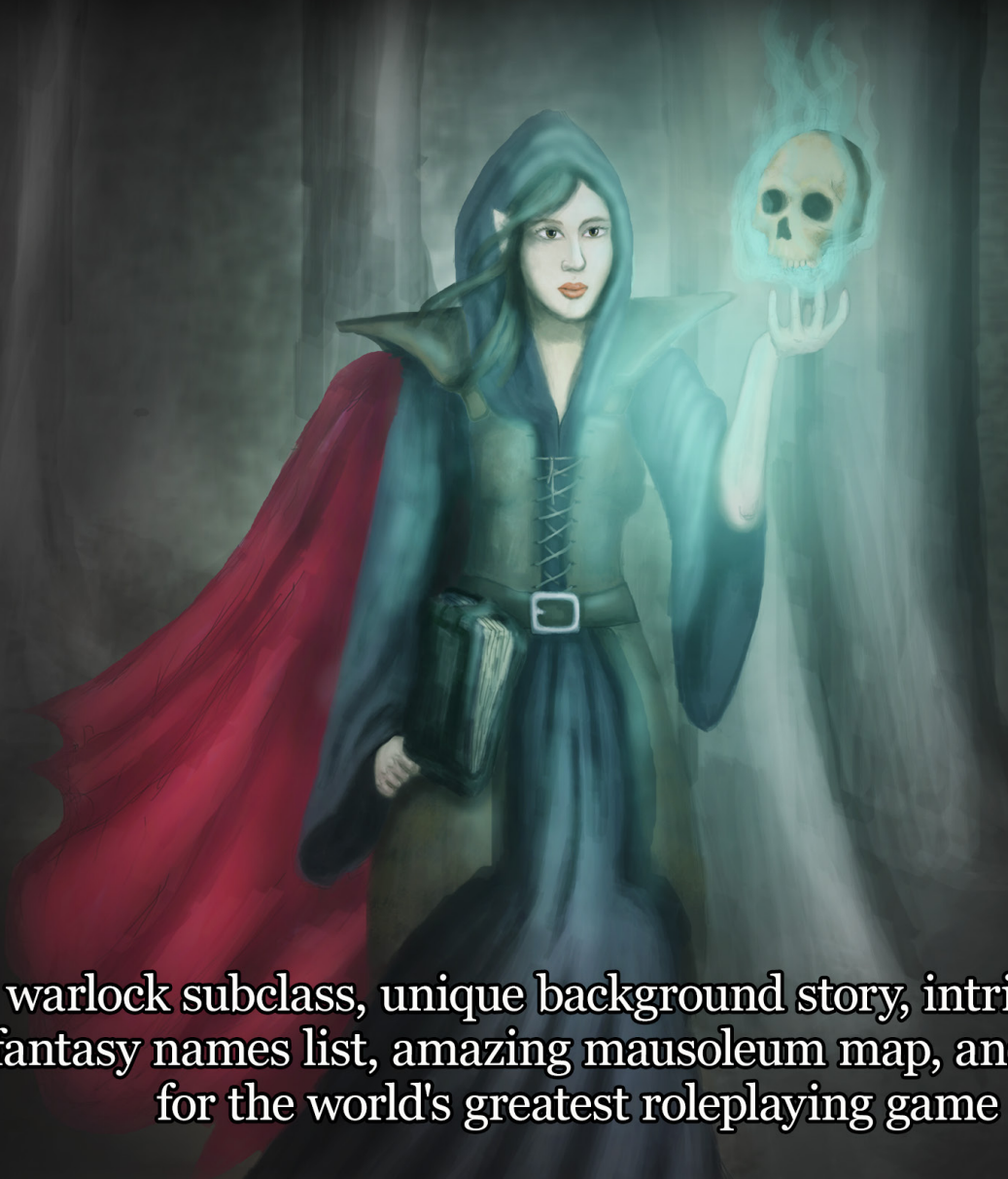


OCTAVIA DRAGONBORN'S COMPENDIUM



New warlock subclass, unique background story, intriguing NPC, fantasy names list, amazing mausoleum map, and more for the world's greatest roleplaying game

A MIDNIGHT TOWER PRODUCTION



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THE GRIM REAPER

WARLOCK OTHERWORLDLY PATRON

“Help!” I cried out. “Please help me!”

I prayed to Tymora, the goddess of luck, but there was no answer. Darkness pulled me down into the cold abyss of oblivion and my life gradually faded away.

With my last breath, I whispered, “Help me, anyone. I will do anything if you spare my life...” And from the great beyond someone replied. My life was saved, but for a price.

You have struck a bargain with Death itself.

At one point in your life you – or someone you held very dear – came very close to dying. In desperation, you prayed to your god or anyone else who would listen...and someone did.

Work with your DM to determine the true nature of your patron. It could be a powerful necromancer, a lich, a deity, or Death himself. Find out how your pact works and what the price for the deal is. Do you need to take another life for the one you have claimed? Do you need to carry out sacrifices or favours? Perhaps you bought an extension of your life for a certain time and can't be resurrected if you die?

EXPANDED SPELL LIST

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

GRIM REAPER EXPANDED SPELLS

Spell Level	Spells
1st	<i>inflict wounds, bane</i>
2nd	<i>enthrall, darkvision</i>
3rd	<i>animate dead, phantom steed (warhorse skeleton)</i>
4th	<i>phantasm killer, confusion</i>
5th	<i>raise dead, hallow</i>



SPECIAL FEATURES

Pact of the Chain. Your familiar is an undead creature that has a Challenge rating of 1 or lower. Examples of undead familiars: A crawling claw, a ghoulish imp, a skeleton pseudodragon, or a zombie cat. The familiar retains all attributes of a normal familiar except it communicates telepathically, and as an undead creature it doesn't need to eat, rest, or sleep.

Pact of the Blade. Your weapon takes the form of a ghostly scythe (which has the same statistics as the glaive in the core rulebooks).

Pact of the Tome. Your *Book of Shadows* is a thick tome made out of black leather with silver corners, elaborate scrollwork decorations, and a hefty look. It is slightly cold to the touch.

IT HAS LIFE

Starting at 1st level, your patron has given you a heightened ability to detect other living creatures. As an action, you can close your eyes and open your senses to magically detect any other living creatures around you.

