

THE GRAVEYARD

Concept, Design, Direction,
Editing, Layout, Subclass: The Griffon's Saddlebag
Writing: Dave Hamrick
Monster Design: TheArenaGuy
Maps: Cze & Peku
Character Art: Aaron Riley
Monster Art: Damien Mammoliti
Cover Art: Benjamin Sommeregger
Special thanks: Domenic Prezio, Rose Whitcomb,
Jayden Catron, & Zachary Thorpe



THE GRAVEYARD

It is everywhere, and it is nowhere. It is a realm free of life and death. Those who come here are neither alive nor dead; they are not undead either—this is the Graveyard.

The Graveyard is not a plane of existence or a realm within the greater cosmology. In many ways, it is like a dream that occurs in the blink of an eye between near death and inevitability.

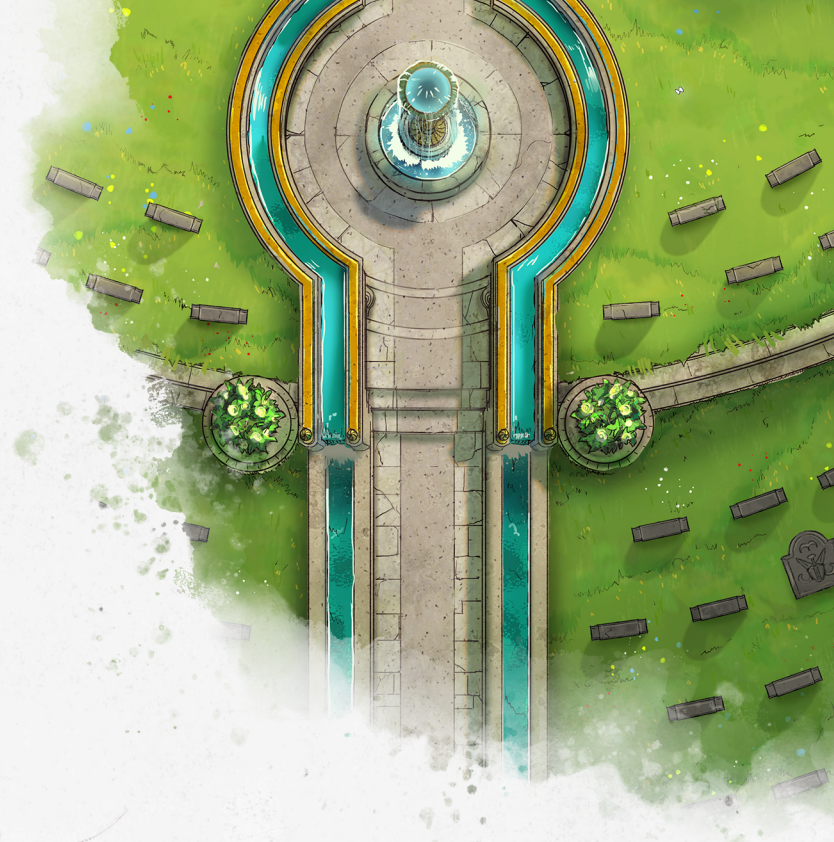
In this realm between life and death, characters will mentally explore their fears, joys, and stressors while still investigating the hidden mysteries of the graveyard. Characters who successfully navigate these subconscious hazards will emerge victorious and return to life. Those who fail to traverse the Graveyard face permanent death.

THE GRAVEYARD'S APPEARANCE

Once an avatar emerges from its Avatar's Tomb (see "Reaching the Graveyard" below), they get their first look at the Graveyard. The Graveyard always looks like the avatar's concept of the afterlife, even if they are areligious. If you and the avatar's player aren't sure how to represent the geography of the Graveyard, the table below offers ideas based on the character's background and class.

GRAVEYARD APPEARANCE BY CLASS

Class	Graveyard Appearance
Barbarian	A rolling field filled with stone cairns
Bard	A grand hall filled with busts depicting the avatar's dead friends and family
Cleric	A cemetery filled with crumbling tombstones and mausoleums
Druid	A forest filled with trees that bear the faces of the avatar's dead friends and family
Fighter	A sandy desert with hundreds of ceaselessly burning funeral pyres
Monk	A temple filled with mummified disciples sitting in a meditative pose
Paladin	A tomb filled with stone sarcophagi dressed to resemble the paladin's friends and family
Ranger	The avatar's favored terrain littered with bones and corpses of other fallen rangers
Rogue	A series of ditches filled with the bodies of nameless criminals
Sorcerer	A sprawling lair owned by the sorcerer's most powerful ancestors filled with the corpses of the sorcerer's dead friends and family
Warlock	An empty void filled with spheres of light, each one possessing an echo of one of the avatar's dead friends and family members
Wizard	An endless library filled with dusty tomes, each book representing the life of one of the wizard's dead friends or family members



GRAVEYARD APPEARANCE BY CHARACTER ORIGIN

Character Origin	Graveyard Appearance
An artisan	An impressive museum with paintings, murals, and sculptures depicting the avatar's dead friends and family
An entertainer	A grand hall filled with busts depicting the avatar's dead friends and family
A friar or priest	A cemetery filled with crumbling tombstones and mausoleums
A hermit	An endless wasteland
A royal or noble	A grand hall filled with busts depicting the avatar's dead friends and family
A sailor	The avatar is on a raft in an endless sea within which the faces of the dead look up towards the surface
A scholar	An endless library filled with dusty tomes, each book representing the life of one of the scholar's dead friends or family members
A soldier	A sandy desert with hundreds of ceaselessly burning funeral pyres
A street urchin	A series of ditches filled with the bodies of nameless criminals
A thief or cheat	A series of ditches filled with the bodies of nameless criminals
A wanderer	A rolling field filled with stone cairns

THE GRAVE REGENT

Every avatar's personal Graveyard is overseen by the Grave Regent. Just as the Graveyard reflects the avatar's values and internal conflicts made terrain, the Regent is a personification of the avatar's subconscious.

Like the Graveyard, the Regent's appearance reflects the avatar's idea of a death spirit. If you and the avatar's player aren't sure how to represent the geography of the Graveyard, the table below offers ideas based on the character's background and class.

