

WARLOCK

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WAR & BATTLE

WARLOCK

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THE BUTCHER'S BILL: WARTIME CAREERS AND CREATURES IN MIDGARD

by Kelly Pawlik

No matter how sophisticated the civilized races of Midgard become nor how peaceful the times seem, the threat of war is never far off. Just in recent history, the vampires of Morgau and Doresh annexed the former Electoral Kingdom of Krakova whose ruling family in exile now wages an internecine war against their conquerors. In the Seven Cities, where war is a way of life with a specific season for waging it, the Mharoti Empire ceased to be merely a far-off threat when it seized the nearby Grand Duchy of Illyria. In the Wasted West, the scattered tribes of dust goblins are uniting under a single charismatic leader to bring death to the Seat of Mavros.

With the threat of battle never far off, the soldiers, officers, companies, and armies that hope to eke a profit from wartime are never hard to find. The following six specializations are particularly suited to different aspects of making war, though more traditional adventurers who hew to a strategic or warlike mindset will benefit from them just the same. Barbarians who choose the path of the herald learn to share their battle-lust among their companions. Bards from the College of Tactics learn how

to inspire their troops to greater victories. Chaplains are fighters whose faith grants them the ability to spur their friends on in the face of adversity. Beast trainer rangers can create small armies out of even the meanest creatures. Legionnaires are rogues who will fight to win, no matter the cost. And sappers are the ditch-digging, bridge-building rogues who keep the army's supply train moving.

Path of the Herald

(Barbarian Primal Path)

In northern lands, the savage warriors charge into battle behind chanting warrior-poets. These wise men and women collect the histories, traditions, and accumulated knowledge of the people to preserve and pass on. Barbarians who follow the Path of the Herald, who are sometimes called skalds, lead their people into battle chanting the tribe's sagas, spurring them on to new victories while honoring the glory of the past.

ORAL TRADITION

When you adopt this path at 3rd level, you gain proficiency in History and

Performance. If you already have proficiency in one of these skills, your proficiency bonus is doubled for ability checks you make using that skill.

BATTLE FERVOR

Starting when you choose this path at 3rd level, when you enter a rage as a bonus action, you can expend one additional daily use of rage to allow up to three willing



creatures within 30 feet to enter a rage as well. The creatures must be able to see and hear you. Creatures affected by this feature gain the same benefits and restrictions you do when you enter a rage.

Battle fervor lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you either haven't attacked a hostile creature since your last turn or have taken damage since then. You can also end battle fervor on your turn as a bonus action.

LOREKEEPER

As a historian, you are well aware how much impact the past has on the present. At 6th level, you can enter a trance and explore your people's sagas to cast the *augury*, *comprehend languages*, and *identify* spells but only as rituals.

BOLSTERING CHANT

At 10th level, when you end your rage as a bonus action, you regain a number of hit points equal to your barbarian level $\times$ 3. If you end your battle fervor as a bonus action, you restore a number of hit points equal to your barbarian level + your Charisma modifier to yourself and all creatures affected by it.

THUNDEROUS ORATORY

At 14th level, when you enter a rage, your attacks deal an extra 2d6 thunder damage. If you strike a critical hit, your target must succeed at a Strength saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or be pushed 10 feet away and knocked prone in addition to the extra damage. When you enter battle fervor, you and all the creatures affected by it deal an extra 1d6 thunder damage. If you or any of the affected creatures strikes a critical hit, the target must succeed on a Strength saving throw as calculated above or be pushed 10 feet away in addition to the extra damage.

COLLEGE OF TACTICS

(Bard College)

Bards of the College of Tactics are calculating strategists who scour historical records of famous battles for tricks they can use to give their own troops, and those of their patrons, an edge on the battlefield. Members of this college travel from war zone to combat site and interview the veterans of those engagements, trying to discern how the victors won the day and leveraging that information for their personal glory.

BONUS PROFICIENCIES

When you join the College of Tactics at 3rd level, you gain proficiency with medium armor, shields, and one martial weapon of your choice.

SETTING THE BOARD

Also at 3rd level, you can move your allies into more advantageous positions like moving the pieces on a game board. As a bonus action, you can roll a Bardic Inspiration die and multiply your result by 5 to determine how much distance in feet your allies can travel. You can then move any number of willing allies who can see or hear you the total amount of distance rolled in increments of 5 feet. For instance, rolling a 4 on your Bardic Inspiration die allows you to move one or more willing allies 20 feet. You could use that movement to move one willing ally 5 feet and another willing ally 15 feet or to move two willing allies 10 feet each.

The movement generated by this feature does not cause your allies to draw opportunity attacks.

SONG OF STRATEGY

Beginning at 6th level, when you choose a creature to benefit from your Bardic Inspiration, it also gains one of the strategies of your choice from the list below. The affected creature must use the strategy

before the duration of the Bardic Inspiration die expires but can use it on the same turn it uses the Bardic Inspiration die.

Once a creature has used the selected strategy, it can't be used by the same creature again until it receives a new Bardic Inspiration die.

Bait and Bleed. When the affected creature uses its action to Dodge, it can make one melee attack against a creature that is within 5 feet of it.

Blitzkrieg. When the affected creature uses its action to Dash, it can make one melee attack at the end of its movement. If the attack is a critical hit, the targeted creature is frightened until the beginning of your next turn.

Counter Offensive. When the affected creature takes damage from another creature, it can use its reaction to make an attack against the attacking creature. The creature using this strategy must be wielding a weapon that can reach its attacker.

Distraction. When the affected creature uses this strategy, it can Disengage as a bonus action.

Hold Steady. When the affected creature uses its action to take the Ready action and the trigger for the readied action doesn't occur, it can make an attack or cast a spell after all other creatures have acted in the round.

Indirect Approach. When the affected creature uses its action to Help a friendly creature in attacking a creature within 5 feet of it, all other friendly creatures have advantage on their first attacks against the target creature.

Rest and Recovery. When the affected creature uses its Bardic Inspiration die, it can recover one use of one of its features that has a limited number of uses per day, such as a barbarian's Rage. A creature can't use this feature to recover a spell slot.

ABLATIVE INSPIRATION

Starting at 14th level, when you take damage from a spell that affects an area, you can use your reaction to redirect and dissipate some of the spell's power. If you succeed at the spell's saving throw, all friendly creatures within 10 feet of you are also treated as though they succeeded at the saving throw. You expend one of your Bardic Inspiration dice when you use this feature.

Chaplain

(Fighter Archetype)

In the eyes of your companions, you are as much a counsellor and spiritual leader as you are a fellow warrior. Militaries and mercenary companies often contain members of various clergies among their ranks. These chaplains often come from religious sects whose tenets promote war, healing, peace, protection, or freedom, and they tend to the emotional and physical well-being of their companions.

STUDENT OF FAITH

When you choose this archetype at 3rd level, you gain proficiency in either Insight or Religion.

