

Player Character Choices

At the beginning of this campaign players may choose from a list of organizations that they may have founded or taken over in their past. This puts the resources of these modest institutions at their command:

- Business Concern - You've actually created a business that is outstanding in its field. You may call upon its resources in a manner that makes sense.
- Famed Academy - You have built a school on your reputation, and may call on the resources that it lends in times of need. The academy may be either one that teaches magical studies or force of arms and soldiers, or perhaps a combination of both.
- Fortified Temple - From your adventuring days, you have collected an artifact that is unique to your chosen deity. You have built a house of worship to not only protect this artifact, but spread the gospel of your faith.
- Rulership - You have a position as the warden of Murktide, the master of the armed forces in charge of keeping the peace.
- Mercenary Company - Through your reputation in your force of arms or magic, you command a group of followers who serve you for fame and profit.
- Whispers Guild - You have a front company that appears to be a modest trading concern, but is actually in the business of collecting and selling information.

By taking one of these roles, player characters may choose from this list of additional benefits. The choices that are redacted have already been chosen:

- The Temple of the Gloaming, is an order of mystics based in Murktide. These mystics are led by Markov, an abbot who serves you unfailingly.
- Argent, a friendly young silver dragon owes you a life debt and serves as your mount.
- Lady Una, a templar of Selene, serves as your companion at all times. She leads a small squad of six soldiers.
- In your studies, you've managed to create a loyal automaton that serves as your bodyguard. This modified Shield Guardian is able to cast a single spell for you.
- You own an armor's shop. Your armor is adamantine, and you have a +1 shield and a +1 weapon of your choice.
- Sir Nestor, a knight dedicated to a noble order reports directly to you. He leads a small squad of six soldiers.
- You own an alchemy shop. You have access to a large number of potions and alchemical items listed below.
- You lead the Arcano, an association of artificers that refurbishes forgotten relics. You may take another choice from the secondary magic items.
- Because of your work you've done in the mountains surrounding Capstone tending to the nests of these giant raptors, you are able to summon a Holy Eagle as your mount using the Paladin's *Find Steed* spell.
- You have access to a network of spies in Murktide and nearby city-states. Your second in command Mercurian serves you and Murktide with their life and is in constant contact.

Temple of the Gloaming - Mystic Order

The mystic order of the Gloaming is led by Abbot Markov. They are a sidekick character that you may control on your PC's turn.

Abbot Markov

Medium humanoid

Armor Class 17 (unarmored defense)

Hit Points 90

Speed 55 ft.

STR +0 DEX +3 CON +2 WIS +4 INT +0 CHA +1

Saving Throws Dex +7, Wis +8

Skills Medicine +9, Religion +5

Martial Arts

Markov's practice of Martial Arts gives him mastery of Combat styles that use unarmed strikes and monk Weapons, which are shortswords and any simple melee Weapons that don't have the Two-Handed or heavy property. Markov gains the following benefits while unarmed or wielding only monk Weapons and not wearing armor or wielding a Shield.

- Can use Dexterity instead of Strength for the Attack and Damage Rolls of your unarmed strikes and monk Weapons.
- Can roll a d6 in place of the normal damage of your Unarmed Strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an Unarmed Strike or a monk weapon on Your Turn, you can make one Unarmed Strike as a Bonus Action.

Improved Critical

Starting at 3rd level, the sidekick's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Extra Attack

The sidekick can attack twice, instead of once, whenever it takes the Attack action on its turn.

Evasion

When the sidekick is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it failed. The sidekick doesn't benefit from this feature while incapacitated.

Actions

Shortsword / Unarmed. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1D6+3

Argent - Juvenile Silver Dragon

Argent owes you a life debt, and will serve as a mount and friend until one of you dies. They are a sidekick character that you may control on your PC's turn.

Large dragon, lawful good

Armor Class 17 (Natural Armor)

Hit Points 84 (12d8+36)

Speed 30 ft., fly 60 ft.

STR (+4) DEX (+0) CON (+3) INT (+1) WIS (+0) CHA (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities Cold

Senses Blindsight 10 Ft., Darkvision 60 Ft., passive Perception 14

Languages Draconic

Actions

Multiattack: The Dragon either uses its breath weapon or makes three attacks: one with its bite and two with its claws.

Claw: Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 4) slashing damage.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: (2d8 + 4) piercing damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sir Chester - Knight of the Realm

Sir Chester is a sidekick character that you may control on your PC's turn.

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)

Hit Points 72 (12d8+24)

Speed 30 ft.

STR +3 DEX +0 CON +2 INT +0 WIS +0 CHA +2

Saving Throws Con +6, Wis +4

Senses passive Perception 10

Languages Any One Language (Usually Common)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (2d6 + 3) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, reach 100/400 ft., one target. Hit: (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a non-hostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Air Elemental

Since this sinister presence was bound within the Whispering Woods, it has begrudgingly served the mage who tamed it. It is kind of stupid and crass, but it can come in handy. This monster is a sidekick character that you may control on your PC's turn.

Air Elemental

Large Elemental, Neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR +2 DEX +5 CON +2 INT -2 WIS +0 CHA -2

Damage Resistances Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Shield Guardian

Armor Class 18 (Natural Armor)

Hit Points 108 (12d10+48)

Speed 30 ft.