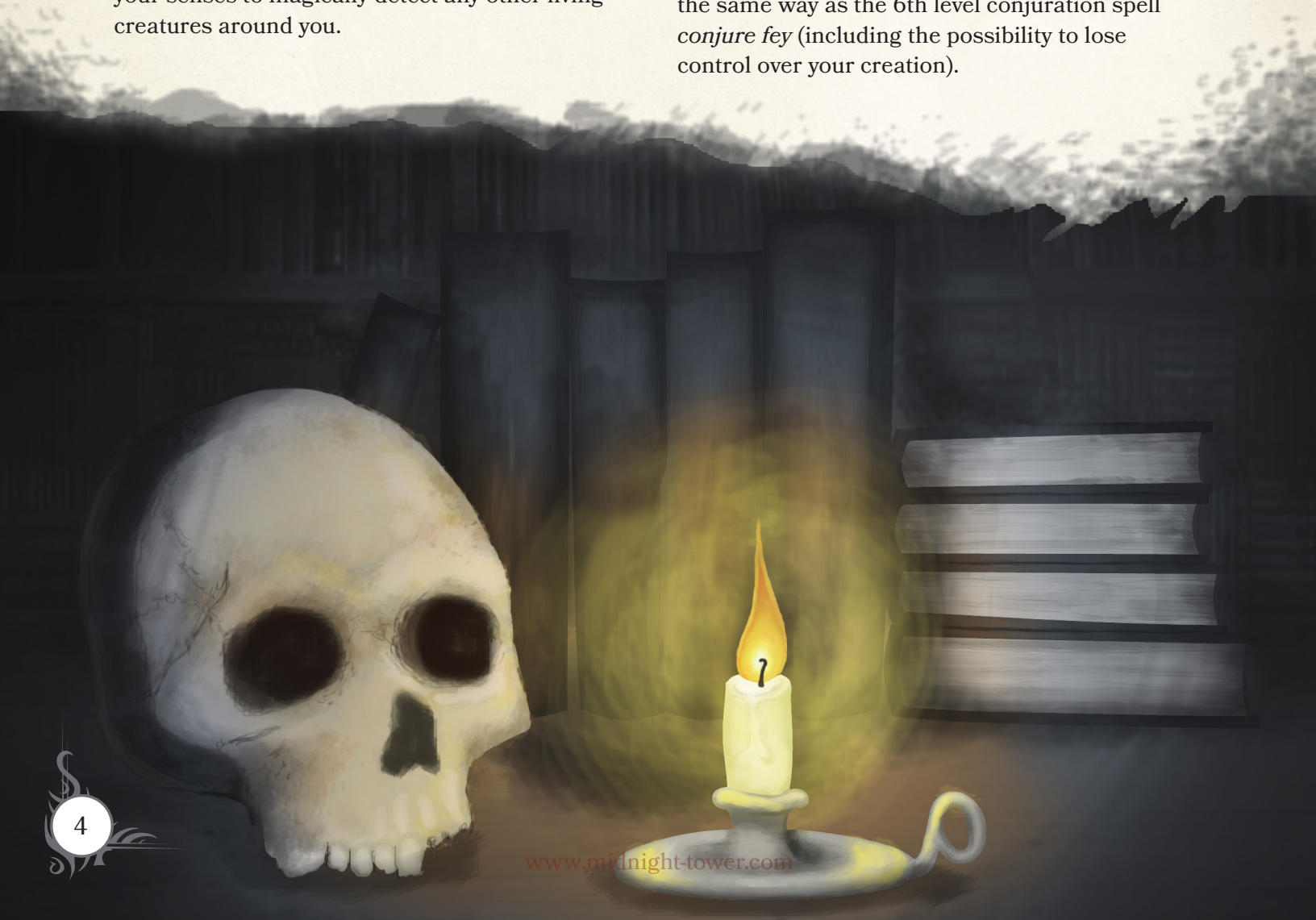
Until the end of your next turn you notice any creature with a heartbeat within 60 feet unless they are magically invisible. You can use this feature the same number of times as your Charisma modifier (minimum of one) and you cannot use this feature again until you have finished a short or a long rest.

BLACK MAGIC

Starting at 6th level, you can steal life from another creature and transfer it to yourself. When you hit a creature with an attack, you can transfer some of its life force to your own. You can regain the same HP as half of the damage you dealt. Once you use this feature, you cannot use it again until you finish a short or long rest.

ABOMINATION

Starting at 10th level, you can conjure an undead creature to fight at your side. You summon an undead creature of a challenge rating 6 or lower, e.g. a wraith or a vampire spawn. The spell works the same way as the 6th level conjuration spell *conjure fey* (including the possibility to lose control over your creation).



VISION OF DEATH

Starting at 14th level, you can show a creature their own death. As an action, you can target a creature within 60 feet of you. The creature must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the creature will be paralysed and experience the true vision of its own death. The creature is paralysed with shock up to one minute or until your concentration is broken. The spell is automatically broken if the creature takes any damage. Once you use this feature, you can't use it again until you finish a long rest.

NEW ELDRITCH INVOCATIONS

DEATH'S HOURGLASS

Prerequisite: eldritch blast cantrip

When you hit a creature with *eldritch blast*, the creature's speed is reduced to half of their movement for the rest of the turn.

COMMUNICATE WITH THE OTHER SIDE

You can cast *speak with dead* at will, without expending a spell slot or material components. Once you have used this invocation, you can't do so again until you finish a long rest.

DARK GRIMOIRE

Prerequisite: Pact of the Tome feature

As a bonus action you can conjure an illusionary hourglass that grants you a +2 bonus to AC for the duration of the spell. (The spell works as the 1st-level abjuration spell *shield of faith*, except for its appearance.) You regain the ability to use this invocation again once you have finished a long rest.

GHOSTLY SMITE

Prerequisite: Pact of the Blade feature

When you hit a creature with your pact weapon, you can deal extra necrotic damage if you expend a warlock spell slot. You can deal an extra 1d8 necrotic damage to the target per level of the spell slot. You regain the ability to use this invocation again when you finish a long rest.

STEAL LIFE

Prerequisite: Pact of the Chain feature

You can cast *false life* once without using a warlock spell slot if your familiar is within 100 feet of you.

MEMENTO MORI

Prerequisite: 5th level

As a reaction, if you take damage you can cast *vampiric touch* once using a warlock spell slot. Once you use this invocation, you can't use it again until you finish a short or long rest.

HIDE FROM DEATH

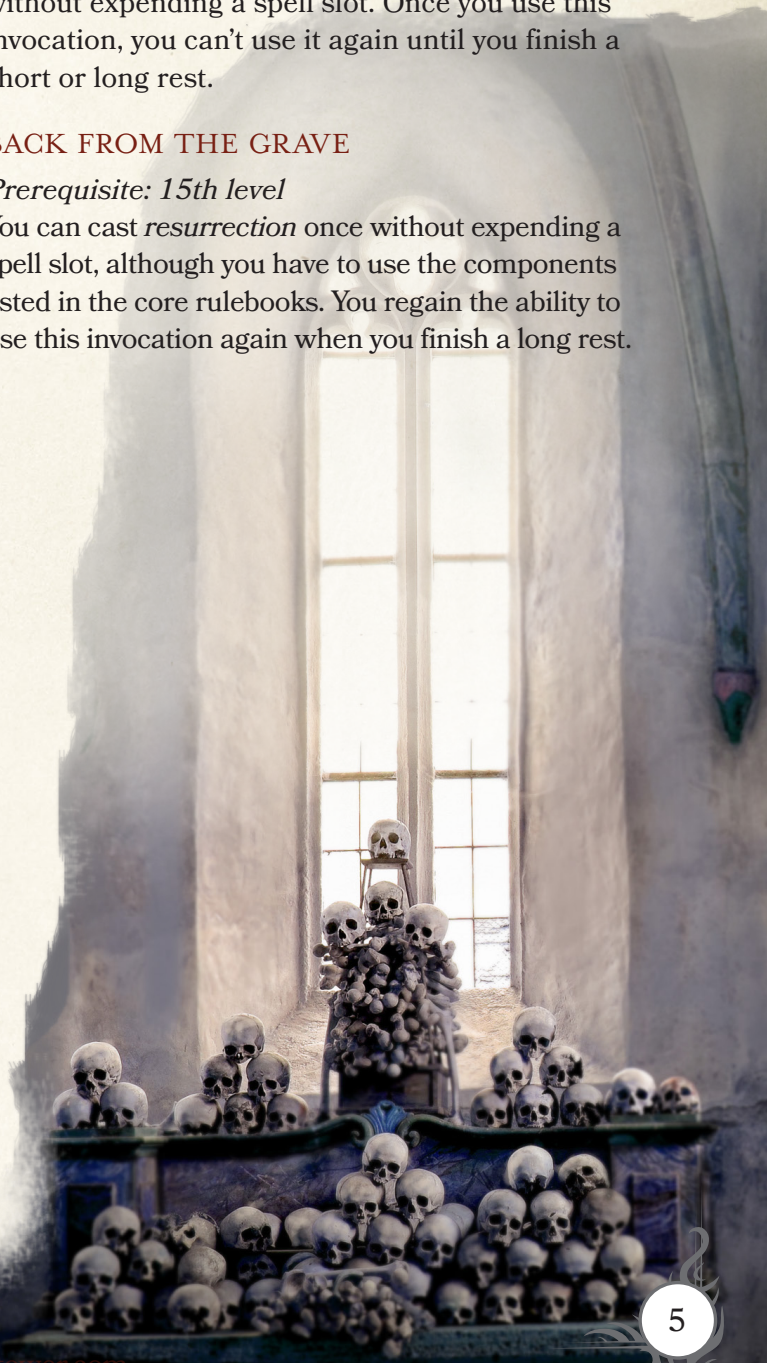
Prerequisite: 7th level

As a bonus action you can cast *greater invisibility* without expending a spell slot. Once you use this invocation, you can't use it again until you finish a short or long rest.