TEND THE INJURED

Beginning at 3rd level, you can heal another creature you touch when you spend Hit Dice to regain hit points during a short rest, instead of applying the regained hit points to yourself. Additionally, the number of Hit Dice you regain after a long rest is equal to half your total number of them plus one. For instance, if you have four Hit Dice, you regain three spent Hit Dice upon finishing a long rest.

RALLY THE TROOPS

Starting at 7th level, you can urge your companions to overcome emotional and spiritual obstacles as an action. Any creature you consider an ally that can see and hear

you can ignore the effects of being charmed and frightened for 1 minute.

At 10th level, your allies can also ignore the effects of being incapacitated as well as one level of exhaustion.

At 15th level, your allies can also ignore the effects of being stunned as well as a total of two levels of exhaustion in addition to the conditions listed above.

At 17th level, your allies can also ignore the effects of being paralyzed as well as a total of three levels of exhaustion in addition to the conditions above.

If a creature affected by this feature is already suffering from one of the conditions they can ignore, that condition is suppressed for the duration and resumes affecting them once the duration expires. Once you have used this feature, you must finish a short or long rest to use it again.

FIELD MEDIC

When you reach 10th level, you can spend one of your Hit Dice to regain hit points as an action. The hit points regained with this feature can be applied to yourself or to another creature you touch.

If you spend Hit Dice to recover hit points during a short rest, any hit points regained that exceed your hit point maximum, or that of the creature being tended to, can be applied to another creature.

When you finish a short rest, you regain one spent Hit Dice.

RALLY POINT

Beginning at 15th level, when you see one of your allies take damage, you can use your reaction to move that creature toward you to a maximum distance of its speed. The player of the affected character, or the GM if an NPC is being moved, can choose the path traveled but must ensure the creature is closer to you at the end of this movement than it was at the beginning of the movement.

HOSPITALER

Starting at 18th level, you recover a number of spent Hit Dice equal to 1/4 of your total Hit Dice when you finish a short rest. Additionally, you recover all your spent Hit Dice when you finish a long rest.

Beast Trainer

(Ranger Archetype)

People have used animals in their war efforts since time immemorial. As a beast trainer, you teach animals how to fight and survive on the battlefield. You also train them to recognize and obey the other people in your unit. While a beast trainer can train any type of animal, they often generate a strong bond with one species and focus their training on beasts of that type.

BEAST WHISPERER

Starting at 3rd level, you gain proficiency in Animal Handling. If you are already proficient in this skill, your proficiency bonus is doubled when you use it.

TRAINED ANIMALS

Beginning at 3rd level, when you take this archetype, choose a beast that is Medium and has a challenge rating equal to 1/4 your level, rounded down, or lower. This beast takes its turn on your initiative and obeys your commands. As a bonus action on your turn, you can use gestures and verbal commands to order your beast to move up to its movement speed and take one of the following actions: Attack, Dash, Disengage, Dodge, or Help.

If you are knocked unconscious, killed, or otherwise unable to command your trained animal, one of your allies can command it by using a bonus action to make a DC 10 Wisdom (Animal Handling) check.

When you reach 7th level, you can have more than one trained animal at a time. All your trained animals must be of the

same type and can have a total challenge rating equal to 1/4 of your level, rounded down. A beast with challenge rating 0 is considered to have a challenge rating of 1/8 for the purpose of determining the number of trained animals you can have. You can use a bonus action to direct all your trained animals to take the same action, or you can use an action to command them to take different actions.

In order to use this feature, you must practice and play with your animals daily, focusing your attention on them: this expends one spell slot of the highest level you have.

BESTIAL FLANKER

At 7th level, when you and one of your trained animals Attack the same creature, your trained animal has advantage on its attack roll.

BRED FOR BATTLE

Starting at 11th level, when you practice with your trained animal, you may expend a second spell slot each day of the highest level you have in order to give your trained animal resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. Additionally, you can choose Large beasts when you select your trained animals.

PRIMAL WHIRLWIND

At 15th level, when you command your trained animal to use the Attack action, it can make an attack against every creature within 5 feet of it. If you have more than one trained animal, you choose one of them to use this feature.

Legionnaire

(Rogue Archetype)

Sinners, scoundrels, cheats, and killers, legionnaires live hard and die harder. For some, mercenary life is not a choice, it is the reward for a lifetime of burglary, swindling, poaching, and worse crimes. Criminals whose misdeeds are not awful enough to warrant execution are often conscripted to mercenary companies and foreign legions where their wits and tenacity are put to use fighting wars they have no stake in.

FORCED MARCH

Starting at 3rd level, when you travel more than 8 hours in a day, you do not need to make a Constitution saving throw for each additional hour travelled and do not gain levels of exhaustion due to your travel pace.

LAST LAUGH

When you choose this archetype at 3rd level, you can use your reaction to make a Sneak Attack against a creature that reduces you to 0 hit points or kills you outright. You have advantage on your attack, and your attack is resolved after the attack against you, using one of the weapons you are wielding. You can't make a last laugh attack against a creature you can't reach.

IRON GULLET

Beginning at 9th level, you can stomach almost anything. You have resistance to poison damage, and you have advantage on saving throws against being poisoned. If you already have a feature that grants you these benefits, such as dwarven resilience, you automatically succeed at any subsequent saving throws you make to end that instance of being poisoned.

CHEAT DEATH

When you reach 13th level, you can reroll any result of a 1 or 2 when you roll a Hit Die to regain hit points. Additionally, you can deny death. When you are reduced to 0 hit points or are killed outright, you are instead reduced to 2d8 hit points, though you can still use your last laugh feature. Once you have used this feature to deny death, you must finish a long rest to do so again.

LAST STAND

At 17th level, you endure beyond mortal limits. When reduced to 0 hit points, you remain standing. When you succeed at a death saving throw, you can act as normal and have advantage on attack rolls. When you fail a death saving throw, you can only move and use your bonus action and reaction.

Sapper

(Rogue Archetype)

You focus as much on identifying the weak points of structures as on the weak points of creatures. Sappers are deployed with the soldiery to dig trenches, build bridges, and breach defenses. When troops move into a heavily defended area, it's your job to make it happen as efficiently as possible.

COMBAT ENGINEER

When you select this archetype at 3rd level, you gain proficiency in alchemist's supplies, carpenter's tools, mason's tools, and tinker's tools. Using these tools, you can do or create the following.

ALCHEMICAL BOMB

As a bonus action, you can mix together volatile chemicals into an explosive compound. Your bomb has a range of 30 feet and deals 1d6 force damage to all creatures in a 10-foot cube. You can use

your bombs to deal Sneak Attack damage to objects and constructs. A creature hit by your bomb can succeed at a Dexterity saving throw (DC 8 + your Intelligence modifier + your proficiency bonus) to halve the damage dealt. Alchemical bombs lose potency and become inert 1 minute after they are created.