GRAVE REGENT APPEARANCE BY CLASS

Class	Regent Appearance
Barbarian	The specter of a great animal respected by the avatar
Bard	An angelic or devilish figure who plays the same instrument as the avatar
Cleric	An angelic or devilish figure resembling the antithesis of the cleric's domain
Druid	An undead creature that causes blight wherever it goes
Fighter	A powerful warrior whose talents match the avatar's own
Monk	A powerful warrior whose talents match the avatar's own
Paladin	An exact duplicate of the avatar, except its alignment is the polar opposite
Ranger	A great wolf, bear, or eagle that constantly tracks the avatar
Rogue	A writhing mass of the avatar's victims
Sorcerer	An exact duplicate of the avatar, except the features tied to its sorcerous origin are greatly exaggerated
Warlock	A constant feeling of unease as if the avatar is always being watched
Wizard	A howling wind that erases everything it touches from existence

The Regent desires to see the avatar fail, placing challenges and hazards before the avatar. At first, the challenges are simple and easy for most avatars to overcome. But as the avatar progresses through the graveyard, the Regent becomes more antagonistic. Inevitably, the Regent confronts the avatar directly.

See the appendix for the Grave Regent's statistics.

EXISTENCE SCORES

Because the avatar is a mental manifestation of the character, the character's normal statistics don't matter. Instead, replace the character's statistics with an **Existence score**. The Existence score measures the character's sense of self and willpower. It helps the character crawl back from the edge of death and return to life without the assistance of magic or divine powers. A character with a high Existence will easily get through the hazards, traps, and encounters laid out by the

Grave Regent. A character with a low Existence score will feel the cold call of death creep up on them, pulling them into infinite doom. Existence scores provide the same modifiers as other ability scores.

Unlike other abilities, Existence can't be raised with normal ability score increases. Instead, you can award increases to Existence (or impose reductions) based on the character's actions. This document offers multiple ways to do just that. As with other ability scores, a character's Existence can't exceed 20. However, a character whose Existence score drops to 0 becomes a lost soul. Nothing short of divine intervention can revive a lost soul from the dead.

A character's starting Existence score equals their Charisma score or 10, whichever is higher.

Existence Checks. Existence checks are used in place of normal ability checks in the Graveyard, regardless of the type of check performed. Outside the Graveyard, an Existence check may be used to convince divine powers that you are worthy of their attention or recognize how important you are in the grand scheme of the cosmos.

Existence Saving Throws. Existence saving throws come into play when you want to determine whether or not the character might inadvertently do something to endanger the very fabric of their being. There are many instances in the Graveyard where the character will need to make Existence saving throws.

COMBAT

When a character in the Graveyard must fight a creature, they do so using their normal statistics, but with a few changes.

No Hit Points. When the character takes a hit from a creature in the Graveyard, the character does not lose hit points. Instead, the character's Existence score decreases by 1, regardless of how much damage the attack would normally deal. A character whose Existence score drops to 0 becomes a lost soul and is permanently destroyed.

No Experience Points. When the character defeats a creature in the Graveyard, the character does not gain experience points. Instead, the character's Existence score increases by 1d4. As usual, the character cannot increase their Existence score above 20.

Running Away. A character who chooses not to fight a creature in the Graveyard can use their action to flee. Doing so requires them to succeed on a DC 10 Existence check. If the character fails the check, they cannot escape the monster until the start of the character's next turn. On a success, the monster vanishes, and the character once more finds themselves in the endless Graveyard.

GETTING THERE

A near-death experience is the only way to reach the Graveyard. The *wish* spell or divine intervention will not allow a creature to travel there. When a creature dies (or a character fails their final death saving throw), it finds itself in the Graveyard. The creature does not physically enter the graveyard, but instead, it is represented by a mental manifestation of itself, its avatar.

The avatar finds itself within a tight space resembling a coffin, a pile of bodies, or whatever small space seems appropriate for the avatar based on the appearance of its Graveyard. This space is called the Avatar's Tomb.

THE AVATAR'S TOMB

Before the avatar may enter the Graveyard proper, it must find a way to escape from the Avatar's Tomb. The avatar is prone and restrained while inside the Avatar's Tomb. A single source of light—both distant and near—completely illuminates the Avatar's Tomb.

There are a few different ways to escape the Avatar's Tomb:

- The avatar may forcefully climb their way out of the tomb.
- The avatar may shimmy their way out of the tomb.
- The avatar may devise a creative way to escape the tomb.
- The avatar may disbelieve that the tomb is real.
- The avatar may will itself outside of the tomb.

This is the first challenge for the avatar. Regardless of the method the Avatar uses to escape its tomb, the avatar must make a DC 10 Existence check (see "Existence Checks" above). On a successful check, the avatar escapes its tomb, and its Existence score increases by 1. On a failure, the avatar remains in its tomb but does not experience a change to its Existence score.

EXPLORING THE GRAVEYARD

The only way for a character to escape the Graveyard is to explore it. While the character explores the graveyard, the Regent places challenges before the character, each one tailored to joy, fear, or other parts of the character's subconscious. The Regent can do this secretly or in plain view as a seemingly benevolent guide.

Each time the avatar chooses to explore the Graveyard, roll a d6 and add the avatar's Existence modifier (minimum of 1)—this is the avatar's starting **exploration score**. Cross-reference the avatar's current exploration score with the table below to determine what the avatar encounters. After the encounter, roll another d6 and add the avatar's Existence modifier again (minimum of 1). Then, add the result of the new roll to the character's current exploration score. Once more, cross-reference the new score with the table to determine the encounter. Continue to do this until the character reaches the encounter titled Call to Adventure.

For example, the character's avatar has an Existence score of 13 (+1). Right after the avatar decides to explore the graveyard, you roll a d6 and get a 2, which is 3 when you add the avatar's Existence modifier. The avatar's first challenge is "A Mother's Love." After the avatar succeeds in this encounter,

its Existence score increases by 1, giving it a new score of 14 (+2). Now you roll another d6 and get a 5, which is 7 with the new modifier. Adding this to the previous exploration score, you get 10, and now the avatar experiences the encounter "No Place Like Home."

Getting the Same Result Twice. If you roll on the table and get the same encounter as before, you have two options. First, you may either replay the encounter, offering different details than before. Some of the descriptions give ideas for how to do these types of repeat encounters. Second, you can choose the next available exploration encounter on the table.

