



BADGE OF THE 86TH BATTALION

Wonderous item, legendary (requires attunement)

Probably the 86th Battalion's most protected secret, as it reveals the 86th's true strength lies not in its member's extraordinary abilities, but the fact that they can be summoned and recalled in a relatively short time over any distance, or plane. Using a special, alchemized badge representing the 86th Battalion, they can swiftly teleport using the badge's imbued magics.

While attuned to the badge, you can spend five minutes concentrating to activate and tune the badge's magic to teleport to any of the Empire-controlled Teleportation Gates within 4000 miles of the attuned. Of course with such magic follows risks and restrictions.

- 1) Should the attuned be slain the Badge will break and become unusable.
- 2) If the correct protocols are not followed, it will cause a caustic backlash from the Weave itself (visit the Table below).
- 3) To make use of the Badge, then you are required by imperial law to make a blood offering to the Empress and swear undying loyalty in her name. A stand-in may be used if the soldier has no blood or is not sentient.
- 4) Should the badge be lost or your attunement severed, you have 24 hours to reacquire and reattune to the Badge.
- 5) If the fourth requirement is impossible or the time limit reached, the badge's magics will become unstable and result in a violent clash of magics. All matter within a 20-foot sphere centered on the Badge takes 106 (19d6+40) Force damage. If this damage reduces anything to 0 hit points, it is disintegrated. A disintegrated creature and everything it was wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. This property automatically disintegrates a Large or smaller non-magical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this effect disintegrates whatever material that was inside the sphere. Magic items are completely unaffected.





MAGICAL WHIPLASH

Roll

1d8 Name

Effect

- | Roll | Name | Effect |
|------|---------------------------------|--|
| 1 | Complete Disconnect. | You are unable to access the Weave, and are unable to commune with anything of a higher plane unless they are brought to you by an outside force. You cannot cast spells anymore. Ever. All knowledge you had is retained, however, you cannot practice any sort of magic, be it divine or manipulation of the Weave, ever again. This can only be cured by the Will of the Gods themselves, or any extradimensional being capable of forming a Pact. |
| 2 | Hell's Everlasting Fury. | The badge ignites with black, writhing flames that melt and ignite anything they touch. Whoever touches the Badge must succeed a DC 19 Constitution Save of take 10d6 Fire and 10d6 Necrotic damage and must succeed a DC 19 Wisdom save, rolling on the Indefinite Madness table (DMG pg. 260) on a failure. Succeed the initial save and you take half damage and are not forced to make the Wisdom save. |
| 3 | Fear The Night. | You feel the cold, emotionless eyes of the Empress, and despite being a continent apart, can feel her eveburning malice at your throat. You are unable to gain any benefits from Sleeping or resting, except staving away exhaustion. You must succeed a DC 19 Wisdom Saving throw every Long Rest or be Frightened by the color black, blood, or fangs for an entire day as they repeatedly visualize or dream of their violent death at the hands of the Empress. |
| 4 | Bloody Crow. | After earning the Empress' ire for breaking the vow, she sends her personal Assassin to kill you, by the name of Bloody Crow. She sends you a letter acknowledging your abandonment of the vow and your exile, delivered by a slain and risen crow. Your death is all but imminent within the next 1d10 days. |
| 5 | Interdimensional Exile. | Oily black smoke rises from the badge, pouring into your skin. You feel excruciating pain as you are torn from this plane. Make a DC 19 charisma saving throw, on a failure you are teleported to the depths of the Abyss, on a success you manage to steer yourself to a location relatively close to a planar gate. (DM rolls 4d12, you are that many miles away from the nearest planar gate.) |
| 6 | Lost Memories. | You suddenly can't remember what this strange badge is, or why its in your possession. As you watch it slowly fades away, leaving you with a mere figment of a memory. Make a DC 19 wisdom saving throw, on a failure you forget about the existence of the 86th Battalion, your membership of the organisation, and any important Imperial secrets, such as the existence of the badge you were carrying. On a success you recall some information, but its very hazy. If you are ever reminded of the existence of this badge by someone you trust unconditionally you must make a DC 19 wisdom saving throw. On a success you manage to recollect some scattered memories, on a failure you take 8d10 psychic damage and roll once on the Indefinite Madness table. |
| 7 | So-Fucking-What? | Nothing. The Empress is neither wrathful, disappointed, or entertained by your disavowal. You are exiled from the City of Blüdhaven and your belongings in the city are being kept as payment and bribe as to spare your life. |
| 8 | You've Served Me Well. | The Empress sends a letter, delivered by a dove, of your retirement and a small gift of Xd12 gp. X= Number of years in her service. |