Your bomb's damage increases by 1d6 when you reach 9th level (2d6), 11th level (3d6), and 17th level (4d6).

JURY RIG FORTIFICATION

With 1 minute of work you can:

- Create a low wall, large enough to provide half cover to a medium size humanoid.
- Dig a 5-foot-long, 3-foot-wide trench to a depth of 3 feet.
- Build a 5-foot-long, 3-foot-wide ladder. Each additional minute spent on this option increases the length of the ladder by 5 feet. The ladder built is sturdy enough to be used as a bridge.

If there is insufficient available material or the ground is too hard to work, the GM may rule that you can't use this option.

HASTILY TRAP AN AREA

You can create and set some types of traps quickly. The chart on the following page indicates the timeframes required to build and deploy commonly used traps. At the GM's discretion, you may be able to use this feature to make and use other types of traps.

SCULPT TERRAIN

Beginning at 3rd level, you can target the floor or ground with your alchemical bombs. The area targeted and all areas within 5 feet of it are considered difficult terrain.

You also gain an additional way to use your Sneak Attack: you can use your Sneak Attack against a creature standing in or moving through difficult terrain you have created.



TYPE OF TRAP	TIME REQUIRED TO BUILD TRAP	TIME REQUIRED TO SET TRAP
Collapsing Roof	5 minutes per 5-ft.-by-5-ft. section	When you have finished building this trap, it is considered set
Falling Net	1 minute	1 action
Hunting Trap	1 minute	1 bonus action
Pit	5 minutes for a 10-ft.-deep simple pit 15 minutes for a 10-ft.-deep hidden pit 1 hour for a 10-ft.-deep locking pit. Add 1 minute to add spikes to a pit.	When you have finished building this trap, it is considered set: 1 bonus action to reset a simple pit or locking pit; 1 action to reset a hidden pit

BREACH DEFENSES

Starting at 9th level, when you target an object, you ignore 5 points of its damage threshold. For instance, if you target a door that has a damage threshold of 10, its damage threshold is only 5 against your attacks. At 13th level, you can ignore 10 points of an object's damage threshold, and at 17th level, you can ignore 15 points of an object's damage threshold.

If an object doesn't have a damage threshold or if this feature reduces its damage threshold to 0, you can deal sneak attack damage to it.

CLEAR THE PATH

At 13th level, you have advantage on checks to disarm traps. If you fail a check made to disarm a trap, it doesn't trigger even if its description states otherwise. In addition, you can disarm a trap as a bonus action.

ALL CLEAR

Beginning at 17th level, as an action, you can make a DC 15 Intelligence (Investigation) check to declare a 50-foot-square area safe to travel through for 1 minute. Mechanical and magical traps will not be triggered for the duration. Additionally, difficult terrain will not impede your movement or the movement of any creature that can see and hear you that you consider an ally.

Once you have used this feature, you must finish a short or long rest to use it again.

Creatures of War

Intelligent creatures have used beasts and birds as implements of war since the concept of warfare was invented. Easy to train animals are used as mounts, messengers, weapons, and sometimes even siege engines if the creature is large enough. Appendix A of the *Monster Manual* contains statistics for numerous beasts that one might find on a battlefield. The beasts

on the following pages are trained to thrive in a warzone. Many of them can be used by the animal trainer ranger archetype's Train Animal feature detailed earlier in this book.

TRAINING A BEAST FOR BATTLE

You can use Wisdom (Animal Handling) to train a beast with an Intelligence of 2 or 3. Doing so requires the beast you desire to train and one week of training per point of challenge rating (minimum one week). During training weeks, six to eight hours per day must be spent with the animal being trained. The DC of the Wisdom (Animal Handling) check varies depending on the purpose you are training the beast for, but training a juvenile animal that has been separated from its parents gives you advantage on the check.

Basic Combat Training (Training DC 10).

An animal with this training does not get spooked or flee when they are in an area of conflict. The animal knows which humanoids are friendly to it and which ones aren't, even in a pitched battle. The animal will take commands from up to two humanoids. These designated humanoids can command the animal to Attack, Defend, Disengage, or Help by using an action to make a DC 10 Wisdom (Animal Handling) check.

Advanced Combat Training (Training DC 15).

An animal with advanced combat training gains all the benefits of basic combat training, plus it will take commands from up to four humanoids rather than just two. In addition to the commands learned in basic combat training, the designated humanoids can command the animal to Dash, Dodge, Hide, Ready, or Use an Object. The Use an Object command can be used to deliver an object to another character or fetch it from a willing character or the environment. If possible, the animal remains on the field of battle until all of the humanoids friendly to it have left the area.

Deliver Message (Training DC 15). This animal can deliver a written message that has been attached to it to one of up to four specific locations, humanoids, or both, in any combination. One of the locations or humanoids must be designated as the messenger animal's home. For example, a messenger falcon can be trained to deliver messages to its trainer (designated as the animal's home), its trainer's spouse, a tower in its trainer's home city, and a garrison 150 miles away from its trainer's home city. Once the message is delivered, the messenger animal will take a long rest before returning to its home. An animal in basic or advanced combat training can be trained to deliver messages as part of that training. Doing so increases the total DC of training the animal by 5.

Mount (Training DC 10). This animal has been trained to allow a humanoid of up to one size smaller than it to ride it and direct its movements. An animal in basic or advanced combat training can be trained as a mount as part of that training. Doing so increases the total DC of training the animal by 1.

Scout Area (Training DC 12). This animal has been trained to scout ahead and report back to its sender. The beast will maintain a range of 50–100 feet from its sender in a direction designated by the sender. The animal will then return to its sender to quietly report if it detects any dangers in the area scouted. If the animal is attacked, it returns to its sender immediately. An animal in basic or advanced combat training can be trained to scout an area as part of that training. Doing so increases the total DC of training the animal by 3.

WAR ANIMALS

A wide variety of creatures find new roles during war.

CAVALRY CAMEL

Large beast, unaligned

Armor Class 12 (light barding)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	2 (–4)	9 (–1)	5 (–3)

Senses passive Perception 9

Languages —

Challenge 1/2 (100 XP)

ACTIONS

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

Spit (Recharge 5–6). The cavalry camel spits a nauseating wad of phlegm at a single target within 15 feet. The target must succeed on a DC 12 Constitution saving throw or be blinded until the end of its next turn.

In the deserts of the Southlands, a cavalry camel is worth its weight in exotic spices.

Aggressive to others but loyal to their masters, these combat-trained beasts are as much a weapon as a mount and will fight to the death to protect their riders if they are dismounted. Cavalry camels are usually single-humped dromedaries, though double-humped camels are not unknown on the battlefields of the South.