BACK FROM THE GRAVE

Prerequisite: 15th level

You can cast *resurrection* once without expending a spell slot, although you have to use the components listed in the core rulebooks. You regain the ability to use this invocation again when you finish a long rest.



PATH OF THE CORSAIR

BARBARIAN PRIMAL PATH



With a terrible crash, our ship rammed the pirates' vessel in the middle of the night.

Grappling hooks shot through the rain and sank deep into the other ship's wooden decking. Thunder and screams echoed in the storm that raged around us.

"Follow me!" I bellowed. "Let us show these land crab scums what happens when you raid the wrong islands!"

Screaming with bloodlust, I leaped across the gap and stormed the enemy ship together with my comrades.

You have chosen the Path of the Corsair and become one of the dreaded Barbarians of the Sea. Corsairs are often merciless pirates, feared raiders, or sea tribes, but may also be protectors of the coast or simply earn their living as mercenaries or force others to pay tribute to cross their area.

Corsairs are often superstitious and usually worship various gods of violent weather. Common deities are the god of storms and thunder, the goddess of the sea, the god of storms, and the god of the sea and earthquakes. Some corsairs have been known to consume dangerous amounts of fermented alcoholic beverages before battles or paint their faces in tribal patterns.

Discuss with your DM to decide your background.



Were you born in a sea tribe? Did you join a band of raiders in your youth? Perhaps you have always been drawn to the free life of a pirate or were forced to join a ship after fleeing your home after a dubious affair?

PATH OF THE CORSAIR FEATURES

Barbarian Level	Feature
3rd	Fury of Thunder, Pillage and Burn
6th	Seadog Fighting
10th	Turn of the Tide
14th	Rage of the Sea

FURY OF THUNDER

When you choose this path at level 3, the gods grant you the ability to deal extra lightning damage to your opponent. Once per turn when you rage, you can use a bonus action to add 1d6 in lightning damage to your attack if your weapon is made out of metal.

This damage increases with level to 1d8 at 10th level, 1d10 at 15th level and 1d12 at 20th level. In addition, you can always tell if there is a storm coming within the next 24 hours.

CORSAIR IMPROVISED WEAPONS

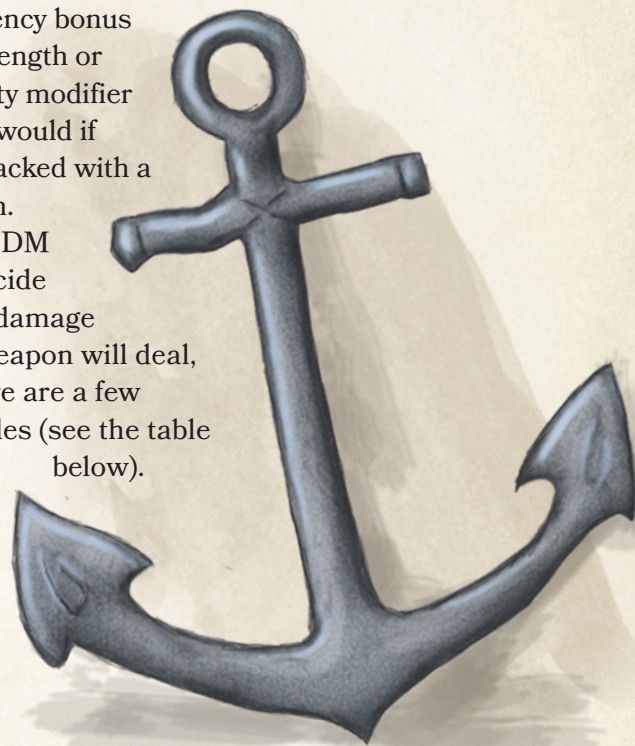
Item	Damage	Properties to similar weapon
Broken bottle	1d4 piercing	Dagger
Storm lantern	1d4 bludgeoning	Club
Harpoon	1d6 piercing	Trident
Table leg	1d8 bludgeoning	Great club
Sturdy oar	2d6 bludgeoning	Maul
Anchor	2d6 bludgeoning	Maul
Boat hook	1d10 piercing	Pike
Fishing net	Restrained effects	Net
Swinging boom (range 20 feet)	2d6 bludgeoning	Maul
Swinging ship pulley (range 20 feet)	1d4 bludgeoning	Club
Hemp rope	1d4 slashing	Whip
Ship cook's cleaver	1d6 slashing	Scimitar

All weapons can be thrown and deal half damage (unless the weapon type states otherwise). You also deal double damage to any structure when you hit it with a weapon or improvised weapon.

PILLAGE AND BURN

Beginning at 3rd level, you have learned how to fight and improvise during stormy seas or in brawly taverns. Your experience has taught you to fight dirty and that anything can be used as a weapon, and you add your proficiency bonus and strength or dexterity modifier as you would if you attacked with a weapon.

Your DM will decide which damage your weapon will deal, but here are a few examples (see the table below).





SEADOG FIGHTING

At 6th level you gain the ability to fight like a seadog. When an opponent targets you with a direct attack, you can use your reaction to grab another creature within 5 feet of you and swap places with them. The other creature may be a friend or foe; however, if they are unwilling to swap places with you, you have to roll a Strength check (Athletics) against the creature's Strength (Athletics) or Dexterity (Acrobatics) check. The creature chooses which ability to use.

On a successful roll, you change places with the other creature, who will take all damage instead of you. On a failed roll, you fail to swap places with the creature and you take all damage.

You must be able to see the creature that is targeting you. Also, the creature that you are trying to swap places with cannot be a larger size than you, and you must be able to lift its weight. Area spells or similar attacks have no effect when you use this feature unless you leave the area of the spell or attack when you swap places with another creature.

In addition, seadog fighting has taught you to fight on a moving ship, and you get advantage on balance checks on ships or any other type of unstable or moving surface.

TURN OF THE TIDE

Starting at 10th level, you gain increased resistance to magic and poison when you rage. When you reach half of your maximal hit points (excluding temporary hit points), your primal survival instinct makes you fight harder and shake off damage. You have increased resistance to magic and poison and roll on advantage against spells and poisons that require saving throws.

In addition, you gain proficiency with navigator's tools and always know the direction of north. (If you already have proficiency with navigation tools, choose any other tools or language.)

RAGE OF THE SEA

Beginning at level 14, your rage is so powerful you can create a storm or call down lightning to strike down your foe. Once per day you can cast the 6th level spell chain lightning, or you can choose to cast one of the 3rd level spells three times: *Call lightning*, *Sleet storm*, and *Lightning bolt*. You cannot use this feature in combination with the effects from *Fury of Thunder*, and when you have used this feature, you can't use it again until you have finished a long rest.

