

Role of the Helix Commission

The Helix Commission is dedicated to studying and experimenting with the creation of hybrid monsters by combining two different species. They believe that these hybrids could have incredible potential, both for scientific understanding and practical application. Their ultimate goal is to create new, more powerful species that could be harnessed to benefit humanity. However, this research is considered illegal by the Hunter's Guild and immoral by both the Royal Scriveners and Wycademy. Despite this, the Helix Commission continues to work tirelessly towards their goal of creating hybrid monsters that can benefit the world.

Methods of the Helix Commission

In order to conduct their research, the Helix Commission works outside of the expected norms of the world. They perform these experiments in secret, in hidden laboratories scattered throughout the world. They also employ a team of skilled hunters to retrieve the necessary samples and conduct experiments. The process of creating hybrids is complex and risky, often resulting in dangerous and unpredictable creatures. Nonetheless, the Helix Commission believes that the benefits of their research far outweigh the risks.

Members of the Helix Commission

The members of the Helix Commission are scientists who have left the Royal Scriveners or Wycademy for a variety of reasons. They are driven by a desire to push the boundaries of scientific knowledge, even if it means breaking the law or operating outside the norms of society. Some members are former hunters who became disillusioned with the Hunter's Guild and its strict code of ethics.

Scientists of the Helix Commission have all different types of specializations. Some choose to spend their lives inside the organization, continuing research of old or performing experiments on the creatures brought to them by their hunters. Other researchers choose to venture into the world, discovering new species or gathering new knowledge on known species.

Hierarchy of the Helix Commission

Helix Commission Director

The Director is the leader of the research facility. They are the driving force behind the group's research. They oversee all experiments and are responsible for making the final decision on which species to hybridize. The leader is highly respected among the members of the group and is seen as the ultimate authority on all matters related to their research.

Lead Scientist

Lead scientists are the most experienced and knowledgeable members of the Helix Commission. They have extensive knowledge of the genetic makeup of monsters and are responsible for designing the experiments that create hybrids. They work closely with the director of their facility to ensure that their research stays on track.

"Guided by prudence, we meld might and magic to forge hybrid monstrosities, shielding our world. In defiance of judgment, we craft protectors where perception and protection entwine, etching our name in destiny's annals."

- Helix Agent Iihane Hune

The Helix Commission

In the world, there is an organization shrouded in secrecy known as the Helix Commission. The origins of this group are unknown, but some believe it was created by a faction of Wycademy researchers and royal scriveners who discovered an ancient incomplete Equal Dragon Weapon in the ruins of an ancient civilization research lab. It has been said that a few lead scientists and researchers within this faction became interested in following in the footsteps of the ancient civilization and began experimenting with creating hybrids of monsters. However, their requests to conduct this research were denied by the leaders of the ruling factions, who wished to keep this information secret.

Despite being denied permission, these scientists and researchers continued their research in secret. They created a number of new hybrid monsters, some of which may be the subspecies, variants, and deviants we see today. But eventually, their experiments were discovered by the Hunter's Guild, who raided their labs and destroyed their work. Those who managed to escape the raid formed the Helix Commission, an organization dedicated to continuing their research in secret and away from the prying eyes of the Hunter's Guild, Wycademy, and Royal Scriveners.

The Helix Commission is known to experiment with genetic engineering and hybridization, and rumors persist that they are responsible for the creation of many of the subspecies of monsters that exist in the world today. Despite their secrecy, some brave hunters have managed to infiltrate the Helix Commission's lairs and retrieve valuable information about their research. But even with this knowledge, the true goals and motivations of the Helix Commission remain shrouded in mystery.

Scientist

Scientists have all different types of specializations. They are responsible for conducting experiments, analyzing data, and sharing their findings with the rest of the Helix Commission. They may also accompany hunters into the field to collect samples or conduct experiments on live subjects.

Agent

The Agent role within the Helix Commission is responsible for overseeing the practical implementation of the Commission's research and development projects. This includes recruiting hunters and mercenaries to aid in the collection of research specimens, coordinating with the Commission's scientists to ensure that the necessary equipment and personnel are in place for field research, and liaising with external organizations to procure any additional resources or support that may be required.