HOMING PIGEON

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	16 (+3)	10 (+0)	3 (–4)	12 (+1)	5 (–3)

Senses passive Perception 11

Languages —



Challenge 0 (10 XP)

Messenger. When a message tube is attached to its leg, the homing pigeon flies directly to a single specified location.

ACTIONS

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

This tiny two-tone grey bird has black speckles on its wings, black bands on its body, and a piercingly intelligent look in its eyes. As it moves, the small feathers on its neck take on an almost metallic sheen.

Military field commanders have used homing pigeons to send messages from the front to their superiors for centuries. The animals are prized for their relative intelligence and their uncanny ability to navigate to message delivery sites. If the homing pigeon has been trained using the rules in *Training a Beast for Battle*, above, it can deliver messages to its designated people or locations with its *Messenger* feature.

MEGARAPTOR

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 127 (15d12 + 30)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	2 (–4)	10 (+0)	4 (–3)

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The megaraptor makes two attacks: one with its bite and one with its scythe claw.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Scythe Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Prehistoric titans still walk the hidden jungle reaches of the Southlands. Despite being almost thirty feet in length, megaraptors are speedy, agile, and relatively light, weighing only 1 ton. Unlike other raptors, with their sickle-clawed feet, megaraptors have a footlong scythe claw on their forelimb that they use to dispatch their prey. Some Southlands tribes know the secret of raising and training megaraptors and use them as mounts and beasts of war.

PYGMY WOOLLY RHINOCEROS

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	3 (–4)	12 (+1)	6 (–2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Hustle. The pygmy woolly rhinoceros can Dash as a bonus action.

ACTIONS

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

Primarily found in arctic climes, the pygmy woolly rhinoceros is a mastiff-sized pachyderm covered in shaggy brown, gray, or black fur. They are curious and social, though they can be aggressive when they or their offspring are threatened. Pygmy woolly rhinoceroses are as intelligent as a dog and can be trained for battle or even to perform tricks such as fetching or jumping. Some northern-dwelling halflings and dwarves use these rhinoceroses as mounts and beasts of burden.

OLIPHAUNT, WARBEAST

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (–1)	20 (+5)	3 (–4)	12 (+1)	4 (–3)

Senses passive Perception 11

Languages —

Challenge 9 (5,000 XP)

Foul Temper. All Wisdom (Animal Handling) checks made to calm down the oliphaunt have disadvantage.

Siege Beast. If the oliphaunt uses its trampling charge against an object, it ignores the object's damage threshold. If the oliphaunt reduces an object's hit points to 0, all enemy creatures within 10 feet of it must make a DC 9 Charisma saving throw or be stunned until the end of their next turn.

Trampling Charge. If the oliphaunt moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the oliphaunt can make one stomp attack against it as a bonus action.

ACTIONS

Tusks. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) slashing damage.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one prone creature. *Hit:* 34 (4d12 + 8) bludgeoning damage.

An oliphaunt is a massive pachyderm with four scimitar-like tusks and a thick gray-brown hide covered with patches of coarse black hair. Its trunk is short and sits above a large maw full of sharp teeth. Large round ears lie hanging at the sides of its head.

Juvenile oliphaunts are often trained for war and are prized among the armies of the Southlands for their ability to breach the defenses of enemy settlements and fortifications.

PIT TERRIER

Small beast, unaligned

Armor Class 11

Hit Points 27 (6d6 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	3 (–4)	10 (+0)	5 (–3)

Senses passive Perception 10

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The pit terrier has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and the target must succeed at a Strength (Athletics) or Dexterity (Acrobatics) contest against the pit terrier's attack roll or be grappled by the pit terrier.

This low-slung dog has a compact, muscular body covered in short fur. Its legs are short and widespread, giving the creature a very low center of gravity. Its head is large and somewhat flat with a pronounced underbite and sharp-looking teeth jutting from the lower jaw.

Pit terriers have been bred as dogs of war. They are fiercely loyal to their masters and will fight to the death to keep their masters from harm. Despite their fierce reputations, in times of peace, pit terriers are as friendly as any other species of dog, making them ideal pets.

WAR PIG

Medium beast, unaligned

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Charge. If the war pig moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Frightful Squeal. As a bonus action, the war pig can emit a loud, high-pitched squeal. Beasts within 15 feet of the war pig must succeed on a DC 11 Wisdom saving throw or be frightened until the end of its next turn. Once a beast has made the saving throw, it is immune to all war pigs' frightful squeals for 24 hours.

ACTIONS

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

This muscular, human-sized swine is covered with bristly brown and grey hair. A pair of long curved tusks juts from its lower jaw.

War pigs are the bane of cavalry and other army units that make extensive use of animals. Often the war pigs are untrained. Officers of the army using them simply keep them penned in a dark, covered area until they are needed and set them loose on the enemy army immediately prior to their own army's advance. Some less scrupulous

commanders douse their war pigs with pitch and set them aflame before spurring them toward the enemy. Such an incendiary war pig takes 3 (1d6) fire damage each round but deals 3 (1d6) fire damage to any creature that makes a melee attack against it.

WOLVERINE

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 48 (8d8 + 16)

Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	4 (-3)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The wolverine makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 2) slashing damage. If the wolverine hits the same creature with both claw attacks in the same round, it rends the target, dealing an extra 3 (1d6) slashing damage.

This shaggy, low-slung animal looks like the offspring of a badger and a grizzly bear. Its short, broad muzzle is filled with small teeth, and each paw is tipped with five long, ragged claws.

Some Dwarven armies use wolverines to burrow underneath enemy holdings and fortifications. Once these fierce creatures have emerged inside enemy lines, they act as shock troops, softening up the enemy while the army uses the tunnel the wolverine burrowed to move its forces into place.

LOST COMBAT SPELLS AND WAR MAGIC'S OF THE RED WASTES

by Brian Suskind

Two hundred years of war between the Mharoti Empire and Great Khandaria destroyed the fair country of Sindhu. Rivers of blood spilled from the clash of armies, titanic detonations of alchemical munitions, and arcane corruption from all manner of spells transformed this once fertile land into the Red Wastes. Yet among the hastily buried corpses, shattered skeletons of siege engines, and forgotten encampments, great plunder and lost arcana await the bold or foolish.



New Spells

The urgency of war brings about efficiency and creativity in all things. This includes the development of magic.

BARD SPELLS

3rd Level

Expeditious Attack (enchantment)

6th Level

Chain Counterspell (abjuration)

CLERIC SPELLS

2nd Level

Blessings of the Animal Lords
(transmutation)

3rd Level

Expeditious Attack (enchantment)

6th Level

Chain Counterspell (abjuration)

DRUID SPELLS

2nd Level

Blessings of the Animal Lords
(transmutation)

Caustic Sphere (conjunction)

3rd Level

Expeditious Attack (enchantment)

4th Level

Burning Cyclone (evocation)

RANGER SPELLS

2nd Level

Blessings of the Animal Lords
(transmutation)

WARLOCK SPELLS

1st Level

Alchemical Geyser (evocation)

2nd Level

Caustic Sphere (conjunction)

3rd Level

Expeditious Attack (enchantment)

6th Level

Chain Counterspell (abjuration)

WIZARD/SORCERER SPELLS

1st Level

Alchemical Geyser (evocation)

2nd Level

Caustic Sphere (conjunction)

3rd Level

Expeditious Attack (enchantment)

4th Level

Burning Cyclone (evocation)

6th Level

Chain Counterspell (abjuration)

SPELL DESCRIPTIONS

Spells are presented in alphabetical order.