BLOODY CROW

Medium undead (shapechanger), lawful evil

Armor Class 18 (studded leather, partial armor)

Hit Points 153 (18d8 + 72)

Speed 29ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	16 (+3)	17 (+3)	16 (+3)

Saving Throws Dex +10, Wis +8

Skills Acrobatics +10, Stealth +10, Sleight of Hand+10, Perception+8, Deception+8

Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 180ft., passive Perception 18

Languages Common, Dwarvish, Elvish

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If The Bloody Crow fails a saving throw, he can choose to succeed instead.

Molted Step. If a creature attacking the Bloody Crow misses, he leaves behind a cloud of black feathers to disorient his attacker, granting him Advantage on attacking them until the beginning of his next turn.

Misty Escape. When he drops to 0 hit points outside his resting place, the Bloody Crow transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If he can't transform, he's destroyed. While he has 0 hit points in mist form, he can't revert to his vampire form, and must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Regeneration : The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Shapechanger. If the the Bloody Crow isn't in sunlight or running water, he can use his action to polymorph in to a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, his walking speed is 5 feet, and it has a flying speed of 30 feet. His statistics, other than his size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to his true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition , if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight

Spider Climb : The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses : The vampire has the following flaws:

- **Forbiddance:** The vampire can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water:** The vampire takes 20 acid damage if it ends its turn in running water.
- **Stake to the Heart:** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity:** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

Actions

Multiaction (Vampire Form Only). The Bloody Crow makes two Sanguine Sword attacks and an unarmed strike or a bite.

Longsword. Melee Weapon Attack: +9 to hit, reach 5ft., one target. *Hit* 12 (1d8 + 8) slashing and 9 (2d6+2) necrotic damage. On a critical hit, add another damage die for the next round.

Unarmed Strike (Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, he can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by him, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Come, My Brethren (Recharge 6) Bloody Crow calls to the murder of crows that constantly circle him from above to attack and distract his foes.

Legendary Actions

The Bloody Crow can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of its turn.

Move : The Bloody Crow moves up to his speed without provoking opportunity attacks.

Attack. The Bloody Crow makes one sword or Unarmed Strike attack.

Bite (Costs 2 Actions) : The vampire makes one bite attack.

THE BLOODY CROW



Lyryn Kythizar, the once infamous Dwelf assassin working under the leader of the Whiterose Kingdom, directly under the King himself during the war with the Blackthorne Empire. He could slaughter entire legions of soldiers single-handedly and was a rumor amongst soldiers and civilian alike.

Captured during a botched assassination attempt on the immortal Empress Blackthorne in a vain attempt to end the war early, he learned first-hand why only a fool would fight the Empress.

A will of steel and morals rooted firmly in the light, but none stand against the Empress leave with their mind intact. Within the first hours of capture, Lyryn was slain, but the Empress is not one to throw away a potential pawn. Cursing him with vampirism as was done to her millenia ago, she broke his mind over the course of years and tortured his immortal body until there was no trace of Lyryn left, only a mad, hollow shell of what once was, molded by the Empress' bloody claws.

The result is The Bloody Crow. A nigh-immortal assassin obsessed with the black birds that once pecked out his eyes and riddled his flesh with a bevy of tiny marks.