THE GRAVEYARD EXPLORATION ENCOUNTERS

d100	Encounter
00–03	A Mother's Love
04–06	Sins of the Father
07–08	No Place Like Home
09–10	Sibling Rivalry
11–12	It Takes a Village
13–14	Death of a Parent
15–16	Abandoned
17–24	Childhood
25–26	Trouble at Home
27	The Bullied Child
28	The Lonely Child
29	The Strange Child
30	The Friendly Child
31	The Lovely Child
32	The Popular Child
33–43	Walking the Path
44–45	Tragedy
46–47	Fortune
48–49	Love
50–51	An Old Enemy
52–53	An Old Friend
54–69	The Daily Grind
70–00	Call to Adventure



A MOTHER'S LOVE

The character discovers a very familiar figure—their mother. She holds a babe in her arms that looks exactly like the character. When the character approaches, her eyes light up, and she says, “I miss when you were like this—so small and fragile. Come to me, my child. I can help you escape this wasteland.”

If the character approaches this apparition of their mother, the mother wraps her arms around them and holds them close. The character must make a DC 10 Existence saving throw. If the character never knew their mother, they make this save with advantage. And if the character's mother died tragically, they make this save with disadvantage. On a failed saving throw, the character spends an indeterminable amount of time in their mother's arms; reduce the character's Existence score by 1d2. On a successful saving throw, the character realizes that it is nothing more than an apparition put in place by the Regent, designed to slow them down.

If the character encounters their mother a second time, the apparition becomes hostile and attacks. The stat block the mother apparition uses depends on the character's level, as shown in the table below.

THE MOTHER APPARITION

Level	Stat Block
1st or 2nd	zombie
3rd or 4th	ghoul
5th–10th	wight
11th–16th	vampire spawn
17th–20th	clay golem

SINS OF THE FATHER

The character's exploration of the graveyard continues. After traveling for a while, they discover a mausoleum (or similar structure) with its door open. For a brief moment, they think they see someone who closely resembles their father. If the character goes to investigate, they discover that it isn't their father but a bulbous, shapechanging creature that resembles their father. The stat block this creature uses depends on the character's level, as shown in the table below.

THE FATHER APPARITION

Level	Stat Block
1st or 2nd	zombie
3rd or 4th	ghoul
5th–10th	ogre
11th–16th	hill giant
17th–20th	giant ape

NO PLACE LIKE HOME

The character stumbles upon an exact recreation of their childhood home. If the character chooses to enter the location, they must make a DC 10 Existence saving throw.

On a failed saving throw, the character spends an inordinate amount of time in their home; reduce their Existence score by 1. On a successful saving throw, the character recognizes that the home is an illusion; increase their Existence score by 1.

Regardless of the saving throw's outcome, if the character enters their home then tries to leave, some of the furniture in the home comes to life and attacks. The creature uses a stat block as determined by the character's level.

NO PLACE LIKE HOME ENCOUNTER

Level	Stat Block
1st or 2nd	mimic with 5 hit points
3rd or 4th	mimic
5th–10th	2 mimics
11th–16th	3 mimics
17th–20th	4 mimics

SIBLING RIVALRY

While traveling through the graveyard, the character nearly falls into an open grave, catching themselves just before tumbling into it. The character then turns around and sees an illusory duplicate of one of their siblings (if they don't have any siblings, it's a childhood friend). The illusion shoves the character; the character must make a DC 10 Existence saving throw to avoid being shoved. On a successful save, the sibling frowns and shouts “No fair!” before they vanish. On a failure, the sibling illusion pushes the character into the open grave. Reduce the character's Existence score by 1.

IT TAKES A VILLAGE

A thick mist surrounds the character, heavily obscuring everything for a few minutes. After a few more minutes of traveling, the mist parts revealing an exact copy of the settlement in which they were raised. The village seems to have been recently deserted by its occupants. Carts stand in the middle of the street without an animal to pull them or a driver to operate them. Baskets of fruit or bread lie spilled on the ground.

Then, a whisper comes from a nearby alleyway calling the character's name. Suddenly, zombified versions of the settlement's old inhabitants shamble out of the place's dark recesses. They all moan, begging the character to stay there with them in “the realm in-between.” The character has a few options.

Stand and Fight. If the character opts to fight the villagers, treat them as a group of 10 zombies. These zombies don't make Slam attacks but instead attempt to grapple the character. If a character ends its turn grappled by zombies, reduce the character's Existence score by 1. If the zombies reduce the character's Existence score by 3, a hand reaches into the pile of zombies and pulls the character out of the mob. Although the character can't see clearly who their savior is, they suspect it is someone important to them—possibly someone related to their backstory or one of their bonds.

Defeating all 10 zombies releases them from the illusion.

Run Away. If the character flees from the village, they can return to the mist. When they return to the mist, the groans continue. Rotting hands reach out from the fog. And every few minutes, the character finds themselves back in the settlement.

Disbelieve the Zombies. The other way to successfully escape the zombie villages is to believe they aren't real. Doing so requires the character to use its action to make a DC 10 Existence check. On a successful check, the character finds themselves back in the graveyard, the settlement gone. Otherwise, the character must continue to fight the zombies until they disbelieve that they are there or the character defeats them in combat.

DEATH OF A PARENT

There is a funeral. Apparitions representing the character's friends and family gather around a coffin, funeral pyre, or similar representation. When the character gets closer to look at the person for whom the funeral is being held, they see that it is one of their parents. The character would recognize it as a parent even if they didn't know or remember their parents.

As the character turns to leave this situation, the parent's eyes open, revealing milky white eyes. It turns its head to the character and says to them, "Will you take my place?"

No matter the character's reply, the apparition morphs into the **Grave Regent** (see the appendix) and attacks the character. The mourners watch in silence while the character battles it. If the character cannot destroy the Regent by the end of the third round, the regent vanishes, and the graveyard returns to normal.

ABANDONED

Suddenly, the character finds themselves in a new place. This site is similar to their image of the Graveyard but is mind-numbingly flat and featureless. There is only gray sand at their feet and a gray sky above them.

The character may continue to explore the graveyard but never finds anything or anyone. They also notice that they are starting to age. Soon they are too tired to continue, their bones grow weak, and their mind becomes fractured. It's at this moment that the Grave Regent appears. The apparition demands that the character yield, explaining to them that they have no hope of escaping the Graveyard. The Regent promises that if the character surrenders, the character will be awarded eternal peace.

If the character rejects the Regent's offer, the character must continue to travel in this featureless version of the Graveyard. What feels like another eternity passes before the Regent returns once more. Even more venerable than before, the character hardly resembles their living self. The Regent makes its offer again, promising eternal peace if the character surrenders.