STR +4 DEX -1 CON +4 INT -2 WIS +0 CHA -4

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Blindsight 10 Ft., Darkvision 60 Ft., passive Perception 10

Languages Understands Commands Given In Any Language But Can't Speak

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 5 hit points at the start of its turn if it has at least 1 hit. Point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 5th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: (2D10 + 4) bludgeoning damage.

Reactions

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Lady Una - Templar of the Old Gods

Lady Una is a sidekick character that you control on your PC's turn.

Medium humanoid (any race), any alignment

Armor Class 17 (half plate & shield)

Hit Points 51 (6d8 + 24)

Speed 25 ft.

STR +1 DEX +0 CON +4 INT +1 WIS +4 CHA +1

Saving Throws: WIS +7, CHA +4

Skills Medicine +7, Persuasion +4, Religion +4

Senses passive Perception 14

Languages any two languages

Potent Cantrips

The sidekick can add its spellcasting ability modifier to the damage it deals with any cantrip.

Spellcasting. The templar's spellcasting ability is Wisdom (spell save DC 15, +8 to hit with spell attacks). The templar has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st level (4 slots): cure wounds, guiding bolt, healing word

2nd level (3 slots): lesser restoration, spiritual weapon

3rd level (2 slots): dispel magic, spirit guardians, revivify

Actions

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

Soldiers

Medium humanoid (any race), any alignment

Armor Class 18 (Half Plate, Shield)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR +1 DEX +1 CON +2 INT +0 WIS +0 CHA +0

Skills Perception +2

Senses passive Perception 12

Languages Any One Language (Usually Common)

Actions

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d8 + 1) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, reach 100/400 ft., one target. Hit: (1d10) piercing damage.

Sergeant

Medium humanoid (any race), any alignment

Armor Class 18 (Half Plate, Shield)

Hit Points 25 (4d8+8)

Speed 30 ft.

STR +1 DEX +1 CON +2 INT +0 WIS +0 CHA +0

Saving Throws: STR: +3 CON +4

Skills Perception +2

Senses passive Perception 12

Languages Any One Language (Usually Common)

Actions

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d8 + 1) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, reach 100/400 ft., one target. Hit: (1d10) piercing damage.

Mercurian - Spymaster's Lieutenant

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (Studded Leather + dex)

Hit Points 95 (15d8+25)

Speed 30 ft.

STR +2 DEX +4 CON +2 INT +3 WIS +1 CHA +2

Saving Throws Str +7, Dex +9

Skills Athletics +5, Deception +5

Sneak Attack

The lieutenant knows how to strike subtly and exploit a foe's distraction. Once per turn, the lieutenant can deal an extra 5d6 damage to one creature the lieutenant hits with an Attack if the lieutenant has advantage on the Attack roll.

The lieutenant doesn't need advantage on the Attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and the lieutenant doesn't have disadvantage on the Attack roll.

Cunning Action

The lieutenant's quick thinking and agility allow them to move and act quickly. The lieutenant can take a Bonus Action on each of your turns in Combat. This action can be used only to take the Dash, Disengage, or Hide action.

Uncanny Dodge

When an attacker that the lieutenant can see hits the lieutenant with an Attack, the lieutenant can use the lieutenant's Reaction to halve the attack's damage against the lieutenant.

Actions

Multiattack. The lieutenant makes three melee attacks: two with its scimitar and one with its dagger. Or the lieutenant makes two ranged attacks with its daggers.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d6 + 4) slashing damage.

Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (1d4 + 4) piercing damage.

Reactions

Parry. The lieutenant adds 2 to its AC against one melee attack that would hit it. To do so, the lieutenant must see the attacker and be wielding a melee weapon.

Alchemy Shop

Your character owns an alchemy shop and so you are welcome to carry the following items.

Wyvern Poison (six doses)

Applied as an action to slashing or piercing weapons, this injury venom will last for an hour or until a target is hit successfully. A creature subjected to this poison must make a DC 18 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

Dragon's Breath Bombs (three packs)

As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 10 feet of that point who fails a DC 18 Dexterity saving throw takes 10D6 (35) fire damage, or half as much damage on a successful save.

Smoke Bombs (twelve capsules)

The user can use the Hide action even if there is no cover available by expending one of these.

Healing Potions (six vials)

Drinking these potions as a bonus action heals 8D4+8 points of damage. Drinking it as an action recovers 40 points.

Consumable Magic Items (three items)

Take three additional choices from the consumable magic items list.

Holy Eagle

Large Animal (celestial, fey, or fiend)

Armor Class: 15 (natural armor)

Hit Points: 85

Speed: 20 ft., fly 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 11 (+0) 16 (+3) 4 (-4) 14 (+2) 5 (-3)

Senses: darkvision 60 ft., passive Perception 12

Languages: understands the languages you speak

Proficiency Bonus: +5

Flyby. The eagle doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

Talons. Melee Weapon Attack: +7, reach 5 ft., one target. Hit: 2d6 + 4.

Beak. Melee Weapon Attack: +7, reach 5 ft., one target. Hit: 2d8 + 4.

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on the form of a giant raptor bird. The steed is considered a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting Find Greater Steed again summons the same steed, restored to its hit point maximum.

While your steed is within 1 mile of you, you can communicate with it telepathically.

You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