OBEDIENT, BUT NOT INFALLIBLE

With shattered mind, and equipped by the Empress' to be the best of the Empire's soldiers, he still fails. Though the few targets that have escaped are the smart ones. Playing to his broken mind and distracting him long enough to either run, or convince him to give up willingly. Granted, his kill-count is astronomical but because of his broken mind at the Empress' hands, he is but a shell of the man he once was.

HOME, SWEET HOVEL

Working solely for his vampiric Mistress, she has granted him access to powers and abilities that he could've never obtained as a mere mortal. Hungering constantly for blood, he staves off the cravings by feeding upon his marks, or whatever the Empress allows him within the palace walls when he's not locked and chained in his "quarters" - an empty dungeon cell where his only visitors are his beloved birds through the barred window.

ARMED TO THE TEETH

The Empress has granted him access to her *personal* armory, and even made a blade worthy of his skill and prowess once he was indoctrinated into her immortal service. The weapons and items below are always on his person, and can be taken by anyone foolish enough to pickpocket him, or lucky enough to slay him.



SWARM OF CROWS

Medium swarm of Tiny Beasts, neutral evil

Armor Class 12

Hit Points 24 (7d8 - 7)

Speed 10 ft. fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened,

paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 15

Languages None

Challenge 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target in the swarm's space. *Hit* 7 (2d6) piercing damage or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

THE BLOODY CROW'S EQUIPMENT

SANGUINE OBSIDIAN

Weapon (longsword), rare (requires attunement)

A blade quenched in Lyrin's own vampiric blood by the Empress during his stay in the dungeons. His broken psyche and tainted blood warped the magical sword, transforming it into a tool of slaughter. It functions as a +2 Longsword and has the following properties.

- While attuned, you have a darkvision out to 120ft. If you already have darkvision, its range increases by 60ft.
- While attuned, if you have a Strength score of 16 or more, you can treat this weapon as though it has the *Finesse* property.
- This blade deals an additional 2d6 Necrotic or Psychic damage on a hit.
- On a critical, you can add one extra damage die to your attacks with this weapon for the next round.

THE RED INVITATION

Wonderous item, rare (requires attunement)

A burnt piece of parchment scrawled on by bloody symbols and nearly-indecipherable writings. The bottom of which is marked by an X and a dotted line. It comes with a pristine, white envelope splattered in blood that it must be enclosed in by a wax seal and carried at all times.

A creature, by sacrificing the blood of themselves or another sentient creature, can write the name of another creature. The written creature must succeed a Wisdom saving throw in contest to the writer's Wisdom DC. On a failed throw a signature of approval appears on the letter and that creature will allow The Red Invitation's bearer access to their home. On a successful throw, the written creature feels as their being watched, becomes paranoid for 3 days and allows no one access to their home (also, they cannot be targeted by the 'Red Invitation' during this period).

HEART OF FRAGMENTED ICE

Weapon (dagger), rare (requires attunement)

A creature attunes to this dagger by impaling themselves through the chest. The creature attempting to attune must succeed a DC 16 Constitution saving throw or take 6d4 piercing damage and 4d6 cold damage, taking half as much on a success.

The tip of the dagger shatters, shredding the creature's heart into dozens of fragments, though the creature still acts and lives as though it has a heart in its body.

For the creature, their heart (or what remains of it) cannot be further destroyed.

If a creature is dropped to 0 hit points, they instead drop to 1 hit point. This ability resets every long rest.

The hilt of the dagger sticks out of the creature's chest unless removed, which will immediately sever attunement and the dagger is made whole again.

CLOAK OF THE BLACK SUN

Wonderous item, uncommon

This dark, abysmally black cloak seems to absorb all the light around it, reflecting the darkness inward.

While wearing this cloak, a creature counts as being in the dark, and any creature with their eyes covered by this cloak counts as being in magical darkness.