Agents are typically skilled hunters or mercenaries who possess a deep understanding of monster ecology and behavior. They work closely with the Commission's researchers to identify and locate specimens, and often engage in dangerous missions to capture or eliminate specimens that are deemed too dangerous or unstable for further research.

Additionally, Agents may also act as enforcers for the Commission's strict confidentiality policies, ensuring that any sensitive information or technology is kept strictly secret and out of the hands of rival organizations or factions.

Overall, the Agent role within the Helix Commission is a crucial link between the Commission's scientific research and the practical implementation of that research in the field.

Junior Scientist

Junior scientists are the newest members of the Helix Commission. They are responsible for assisting the senior scientists in their research, and are often tasked with the more menial tasks such as gathering materials or cleaning equipment. However, they are also given the opportunity to learn from the more experienced members of the group and to participate in the creation of new hybrids.

Figures of Interest

Dr. Elara Amastacia

Founder Half-Elf Artificer One of the founding members of the Helix Commission, Dr. Amastacia is a renowned monster researcher and expert in hybridization. She is credited with creating some of the most successful and dangerous hybrid monsters known to date.

Sah'tin

Agent, Lizardfolk Ranger A skilled monster hunter who went rogue and joined the Helix Commission, Sah'tin is known for his ruthlessness and willingness to do whatever it takes to achieve his goals. He has been linked to several high-profile attacks on Hunter's Guild facilities and personnel.

Professor Alastair Wren

Lead Scientist, Banbaroborn Artificer A former member of the Wycademy, Professor Wren left to join the Helix Commission after he became disillusioned with the

Wycademy's stance on monster hybridization. He is an expert in monster physiology and has been instrumental in developing new techniques for hybridization.

Dr. Naluria

Scientist, Wyverian Sorcerer A brilliant geneticist who specializes in creating new species of monsters, Dr. Vega is a rising star within the Helix Commission. She is known for her experiments involving the incorporation of human DNA into monster hybrids, a practice that is widely considered unethical.

Director Eilif Ironfist

Director, Dwarf Wizard The current director of the Helix Commission, Grey is a former member of the Royal Scriveners who joined the Helix Commission after discovering information that could have saved countless lives had it been shared. He is known for his strategic thinking and has been instrumental in expanding the Commission's reach and influence.

Commission Characters

Alignment: Usually chaotic neutral

Suggested Races: Any

Suggested Classes: Any

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

- You want to find and fight new, interesting, and potentially challenging monsters.
- You want to help contribute to making a difference in the world, to change it in ways never seen before
- You have a sense of duty, helping the Helix Commission create hybrid monsters is the most pragmatic way to protect against worse monsters.

Joining the Helix Commission

There are several ways to join the Commission. The main way is being recruited by the Commission themselves, as they keep an eye out for potential bright minds who might be willing to work for them. It is not uncommon for invitations to be sent out in this way. Another way would be encountering one of the escaped monsters of the commission, and helping take care of it before it could hurt others, proving their worth. The final way is being a convict of somekind, like poachers or criminals, as the commission always need expendable minions.

Helix Commission Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Helix Commission 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.)

HELIX COMMISSION SPELLS

Spell	Level Spells
Cantrip	<i>druidcraft, message</i>
1st	<i>disguise self, Heroism</i>

- 2nd *alter self, enhance ability*
- 3rd *nondetection, water breathing*
- 4th *divination, dominate beast*
- 5th *passwall, tree stride*

Helix Commission Backgrounds

As you set out into the world, you must decide where your ambitions lie within the Helix Commission. The members of this secretive organization are driven by a desire to push the boundaries of scientific knowledge through genetic engineering and hybridization, even if it means operating outside the norms of society. There is no specific training to become a member of the Helix Commission, as they are often recruited from other factions due to their specialized skills.

Guild Feature: Experimental Resources

As a member of the Helix Commission, you have access to advanced experimental equipment and resources that are not available to the general public. You can use this equipment to enhance your weapons and armor, craft unique items, or conduct research on monsters and their behaviors (*work with your DM to determine what these might be*).

