



ECHOES OF EXTINCTION



WEEK 9





HUMOROUS HUMERUS

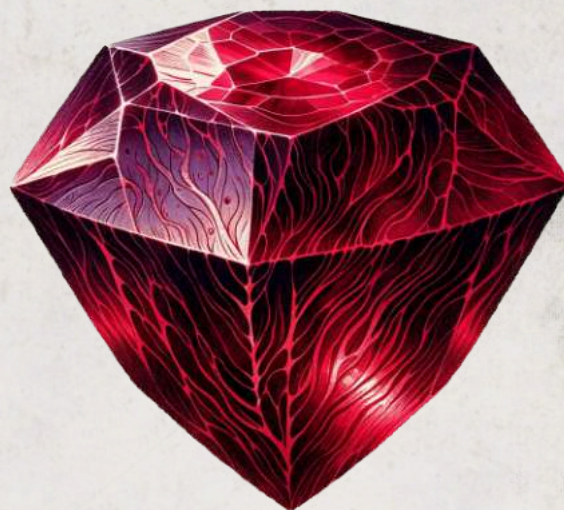
Weapon (club), uncommon

This club is a whimsical weapon resembling a polished human bone, glowing with ethereal light. It's adorned with playful carvings of jesters, laughing faces, and comedic masks, highlighted in iridescent colors that seem to dance in the light. The grip, wrapped in deep blue leather stitched with golden thread, complements the soft golden runes etched along its length.

While wielding this weapon, you gain the following benefits:

Jokester. You have advantage on Charisma (Performance) checks to tell jokes.

Brutal Humor. When you hit a creature with this weapon, you can force it to make a DC 13 Wisdom saving throw. On a failed save, the creature falls prone, becoming incapacitated and unable to stand up for the next minute. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. On a success, the effect ends.



BLEEDING EYE

Wondrous item, rare (requires attunement)

The bleeding eye is a large, deep red ruby, seemingly carved from a single flawless gemstone. It pulses with a faint, eerie light from within, casting dim, crimson shadows. The gem's surface is etched with fine, intricate lines that resemble veins, giving it the appearance of a living, bleeding eye.

While holding this ruby, you can use the following properties:

Block Senses. As an action, you can attempt to hinder the vision of a creature that you can see within 60 feet of you. The creature must make a DC 14 Constitution saving throw. On a failed save, the creature loses any blindsight, darkvision, tremorsense, or truesight it had for the next minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property can be used three times, and it regains all expended uses daily at dawn.

Sensory Overload. As an action, you attempt to grant one creature you can see within 60 feet of you unbearable visions. The creature must succeed on a DC 14 Constitution saving throw or take 3d10 psychic damage and become stunned until the end of its next turn. Once this property of the ruby has been used, it can't be used again until the next dawn.



FEATS

GIFT OF THE DINOSAUR

You've been blessed by Yamiran, the Dinosaur God, with great ferocity. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Once per day, when you are brought below half of your maximum hit points, you become enraged for the next minute. While enraged, your movement speed is increased by 10 feet, and nonmagical bludgeoning, piercing, and slashing damage you take is reduced by an amount equal to your proficiency bonus.

WILDERNESS EXILE

You've spent time away from civilization and are prepared for what comes your way. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency in Nature or Survival.
- You become immune to diseases, and whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.



BARBARIAN: PATH OF BLOODLUST

In the untamed wilds, where the line between survival and demise is as thin as a blade's edge, the barbarians of the Path of Bloodlust carve their legends. These fearsome warriors embrace a life teetering on the brink of destruction, finding a brutal joy in the throes of battle. They believe that true strength is forged in the furnace of pain and that only by walking the narrow path between life and death can one's inner fury be fully unleashed. With each scar and wound, they grow stronger, their laughter echoing above the clamor of battle as they dance amidst their enemies with wild, reckless abandon. Their tribes tell tales of warriors who, when gripped by the jaws of defeat, rise with an unworldly vigor, their eyes ablaze with the fires of rage.