Once again, if the character rejects the Regent's offer, they must continue their interminable journey through the wasteland, aging to the point where they are nothing more than bones and dust. The Regent then appears for the third and final time, once more offering peace so the character may reject their life.

If the character rejects the Regent's third offer, the Regent

howls with rage and vanishes. A great sandstorm starts to build, swallowing the character whole. Once the sand clears, the character returns to the Graveyard's previous incarnation, fully restored to their preferred self-image. The character's journey recommences.

If at any time, the character surrenders, the Regent wins, and the character becomes a lost soul.

CHILDHOOD

The character finds themselves in their childhood home. The smell of their favorite food permeates the air. If the character enters their old home, they find themselves instantly seated at a table surrounded by friends and family. A great feast sits on the table.

One of the character's parents (or someone important to the character) explains that they are currently safe and that it's understandable that the character doesn't trust that this illusion is benevolent. The character's family explains the situation to the character:

- The character is in the Graveyard, a realm that exists only within the character's subconscious.
- An apparition known as the Grave Regent rules over the Graveyard. It is a vicious creature borne from the character's own doubts and failings.
- The Grave Regent only wishes to destroy the character. If it succeeds, the character cannot be revived through any means.
- To escape the Graveyard, the character must complete a tour of their past life.
- At the end of the tour, the character must face the Grave Regent and defeat it. Doing so will allow the character to live again.

The family then explains to the character that the character may sometimes find solace in their happy memories, such as this one. But they are limited, and the Grave Regent's hunger will grow once the memories end.

The family says goodbye to the character and then vanishes, the character returning to the Graveyard. Increase the character's Existence score by 3 (to a maximum of 20).

TROUBLE AT HOME

The character comes across their family home. If they were already in their family home from a past vision, then this vision of their home seems darker and scarier than before. Everything looks like it is in ruins. A part of the house that the character feared as a child—a dark hallway, basement, old cupboard, etc.—becomes the epicenter of this dark depiction.

A scratchy voice calls out from the darkness, "You can't escape. You will never escape."

If the character flees this horror, nothing happens. But if the character attempts to fight it, it tries to trap the character. Tendrils of shadow spawn from the floor, walls, and ceiling and try to grapple the character. The character must make a DC 10 Existence check. If the check fails, the tendrils successfully grapple the character and pull it further into darkness. The character is restrained, and the character's Existence score is reduced by 1 at the start of each of their turns.

To escape the darkness, the character has two options.

First, the character can pull itself free from the tendrils by using their action to make a DC 10 Existence check. On a success, the character frees themselves and may escape the home.

Second, the character may attack the tendrils. The tendrils have AC 15, 20 hit points, and immunity to necrotic, poison, and psychic damage. Once the character destroys the tendrils, they escape the home.

Once the character escapes their childhood home, it vanishes. The character returns to the Graveyard. A nasty disembodied laugh—that of the Grave Regent—echoes across the landscape.

THE BULLIED CHILD

While exploring the graveyard, a voice from behind the character cries out, “Hey!” A manifestation of the character’s childhood bully stands approximately 300 feet away. It shouts insults and threats at the character and charges. If the character does not wish to fight their childhood bully, they may avoid the encounter with a successful DC 12 Existence check. Otherwise, the bully transforms into a monstrous version of their true self. The stat block it uses depends on the character’s level, as shown in the table below.

THE BULLIED CHILD ENCOUNTER

Level	Stat Block
1st or 2nd	ogre
3rd or 4th	hill giant
5th–10th	hezrou
11th–16th	horned devil
17th–20th	pit fiend

THE LONELY CHILD

The character encounters a version of themselves from when they were younger. This child’s apparition looks lonely. If the character tries to approach the child, the child seems more distant than before. The character must make a DC 12 Existence check to reach the child.

On a failed check, the child continues to get further and further away until it is completely gone. Reduce the character’s Existence score by 1.

On a success, the entire graveyard seems to fold in on itself, allowing the character to reach the child version of themselves. The child version of the character thanks its older self for saving it from its loneliness then vanishes. Increase the character’s Existence score by 1.

THE STRANGE CHILD

The character encounters a version of themselves from when they were younger. However, this child apparition seems “off.” The child follows the character, speaking in a grating voice, challenging the character. The character can flee from the child by using their action to make a DC 12 Existence check, escaping on a success. Otherwise, the child version reaches the character and attacks. The stat block it uses depends on the character’s level, as shown in the table below.

THE STRANGE CHILD ENCOUNTER

Level	Stat Block
1st or 2nd	grimlock
3rd or 4th	gibbering moulder
5th–10th	roper
11th–16th	spirit naga
17th–20th	remorhaz

THE FRIENDLY CHILD

The character encounters a version of themselves from when they were much younger. Joining the child version of the character are three of their best friends from their youth. The children giggle and point at the older version of the character, calling it “old” and “weird.” They start to chase after the character, singing songs and throwing insults—their child version seems to lead the group. The character can flee from the children by using their action to make a DC 12 Existence check, escaping on a success. Otherwise, the child version and its friends reach the character and attack. The stat block the children use depends on the character’s level, as shown in the table below.

THE FRIENDLY CHILD ENCOUNTER

Level	Stat Block
1st–4th	4 baboons
5th–10th	4 kobolds
11th–16th	4 gnolls (the gnolls are Small)
17th–20th	4 berserkers (the berserkers are Small)

THE LOVELY CHILD

The character encounters a version of themselves from when they were much younger. However, this seems to be an idealized version of the character—much more attractive than the character remembers being. If the character approaches this child, the child waves and then runs away. If the character follows, the child eventually leaps into an open grave. When the character goes to examine the grave, they find the rotting remains of the child in the grave. The character must make a DC 12 Existence saving throw. Reduce the character’s Existence score by 1 on a failure.

THE POPULAR CHILD

The character is suddenly eclipsed by a crowd of people who all seem obsessed with them. At first, the crowd is only a few people, but soon, the smiling faces and grasping hands of admirers are the only things the character can see. The character must make a DC 12 Existence saving throw. The mob of admirers makes it impossible for the character to escape on a failed saving throw, blotting out all light. They lose all their senses. From this emptiness, a familiar voice comes—the Grave Regent. In the character’s own voice, it promises to free them from the demands of their admirers if they surrender. The character will then know total peace.