Helix Agent

You are a member of a secret organization dedicated to understanding and manipulating the natural world for the betterment of humanity. Whether you are a trained hunter, a skilled tracker, or a trusted messenger, you have been selected to work for the Commission because of your unique abilities and your unwavering loyalty to the cause.

Skill Proficiencies: Athletics, Survival

Tool Proficiency: Smith's Tools or Tinker's Tools

Languages One of your choice

Equipment: A set of artisan's tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a belt pouch containing 10 gp

d8 Personality Trait

- 1 I am always studying my surroundings, looking for potential dangers or advantages.
- 2 I am convinced that any monster can be tamed and trained with the right approach.
- 3 I am obsessed with perfecting my craft and pushing the boundaries of what is possible.
- 4 I am always prepared and equipped for any situation.
- 5 I have a keen eye for detail and can spot even the slightest anomaly.
- 6 I am always looking for ways to improve my skills and abilities.
- 7 I am a natural leader and can inspire those around me to action.
- 8 I am curious and constantly seeking new knowledge and experiences.

d6 Ideals

1 **Knowledge.** The pursuit of knowledge is worth any sacrifice. (Neutral)

2 **Control.** I seek to control the monster population through study and manipulation. (Lawful)

3 **Responsibility.** I understand the importance of my role in the Helix Commission and take it very seriously. (Any)

4 **Innovation.** I believe in pushing the boundaries of science and discovery, even if it means taking risks. (Chaotic)

5 **Loyalty.** I am devoted to the Helix Commission and will do whatever it takes to protect its secrets and goals. (Neutral)

6 **Progress.** I believe in constantly improving and advancing, both in my own abilities and in the field of monster research. (Any)

d6 Bonds

1 I owe a debt of loyalty to the Helix Commission, and will do whatever it takes to protect its secrets.

2 I have a close friend or family member who was harmed by a monster, and I seek to prevent that from happening to others.

3 I am indebted to a senior member of the Helix Commission who trained and mentored me.

4 I have a deep respect for my fellow agents and will go to great lengths to protect them.

5 I have a long-standing rivalry with another agent in the Helix Commission, and constantly strive to outdo them and prove myself superior.

6 I have a personal vendetta against a rival organization or individual who opposes the goals of the Helix Commission.

d6 Flaws

1 I have infiltrated the helix commission, but I am starting to see the benefits they provide.

2 I am willing to take extreme measures to achieve my goals, even if it means putting innocent lives at risk.

3 I struggle to control my temper when provoked and can become aggressive or violent.

4 I have a weakness for acquiring and experimenting with forbidden technology before I really understand it.

5 I struggle with the ethical implications of my work and often question whether the ends justify the means.

6 I am willing to sacrifice innocent lives for the sake of my research.

Feature: Helix Network

You have connections to the Helix Commission and can call on its resources for assistance. When you arrive in a new town or city, you can contact a member of the Commission to provide you with information about the local monster population, or to request assistance with capturing a specific target. However, be warned that the Commission is not always popular and your association with it may draw unwanted attention or suspicion.

Helix Field Scout

The Helix Commission has many cogs that have to work perfectly together. One such cog is the Field scouts, who are highly skilled and specialized individuals; responsible for gathering and analyzing data on various creatures and species to help determine which ones are suitable for hybridization. Their primary objective would be to develop new hybrid monsters that possess a combination of the most desirable traits and abilities from the original creatures.

The scouts must travel to various locations to study and collect samples from different creatures. They would need to be highly observant and knowledgeable about the behavior, physiology, and ecology of various animals and beasts.

