



*"I left the Red Talon Society because I found their methods too destructive for both hunting and artifact collecting. But don't be fooled by their facade. They hide behind the word 'poacher' to make themselves seem disorganized but their strength can rival the Guilds. If left unchecked the resulting clash would leave a permanent mark on the land."*

-Former Talon Member Heavy

## The Talon Society

The Talon Society is a secretive organization of poachers who are known to specialize in hunting rare and exotic creatures. They operate in the shadows, avoiding the authorities and conducting their illegal activities under the cover of darkness. They are motivated by profit and are willing to go to great lengths to secure valuable trophies, which can fetch high prices on the black market. They are skilled hunters and trackers, often employing traps and other means to capture their prey alive. The Talon members are notorious for their disregard of wildlife conservation and have been known to cause significant damage to the ecosystem. Despite the risks involved in their line of work, membership in the society is highly sought after, as it offers lucrative rewards and the chance to become one of the most successful poachers in the land.

## Role of the Talon Society

The Talon Society's main goal is to capture rare and exotic creatures for profit. They are known for their expertise in tracking and capturing these creatures, and have been hired by wealthy collectors and traders from all over the world. The society is also responsible for collecting and selling rare materials from the creatures they capture, such as scales, fur, and horns.

In order to capture these rare creatures, the Talon Society uses a variety of techniques and equipment, including traps, poisons, and specialized weapons. They are constantly innovating and experimenting with new methods to increase their success rate.

## Poachers of the Talon Society

The Talon Society is a group of skilled poachers who specialize in hunting and capturing rare and valuable

monsters. They are known to infiltrate the Hunters Guild and gather information on rare creatures to pass along to the Talon Society. They seek to steal knowledge from the Hunters Guild by theft or by accessing sites of ancient technology.

Using this knowledge, they develop their own tools and magics to make their job easier. The Talon Society believes that they have the right to hunt and capture any monster they desire, regardless of the laws and regulations of the land. Their ultimate goal is to accumulate as much wealth and power as possible by exploiting the resources provided by these creatures.

## Hierarchy of the Talon Society

### Raxis the Everliving

Raxis is the leader of the Talon Society and is considered to be the best poacher in the group. However, Raxis is not just any ordinary poacher. He is a lich and champion of the Lord of Bones, and his true goal is to punish those who do not fear and respect death. Many members of the hunters guild do not respect death, taking jobs to gather rare scales or kill monsters for trivial reasons, such as killing a monster because it won't move out of their way. Raxis believes they all need to learn the value of life and death, and he is willing to do whatever it takes to teach them. His appearance is similar to the avatar of the Lord of Bones, with a skeletal figure hidden in flowing black robes. He speaks in a high whisper, conveying no emotion.

### Talon Knights

Talon Knights are the elite hunters of the Talon Society and are hand-picked by Raxis for their exceptional skills. They are trained in a variety of techniques to capture and subdue their prey, including magic and conventional traps, poison, and other tools of the trade. Talon Knights are responsible for training new recruits and maintaining the society's equipment. They are also tasked with carrying out Raxis's orders, which can sometimes be extreme. They are some of the only members of the Talon Society that are aware that Raxis is a lich.

### Talon Members

Talon Members are experienced poachers who have proven their worth to Raxis and have been granted full membership into the society. They are responsible for carrying out missions and assisting the Talon Knights in their duties. Talon Members are also responsible for reporting any valuable information they obtain from their poaching activities to the talon knights, who uses this knowledge to further Raxis and their own goals.

### Talon Recruits

Talon Recruits are new members of the society who are still learning the ropes. More often than not, these recruits join up due to the rumors the spoils and riches they might receive as a member of the Talon Society. They are tasked with assisting the Talon Knights on missions and are trained in basic poaching techniques. Recruits must prove themselves before they can be promoted to Talon Knight or Talon Member status.

