slot): *cone of cold*

STALKER

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	13 (+0)	12 (+1)	11 (+0)

Skills Acrobatics +4, Stealth +4

Saving Throws Dex +4, Int +3

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

SNEAK ATTACK (1/TURN). The stalker deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the stalker that isn't incapacitated and the stalker doesn't have disadvantage on the attack roll.

ACTIONS

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

SHORTBOW. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

STALKER — COHORT

While following the command of a marshal, the stalker gains additional abilities based on the marshal's level:

2nd. **CUNNING ACTION.** On each of its turns, the stalker can use a bonus action to take the Dash, Disengage, or Hide action.

6th. **SNEAK ATTACK.** The stalker's Sneak Attack damage increases to 2d6.

10th. **UNCANNY DODGE.** When the stalker takes damage from an effect it can see, it can halve that damage as a reaction.

10th. **SNEAK ATTACK.** The stalker's Sneak Attack damage increases to 3d6.

14th. **EVASION.** If the stalker is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the stalker instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

14th. **SNEAK ATTACK.** The stalker's Sneak Attack damage increases to 4d6.

20th. **ASSASSINATE.** During its first turn, the stalker has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the stalker scores against a surprised creature is a critical hit.

TEMPLAR

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Athletics +4, Religion +2

Saving Throws Wis +2, Cha +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

BRAVE. The templar has advantage on saving throws against being frightened.

ACTIONS

LONGSWORD. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 9 (1d10 + 4) slashing damage if used in two hands.

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

TEMPLAR – COHORT

While following the command of a marshal, the templar gains additional abilities based on the marshal's level:

2nd. **DIVINE HANDS (1/LONG).** As an action, the templar can touch a willing creature within 5 feet of it, which regains 2d8 hit points.

6th. **SPELLCASTING.** The templar is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The templar has the following paladin spells prepared:

1st level (3 slots): *command, divine favor, protection from evil and good*

6th. **DIVINE EMINENCE.** As a bonus action, the templar can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the templar expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

10th. **SPELLCASTING.** The templar's spellcasting improves. It is a 5th-level spellcaster which has the following paladin spells prepared:

1st level (4 slots): *command, divine favor, protection from evil and good*

2nd level (2 slots): *branding smite*

14th. **PARRY.** As a reaction, the templar adds 2 to its AC against one melee attack that would hit it. To do so, the templar must see the attacker and be wielding a melee weapon.

14th. **SPELLCASTING.** The templar's spellcasting improves. It is a 7th-level spellcaster which has the following paladin spells prepared:

1st level (4 slots): *command, divine favor, protection from evil and good*

2nd level (3 slots): *branding smite, magic weapon*

18th. **SPELLCASTING.** The templar's spellcasting improves. It is a 9th-level spellcaster which has the following paladin spells prepared:

1st level (4 slots): *command, divine favor, protection from evil and good*

2nd level (3 slots): *branding smite, magic weapon*

3rd level (2 slots): *spirit guardians* (counts as a paladin spell for the templar)

UNDEAD COHORT

Medium undead, any evil alignment

Armor Class 9

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands any one language (usually Common), but can't speak

Challenge 1/4 (50 XP)

UNDEAD FORTITUDE. If damage reduces the undead to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the undead drops to 1 hit point instead.

ACTIONS

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

UNDEAD – COHORT

While following the command of a marshal, the undead gains additional abilities based on the marshal's level:

2nd: **TURN RESISTANCE.** The undead has advantage on saving throws against any effect that turns undead.

6th: **NECROTIZING BITE.** The undead's bite deals an additional 1d6 necrotic damage on a hit.

10th: **REGENERATION.** The undead regains 1 hit point at the start of its turn. If the undead takes fire or radiant damage, this trait doesn't function at the start of the undead's next turn. The undead dies only if it starts its turn with 0 hit points and doesn't regenerate.

14th: **IMPROVED NECROTIZING BITE.** The undead's bite deals an additional d6 necrotic damage (2d6) on a hit, and the undead regains hit points equal to the necrotic damage dealt.

18th: **UNDEAD HORDE.** A humanoid slain by the undead's bite attack rises 24 hours later as a zombie under the marshal's control, unless the humanoid is restored to life or its body is destroyed. The marshal can have no more than six zombies under its control at one time. The zombies remain under the marshal's control for 24 hours, after which the marshal must cast the animate dead or similar magic to reassert control over them.

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