ALCHEMICAL GEYSER

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a dilution of alchemist's fire in a vial)

Duration: Instantaneous

With a tremendous explosion, a fountain of alchemist's fire erupts from a chosen point within range. Every creature in a 10-foot radius centered on that point must make a Dexterity saving throw. A target takes 1d4 fire damage on a failed save and half as much on a successful one.

A creature who fails its saving throw takes an additional 1d4 fire damage at the start of each of its turns. A creature can end the ongoing fire damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you create one additional geyser for each slot level above 1st. Overlapping damage from different geysers do not stack.

BLESSINGS OF THE ANIMAL LORDS

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of fur and feathers tied with silk cord)

Duration: 8 hours or until dispelled or triggered

Channeling the power of the Animal Lords, you trace a glyph onto a willing creature that bestows a specific blessing. When you cast this spell, you choose which Animal Lord symbol the target creature receives. The symbol is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

The target of your spell can activate the glyph as an action or reaction depending on the type of Animal Lord chosen. A creature can possess only one glyph on its body at a time. When 8 hours have passed or a glyph is triggered, the spell immediately ends.

- **Bat King:** *Keen Hearing [Action]*. You gain advantage on your next Wisdom (Perception) check that relies on hearing
- **Brother Ox:** *Deflect Missile [Reaction]*. When struck by a ranged weapon attack, you can reduce the damage by 1d10 + your spellcasting ability modifier + your proficiency bonus.
- **Lord of Vultures:** *Winged Reposition [Action]*. On your next movement, you can fly up to 60 feet without provoking opportunity attacks
- **Monkey King:** *Drunken Dodge [Reaction]*. When you are struck by a melee weapon attack, you gain resistance against that type of attack until your next turn.
- **Mouse King:** *Keen Sight [Action]*. You gain advantage on your next Wisdom (Perception) check that relies on sight
- **Queen of Birds:** *Parry [Reaction]*. You can add 5 to your AC against one melee weapon attack that would hit you, provided that you can see the attacker and you are wielding a melee weapon.
- **Queen of Cats:** *Agile Leap [Action]*. On your next movement, you can move up to your speed, jumping or climbing over obstacles, and ignore extra movement from difficult terrain.
- **Queen of Serpents:** *Ophidian Fortitude [Reaction]*. You gain advantage on your next saving throw against poison.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can inscribe another glyph on a different willing creature for each slot level above 3rd.

BURNING CYCLONE

4th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small piece of red dragon scale)

Duration: Concentration, up to 1 minute

Invoking the draconic mastery over fire and the sky, a whirling cyclone of wind and flame covering a 10-foot cube erupts at a chosen point within range. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage or half as much on a successful one.

A creature takes the same damage when it enters the cyclone for the first time on a turn or if it ends its turn there.

Upon casting the spell and at the beginning of its turn, each creature adjacent to the 10-foot cube must make a Strength saving throw. On a failed save, the high winds of the vortex pull the creature 5 feet toward the center of the cyclone.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can create one additional cyclone for each slot level above 4th. Damage from overlapping cyclones do not stack.

CAUSTIC SPHERE

2nd-Level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a pinch of powdered alum, niter, and sulfate)

Duration: Concentration, up to 1 minute

A glowing green orb flashes from your hand to a chosen point within range for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the orb ruptures into a cloud of acid. Each creature in a 10-foot-radius sphere centered on that



point must make a Dexterity saving throw. A creature takes 2d6 acid damage on a failed save or half as much on a successful one.

If at the end of your turn the orb has not yet ruptured, the damage increases by 1d6 (maximum 1d6 per caster level).

If a creature enters a square adjacent to the greenish orb or touches it, the creature must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing that orb to rupture.

On a successful save, the creature can pick up and throw the orb up to 40 feet. When it strikes a creature or a solid object, that orb immediately ruptures.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you create one additional orb for each slot level above 2nd. You can choose to trigger individual orbs to rupture.

CHAIN COUNTERSPELL

6th-level abjuration

Casting Time: 1 reaction which you take when you see a creature within 60 feet of you casting a spell and then bonus reactions (see text)

Range: 60 feet

Components: S

Duration: Instantaneous (see text)

You attempt to interrupt a creature in the process of casting a spell, and if successful, you can chain additional counterspell attempts for the rest of the round. If the target creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability (DC 10 + the spell's level). On a success, the creature's spell fails and has no effect.

As a bonus reaction until the beginning of your next turn, you can attempt to counterspell any creature you can see casting a spell within 60 feet of you. Regardless of the level of spell the creature is casting, you must make an ability check using your spellcasting ability (DC 10 + the spell's level). On a success, the creature's spell fails and has no effect. As long as you continue to make successful ability checks, you may continue to use bonus reactions to counterspell. If you fail one of these ability checks, this spell automatically ends.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the DC for the additional counterspell attempts is reduced by 1 for each slot level above 6th.

EXPEDITIOUS ATTACK

3rd-level enchantment

Casting Time: 1 reaction which you take when an ally within range makes a successful attack

Range: 60 feet

Components: V, S

Duration: Instantaneous

When you witness an ally's successful attack, you can use a reaction to give that ally an immediate bonus attack with a -2 penalty to the attack roll.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the target ally gains another bonus attack for each slot level above 3rd. However, each bonus attack after the first adds a cumulative -1 to the attack roll penalty (that is, -3 for 2nd bonus attack, -4 for 3rd, -5 for 4th, and so on).

Equipment

Your efficacy as a soldier is dependent upon the quality of your gear.

KHANDARIAN ELEMENTAL BOTTLES

As an action, you can throw one of these bottles up to 20 feet. Shattering on impact, the alchemical liquid inside causes a specific type of damage. Make a ranged attack against a creature or object, treating the elemental bottle as an improvised weapon. On a hit, the target takes damage (and any additional effect), according to the type of liquid (see chart below).



Magic Items

The glowing sword buried in a hastily dug grave. The overlooked chest from a raided supply caravan. A scroll tube still clutched in a dead wizard's hand. All of these and more await in the Red Wastes for the canny thief or opportunistic adventurer.

ITEM DESCRIPTIONS

The magic items are presented in alphabetical order.