## Figures of Interest

### Patton the Silent

*Talon Knight, Human Rogue* Patton the Silent is known for his cunning and sly demeanor. He often wears a sly grin on his face, exuding confidence and arrogance. He has a quick wit and a sharp tongue, always ready with a quip or a cutting remark. Despite his tendency towards mischief and deception, Patton is fiercely loyal to the Talon Society

and will do whatever it takes to complete his missions and protect his fellow knights. His dual blades are feared for their ability to silence his enemies with a single strike. In combat, Patton is a whirlwind of motion, darting in and out of the shadows with ease. He is known for his cunning and his ability to turn any situation to his advantage.

### Elizabeth the Countess

*Talon Knight, High Elf Wizard* Elizabeth is a powerful wizard with a penchant for blood magic. Once a beautiful high elf, Elizabeth has become twisted and corrupted by her obsession with dark magic. Her Pure White hair and Blood-filled eyes, coupled with her blood-stained robes and gloves, give her an almost vampire-like appearance. She is a master of arcane knowledge and uses her Glavenus Pyroshell in tandem with her magus staff to imbued with to boil her enemies' blood from within, burning them from the inside out. Her expertise in blood magic also enables her to manipulate the life force of her foes, drawing power from their suffering.

### Venra the Grave Whisperer

*Talon Knight, Halfling Cleric* Venra is a cleric who worships the lord of bones. She is a quiet and tactical member of the Talon Knights, using her powers of divination to speak with the dead and gather information for Raxis. Venra is known for her ability to provide support to her allies, even bringing fallen comrades back from the brink of death. Her opal-colored hair and green eyes give her an otherworldly appearance, hinting at the power she wields.

### The Collector

*Business Proprietor, Unknown* While not an official member of the Talon Society, the Collector is a wealthy trader who hires the Talon Society to capture rare creatures for his collection. He pays generously for each successful capture, and is willing to go to great lengths to acquire the creatures he desires.

### The Poisonsmith

*Talon Member, Unknown* The Poisonsmith is a mysterious figure who supplies the Talon Society with a variety of deadly poisons. He is known for his expertise in creating poisons that are deadly to specific types of creatures, making him a valuable asset to the society.

### The Trapper

*Talon Member, Unknown* The Trapper, was once a member of the Wycademy or Royal Scriveners that was known for their expertise in capturing and training monsters. They have also gained a reputation as a skilled archaeologist, spending years studying ancient ruins and artifacts to uncover lost

knowledge and techniques for monster capture. The Trapper's mastery of both magical and conventional traps is matched by their deep understanding of monster behavior and psychology, allowing them to train and control even the most fearsome beasts. Their extensive knowledge of ancient civilizations has also made them a valuable asset to the Talon Society, providing insights into historical methods of controlling monsters.

## Talon Society Characters

**Alignment:** Usually chaotic neutral or evil

**Suggested Races:** Any

**Suggested Classes:** Fighter, Monk, Ranger, Rogue

Consider the Talon Society for your character if one or more of the following sentences ring true:

- You enjoy hunting monsters and collecting their valuable parts.
- You are fascinated by ancient technologies and artifacts.
- You enjoy spying and gathering information from other organizations.

### Joining the Talon Society

The Talon Society is a group of poachers and hunters who seek to hunt monsters for their valuable materials and also to gather knowledge about rare creatures. When you join the Talon Society, choose one of the following roles for your character.

#### ARTIFACT HUNTER

As an Artifact Hunter, you seek out ancient technologies and artifacts to uncover their secrets. You may spend your time studying ancient ruins or infiltrating the Hunters Guild to gather information on secret locations.

#### POACHER

As a Poacher, you specialize in hunting and collecting the valuable parts of monsters. You see the Talon Society as the ultimate destination for your talents, a place where you can put your abilities to use for maximum profit. You join the society not only for the resources and training it provides, but also for the prestige of being associated with such a notorious and elite group of poachers.

#### INFORMATION BROKER

As an Information Broker, your job is to gather and provide valuable information to the Talon Society. This information could include the location of valuable resources, potential targets for poaching, or information on the society's rivals. Your connections and ability to gather this information will be highly valued within the society and could earn you special privileges and rewards.