If the character rejects the Regent's offer and they already dealt with the "Abandoned" encounter (see page 7), then the Regent frees them with a growl. The character returns to the Graveyard.

If the character rejects the Regent's offer, but they haven't dealt with the "Abandoned" encounter, the Regent returns them to total darkness. The Regent returns twice more, each time making the same offer. When the character refuses the third time, the Regent frees them with a growl, and the character returns to the Graveyard.

If at any time, the character surrenders, the Regent wins, and the character becomes a lost soul.

WALKING THE PATH

The Graveyard starts to fade away. A single point of light shines over the horizon; the distance seems indeterminate, both near and far, all at once. This beacon of hope refreshes the character's sense of purpose; increase the character's Existence score by 3.

TRAGEDY

As the character begins their journey to the fixed point of light, images from their past appear around them. The character encounters a terrible tragedy from their past; the death of a loved one, a grievous injury, or some major disappointment. The character's past determines the nature of this tragedy. The character must make a DC 15 Existence saving throw regardless of the memory's appearance. On a failed saving throw, the character becomes trapped within this memory, their Existence score is reduced by 1, and the character must repeat their saving throw. This continues until the character escapes this tragedy or their Existence score is reduced to 0, at which point they become a lost soul.

FORTUNE

As the character continues their journey to the light, they come across something representing their idea of "heaven." They are in their favorite place, surrounded by their favorite people and favorite things. Everything feels comfortable. Of course, this is all an obstacle created by the Grave Regent, designed to keep the character in the Graveyard forever.

Regardless of the illusion's appearance, the character must make a DC 15 Existence saving throw. On a failed saving throw, the character becomes trapped within this ideal landscape, their Existence score is reduced by 1, and the character must repeat their saving throw. This continues until the character escapes this false heaven or their Existence score is reduced to 0, at which point they become a lost soul.

LOVE

As the character continues their path forward, the greatest love in their life appears before them. This love can be an actual lover, one of the character's parents, a close friend, or even one or more of their children. The character's love begs them to stay with them, warning them that if they escape the Graveyard now, they will never get to see them again.

Regardless of the illusion's appearance, the character must make a DC 15 Existence saving throw. On a failed saving throw, the character becomes trapped within their lost love,



their Existence score is reduced by 1, and the character must repeat their saving throw. This continues until the character leaves their loved one or their Existence score is reduced to 0, at which point they become a lost soul.

AN OLD ENEMY

On their way to the light, the character encounters an apparition that looks like one of their oldest enemies. In fact, it could even be the same person or creature that killed them. The character must make a DC 15 Existence saving throw. The character becomes frightened on a failed saving throw and must turn away from the enemy. The Grave Regent appears before the character and offers to remove their old enemy from the Graveyard, asking them to surrender. This situation is similar to the one described in the “Popular Child” encounter, except that each time the character refuses the Grave Regent, they may also repeat their previous saving throw, ending the frightened effect on a success. As with the “Popular Child,” if at any time the character surrenders to the Grave Regent, they become a lost soul.

If the character succeeds on their initial saving throw or the effect ends for them, increase their Existence score by 1. They may then continue through the Graveyard.

AN OLD FRIEND

Similar to the “Old Enemy” encounter above, the character encounters an apparition that looks exactly like an old friend of theirs. The character must make a DC 15 Existence saving throw or become charmed by this old friend. While charmed by the old friend, time seems to disappear for the character. After a few minutes of interacting with the apparition, the character suddenly finds themselves at the start of the Graveyard, having just emerged from the avatar tomb. The Grave Regent appears and tells the character that their love for their old friend forced them to restart the entire journey.

Recognizing the character’s frustration, the Regent offers the character eternal peace if the character is willing to surrender. This offer functions similarly to the one described under the “Popular Child.” When the character finally shakes off the Regent, the character returns to where they were before (the restart was an illusion) and the light reappears, once more calling the character to salvation.

THE DAILY GRIND

Recognizing that the character will soon escape the Graveyard, the Regent howls and calls forth its minions. Skeletal hands sprout out of the ground, grasping at the character. The skeletal hands cover a 100-foot-long band of terrain, with the character on one side and the light on the other. The band stretches for infinity left and right, making it impossible for the character to circumvent it. Treat the band of skeletal hand sprouts as difficult terrain.

Each time the character ends their turn there, they must make a DC 15 Existence check. On a failed check, the hands grapple the character. When the character starts their turn grappled by the skeletal hands, 1d4 skeletons rise out of the ground and attack. A maximum of 4 skeletons can be present at any given time during this encounter. The skeletons’ tattered clothing and accoutrements resemble those of the character’s friends and family. Once the character reaches the end of the skeletal band, increase their Existence score to 20.

CALL TO ADVENTURE

The character is moments away from stepping into the light. Before they can escape, the **Grave Regent** (see the appendix) appears and attacks. Slavering like a wild animal, the Regent wants nothing more than to destroy the character. The character must either destroy the Grave Regent or start their turn standing in the light; once they do, they escape the Graveyard and return to life with 1 hit point.

EXAMPLE TREASURE

It’s unlikely, if not outright impossible, to find anything in the Graveyard that you can take back to life with you. That being said, the nature of whatever item you could find would likely depend on the appearance of your personal Graveyard or Grave Regent.

For filling a graveyard in the Material Plane with magical items, that’s simpler. Is the graveyard lorded over by a necromancer or a lich? Is it haunted by ghosts and similar undead creatures? Perhaps a warlock watches over the intombed there, using illusions and tricks to prevent unwanted visitors from robbing its rich crypts. In general, consider magic items that you would find frightful or unsettling. The *amulet of the lycanthrope*, *blood moon blade*, *Bloodmire soulflame lantern*, *carrion shroud*, *crypt keeper glaive*, *deathly diadem*, *funeral marchers*, *grasping staff*, *heartless cage pendant*, *helm of the lichfiend*, *leeching lash*, *mummy lord staff*, *necrolace*, *pike of the forgotten legion*, *ring of the soul harvest*, *rod of the scarecrow*, *scarlet scourge*, *scroll of nightmares*, *scythe of the grim shepherd*, *urnblade*, *vampiric helm*, *wand of necrosis*, *wisp cloak*, *wisplight lantern*, or the *xibalban blade* are good options to as potential treasure.