ANOINTING MACE

Weapon (maul), uncommon (requires attunement)

Also called an anointing gada, you gain a +1 bonus to attack and damage with this Khandarian magic weapon. In addition, the ornately decorated head of the mace is perforated with small holes, and within is a reservoir for liquid. As a bonus action, you can activate the item, so a successful melee attack deals normal damage and causes the target to suffer the effects of the stored liquid (such as alchemist's fire).

Activating this feature uses up the liquid regardless of the success or failure of the attack. You can use an action to load a new liquid into the *anointing mace*.

BOTTLE		
Acid	2d6 acid damage (as acid vial).	25 gp
Cold	Target takes 1d4 cold damage, and its speed is halved until it uses an action to succeed at a DC 10 Constitution check.	50 gp
Fire	1d4 fire damage (as alchemist's fire).	50 gp
Lightning	Target takes 1d6 lightning damage and must succeed at a DC 12 Constitution saving throw or be paralyzed for one turn.	100 gp
Poison	Target must succeed at a DC 10 Constitution saving throw or take 1d4 poison damage.	100 gp
Thunder	Target takes 1d4 thunder damage and is deafened until it uses an action to succeed at a DC 10 Constitution saving throw.	50 gp

RED WASTE CORRUPTION

After generations of magical warfare, the region of the Red Wastes is despoiled by latent magical pollution of spells, death energies, and alchemical mixtures. This has corrupted items, spells, and even equipment

found in the area. The items listed below, however, are presented as the uncorrupted versions. Look for Red Waste corruption rules in a future Kobold Press release.

BALEFUL WARDRUMS

*Wondrous item, uncommon
(requires attunement)*

You must be proficient with percussion instruments to use these drums. The drums have 3 charges. If you play the drums as an action, you can use one charge to force all foes within 60 feet to succeed at a DC 15 Wisdom saving throw or gain disadvantage on their next weapon or spell attack. A creature that succeeds on its saving throw is immune to the effects of this drum for 24 hours. The drum regains 1d3 expended charges daily at dawn.

BANNER OF THE FORTUNATE

*Wondrous item, uncommon
(requires attunement)*

While holding this banner aloft with one hand, you can use an action to grant any ally who can see you, within 60 feet at the moment of activation, advantage on their next attack. The banner cannot be used this way again until the next dawn.

LODESTONE CALTROPS

Wondrous item, uncommon

As an action, you can spread a bag of twenty magically magnetic caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area wearing metal armor or carrying metal items must succeed on a DC 10 Strength saving throw or stop moving this turn. A creature who begins its

turn in the area can attempt another saving throw to leave or drop its metal objects.

LUCKY CHARM OF THE MONKEY KING

*Wondrous item, common
(requires attunement)*

This tiny stone statue of a grinning monkey holds a leather loop in its paws, so the charm can be hung from a belt or pouch.



While you are attuned to the *lucky charm*, you can use a bonus action to grant yourself a +1 bonus to your next die roll. The charm cannot be used again this way until the next dawn. You can only be attuned to one *lucky charm* at a time.

FARHEALING BANDAGES

Wondrous item, uncommon (requires attunement by a cleric, druid, or paladin)

You can use an action to wrap these white linen bandages around the appendage of a creature. Anytime during the next hour, you can use an action to activate the bandages to heal 1d6+3 hit points of damage. The bandaged creature must be within 60 feet of you.

Once activated, the bandages cannot be used again in this way until the next dawn. You can only have one *farhealing bandage* attuned at a time.

RELOCATION CABLE

Wondrous item, uncommon

This 60-foot length of fine wire cable weighs 2 pounds. If you hold one end of the cable and use an action to speak its command word, the other end plunges into the ground, burrowing through dirt, sand, and similar material to emerge from the ground at a destination you can see up to its maximum length away.

On the same turn as it is activated, you can use a bonus action to magically travel from one end of the cable to the other, appearing in a free space adjacent to the further end. This movement does not provoke opportunity attacks nor does it cost movement.

On subsequent turns, you or other creatures can use an action to travel along the cable. You can retract the cable by using a bonus action to speak the command word a second time.

The cable has AC 14 and 12 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the cable drops to 0 hit points, it is destroyed.

RESOLUTE BRACER

Wondrous item, uncommon (requires attunement)

This ornamental bracer features a reservoir capable of securely holding a liquid similar in size to a potion. While you are attuned to this item, you can use a bonus action to speak the command word and absorb the liquid as if you had consumed it. Liquid stored in the bracer for longer than 8 hours evaporates.

You can use an action to add a new potion or a liquid of similar size to the bracer.

THE FREE COMPANIES: MERCENARY BACKGROUNDS IN THE SEPTIME STATES

by Brian Suskind

In Springmelt, the officers of the Free Companies gather to recruit brave soldiers, adventurers, and sellswords for the coming season of war. These mercenary bands might include as few as a dozen warriors or they might number in the scores or hundreds. Each courageous warrior who joins a free company does so for his or her own reasons, be it fame, fortune, or a yearning for the cold embrace of death, and each comes from a wide swath of society.

Famed Condottiere

(Background)

Among those who interact with the free companies, your name is known. This reputation, for good or ill, is built from every mile you've marched, every scar you've earned, and each drop of blood spilled on the battlefield, and you hold the title of condottiere or "battle leader." While not the captain of the free company, you have fought in the seasonal campaigns of the Seven Cities ever since you were old enough to hold a blade. Looking toward the future, a peaceful life seems dull compared to the opportunity to continue using your hard-earned skills.

Skill Proficiencies: Athletics, Survival.

Tool Proficiencies: One type of gaming set, plus one from among leatherworker's tools, smith's tools, or vehicle (land).

Languages: Any one of your choice.

Equipment: A backpack, an insignia of your rank, a set of traveler's clothes, and a belt pouch containing 10 gp.

MERCENARY SPECIALIZATION

In part, you are known for a specific role during your time in a free company. Roll a d8 or choose from the options in the table below to determine your specialization.

d8	SPECIALTY
1	Logistics (wagoneers, cooks, smiths, and so on)
2	Light or Heavy Cavalry
3	Mage or Clerical Corps
4	Archery
5	Light or Heavy Infantry
6	Spies and Scouts
7	Engineering and Siege Engines
8	Officer

FEATURE:
PROFESSIONAL MERCENARY

You know the lifestyle of the Free Companies as only one who has lived it can. You can identify the various Septime mercenary groups by their heraldry alone

and can list the names of the commanders, captains, and previous employers. In any town or city, you have an unerring ability to find a tavern or alehouse catering to mercenaries and can usually find a place to sleep or a bite to eat there.



d8 PERSONALITY TRAIT

- 1 I am blunt and to the point. There is no time to play with pretty words.
- 2 I have nightmares of refighting old battles.
- 3 I love taking risks and rolling the dice on a risky plan if the profit is high enough.
- 4 Making quick decisions and going with your gut is how you survive in this mad world.
- 5 Being patient and careful is how you manage the risk and danger.
- 6 I brag about my accomplishments at every opportunity to better spread my legend.
- 7 Every morning, I recite the names of my companions who have died so I can live up to their memory.
- 8 I try to be professional in everything I do because I am a condottiere not some common sellword.