## Talon Society Spells

*Prerequisite: Spellcasting or Pact Magic class feature*

For you, the spells on the Talon Society Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

## TALON SOCIETY SPELLS

Spell	Level Spells
Cantrip	<i>mage hand, minor illusion</i>
1st	<i>detect magic, longstrider</i>
2nd	<i>pass without trace, locate object</i>
3rd	<i>nondetection, speak with dead</i>
4th	<i>divination, arcane eye</i>
Sth	<i>mislead, modify memory</i>

## Talon Society Backgrounds

As your training with the Talon Society comes to an end and your adventuring career begins, you must decide where your ambitions lie within the society. In this section, you will find a number of backgrounds based on the many employment opportunities a member of the Talon Society can pursue as they advance in rank.

No matter which background you choose, each member of the Talon Society has the same background feature: a deep knowledge and understanding of poaching, tracking, and hunting monsters for valuable materials and resources.

### Feature: Talon Network

You have connections to the Talon Society's vast network of poachers, scouts, and other operatives. You can call upon these contacts to gain information about monsters, track down rare resources, or arrange transportation to remote locations.

### Poacher

As a child you were always curious about the world, whether it was exploring lost ruins near home, collecting bugs and plants, or drawing the khelbi that graze in the nearby fields. In your formative years you made your way to the wycademy with a goal in mind, to learn all you can and deciding what you are going to do with the rest of your life. Now that your first year is over, its time to head out into the field and learn first hand.

#### Skill Proficiencies: Nature, Survival

**Tool Proficiency:** Poisoner's Kit; Choose one from Alchemist's Supplies, Calligrapher's Supplies, Tinker's Tools  
**Equipment:** hunting trap, skinning knife, set of common clothes, trophy from an animal you killed, letter of introduction from a black market dealer, pouch with 10gp

### d8 Personality Trait

- 1 I am impulsive and act on my whims without thinking about the consequences. (Chaotic)
- 2 I am always looking for new experiences and adventures. (Neutral)
- 3 I enjoy seeing others suffer and will do whatever it takes to achieve my goals. (Evil)
- 4 I love to live life on the edge and take risks. (Chaotic)
- 5 I am calm under pressure and can keep a level head in dangerous situations. (Neutral)

### d8 Personality Trait Cont.

- 6 I have no qualms about taking down any creature if it means putting food on the table. (Neutral)
- 7 I don't take kindly to those who question my methods or beliefs. (Neutral)
- 8 I will betray anyone, even fellow poachers, if it benefits me. (Evil)

### d6 Ideals

**Unity.** The Talon Society unites us towards a common goal, and that unity is essential for our success. (Neutral)

**Innovation.** We must constantly innovate and challenge the status quo to remain ahead of our enemies. (Neutral)

**Unpredictability.** By being unpredictable, we keep our enemies on their toes and gain an advantage. (Chaotic)

**Anarchy.** The Talon Society should be dissolved, and each member should be free to pursue their own interests. (Chaotic)

**Control.** We must control all aspects of the Talon Society and ensure that no one can challenge our authority. (Evil)

**Dominance.** We must assert our power over other factions and make them bow to our will. (Evil)

### d6 Bonds

- 1 I am in debt to the Talon Society, and will do whatever they ask of me to repay it.
- 2 I have a deep-seated hatred for authority figures, and will always work to undermine them.
- 3 I've been searching my whole life for the answer to a certain question.
- 4 I am on a personal mission to uncover a conspiracy within the Talon Society.
- 5 I am fiercely loyal to the Talon Society and will do anything to protect its secrets.
- 6 I have a close relationship with a fellow agent, and we work together to complete our missions.

### d6 Flaws

- 1 I am distrustful of those outside of the Talon Society.
- 2 I am prone to overthinking and second-guessing myself, which can lead to mistakes.
- 3 I am secretive about my methods and information, even to those I work closely with.
- 4 I can be overly critical and judgmental of others.
- 5 I can be indecisive and struggle to take action when necessary.
- 6 I am easily bored, and often seek out new challenges and adventures regardless of the danger.

## Feature: Black Market Connections

You have a network of contacts within the criminal underworld who can help you sell your poached goods. You can sell animal parts for 50% more than their normal market value, but only if you can find a willing buyer.