Magic items with “Ogramau” in the name, such as his *candle*, *glass eye*, or *graveyard skull*, are also good fits. Ogramau was a **second soul sorcerer** (see the appendix) who specialized in necromancy and routinely visited the Graveyard for research. It’s said that by the time of his natural passing, he and the Grave Regent were close friends.

Similarly, magic items with “Dendallen” or “Wraith’s” in the name are appropriate to find in a graveyard—Material or even immaterial. Dendallen was a demi-lich who used his cursed magical enchantments as a means to preserve his life for centuries using new bodies, not unlike a *magic jar* spell.

Alternatively, you can include magic items intended to thwart whatever evils exist there—potentially found on the remains of whatever poor adventurer attempted the same feat your players are. In that case, items like the *censer charm*, *consecrated hunter’s crossbow*, *dawn and dusk*, *departed helm*, *ferryman’s take*, *life turner*, *naga’s caduceus of rebirth*, *purging dagger*, *spiritwalker breastplate*, or *sword of sacrifice* could be found in a graveyard like this.

Further, consider hiding raw mourningsteel ore beneath the ground in a particularly bloody graveyard. Mourningsteel is a magical metal ore that’s been transformed by the blood of many fallen creatures. When their blood steeps the unharvested ore below ground, it takes on a dark, bruised appearance and can be used in the creation of any magic item with “mourningsteel” in its name. For even more information on mourningsteel, consider reading the Durham Monastery and Mysteries of the Border Ethereal setting documents, which can be found in *The Griffon’s Saddlebag: Book Two*, or freely available on the Saddlebag Patreon.

APPENDIX: THE GRAVEYARD STAT BLOCKS

GRAVESTONE GOLEM

Gravestone golems hide beneath the fertile ground of graveyards. Some of these golems act as protectors of gravesites—typically for noteworthy characters or necromancers—whereas others are naturally formed as a result of lingering magic in the area. When a creature walks too close to their gravestone, which rests atop their otherwise hidden forms, the golem springs up from the ground the grab it and drag it downward to an early grave.

GRAVE REGENT

The timeless guardian of the Graveyard in charge of shepherding resilient creatures from the edges of death into eternal slumber. When a creature recovers from a near-death experience having “seen the light” or similar, it’s often an indicator of having visited and escaped the Regent’s clutches in their own personal Graveyard.

While the Regent exists in the metaphysical Graveyard between life and death, other graveyard protectors like the Regent can exist in the Material Plane, which all use the same statblock.

SKELETAL RAVEN

Ravens transformed by necromancy to exist perpetually in life-defying undeath. Often found in places of relentless decay or in the realms and lairs of powerful necromancers and liches.

SECOND SOUL SORCERER

A spellcaster with twin souls inside it. Sparks of necrotic magic fly between these souls as each one vies for dominance. The most powerful of these sorcerers are the ones who learn to work in tandem with their additional soul, which may have come to them as a result of a *revivify* spell gone awry, or the strange possession by a ghost or similar undead creature.

GRAVESTONE GOLEM (SMALL)

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	14 (+2)	3 (–4)	12 (+1)	1 (–5)

Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren’t adamantite

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages of its creator but can’t speak

Challenge 1 (200 XP)

Constructed Nature. The golem doesn’t require air, food, drink, or sleep.

False Appearance. While the golem remains motionless, it is indistinguishable from a normal gravestone.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem’s weapon attacks are magical.

Necrotic Absorption. The golem is immune to necrotic damage, and whenever it is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Animate Corpse (Recharge 6). The golem magically animates one Medium or Small humanoid corpse within 30 feet of it. The animated creature has the same statistics as a zombie, but it has the golem’s Necrotic Absorption trait. The zombie acts as an ally of the golem. The zombie remains animated for 1 minute or until it dies; until the golem dies or uses this action again; or until the golem takes a bonus action to cause the zombie to collapse back into an inanimate corpse.



GRAVESTONE GOLEM

GRAVESTONE GOLEM (MEDIUM)

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	3 (-4)	12 (+1)	1 (-5)

Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 90 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Constructed Nature. The golem doesn't require air, food, drink, or sleep.

False Appearance. While the golem remains motionless, it is indistinguishable from a normal gravestone.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Necrotic Absorption. The golem is immune to necrotic damage, and whenever it is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

Animate Corpse (Recharge 6). The golem magically animates one Medium or Small humanoid corpse within 30 feet of it. The animated creature has the same statistics as a ghoul, but it has the golem's Necrotic Absorption trait. The ghoul acts as an ally of the golem. The ghoul remains animated for 10 minutes or until it dies; until the golem dies or uses this action again; or until the golem takes a bonus action to cause the ghoul to collapse back into an inanimate corpse.

GRAVESTONE GOLEM (LARGE)

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	3 (-4)	12 (+1)	1 (-5)

Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Constructed Nature. The golem doesn't require air, food, drink, or sleep.

False Appearance. While the golem remains motionless, it is indistinguishable from a normal gravestone.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Necrotic Absorption. The golem is immune to necrotic damage, and whenever it is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Animate Corpse (Recharge 6). The golem magically animates one Medium or Small humanoid corpse within 30 feet of it. The animated creature has the same statistics as a ghast, but it has the golem's Necrotic Absorption trait. The ghast acts as an ally of the golem. The ghast remains animated for 1 hour or until it dies; until the golem dies or uses this action again; or until the golem takes a bonus action to cause the ghast to collapse back into an inanimate corpse.

GRAVE REGENT

Large undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	20 (+5)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Int +10, Wis +10, Cha +10

Damage Resistances acid, cold, fire, lightning, psychic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses truesight 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Incorporeal Movement. The grave regent can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The grave regent's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch* (4d8), *gentle repose*, *minor illusion*, *speak with dead*

3/day each: *hallucinatory terrain*, *hypnotic pattern*

1/day: *circle of death*

Legendary Resistance (3/Day). If the grave regent fails a saving throw, it can choose to succeed instead.

Magic Resistance. The grave regent has advantage on saving throws against spells and other magical effects.

Rejuvenation. If it dies, the grave regent returns to life in 1d6 + 1 days and regains all its hit points.

Turn Immunity. The grave regent is immune to features that turn undead.

ACTIONS

Multiattack. The grave regent makes two attacks: one with its Life Drain and one with its Shadow Blade.

Life Drain. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 18 (3d8 + 5) necrotic damage. The target must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Shadow Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) psychic damage.