MUTUAL DESTRUCTION

Starting when you choose this path at 3rd level, your rage causes you to be self-destructive, but it also breaks down those around you. When you use Reckless Attack while raging, you can take a penalty to your Armor Class equal to your Strength modifier (minimum of 1). On a successful hit, you reduce the target's AC by an equal amount.

You can use this feature a number of times equal to your Strength modifier (minimum of once), and you regain all expended uses when you finish a long rest.

PAIN AND GAIN

Beginning at 6th level, pain motivates you to strive higher than ever. While you are below half of your maximum hit points, you can add 1d6 to all ability checks and damage rolls.

CORNERED ANIMAL

At 10th level, you've learned to strike back even when you feel cornered. While your speed is 0, you can make two additional attacks as part of your Attack action.

BLOOD AND GLORY

By 14th level, you've become prideful in how much pain you can take and dish out. When you use Reckless Attack while raging, you can deal maximum damage with your attacks. If you do so, all attacks deal maximum damage against you until the start of your next turn.



LIGHTNING DASH

3rd-level evocation (*paladin, ranger, warlock, wizard*)

Casting Time: 1 action

Range: 60 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

Choose a creature you can see within range. You enhance your weapon with lightning, then dash 60 feet in a straight line toward the target, passing through any creatures and objects. When you reach it, make an attack with the weapon against the creature. On a hit, the attack deals an extra 4d6 lightning damage.

STORM'S ARRIVAL

4th-level conjuration (*sorcerer, wizard*)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M

Duration: Instantaneous

Choose a point within range. You teleport to the point with a thunderous boom. Each creature within 15 feet of the point must make a Constitution saving throw, taking 3d8 thunder damage and becoming stunned until the end of your turn on a failed save, or taking half as much damage and not being stunned on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

DESTRUCTIVE SYMPHONY

6th-level conjuration (*bard, wizard*)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a miniature drum set)

Duration: Instantaneous

You conjure a set of four different instruments, each sending a destructive sound wave with differing effects. Make a ranged spell attack for each instrument. On a hit, the target takes 2d8 thunder damage and gains one of the following effects. No effect can be chosen more than once:

- *Hi-Hat.* The target must succeed on a Constitution saving throw or become stunned until the end of its next turn.
- *Kick Drum.* The target takes an extra 2d8 thunder damage.
- *Snare Drum.* The target is grappled and restrained until the end of its next turn.
- *Cymbal.* The target has disadvantage on the next Intelligence, Wisdom, or Charisma saving throw it makes until the end of its next turn.

HARMONIZE

2nd-level enchantment (*bard*)

Casting Time: 1 reaction, which you take when initiative is called for, but before it is rolled

Range: 30 feet

Components: V

Duration: Instantaneous

You match your tempo to a creature, ensuring perfect timing. Choose a willing creature within range. It shares your initiative.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.





ANTI-POISON SCALE

Wondrous item, uncommon

This scale, the size of a palm, glimmers with an iridescent sheen, shifting between shades of deep green and earthy brown. Its edges are slightly jagged, yet it feels smooth to the touch. Tiny, almost imperceptible runes are etched along its surface, pulsing faintly with a soft, golden glow.

While holding the scale, poison damage you take is reduced by 1d4. As an action, you can destroy the scale to cast the lesser restoration spell without expending a spell slot.



SHARD OF BRUTALITY

Wondrous item, very rare (requires attunement)

This shard is a fragment of a once-powerful weapon, its edges sharp and menacing. Measuring roughly the length of a finger, it exudes a deep crimson hue that pulses in rhythm with the heartbeat of the one who holds it. The surface is smooth, and when held up to the light, tiny veins coursing through the shard become visible, like blood flowing through a capillary.

While attuned to this shard, you gain the following benefits:

- When you make an attack roll with a melee weapon, but before you roll the die, you can choose to roll 1d10 and add it to the roll. You take necrotic damage equal to the number rolled, which cannot be prevented or reduced in any way. This property can be used three times, and it regains all expended uses daily at dawn.
- When you reduce a creature to 0 hit points, you can roll 2d10. You gain temporary hit points equal to the result.