Furthermore, you can cast water breathing at will as a special ability. You don't need to use any verbal, somatic, or spell components to do so.

WOLF CHILD

AN EXPANSION TO THE OUTLANDER BACKGROUND

INTRODUCTION

You were raised by wolves in the wild from a young age. As a result, you spent your childhood and formative years around wolves and far away from people and the comfort of civilisation. This has left you with keen survival instincts. You have survived vicious attacks from wilderness beasts, bitterly cold winter nights, and scarcity of food when hunting has been unsuccessful.

Your upbringing has left you with an affinity for nature and animals, but poor social skills. The wilderness is your home and where you are more comfortable than you could ever be in a village or city.

Skill Proficiencies: Survival, Animal handling

Tools: Healer's kit

Language: One of your choice

Special: If the DM permits, you can speak with wolves and other canine animals as if using the spell *Speak with animals*.

Equipment: Crude spear, sharp piece of flintstone (knife), 30 ft of handmade sisal rope, healer's kit with wild herbs, a small token from your previous life, thick fur cloak, a set of traveller's clothes, a tied piece of leather containing various teeth and 5 gp.

RAISED BY WOLVES

Consider why you were raised by wolves instead of with your family. What happened to your parents? At which age did you start to live in the wild and for how long? Was it just during a winter, or did you spend your entire childhood in the company of wolves?

You can roll a d10 on the table below to determine your background history, or choose one that best fits your character.

D10 BACKGROUND HISTORY

1. My parents and everyone else in my village died in a goblin attack, but I survived and the wolves found me.
2. I was abandoned in the woods as a baby, but I don't know why.
3. As a young child, I got lost in the woods.
4. I ran away from home.
5. The only thing I can remember is fleeing something horrible and running into the darkness of a winter's night.
6. My parents were traveling people, and by accident I fell off a cart when I was four years old. They searched for months afterwards, but they never found me.
7. I was left as a sacrifice by my relatives who were members of an evil cult.



8. By accident, I drank a teleportation potion and ended up in the forest far from human civilisation where a pack of wolves found me and decided to adopt me.
9. When I was seven years old, I wandered into the deep forest, following the call of the wild and my destiny. I have magical abilities that no one understands.
10. I was born with a specific birthmark and therefore deemed as cursed by my village. I spent more and more time in the wilderness and the wolves became my friends.

FEATURE: LIFE IN THE WILD

I'm used to surviving in nature and can easily find water and food by hunting, setting traps, and gathering berries and mushrooms (unless the area is desolate or completely barren). After my years of living in the wild, I instinctively always know the direction of north, and I cannot get lost in the wilderness (except by magical means).

SUGGESTED CHARACTERISTICS

Wolf children are very rare and their unusual childhood has shaped them for life. They are often uncomfortable around other people, trusting animals more than people. Their trust has to be earned, but once a wolf child has accepted someone as a member of 'their pack', they're fiercely loyal.

D8 PERSONALITY TRAIT

1. I value freedom above all.
2. My time with wolves has resulted in my eating a lot of meat, preferably uncooked.
3. I prefer sleeping outdoors and find beds too soft and comfortable, often making a small lair under the bed instead.
4. I am acutely shy around groups of more than three people and hate crowds.
5. 'Me food now?' My speech is limited, and I prefer using simple and short sentences.

6. I find mirrors and magic deeply unsettling.
7. Sometimes I unconsciously growl, bare my teeth, or pant with my tongue out. (I also whine and bark in my sleep.)
8. I have no patience with law and order.

D6 IDEAL

1. **Harmony.** Nature is always in balance. (Neutral)
2. **Generosity.** Sharing is caring. Survival means sharing resources regardless of how little you have. (Good)
3. **Balance.** There is a natural order in nature. (Lawful)
4. **Freedom.** Like the wolves I grew up with, my spirit is free, and I detest law and order. (Chaotic)
5. **Survival.** Survival at all costs – there is no place for weak members in a group. (Evil)
6. **Pack.** Anyone who has earned my trust, has my protection, and I would die defending them. (Any)



D6 BOND

1. I am one with nature. People who destroy nature need to be hunted down and killed.
2. It is my duty to take care of all animals.
3. I know a terrible secret regarding a cult of evil druids.
4. Nothing is more important than the other members of my pack (regardless of species).
5. My reclusive upbringing made my social skills limited, and I don't understand the concepts of lying or sarcasm.
6. A merciless trophy hunter killed the wolves that I grew up with, and I will do anything to find the person responsible.

D6 FLAW

1. I generally do not trust people.
2. My hunting skills are so strong I sometimes cannot help chasing small animals.
3. I look down on city people and pity them and their lives.
4. I cannot help but eat too much if I have got the chance, and always squirrel away food for harder times.
5. The wolves taught me how to be slow, and sometimes other people think that I am cruel.
6. I am sensitive to alcohol, which quickly impairs my judgement (and sometimes makes me howl).

VARIANT FEATURE: FERAL CHILDREN

If you have chosen the wolf child background for your character, you may select other animals that you could have grown up with.

These animals may have been a pack of street dogs in an urban city, a bear that lost her cubs in the mountains and adopted you instead, or a troop of monkeys in the jungle.

Maybe you were even raised by beasts or monsters? Discuss with your DM to determine which type of animal or monster that you grew up with so that it fits their campaign and world.



MINER

CHARACTER BACKGROUND

INTRODUCTION

You have spent several years of your life working in mines, either as a miner searching for rich ores or an underground explorer looking for buried treasures. You have faced countless monsters in the dark, explored hidden ruins, and marvelled at vast caves and underground lakes that no one has seen before. Your life as a miner has given you a thorough knowledge of history regarding mining and underground information, as well as a keen eye for details.

Skills Proficiencies: History, Perception

Tools: Mason's tools or Miner's tools (see the core rulebooks for further details)

Language: One of your choice

Optional: If the DM permits, you can once per day cast the cantrip Light, even if you are not a spellcaster, or the dwarven ability Stonecunning

Equipment: Pickaxe, hammer and chisels, tin lantern, 10 candles, tinderbox, 50 feet hempen rope, an unusual type of violet mineral that you have not managed to classify yet, a set of grey and brown traveller's clothes, a worn leather pouch containing 10 gp

LIFE IN THE DARK

Why did you become a miner, and which types of mines did you work in? Consider the reasons why you decided to become a miner. You can roll a d10 on the table below to determine your background history, or choose one that best fits your character.

D10 BACKGROUND HISTORY

11. I come from a proud tradition of miners, and my family have been working in the mines for generations.
12. Working in the mines is hard, but it pays well.
13. I was captured and enslaved by dark elves. For years I toiled day and night before I managed to escape.
14. Becoming a miner was not a choice, it was the only type of work that was available for me when I grew up.
15. One of my grandparents was a miner and used to tell me wonderful stories filled with adventures when I was young. I was drawn to exploring mines and the allurement of finding great treasures.
16. My goal is to become rich, and I intend to achieve it.



17. I am socially withdrawn and prefer the solitary life of mining.
18. I have been tried and found guilty of a crime. As a punishment, I was sentenced to hard labour and worked for several years in the mines.
19. Due to my draconic ancestry, I have an affinity for finding rich veins of ore. (Choose one type of metallic dragon that is your distant relative: gold, silver, bronze, brass, or copper.)
20. I work deep in the mines, far from civilisation, because I am hiding from someone who wants to see me dead.