### Infiltrator

You were trained to infiltrate the Hunter's Guild and gather information on rare and valuable creatures to pass along to the Talon Society. Your goal is to steal knowledge and secrets from the guild by any means necessary, including theft or breaking into sites of ancient technology.

**Skill Proficiencies:** Deception, Stealth

**Languages:** Two of your choice.

**Equipment:** A small knife or blade, vial of poison, crowbar, grappling hook, set of dark common clothes suitable for sneaking and hiding, and a belt pouch containing 10 gp

#### d8 Personality Trait

- 1 I am always observing and analyzing my surroundings to anticipate potential threats or opportunities.
- 2 I love a good challenge and will do whatever it takes to overcome it, even if it means breaking the rules.  
I take pleasure in manipulating others to achieve my goals, and I am not above using deception and trickery to get what I want.
- 4 I am calm and collected in high-pressure situations, which allows me to make rational decisions.
- 5 I am always on the lookout for potential allies or informants who can provide useful information.
- 6 I am patient and willing to wait for the right moment to strike or take action.
- 7 I enjoy living in the moment and taking risks, even if it means potentially endangering myself or others.
- 8 I always want more and will never be satisfied with what I have.

#### d6 Ideals

- Prideful.** I am a master of deception and subterfuge, and I take pride in fooling those who trust me. (Neutral)

- Loyalty.** I am fiercely loyal to my superiors in the Talon Society, and I will do whatever it takes to advance their interests. (Evil)

- Perfectionist.** Infiltration is an art form, and I strive to perfect my skills in order to complete my objectives. (Neutral)

- Selfish.** The best way to achieve my objectives is by disregarding the rules and manipulating others. (Chaotic)

- Exploitation.** I believe that those who are not strong enough to defend themselves deserve to be exploited. (Evil)

- Pragmatism.** I am loyal to the Talon Society, but I also have my own agenda and goals that I am working towards. (Neutral)

#### d6 Bonds

- 1 I have a burning desire to disrupt the status quo and expose the corrupt and powerful.
- 2 I have a personal vendetta against a particular organization or individual, and will use my skills to get revenge.
- 3 I am drawn to chaos and disorder, and will go to great lengths to create it wherever I can.
- 4 I live for the thrill of infiltration and deception. There's nothing like the rush of a successful mission.  
The Talon Society is a means to an end. I'll use it to further my own goals, but I won't forget my obligations to the organization.
- 6 My loyalty to the Talon Society may be false, but my loyalty to my true allies is unwavering.

#### d6 Flaws

- 1 I'm willing to take extreme risks to achieve my objectives, even if it puts myself or others in danger.
- 2 I have a tendency to act impulsively, which can sometimes get me into trouble on a mission.
- 3 I am not the best at lying when it is far from the truth.  
I'm very competitive and always want to be the best infiltrator in the Talon Society, even if it means stepping on others.
- 5 I have a tendency to underestimate my opponents and take unnecessary risks, which can put me in danger.
- 6 I am so deep in my infiltration that I sometimes forget which side I am truly on.

## Feature: False Identity

As a poacher, you have developed skills in hiding your true identity and blending in with your surroundings. You have a false identity and the necessary paperwork to back it up, allowing you to move about undetected in certain areas.

### How do I Fit In?

As a member of the Talon Society, your primary goal is to hunt creatures for profit while avoiding detection from the authorities. Due to this, you are expected to keep your hunting activities hidden and operate within the shadows. You may also be tasked with stealing rare creatures from protected areas and delivering them to wealthy clients.

As a member of the Talon Society, you will spend time between hunts on gathering information about your targets, such as their location and weaknesses, and on forging connections with wealthy clients who are interested in purchasing rare creatures. You may also need to invest in equipment and weapons that can aid in your hunting and poaching activities.

Self-preservation is also an important part of your mission. Anything you can do to protect yourself from authorities or other rival poaching groups - whether it's learning new survival skills or developing connections with influential people - makes you a more efficient poacher and increases your chances of success.

## A Talon Society Party

Unless you are playing a chaotic or evil campaign an adventuring party will almost never consist of all talon society members. Instead you might have one talon member that infiltrated a hunting group. On the off chance it is a full party of talon society members, it is possible one of those members is actually infiltrating the talon society and working for the Hunter's Guild.