d6 IDEAL

- 1 **Defense.** A swift victory assures no innocent lives will be lost in an extended conflict. (Good)
- 2 **Duty.** The oaths between myself and my companions are the most important law. (Lawful)
- 3 **Liberty.** We must fight those who cruelly oppress and enslave, so all might be free. (Chaotic)
- 4 **Valor.** Good? Evil? All that matters is testing my skills against all comers. (Neutral)
- 5 **Greed.** For the right amount of coin, I'll do anything. (Evil)
- 6 **Fame.** Building up my reputation is the only thing that matters to me. (Any)

d6 BOND

- 1 I will protect others from seeing the same horrors I experienced on the battlefield.
- 2 My honor guides me.
- 3 My first band of companions were betrayed and slain, I will not let that happen again.
- 4 As a professional soldier, it is my duty to protect non-combatants.
- 5 I am happy to raise my sword to stop those who would serve an evil cause.
- 6 The deeds at the heart of my fame were the work of another. I hope to achieve my own accomplishments before this secret is uncovered.

d6 BOND

- 1 It is only a matter of time before they catch up with me.
- 2 I am secretly very afraid, and it is only a matter of time until my nerve breaks.
- 3 Violence is always the answer.
- 4 I am often boastful and unintentionally loud.
- 5 There are no rules or morals in battle, on or off an actual battlefield.
- 6 I will betray anyone and any cause for another taste of fame and glory.

VARIANT FEATURE: INFAMOUS RENOWN

If your character has the Famed Condottiere background, you may select this background feature instead of Professional Mercenary.

You find your reputation often evokes fear and trepidation, and you can leverage this to your benefit. In a town or city, you know

the sort of people in back alleys, dockside taverns, and seedy dens who have the latest rumors about who is doing what in the area. Additionally, you always know where to go to be inconspicuous if bounty hunters pick up your trail..

SUGGESTED CHARACTERISTICS

The mercenary life and the fame you have earned are both a source of pride and guilt. Do you feel you earned your reputation? Or are you haunted by companions who fell along the way? This contradiction marks all who serve among the Free Companies.

VARIANT: CONDOTTIERE OUTCAST

Once your name lingered on the lips of every tavern song, now you are reviled, feared, and hated. You operate on the fringes of the criminal underworld with thieves, murderers, and pirates as your untrustworthy companions. Your unsavory reputation may stem from the events which began your fall from the heights of fame, or it may be due to your recent unsavory activities.

If you decide your departure from a free company led you down a path to the criminal underworld, you can choose the Infamous Renown feature (see sidebar) instead of the Professional Mercenary feature.

Free Company Scion

(Background)

You descend from a famous line of Septime free company veterans, and your first memory is playing among the tents, training yards, and war rooms of one campaign or another. Adored or perhaps ignored by your parents, you spent your formative years learning weapons and armor skills from brave captains, camp discipline from burly sergeants, and a host of virtues and vices from the common foot soldiers. You've always been told you are special and destined to glory. The weight of your family's legacy, honor, or reputation can weigh heavily, inspiring you to great deeds, or it can be a factor you endeavor to leave behind.

Skill Proficiencies: Athletics, History.

Tool Proficiencies: One type of gaming set, one musical instrument.

Languages: One of your choice.

Equipment: A backpack, a signet ring emblazoned with the symbol of your family's free company, a musical instrument of your choice, mess kit, a set of traveler's clothes, and a belt pouch containing 20 gp.



FREE COMPANY REPUTATION

The mercenary group your family is associated with has a certain reputation that may or may not continue to impact your life. Roll a d8 or choose from the options in the table on the following page to determine the reputation of this free company.

FEATURE: THE FAMILY NAME

Your family name is well known in the close-knit world of the Septime

mercenaries. Members of free companies readily recognize your name and will provide food, drink, and shelter with pleasure or fear, depending upon your family's reputation. In the Seven Cities, as war is a seasonal occupation, mercenaries walk the halls of power. You can also gain access to friendly military encampments, fortresses, or powerful political figures through your contacts among the mercenaries. Such connections might

d8 FREE COMPANY REPUTATION

- | | |
|---|--|
| 1 | Infamous. The company's evil deeds follow any who are known to consort with them. |
| 2 | Honest. An upstanding company whose words and oaths are trusted. |
| 3 | Unknown. No one knows this company. Its deeds have yet to be written. |
| 4 | Feared. For good or ill, this company is generally feared on the battlefield. |
| 5 | Mocked. Though it tries hard, the company is the butt of many jokes and derision. |
| 6 | Specialized. This company is known for a specific type of skill on or off the battlefield. |
| 7 | Disliked. For well-known reasons, this company has a bad reputation. |
| 8 | Famous. The company's great feats and accomplishments are known far and wide. |

require the donation of money, magic items, or a great deal of drink.

SUGGESTED CHARACTERISTICS

The turmoil of war, the drudgery of the camp, long days on the road, and the thrill

of battle shape a Free Company Scion to create strong bonds of loyalty, military discipline, and a practical mind. Yet this history can scar as well, leaving the scion open to guilt, pride, resentment, and hatred.

d8 PERSONALITY TRAIT

- | | |
|---|--|
| 1 | I am ashamed of my family's reputation and seek to distance myself from their deeds. |
| 2 | I have seen the world and know people everywhere. |
| 3 | I expect the best life has to offer and won't settle for less. |
| 4 | I know stories from a thousand campaigns and can apply them to any situation. |
| 5 | After too many betrayals, I don't trust anyone. |
| 6 | My parents were heroes, and I try to live up to their example. |
| 7 | I have seen the horrors of war; nothing disturbs me anymore. |
| 8 | I truly believe I have a destiny of glory and fame awaiting me. |

d6 IDEAL

- | | |
|---|---|
| 1 | Glory. Only by fighting for the right causes can I achieve true fame and honor. (Good) |
| 2 | Dependable. Once my oath is given, it cannot be broken. (Lawful) |
| 3 | Seeker. Life can be short, so I will live it to the fullest before I die. (Chaotic) |
| 4 | Ruthless. Only the strong survive. (Evil) |
| 5 | Mercenary. If you have gold, I'm your blade. (Neutral) |
| 6 | Challenge. Life is a test, and only by meeting life head on can I prove I am worthy. (Any) |

d6 BOND

- 1 My parent's legacy is a tissue of lies. I will never stop until I uncover the truth.
- 2 I am the only one who can uphold the family name.
- 3 My companions are my life, and I would do anything to protect them.
- 4 I will never forget the betrayal leading to my parent's murder, but I will avenge them.
- 5 My honor and reputation are all that matters in life.
- 6 I betrayed my family to protect my friend who was a soldier in another free company.

d6 FLAW

- 1 I have no respect for those who never signed on to a free company or walked the battlefield.
- 2 I cannot bear losing anyone close to me, so I will keep everyone at a distance.
- 3 Bloody violence is the only way to solve problems.
- 4 I caused the downfall of my family's free company.
- 5 I am hiding a horrible secret about one of my family's patrons.
- 6 I see insults to my honor or reputation in every whisper, veiled glance, and knowing look.