FEATURE: BURIED TREASURE

You have found something extraordinary during your time as a miner. It might be a unique item or secret knowledge of great importance. For example, you might have stumbled upon a legendary item from another dimension, the previously unknown location of long-forgotten underground ruins, or a strange stone portal covered with arcane runes.

Work with your DM to decide what type of item or secret you have discovered and how it will impact their world and campaign.

SUGGESTED CHARACTERISTICS

Some people are well suited to working for long hours in dimly lit, narrow mines, while others are not. Decide how years of hard labour and toiling in the mines have affected you. You can roll 1d8 on the table below to determine your background history, or choose one that best fits your character.

D8 PERSONALITY TRAIT

1. I walk with slumped shoulders after years of avoiding low ceilings in the mines.
2. Years of working underground have left me with mild agoraphobia, and I do not like open spaces or bright light.
3. I know hundreds of old histories about mines that I tell people all the time (whether they want to hear it or not).
4. I am so stubborn I've more patience than a rock.
5. All of my metaphors and descriptions are related to mines, rocks, and minerals.

6. I work hard, but once I am finished, I deserve to rest and drink ale.
7. A mining accident has rendered me slightly deaf in one ear.
8. I have got an excellent memory for underground passages and rarely get lost.

D6 IDEAL

1. **Opportunity.** Anyone has the same chance to find something. (Neutral)
2. **Exploring.** Knowledge is the greatest treasure, regardless of whether it is finding useful ore, buried treasure, or forgotten knowledge. (Good)
3. **Tradition.** Civilisation was built on the advancement of steel. (Lawful)
4. **Curiosity.** The freedom to follow once curiosity belongs to anyone. (Chaotic)
5. **Greed.** I will do anything to become rich, even if it's morally questionable. (Evil)
6. **Aspiration.** One day I will find the greatest buried treasure of them all. (Any)



D6 BOND

1. I am loyal to other members whom I work with.
2. My bond is to the mining community and the region where I used to work in the mines.
3. If the wrong person finds out what I have discovered, it could cause the end of the world.
4. Someone I know saved my life in the mine, and I owe that person a debt.
5. I hope to get rich so I can marry someone I love.
6. I will become known throughout history as the person who found the greatest treasure.

D6 FLAW

1. I am ruthless and will do anything to become rich.
2. I prefer my own company and loathe being around other people.
3. I am obsessed with finding a great treasure.
4. If I can get away with doing my part of the job, I am fine with that.
5. I am suspicious of strangers.
6. I would risk anything – and anyone – to find a great treasure.

MINER'S TOOLS

Activity	DC
Find the entrance to a hidden cave	10
Classify a mineral or rock	15
Recall the history of an underground structure	20

Miner's tools can be used for mining ore or exploring underground structures and natural caves.

Components. Miner's tools include a pickaxe, a small and large hammer, a chisel, and a tin lantern with 5 extra candles. (A yellow canary bird in a cage is optional.)

History. Your expertise allows you to recall knowledge and lore of mines and other types of man-made underground constructs, such as ancient ruins, dwarven buildings, and drow fortresses.

Investigation, Perception. When you inspect an underground structure, your expertise aids you to grant additional insights and helps you find hidden traps and secret doors.

Nature and Survival. When you travel underground, your skills in mining make it easier for you to identify tracks of underground beasts and monsters, as well as identifying mushrooms and underground plants.

Identifying Rocks and Minerals. With a quick glance, you can identify most rocks and minerals and know their geological history and background.

VARIANT FEATURE:

UNDERGROUND EXPLORER

Instead of working in a mine, you might have been an underground explorer. Perhaps you led archaeologist groups, worked as an underground guide, or maybe you have been an infamous smuggler, known for digging tunnels to avoid the law.

Discuss with your DM to determine which type of underground explorer you have been so that it will work with their campaign and world.

LUCIAN FELLBORN

SHADY DEALER NPC

“Looking for something unusual?” the hooded person whispers from a dark alleyway.
“Whatever you need, I’ve got it. Quick, quiet deals. No questions asked; no names needed.”

Lucian Fellborn is a tiefling **rogue** (level 5, CN) who deals in stolen goods popular with outlaws. He is often found after dark in alleys and shady parts of cities and medium-sized towns.

On nights when business is slow, he resorts to good old-fashioned mugging to increase his profits. He avoids villages and smaller towns as people there are more alert to illegal dealings, and he is rarely found in the wild.

APPEARANCE

Lucian has unnervingly black eyes and charcoal black hair with red tips. His crooked, easy smile reveals small canine teeth. In one of his ears is a silver ring shaped like a curled-up dragon’s tail.

He wears a large dark blue cloak fitted with numerous pockets in various sizes. The hood hides half of his face and has slits to accommodate his horns.

Many of his wares are kept in hidden pockets in his cloak and a snug leather backpack. Under his cloak, he wears dark brown well-used studded leather armour over his lean frame.

CHARACTERISTICS

Trait: I am good at making money from anything, but very rarely in an honest way.

Ideal: Sly. If I can cheat someone, they deserve to lose their coin, especially if they’re rich.

Bond: I once carried out one of the greatest heists in history, but due to my arrogance my companion got caught and rots in prison. Sometimes I wonder what she will do if she ever finds me.

Flaw: I can’t resist taking unnecessary risks, even though it has resulted in lots of trouble along the way.

HOW TO FIND LUCIAN

If the characters search for him after dusk, roll 1d10. On a result of 1 or 2, they find him quickly. If a member of the party is a rogue, this chance increases by 1.

Otherwise, the party is likely to receive a scribbled note with a suggested time and place for meeting Lucian, sent by an urchin or left in a character’s room. Lucian never signs his notes with his real name.

DEALING

Lucian buys primarily stolen goods. He will buy the following types of items if they are common, uncommon, or if their value is less 500 gp:

- Art objects
- Gems
- Magical items



For items worth more than 500 gp (e.g. rare magical items, large gems, or expensive artworks), Lucian needs to find a suitable buyer. This takes him 1d6 days for normal nonmagical items, 1d3 weeks for uncommon items, 3d3 weeks for rare and very rare items, and 4d6 weeks for legendary items.

If a character barter with Lucian by a contested Charisma (Persuasion) check, the DC is 15. Lucian is easily distracted by flirting, so characters who interact with him in this way add +2 to their checks.

ITEMS FOR SALE

Lucian keeps small and magical items for sale on his person. If the characters want to buy bulky or a large amount of items, he can deliver these the following evening. The number of items available is at the DM's discretion.



SERPENT VENOM
POISON

Lucian typically has at least one magical item for sale. Roll 1d4 to find out how many magical items he currently has available. Then roll 1d20 and check the result on the list below. Lucian has new items for sale the next time he is encountered.