## Rank and Renown

In the Talon Society, members can gain rank and renown through various means, but one of the most significant ways is by bringing in valuable prey through poaching.

Successfully capturing and delivering rare and exotic creatures can earn a member prestige and recognition within the society, leading to promotions and higher ranks.

Members can also gain rank and renown by completing missions assigned by the society, as well as by demonstrating their skills and loyalty through service to the society. Those who show exceptional cunning and resourcefulness in the field, whether through poaching or other means, can rise through the ranks quickly and earn the respect of their peers.

However, it's important to note that poaching without the approval of the society is strictly forbidden, and can result in severe consequences such as expulsion from the society or even death. The Talon Society values secrecy and discretion, and members must be careful to only target creatures that have been designated as acceptable prey by the society's leadership.

### Rank 1: Talon Recruit

*Prerequisite: Renown 10 or higher in the Talon Society*

As someone starting out in the Talon Society, you would begin as a Talon recruit. Your main role would involve learning the fundamentals of poaching and hunting, as well as becoming knowledgeable about the different types of creatures that the society targets. Your duties may include scouting and gathering information on potential hunting grounds, identifying valuable targets, and supporting higher-ranked members of the society on their hunts.

As a Talon recruit, you may also be expected to assist with other tasks such as maintaining equipment, caring for captured creatures, and helping with the transportation of goods and materials. The ultimate goal for a Talon recruit is to prove your worth and rise through the ranks of the society to gain more prestige and renown within the organization.

At this rank, you are provided with an income to satisfy a modest lifestyle... so long as your last mission was a success.

### Rank 2: Talon Member

*Prerequisite: Rank 1 and renown 25 or higher in the Wycademy*

As someone who is part of the Talon Society, your primary responsibility as a talon member would be to carry out tasks related to poaching and trafficking exotic creatures. This could include identifying valuable targets, tracking and capturing them, and ensuring their safe transportation to buyers. You might also be tasked with training and

overseeing new recruits, ensuring that they follow the Society's values and code.

Since the Talon Society operates in secrecy, it's important for members to avoid detection by authorities and other rival factions. To do this, you might need to cultivate a network of contacts and informants and utilize covert methods to stay hidden.

When you reach the rank of member, you are provided with a monster hunter weapon of your choice. The Weapon. This weapon can be either uncommon or rare. When going on missions that requires you to stay away from home for a period of a week or longer, the talon knight you serve under may provide you with locations of safehouses and hidden caches for storing or obtaining poaching equipment.

### Rank 3: Talon Knight (Special Role)

*Prerequisite: Rank 2 and renown 40 or higher in the Talon Society*

To become a Talon Knight, you must first become a highly respected and skilled member of the Talon Society. This requires years of dedicated service, exceptional hunting and poaching skills, and a deep understanding of the Society's values and code.

Once you have achieved a high level of renown and respect within the Society, you may be considered for the position of Talon Knight. However, it's important to note that there can only ever be five Talon Knights at any given time, and they are not replaced until they die. This means that the position is highly coveted and very difficult to attain.

To increase your chances of being considered for the position, it's essential to maintain a close relationship with the current Talon Knights, as they are the ones who ultimately choose who will take their place. It's also important to show a willingness to carry out the will of Raxis, even if it means deviating from the Society's normal tasks.

Overall, becoming a Talon Knight is a long and difficult process that requires unwavering dedication and exceptional skills. But for those who are able to achieve this esteemed position, it is a great honor and a mark of true mastery in the art of poaching and hunting.

In this role, you are advised and in regular communication with Raxis, who places you in charge of a major territory and all talon members residing within. You might be tasked with obtaining rare or valuable specimens, sabotaging or disrupting the activities of rival factions, to gather information on their plans and operations, eliminating individuals or groups that pose a threat to the Talon Society, or special assignments that are articularely challenging or sensitive missions that require your unique talents and expertise.

You continue to draw a salary sufficient to maintain a comfortable lifestyle.