Mercenary Recruit

(Background)

Every year, the hopeful gather in fields across the Seven Cities, striving to earn a place in one of the great mercenary bands. Some of these would-be heroes received training from a free company but needed more training before gaining membership. Others are full members but were selected to venture abroad to gain more experience before gaining an officer or condottiere rank. You are one of these hopeful warriors, just beginning to carve your place in the world with blade, spell, or skill.

Skill Proficiencies: Athletics, Persuasion.

Tool Proficiencies: One type of gaming set.

Equipment: A letter of introduction from an old teacher, a gaming set of your choice, traveling clothes, and pouch containing 10 gp.

FEATURE: THEORETICAL EXPERIENCE

You have an encyclopedic knowledge of stories, myths, and legends of famous soldiers, mercenaries, and generals. Telling these stories can earn you a bed and food for the evening in taverns, inns, and alehouses. Your age or inexperience is endearing, making commoners more comfortable with sharing local rumors, news, and information with you.

SUGGESTED CHARACTERISTICS

Recruits are eager to earn their place in the world of the free companies. Sometimes humble, other times filled with false bravado, they are still untested by the joys and horrors awaiting them. Meaning well and driven to learn, recruits are generally plagued by their own fears, ignorance, and inexperience.

d8 PERSONALITY TRAIT

- 1 I am thrilled by the thought of an upcoming fight.
- 2 Why wait until I'm famous to have songs written about me? I can write my own right now!
- 3 I know many stories and legends of famous adventurers and compare everything to these tales.
- 4 Humor is how I deal with fear.
- 5 I always seek to learn new ways to use my weapons and love sharing my knowledge.
- 6 The only way I can prove myself is to work hard and take risks.
- 7 When you stop training, you sign your own death notice.
- 8 I try to act braver than I actually am.

d6 IDEAL

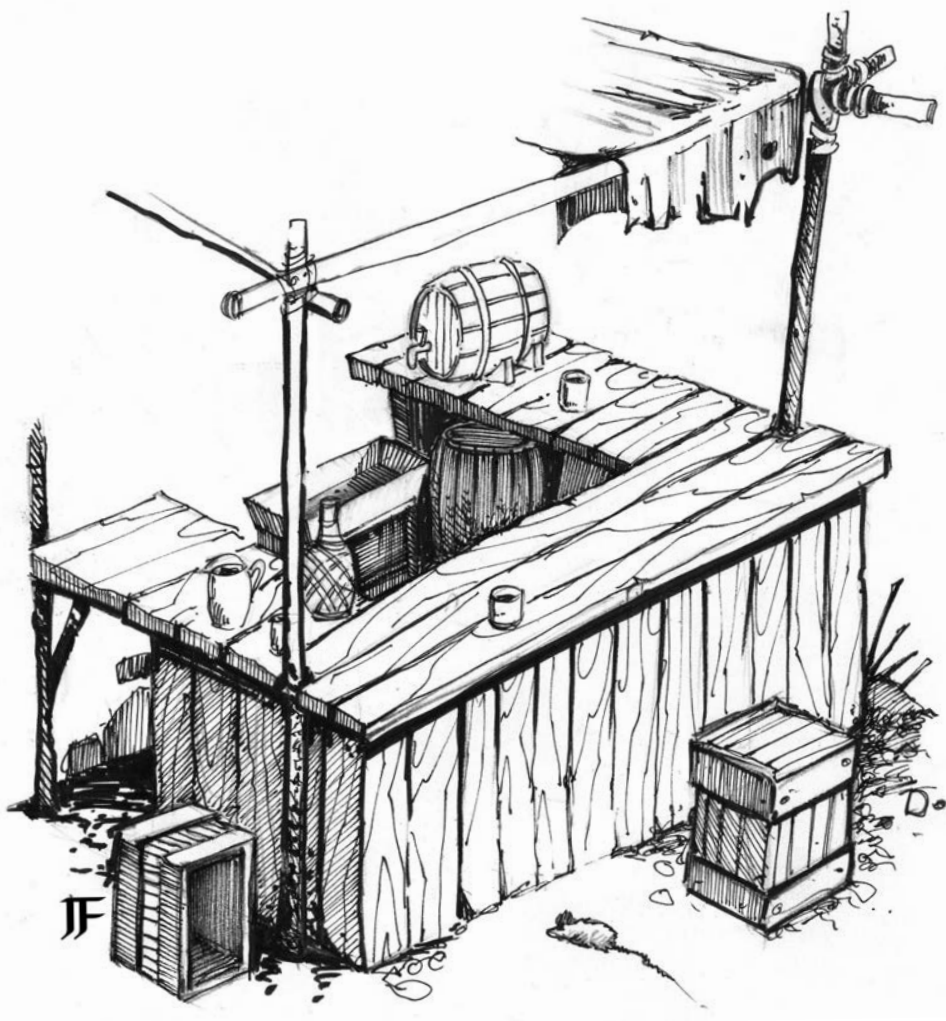
- 1 Respect. To be treated with honor and trust, I must honor and trust people first. (Good)
- 2 Discipline. A good soldier obeys orders. (Lawful)
- 3 Courage. Sometimes doing the right thing means breaking the law. (Chaotic)
- 4 Excitement. I live for the thrill of battle, the rush of the duel, and the glory of victory. (Neutral)
- 5 Power. When I achieve fame and power, no one will give me orders anymore! (Evil)
- 6 Ambition. I will make something of myself no matter what. (Any)

d6 BOND

- 1 My first mentor was murdered, and I seek the skills to avenge that crime.
- 2 I will become the greatest mercenary warrior ever.
- 3 I value the lessons from my teachers and trust them implicitly.
- 4 My family has sacrificed much to get me this far. I must repay their faith in me.
- 5 I will face any danger to win the respect of my companions.
- 6 I hide a map to an amazing and powerful magical treasure until I grow strong enough to follow it.

d6 FLAW

- | | |
|---|---|
| 1 | I do not trust easily and question anyone who attempts to give me orders. |
| 2 | I ridicule others to hide my insecurities. |
| 3 | To seem brave and competent, I refuse to allow anyone to doubt my courage. |
| 4 | I survived an attack by a monster as a child, and I have feared that creature ever since. |
| 5 | I have a hard time thinking before I act. |
| 6 | I hide my laziness by tricking others into doing my work for me. |



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