Skill Proficiencies: Deception, Investigation

Tool Proficiency: Disguise Kit

Languages One of your choice

Equipment: a miner's pick, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a belt pouch containing 10 gp

d8 Personality Trait

- 1 I have a keen eye for details and can quickly notice changes in my environment.
- 2 I tend to be cautious and meticulous in my work, always double-checking my data and observations.
- 3 I have a strong desire to learn and discover new things, especially when it comes to creatures and their behavior.
- 4 I have a natural ability to break down complex information and analyze it to find patterns and connections.
- 5 I have a strong will and I am determined to complete my mission, no matter the obstacles.
- 6 I tend to be introverted and prefer the company of animals over people.
- 7 I have a dry sense of humor that comes out when things get tough in the field.
- 8 I tend to be cautious and meticulous in my work, always double-checking my data and observations.

d6 Ideals

- Responsibility.** I am accountable for the data I collect and the creatures I study, and I take that responsibility seriously. (Good)
- Discovery.** I am driven by the thrill of discovering something new and unexpected.

d6 Ideals Cont.

- Freedom.** I value the freedom to explore and learn without the constraints of bureaucracy or red tape. (Chaotic)
- Progress.** I believe that hybridization can lead to new and exciting discoveries, and I'm always eager to push the boundaries of what's possible. (Chaotic)
- Cooperation.** I believe that cooperation and collaboration between all members of the Helix Commission is crucial to achieving our collective goals. (Good)
- Knowledge.** I believe that understanding the natural world is key to unlocking its secrets. (Any)

d6 Bonds

- I am loyal to the Helix Commission and believe in their mission to create new hybrid monsters for the betterment of humanity.
 - I am fiercely loyal to my fellow field scouts and will do whatever it takes to keep them safe.
 - I am grateful for the opportunity to explore new lands and discover new creatures.
 - I have a soft spot for creatures that are misunderstood or maligned by society.
 - I am motivated by the desire to make a lasting contribution to the field of hybridization.
- I am haunted by a past mistake that resulted in the unintentional death of a creature I was studying, and I'm determined to never let it happen again.

d6 Flaws

- I become so focused on my research that I neglect other important aspects of my life.
- I am willing to do whatever it takes to achieve my goals, even if it means breaking the law or violating ethical standards.
- I tend to be overly critical of myself and my work, always striving for perfection.
- I can be so fascinated by a creature that I lose sight of my objectivity and become emotionally attached.
- I sometimes act on impulse rather than carefully considering my actions, which can lead to mistakes or even danger.
- I tend to underestimate challenges due to my own confidence.

Feature: Hybrid Hunter

You are experienced have expertise in tracking and hunting down hybrid creatures that have escaped from the faction's laboratories or breeding facilities. You recognize the signs of a hybrid creature when acting as the trailblazer or scout. Additionally, you can find a place to hide, rest, or recuperate among other members of the commission, as long as doing so does not put them in danger.

How do I fit in?

As a member of the Helix Commission, you would be an expert of monster anatomy. Carving and tracking such monsters is a small feat of your skills. Your role would be to help track down monsters, explain their habits, and lead your allies into battle so you can learn more about every monster.

Outside of combat, you would likely be responsible for tracking the monster, to examining bodies of said monsters and taking samples from them, and getting rid of the small amounts of evidence left over from escaped Commission Monsters.

Overall, your role as a member of the Helix Commission would be to lead and protect your companions, as well as keeping an eye out for new recruits for the Commission.

Joining a Hunter's Guild Party

As a member of the Helix Commission you would likely have an interest in studying the monsters that a hunting party encounters, especially if they are creatures that are suitable for hybridization. You might join the party to study the monsters in their natural habitats and to collect samples to bring back to the Helix Commission for further analysis.

To hide your true identity and affiliation with the Helix Commission, you might adopt a false identity, using a disguise kit to change your appearance and clothing. You might also use your skills in deception to blend in with the group and avoid drawing attention to yourself.

As for how you might fit into the group, you would likely be a valuable asset due to your knowledge and expertise in studying monsters. You might be able to provide useful information about the creatures you encounter, such as their behavior, weaknesses, and strengths.

A Commission Party

The Helix Commission are not known by many, due to many efforts from the Commission to keep their important duties secret, knowing many would not approve of their methods to protect the masses. As such, while it's not uncommon for Commission members to be part of groups of hunters, aiding them in hunts, it's rare for the group to know the truth unless they are trusted allies.