COMMON ITEMS

Name	Cost
Antitoxin	50 gp
Caltrop (bag of 20)	1 gp
Crossbow, hand	75 gp
Crossbow bolts	1 gp
Crossbow case	1 gp
Crowbar	2 gp
Daggers	2 gp
Darts	5 cp
Disguise kit	25 gp
Forgery kit	15 gp
Grappling hook	2 gp
Lantern, hooded	5 gp
Poison (Assassin's blood)	150 gp
Poison (Malice)	250 gp
Poison (Serpent venom)	200 gp
Poisoner's kit	50 gp
Sack	1 cp
Silk rope	10 gp
Thieves' tools	25 gp
Weighted dice set	10 gp

MAGICAL ITEMS

Name	Cost
1. Arrows +1 (10)	100 gp
2. Chime of opening	1,500 gp
3. Cloak of Arachnida	5,000 gp
4. Dagger of venom	2,500 gp
5. Dust of disappearance	300 gp
6. Dust of sneezing and choking	480 gp
7. Gloves of Missile Snaring	1,500 gp
8. Goggles of night	1,500 gp
9. Hat of disguise	5,000 gp
10. Horse shoes of speed	5,000 gp
11. Lantern of revealing	5,000 gp
12. Oil of sharpness	3,200 gp
13. Oil of slipperiness	480 gp
14. Potion of climbing	180 gp
15. Potion of gaseous form	300 gp
16. Potion of speed	400 gp
17. Ring of jumping	2,500 gp
18. Rope of climbing	2,000 gp
19. Slippers of spider climbing	5,000 gp
20. Wand of secrets	1,500 gp

LUCIAN FELLBORN

Medium tiefling, chaotic neutral

Armor Class 16 (studded leather armor)

Hit Points 38 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	14 (+2)	8 (-1)	14 (+2)

Saving Throws Dex +6, Int +5

Skills Acrobatics +6, Deception +5, Intimidation +5, Persuasion +5

Damage Resistances fire

Senses Darkvision 60 ft., Passive Perception 12

Initiative Modifier +3

Languages Common, Infernal, Thieves' Cant

Challenge 5 (1,800 XP)

Infernal Legacy. See the core rulebooks for details.

Cunning Action. On each of Lucian's turns, he can use a bonus action to take the Dash, Disengage, or Hide action.

Uncanny Dodge. When an attacker that Lucian can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

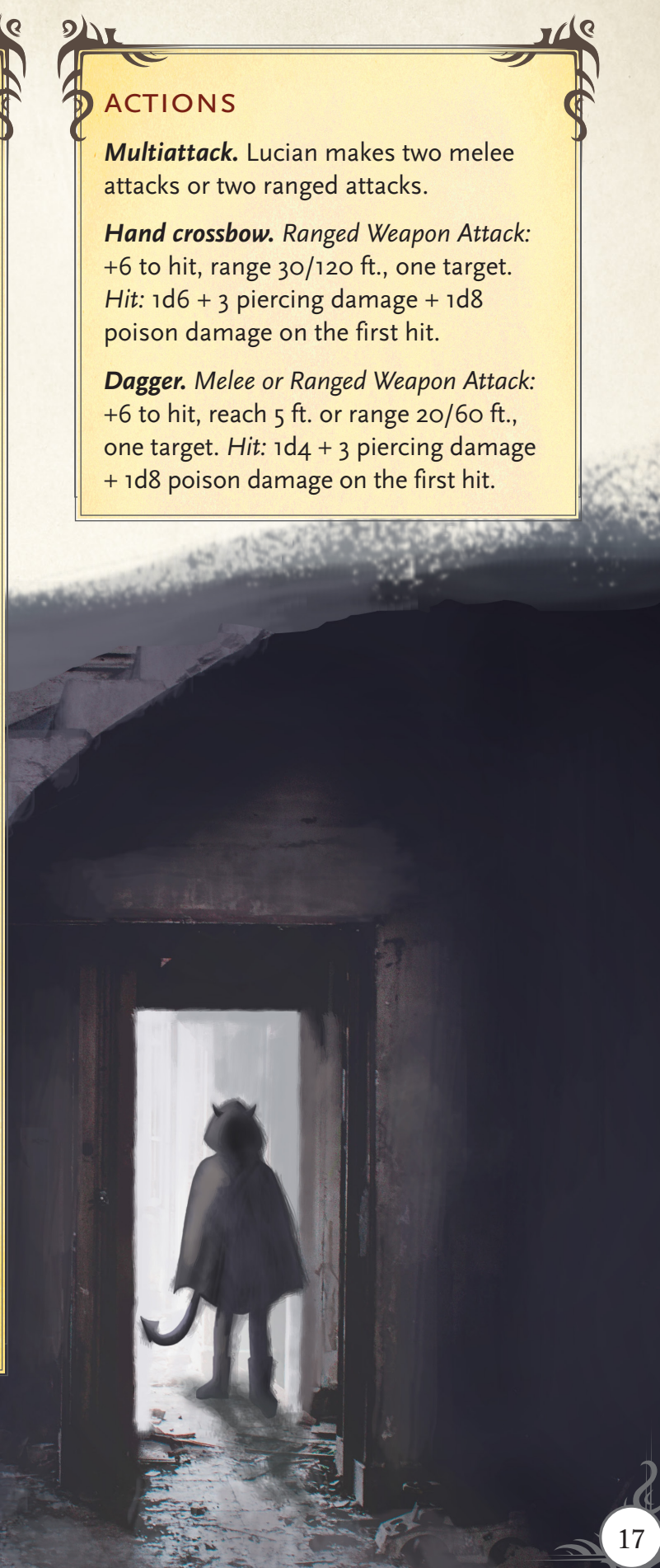
Sneak Attack. Once per turn, Lucian deals an extra 3d6 damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Lucian that isn't incapacitated and Lucian doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Lucian makes two melee attacks or two ranged attacks.

Hand crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 1d6 + 3 piercing damage + 1d8 poison damage on the first hit.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage + 1d8 poison damage on the first hit.



FANTASY NAMES

CHARACTERS AND NPCs

FEMALE NAMES

1. Akasma*
2. Cynthia
3. Delma
4. Desdemona
5. Hazel
6. Hedia
7. Isidora
8. Jonna
9. Kithian*
10. Lea

FEMALE NAMES

11. Lucella
12. Marnick*
13. Patience
14. Raahsheda*
15. Ramonda
16. Rhonna
17. Sylvis*
18. Wilda
19. Ylissa
20. Zelma

MALE NAMES

1. Aldin
2. Balfour
3. Bram
4. Brin*
5. Cael
6. Constance*
7. Dale
8. Doran
9. Earnest
10. Enok
11. Esmaal
12. Kito
13. Loris*
14. Olwin
15. Pallin
16. Phaendar
17. Quenin
18. Refu
19. Silas
20. Zillow*

* Unisex name



FANTASY NAMES

CHARACTERS AND NPCs

NICKNAMES

1. Ariel
2. Badluck
3. Bolter
4. Cat
5. Clover
6. Dawn
7. Destroyer
8. Ivory
9. Lizzie (short for Lizard)
10. Lucky

NICKNAMES

11. Never
12. Nimrim
13. Nix
14. Quickfire
15. Seven
16. Swift
17. Tick-tock
18. Trueheart
19. White
20. Zonk

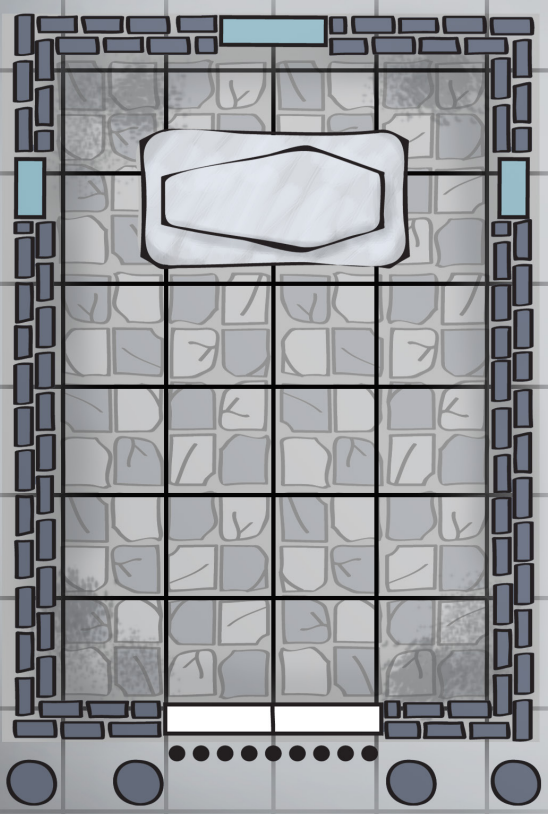
FAMILY NAMES

1. Anderick
2. Azizel
3. Balderson
4. Blackheart tribe
5. Bowman
6. Brimstone
7. Callium (Doveking)
8. Connar
9. Crookfang
10. Cursebearer
11. Daisybottle
12. Ekemexius
13. Farris
14. Femmiron
15. Fengoriam (Meadowglade)
16. Fury
17. Gabbro
18. Goodberry
19. Heathencliff
20. Jaergen