# Elizabeth the Countess

Medium humanoid (high elf), chaotic evil

**Armor Class** 13 (16 with mage armor)

**Hit Points** 99 (18d8 + 18)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +13, History +13

**Damage Resistances** damage from spells; nonmagical bludgeoning, piercing, and slashing (from stoneskin)

**Senses** passive Perception 12

**Languages** Abyssal, Common, Elvish, Sylvan, Wyverian  
any one additional language

**Challenge** 12 (8,400 XP)      **Proficiency** +4

**Fey Ancestry.** Elizabeth has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Heartbeat.** Elizabeth can hear heartbeats with incredible accuracy, and knows the number of creatures within 10 feet of her. If only one creature is within 10 feet of her, she has advantage on medicine checks and insights checks.

**Magic Resistance.** Elizabeth has advantage on saving throws against spells and other magical effects.

**Rare Magus Staff.** Elizabeth's staff grants her a +1 bonus to her AC while holding it (included in her AC). She currently has two 1st-level shield spells stored inside of it. Her staff has the following materials: Glavenus Pyroshell, Rathalos Marrow, Valstrax Shard (bonus provided to arcane burst)

**Rare Robes.** The following materials are found on Elizabeth's blood red robes: Rathalos Wing (included in spellcasting), Astalos Membrane (included in speed), Teostra Horn (see wide-range).

**Wide-Range.** When Elizabeth eats or drinks an Uncommon or lower consumable item (except potions of resistance), each creature within 10 feet of you also gain its effect.

## Actions

**Multiaction.** Elizabeth makes three Arcane Burst attacks.

**Arcane Burst.** *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 22 (4d10) force damage.

**Sculpted Explosion (Recharge 4–6).** Elizabeth unleashes a magical explosion of necrotic energy. The magic erupts in a 20-foot-radius sphere centered on a point within 150 feet of Elizabeth. Each creature in that area must make a DC 17 Dexterity saving throw. Elizabeth can select up to three creatures it can see in the area to ignore the spell, as Elizabeth sculpts the spell's energy around them. On a failed save, a creature takes 40 (9d8) necrotic damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

**Spellcasting.** Elizabeth casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect magic, identify, light, magic missile, mage hand, prestidigitation*

3 day each: *counter spell, detect thoughts*

2/day each: *ice storm, lightning bolt, mage armor, mirror image, misty step*

1/day each: *banishment, cone of cold, fire shield, fly, glove of invulnerability, mindblank\*, scrying, stoneskin\*, teleport, timestop, wall of force*

\*Elizabeth casts these spells on herself before combat.

## Bonus Actions

**Glavenus Pyroshell (6/day).** While wielding her magus staff, Elizabeth snaps her finger in the direction of a creature within 60 feet of her. That creature must make a DC 13 Constitution saving throw or have their blood boil for 1 minute. A burned creature takes 3 (1d6) fire damage at the start of each of their turns.

**Rathalos Marrow.** Elizabeth speaks her magus staff's command word, causing flames to erupt from it. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet.

## Reactions

**Bonded by Blood.** When Elizabeth is damaged by a creature with a melee attack, she can link their life forces together. Until the target succeeds on a DC 18 Constitution saving throw at the end of each of their turns, Elizabeth has resistance to all damage except psychic, and the target takes damage equal to Elizabeth.

# Patton the Silent

Medium humanoid (human), chaotic evil

**Armor Class** 16 (leather)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft., burrow 10 ft. (Tetsucabra Tusk)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	15 (+2)	17 (+3)	16 (+3)

**Saving Throws** Dex +8, Wis +6

**Skills** Investigation +7, Perception +8, Sleight of Hand +13, Stealth +13, Survival +8

**Senses** passive Perception 15

**Languages** Common

**Challenge** 7 (2,900 XP)

**Proficiency** +3

**Chain Crit.** Every consecutive hit with Patton's dual blades against a creature increases Patton's critical hit range by 1 until he scores a critical hit, misses an attack, or attacks a different creature.

**Evasion.** If Patton is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, Patton instead takes no damage if it succeeds on the saving throw and only half damage if it fails, provided Patton isn't incapacitated.