Rank and Renown

The Helix Commission is a secretive organization that specializes in studying and researching the arcane forces that shape the world. Members of the Helix Commission gain renown by making groundbreaking discoveries, uncovering lost knowledge, or solving arcane mysteries. As members gain renown, they can advance through the ranks of the organization. Advancement is based on a combination of renown, demonstrated expertise in arcane matters, and the approval of the Commission's leadership.

Rank 1: Novice

Prerequisite: Renown 1 or higher in the Helix Commission

As a Novice of the Helix Commission, you have demonstrated a basic understanding of arcane or scientific theory and have proven your dedication to the pursuit of knowledge. You are granted access to the Commission's library and archives, but you may be ordered on dangerous missions and tests by lead

scientists. Additionally, you may consult with other members of the Commission for advice and guidance.

Rank 2: Full-fledged Member

Prerequisite: Rank 1 and renown 10 or higher in the Helix Commission

As a full-fledged member of the Helix Commission, you have shown a deeper understanding of arcane and scientific principles and have contributed to the organization's body of knowledge. You are granted access to more advanced texts and research materials, and may be assigned to assist more senior members of the Commission on their projects. You also receive a salary that allows you to maintain a comfortable lifestyle.

Hybrid Hunter (Special Role)

Prerequisite: Rank 2 and renown 25 or higher in the Helix Commission, and must have captured at least three escaped hybrids.

As highly trained member of the Helix Commission you specialize in tracking and capturing escaped test subjects. This role requires exceptional combat skills, knowledge of the creatures being hunted, and a thorough understanding of the Commission's testing facilities.

Your role grants access to special equipment to aid in the capture and containment of escaped hybrids, the authority to detain and arrest those suspected of aiding escaped hybrids, and to purchase rare and exotic monster parts from the Helix Commission for use in creating specialized traps and restraints.

At this rank, you are provided with an income to satisfy a modest lifestyle.

Rank 3: Scientist

Prerequisite: Rank 2 and renown 25 or higher in the Helix Commission

As a scientist of the Helix Commission, you have made significant contributions to the organization's research efforts and have demonstrated a talent for solving complex puzzles. You are granted access to the most cutting-edge research materials and may be given your own research project to pursue, and 1d4 junior scientists (**commoners**) to assist you. You also receive additional funding for your research and are allowed to publish your findings under the Commission's name.

Infiltrator (Special Role)

Prerequisite: Rank 3 and renown 50 or higher in the Helix Commission, and must stolen information from at least one organization.

A specialized member of the Helix Commission who is tasked with gathering information from other organizations, including but not limited to the Hunter's Guild. This role requires exceptional stealth and deception skills, as well as knowledge of the target organization's culture and practices.

Your role grants access to sensitive information about the Hunter's Guild, such as their hunting schedules, tactics, and high-priority targets, the ability to purchase forged documents and other materials from the Helix

Commission for use in maintaining your cover, and the authority to recruit informants and allies within the Hunter's Guild and other organizations.

At this rank, you are provided with an income to satisfy a comfortable lifestyle.

Rank 4: Lead Scientist

Prerequisite: Rank 3 and renown 50 or higher in the Helix Commission

As a lead scientist of the Helix Commission, you are one of the most accomplished scholars of arcane lore in the world. Your expertise is sought after by other organizations and governments, and you may be called upon to advise on matters of great magical importance. You have access to the most closely guarded secrets of the Commission, and at your request, you are provided with two **young seregios** to act as loyal guards, or bait. Additionally, are granted a generous stipend, allowing you to live a wealthy lifestyle.

Rank 5: Director

Prerequisite: Rank 4 and renown 100 or higher in the Helix Commission, and must have served as a member of the Commission for a minimum of 5 years.

The Director of the Helix Commission is responsible for overseeing all aspects of the organization, from research and testing to security and personnel management. This role requires exceptional leadership and strategic skills, as well as a deep understanding of the ethical and moral implications of the Commission's work. As the director, you are given ultimate authority over all Helix Commission operations and personnel in your territory, allowed to allocate resources and personnel as needed to achieve the Commission's goals, and you can call upon 21 (6d6) scientists and support staff to assist you in your research or downtime actions.