LEGENDARY ACTIONS

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

Move. The grave regent moves up to its speed.

Touch of the Grave. The grave regent makes an attack with its Life Drain or casts the *chill touch* cantrip.

Reap (Costs 3 Actions). The grave regent makes a Shadow Blade attack against a creature within its reach. On a hit, the target must make a DC 18 Wisdom saving throw. If the target is incapacitated, frightened, or restrained, it has disadvantage on the saving throw. On a failed save, the target drops to 0 hit points. If the target already had 0 hit points, it immediately dies. If a humanoid is killed by this effect, an undead **shadow** rises from its corpse and acts immediately after the grave regent. The shadow is under the grave regent's control.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the grave regent can take one of the following lair actions; the grave regent can't take the same lair action two rounds in a row:

- The grave regent chooses up to three creatures it can see within 120 feet of it. Each target must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the target's speed is reduced to 0. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this lair action for the next 24 hours.
- A tendril of bones reaches out from the ground in an unoccupied space of the grave regent's choice within 120 feet of it. The tendril immediately lashes out at a creature within 10 feet of it. The target must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning damage and 9 (2d8) necrotic damage and become restrained until initiative count 20 on the next round.
- The grave regent summons 1d4 **skeletons** or **zombies** (its choice) in unoccupied spaces it can see within 60 feet of it. The summoned creatures have the grave regent's Turn Immunity trait and can communicate with the grave regent telepathically as long as they are within 120 feet of it. They act as an ally of the grave regent and obey its commands. A summoned creature remains for 1 hour, until the grave regent dies, or until the grave regent dismisses it (no action required). The creature then collapses to the ground.

SKELETAL RAVEN

Tiny undead, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	9 (-1)	3 (-4)

Skills Perception +1

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 8 Wisdom (Insight) check.

Undead Nature. The raven doesn't require air, food, drink, or sleep.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

SWARM OF SKELETAL RAVENS

Medium swarm of Tiny undead, unaligned

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)	9 (-1)	3 (-4)

Skills Perception +3

Damage Resistances piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Mimicry. The swarm can mimic simple sounds it has heard, such as people whispering, babies crying, or animals chittering. A creature that hears the sounds can tell they are imitations with a successful DC 8 Wisdom (Insight) check.

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.

Undead Nature. The swarm doesn't require air, food, drink, or sleep.

ACTIONS

Beaks. *Melee Weapon Attack:* +4 to hit, reach 0 ft., 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.

GRAVE REGENT



SECOND SOUL SORCERER

Medium humanoid (any race), any alignment

Armor Class 13 (16 with *mage armor*)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	18 (+4)	13 (+1)	15 (+2)	20 (+5)

Saving Throws Con +8, Cha +9

Skills Arcana +5, Deception +9, Perception +6

Damage Resistances necrotic

Senses passive Perception 16

Languages Common plus three other languages

Challenge 12 (8,400 XP)

Soul Split (Recharges after a Short or Long Rest). The sorcerer summons its second soul, which takes the form of a **will-o'-wisp** in an unoccupied space within 10 feet of it. The will-o'-wisp rolls its own initiative and acts on its own turn. It obeys the sorcerer's commands, and the sorcerer can communicate with it telepathically if it is within 100 feet of the sorcerer. It can't attack but can take other actions as normal. It uses a save DC of 17 for its Consume Life feature. While the will-o'-wisp exists, the sorcerer gains 10 (3d6) temporary hit points whenever the sorcerer or the will-o'-wisp slays a creature. If the will-o'-wisp is reduced to 0 hit points or the sorcerer dismisses it as an action, it disappears and the soul returns to the sorcerer.

Soul Step. While the sorcerer can see its summoned will-o'-wisp within 30 feet of it, the sorcerer can use a bonus action to teleport to the will-o'-wisp's space, provided that it's not already in another creature's space.

Spellcasting. The sorcerer is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *chill touch*,* *dancing lights*, *mage hand*, *message*, *minor illusion*, *prestidigitation*
1st level (4 slots): *command*,* *inflict wounds*,* *mage armor**
2nd level (3 slots): *detect thoughts*, *ray of enfeeblement**
3rd level (3 slots): *speak with dead*, *vampiric touch*
4th level (3 slots): *blight*, *compulsion*
5th level (2 slots): *antilife shell*, *dominate person**
6th level (1 slot): *chain lightning*
7th level (1 slot): *finger of death**

Touch of the Departed (2/Day). When the sorcerer is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

Twinned Spell (Recharge 5–6). When the sorcerer casts a spell marked with an asterisk above, it can target a second creature in range with the same spell.