**Rare Dual Blades.** Patton wields an rare dual blades, that provides a +1 bonus to his dual blades attack and damage rolls by +1 (included in the attack).

**Rare Leather Armor.** Patton has the following materials in his armor: rejuvenated beak, scarlet finehorn, tetsucabra tusk (included in speed)

**Rejuvenated Beak.** Patton has advantage on initiative rolls while he is wearing his armor.

**Scarlet Finehorn.** While Patton is wearing his armor, any critical hit against him becomes a normal hit.

**Sneak Attack (1/turn).** Patton deals an extra 14 (4d6) 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 him that isn't incapacitated and he doesn't have disadvantage on the attack roll.

**Status Pursuit.** If a creature is afflicted with a condition or silenced, it provokes opportunity attacks from Patton, even if it took the Disengage action.

## Actions

**Multiaction** Patton makes three Dual Blade attacks.

**Dual Blade (Main Hand).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage or 4 (1d6 + 1) piercing damage when made with an offhand attack. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be silenced for 1 minute. A silenced creature can repeat its saving throw at the end of each of its turns, ending the effect on a success.

## Bonus Actions

**Cunning.** Patton takes the Dash, Disengage, or Hide action, or he gives himself advantage on the next attack roll he makes before the end of this turn.

**Dual Blade (Offhand).** Patton makes one Dual Blade attack.

**Demon Mode (3/day).** For 30 seconds or until Patton is knocked prone, he gains a +5 bonus to his movement speed and deals an extra 1d4 piercing damage with his dual blades (not included in the attack).

## Reactions

**Uncanny Dodge.** Patton halves the damage that it takes from an attack that hits it. Patton must be able to see the attacker.

# Venra the Grave Whisperer

Small humanoid (halfling), neutral

**Armor Class** 21 (plate, +1 shield)

**Hit Points** 121 (22d6 + 44)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

**Saving Throws** Con +6, Wis +7

**Skills** Intimidation +5, Religion +4

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Halfling

**Challenge** 9 (5,000 XP)      **Proficiency** +4

**Blangonga Pelt.** When Venra finishes a long rest, she gains 10 temporary hit points.

**Brave.** Venra has advantage on saving throws against being frightened.

**Nimble.** Venra can move through the space of any creature that is of a size larger than her.

**Rare Plate Armor.** Venra has the following materials in her armor: Blangonga Pelt, Legiana Plate, Malfestio Tailfeather (provides darkvision).

**Rare Sword & Shield.** Venra wields a rare sword & shield, that increases her AC by 1, and grants a +1 bonus to the weapon's attack and damage rolls (included in the attack and AC). It has the following materials in it: Kecha Tail, Volvi Rickrack, Zinogre Jasper.

**Stout Resilience.** Venra has advantage on saving throws against poison.

## Actions

**Multiaction** Venra makes three Sword & Shield attacks, and she uses Holy Fire.

**Sword & Shield. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage and it must succeed on a DC 13 Constitution saving throw or be afflicted with waterblight until the end of its next turn. If the target is a creature, it has disadvantage on its saving throw.

**Holy Fire.** Venra targets one creature she can see within 60 feet of her. The target must make a DC 15 Wisdom saving throw. On a failed save, the target takes 12 (2d8 + 3) radiant damage, and it is blinded until the start of Venra's next turn. On a successful save, the target takes half as much damage and isn't blinded.

**Spellcasting.** The war priest casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *light, spare the dying, thaumaturgy*  
1/day each: *banishment, command, dispel magic, flame strike, guardian of faith, hold person, lesser restoration, resurrection, revivify*  
3/day each: *blindness/deafness, inflict wounds* at 3rd level, *speak with dead*

## Bonus Actions

**Free Hands.** Immediately after Venra takes the dodge action, she takes the Use an Object action.

**Healing Light (Recharge 4–6).** Venra or one creature of her choice within 60 feet of her regains 12 (2d8 + 3) hit points.

**Volvi Rickrack** When Venra hits a creature with her Sword & Shield, she can attempt to grapple the target.

## Reactions

**Legiana Plate (3/day).** When Venra fails a Dexterity saving throw while wearing her armor, she can choose to succeed instead.