DINOSLAYER



Dinoslayers, clad in makeshift armor fashioned from the bones and hides of their vanquished dinosaur prey, move with a hunter's grace, silent yet deadly. Their eyes, keen and unblinking, are always scanning, ever vigilant for the next colossal quarry. There is no prey more dangerous—or more profitable—than a dinosaur, and they'll stop at nothing for their payday. Often hunting in pairs and ambushing from the bushes, dinoslayers are feared by small and large predators alike.



DINOSLAYER

Medium humanoid, any alignment

Armor Class 16 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	14 (+2)	15 (+2)	7 (-2)

Saving Throws Str +5, Dex +6

Skills Athletics +5, Nature +4, Stealth +6, Survival +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Ambusher. The dinoslayer has advantage on attack rolls against any creature it has surprised.

Adaptive Combatant. Starting the second round of combat, the dinoslayer gains a +2 bonus to its AC, attack and damage rolls.

Dinohunter. The dinoslayer has advantage on Wisdom (Survival) checks to track dinosaurs, as well as on Intelligence (Nature) checks to recall information about them.

Forest Camouflage. The dinoslayer has advantage on Dexterity (Stealth) checks made to hide in forest or jungle terrain.

Ranger's Reflexes. The dinoslayer has advantage on Dexterity saving throws against effects that it can see, such as traps and spells. To gain this benefit, it can't be blinded, deafened, or incapacitated.

Slayer Weapons. The dinoslayer's weapon attacks are magical. When the dinoslayer hits a dinosaur with any weapon, the weapon deals an extra 2d8 poison damage (included in the attack).

Actions

Multiattack. The dinoslayer makes two attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 60/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and 9 (2d8) poison damage (if the target is a dinosaur).

Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage plus 9 (2d8) poison damage (if the target is a dinosaur).

Bonus Actions

Hunter's Net (Recharge 4-6). *Ranged Weapon Attack:* +6 to hit, range 120/300 ft., one target. *Hit:* If the target is Huge or smaller, it is grappled and restrained (escape DC 14).





DINOSAUR NESTMOTHER

Nestled in a secluded, verdant haven, the dinosaur nestmother is a majestic and awe-inspiring creature. Towering in size and covered in a rugged hide, her presence commands respect and caution. She is the heart and soul of her nesting grounds, fiercely protective of the young dinosaurs that frolic and grow under her watchful gaze. Her body bears the marks of a life spent guarding her brood, with scars from past confrontations serving as a warning to any who dare threaten her charges. In her realm, she is the undisputed ruler whose primal roar echoes through the ancient trees, a sound that ensures her offspring's safety.

DINOSAUR NESTMOTHER

Large beast, any alignment

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	1 (-5)	16 (+3)	3 (-4)

Skills Perception +6, Survival +6

Damage Resistances poison

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages understands Primordial

Challenge 5 (1,800 XP)

Alpha. Each allied dinosaur within 15 feet of the nestmother has a +1 bonus to AC and saving throws.

Protect the Pack. Whenever an allied dinosaur with a CR lower than the nestmother's within 15 feet of it takes damage, the nestmother has advantage on attack rolls until the end of its next turn.

Actions

Multiattack. The nestmother makes a bite attack and a tail attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus an extra 5 (1d10) piercing damage for each dinosaur within 30 feet of the nestmother (maximum of 3d10).

Tail. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and, if the target is a creature, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

Bonus Actions

Herdcaller. The nestmother targets one allied dinosaur it can see within 30 feet of it. If the target can see or hear the nestmother, the target can use its reaction to move up to its speed.

Reactions

Motherly Instinct (1/Day). When an allied dinosaur within 30 feet of the nestmother is reduced to 0 hit points, the nestmother can use its reaction to move up to its speed towards it. The dinosaur regains 16 (3d10) hit points.