FAMILY NAMES

21. Kargian
22. Knudor
23. Lamian
24. Lancell
25. Lethillen (Gemstar)
26. Lonoris (Ivybranch)
27. Moriosa (Darkrain)
28. Nickel
29. November
30. Nyxhallia (Nightshade)
31. Ogerclan
32. Quickfoot
33. Shaw
34. Solmundsten
35. Steel
36. Storm
37. Sylvania (Forestborn)
38. Thalusarum (Willowwind)
39. von Silverborn
40. Xaros

THE OLD MAUSOLEUM



MAP LEGEND

-  DOOR
-  GATE
-  WINDOW
-  TOMB
-  PILLAR

One square = 5 feet

THE OLD MAUSOLEUM

FANTASY MAP

The mausoleum is surrounded by crumbling tombstones in a small forgotten graveyard draped in veils of mist. Its walls are fractured, the ceiling is decaying, and its leaded windows, once beautiful, are cracked. The immediate area is eerily quiet and shunned by animals.

In front of the double doors is a wrought-iron gate. The gate has AC 19 and 30 HP.

Inside the mausoleum is a chequered floor of grey and pale flagstones, many of which are broken. The chamber is lightly obscured even during daytime. Its arched ceiling is 20 feet high and covered by dense cobwebs.

Near the far wall is a large stone fundament on which a heavy sarcophagus, made of grey marble, rests under an oddly pristine cloth. On the front of the cloth is a woven obscure rune.

A heavy silence fills the space, as do lots of dust and a faint odor of decay. The temperature is unnaturally chilly due to the necrotic energy that

pervades this location, and good-aligned characters suffer a -1 penalty on attack rolls and ability checks.

TRAP

The wrought-iron gate is trapped, and tendrils of frigid air lash out at anyone touching it. Characters who succeed on a DC 15 Wisdom (Perception) check notice a thin coating of frost on the metal bars. Any character who touches the bars must succeed on a Dexterity saving throw or take cold damage. The DC of the saving throw is $10 + 1$ per average character level of the party. The damage is $1d4 + 1d4$ per average character level of the party (adjusted as the DM wishes). The character takes half damage on a successful save.

TREASURE

If the characters defeat the monster in the mausoleum, its treasure is hidden in the marble sarcophagus.

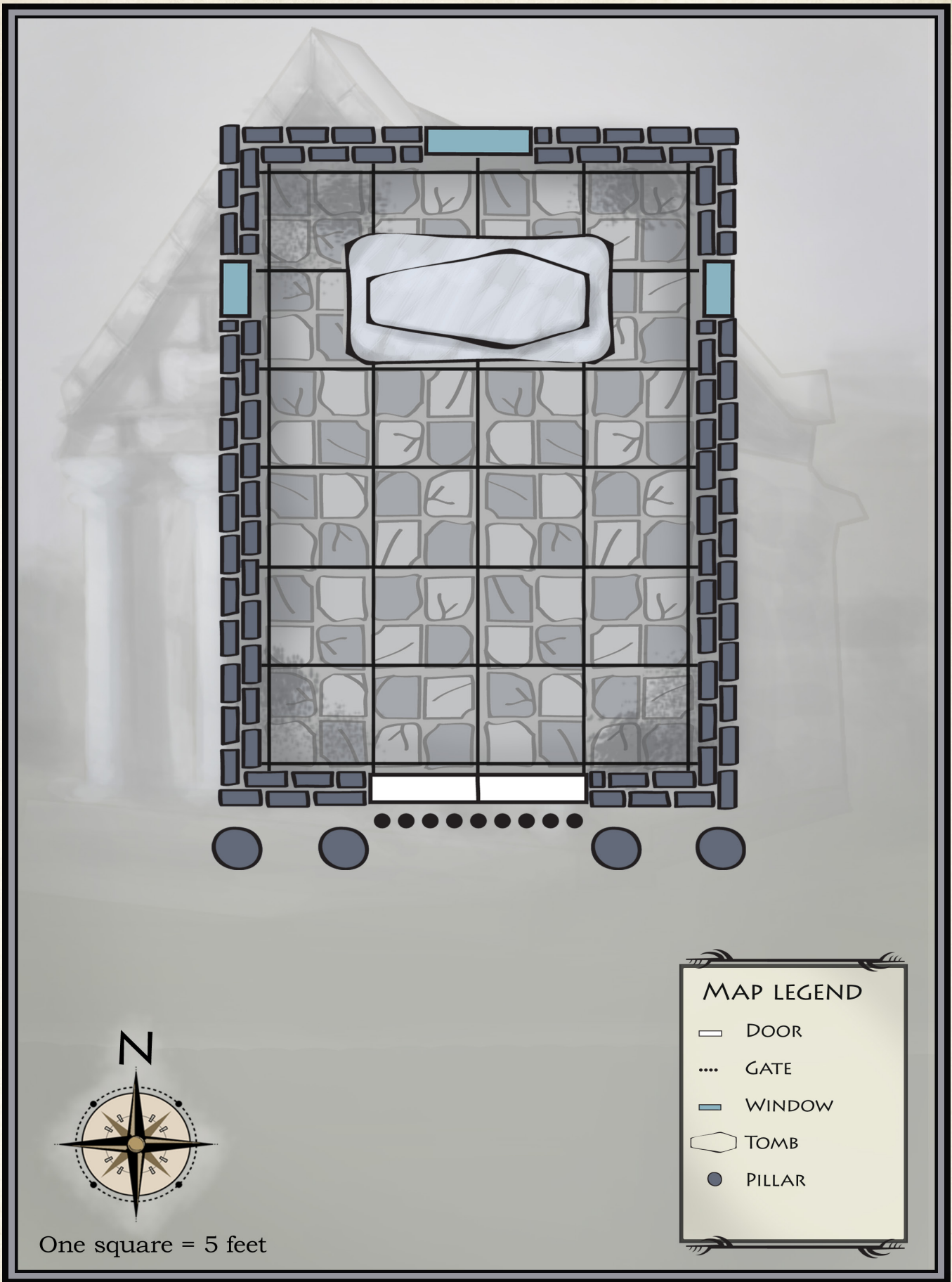




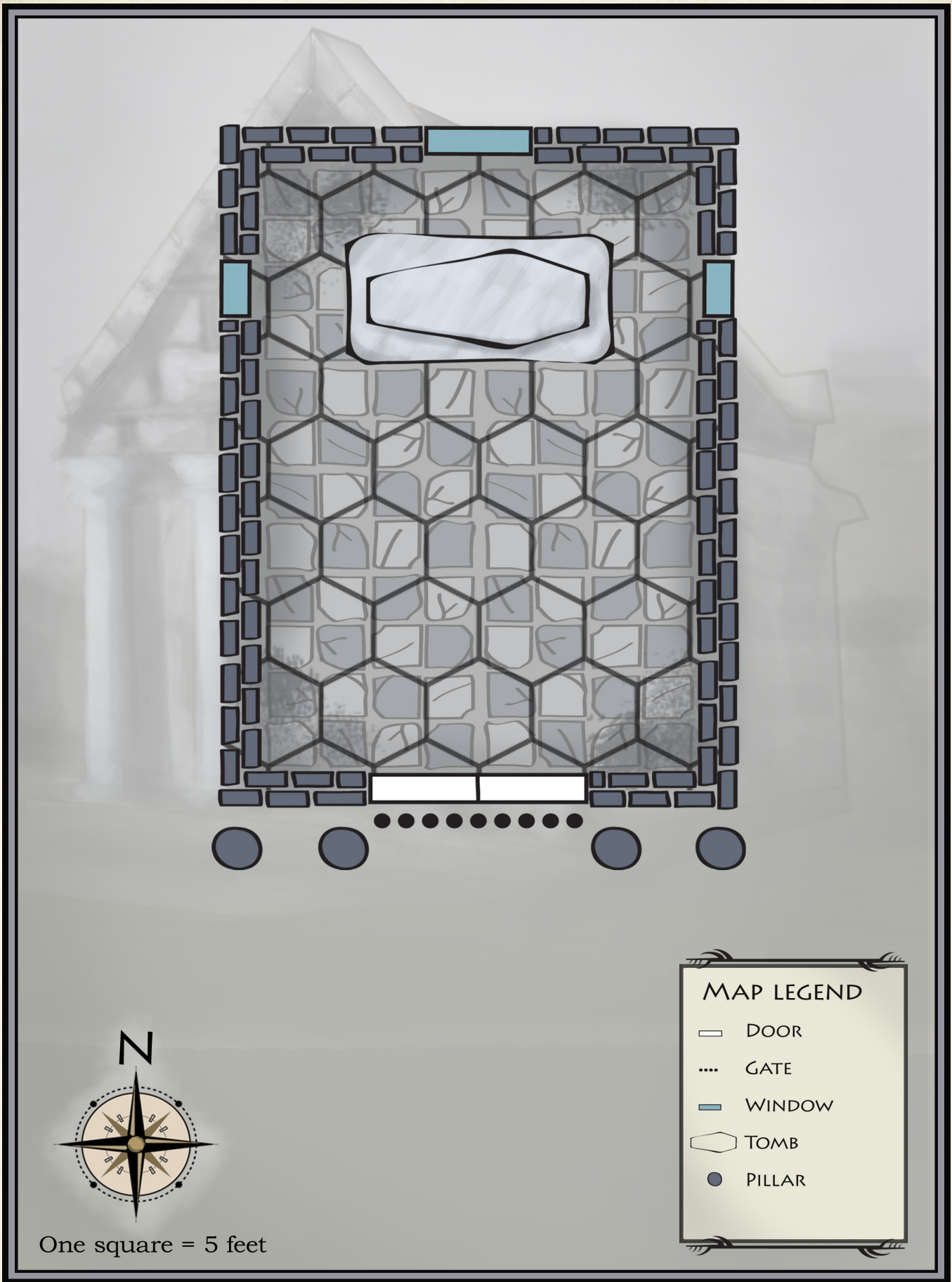
SUGGESTED ENCOUNTERS

CR	Monsters	Background
2	1 ghast	A cleric tried to resurrect a friend at a local graveyard, but a curse turned the deceased into a ghast.
4	1 ghost	An evil elf was betrayed and slain nearby. Her spirit haunts the graveyard and thrives on others' suffering.
6	1 mage (Necromancer)	A necromancer uses the mausoleum for an unholy ritual that will raise all the dead at the cemetery.
8	2 ghosts	Two lovers were murdered near the graveyard. After one year and one day, they rose as ghosts and seek pitiless revenge.
10	2 wraiths	A pair of rival assassins slew each other in the graveyard. So great was their evil, they find no rest after death.
12	8 zombies , 1 vampire spawn	A newly turned and very confused vampire hides here from the zombies its master left behind for her protection.
14	1 mummy lord	A nobleman was buried here. No one suspects that the burial rites accidentally brought him back to life as a powerful mummy.
16	1 vampire + 2 skeletons	An ancient vampire and its skeleton servants have taken up residence in the mausoleum after paladins destroyed their old lair.
18	5 wraiths	A group of clerics forsook their oaths and were abandoned by their deity. Doomed, they now regrets their actions.
21	1 lich	A lich hiding in the mausoleum is slowly corrupting the nearby area and gaining loyal followers.

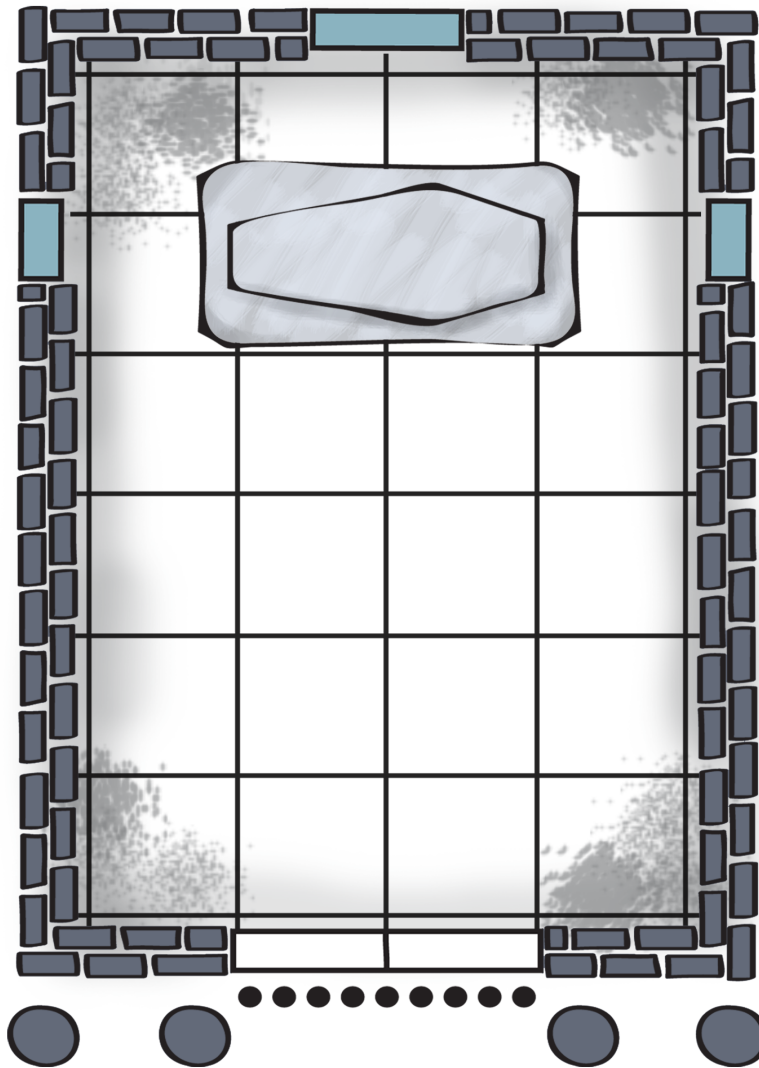
MAP WITH SQUARE GRID



MAP WITH HEXAGONAL GRID



PRINTER-FRIENDLY MAP



One square = 5 feet

MAP LEGEND

- DOOR
- ... GATE
- WINDOW
- TOMB
- PILLAR

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