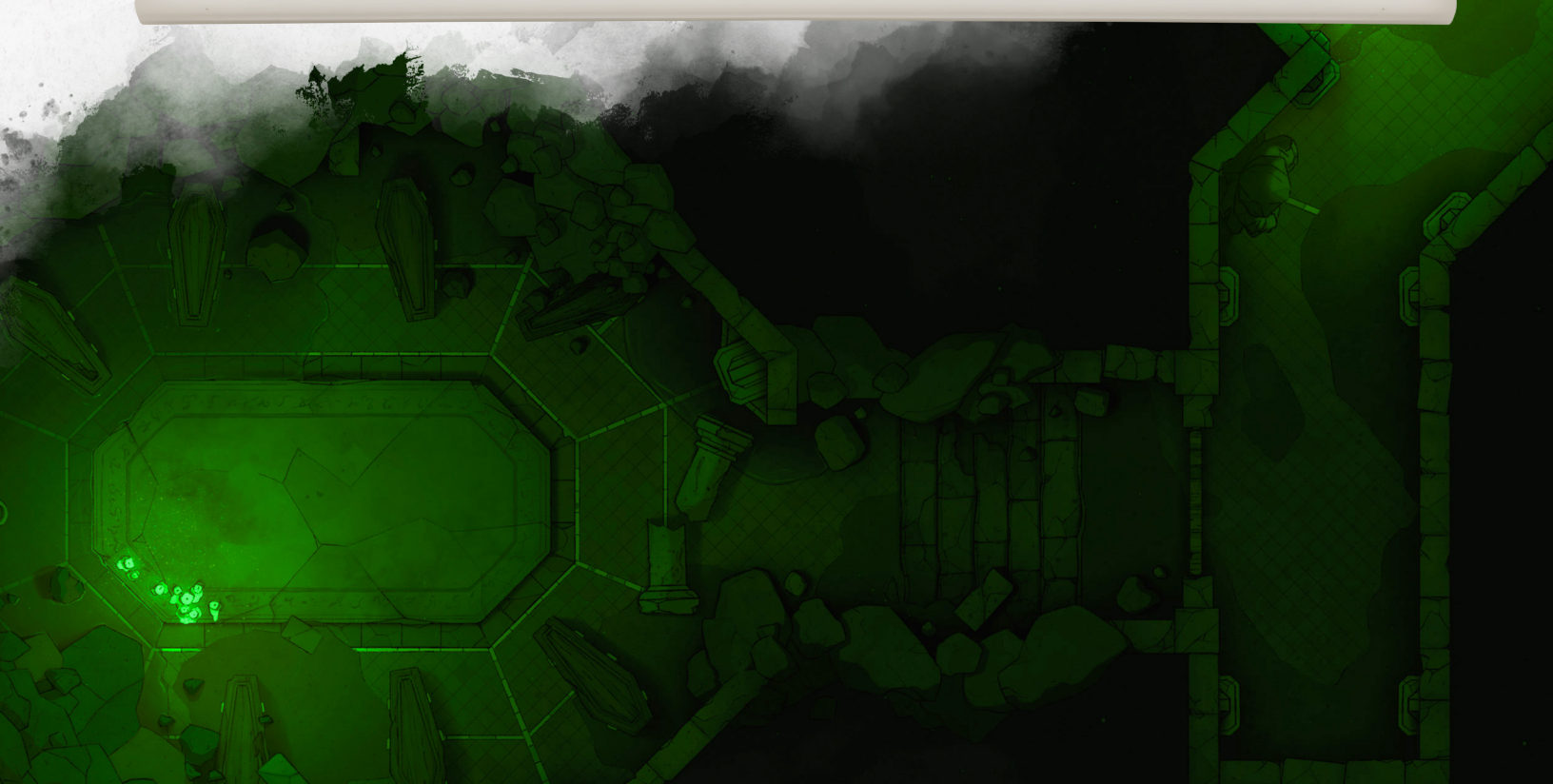
ACTIONS

Multiattack. The sorcerer makes two dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Pain Split. When a creature the sorcerer can see within 30 feet of it takes damage, the sorcerer magically takes half of that damage, reducing the damage taken by the creature. This effect doesn't transfer any other effects that might accompany the damage, and the damage the sorcerer takes can't be reduced in any way.





SECOND SOUL SORCERER

NEW SORCEROUS ORIGIN

Some mages draw on their magic like a fountain from within. This wellspring of power can come from a unique origin, mysterious birthright, or simple chance of fate. Whatever your story may be, you are steeped in magic, and it is yours to control.

SECOND SOUL

Within your mortal frame lies two souls that have been bound together like twin stars. Inexplicable magic arcs between them, creating a unique power within you that was never there before. This soul is undead by its very nature, as its mere existence defies the normal laws of life. Maybe your birth was marked by a lost twin, or a revivify spell entwined another spirit with yours by mistake. Perhaps a ghost's possession went awry, and now its soul is forever tied to yours.

Regardless of this second soul's origin, you may feel the subtle pull of its desires, or even recognize things that would otherwise be unfamiliar to you. Ultimately, the use of this power—and your second soul's involvement with it—are entirely for you, and only you, to decide.

SECOND SOUL MAGIC

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Second Soul Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an enchantment or necromancy spell from the sorcerer, warlock, or wizard spell list.

SECOND SOUL SPELLS

Sorcerer Level	Spells
1st	<i>command, inflict wounds</i>
3rd	<i>detect thoughts, ray of enfeeblement</i>
5th	<i>speak with dead, vampiric touch</i>
7th	<i>blight, compulsion</i>
9th	<i>antilife shell, dominate person</i>

TOUCH OF THE DEPARTED

At 1st level, choose an alignment and background for your second soul. You gain one language or proficiency of your choice from that background, and you gain an additional one from it when you reach 6th level in this class, and again at 14th and 18th levels. The soul can also sustain you in emergencies. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can use this feature once between long rests, or twice between long rests starting at 14th level.

You also learn the *chill touch* cantrip, which doesn't count against the number of cantrips you know.

FONT OF DUALITY

By 6th level, your latent connection to undeath grants you resistance to necrotic damage. You also gain the Twinned Spell Metamagic option, which doesn't count against the total number you can have. If you already have this option, you can choose a different one instead.

You can choose to ignore the sorcery point cost when you use Twinned Spell with a spell of 2nd level or lower. Once you use it in this way, you can't do so again until you finish a long rest.

SOUL SPLIT

Also at 6th level, you can cast the *find familiar* spell once, without expending a spell slot or material components. When you do, your second soul is manifested as the familiar, which takes the form of an undead will-o-wisp. Its alignment, personality, and known languages are the same as the soul's, and it uses your spell save DC for its Consume Life feature. While the familiar is summoned, you gain 3d6 temporary hit points when either you or the familiar slay a creature.

If the familiar is reduced to 0 hit points or if you dismiss it, your second soul returns to you until you summon the familiar again. Once you cast *find familiar* in this way, you can't

do so again until you finish a long rest, unless you spend 1 sorcery point to cast it again.

When you reach 14th level in this class, you can use a bonus action to teleport to the same space as the familiar, provided that it's not already in another creature's space. To do so, you must be able to see the familiar and be within 30 feet of it. Further, while the ghostly hand from your *chill touch* cantrip clings to a target, your familiar can use its action to make a Shock attack against that creature as if it were within 5 feet of the target.

PAIN SPLIT

By 14th level, you can magically share your allies' burdens. When a creature that you can see within 30 feet of you takes damage, you can use your reaction to magically take half of that damage, reducing the damage taken by the creature. This feature doesn't transfer any other effects that might accompany the damage, and the damage you take can't be reduced in any way. If your familiar takes damage, you don't need to be able to see it in order to use this feature, and the range becomes 100 feet, instead of 30.

LIFE SIPHON

At 18th level, when you deal necrotic damage to a creature, you can choose to siphon away a portion of its life to regain hit points. Choose a number of the necrotic damage dice up to your Charisma modifier (minimum of one); you regain a number of hit points equal to the total of the chosen dice. Once you use this feature, you can't do so again until you finish a short or long rest.

THIS CONTENT IS MADE POSSIBLE BY HEROES LIKE YOU

This monthly content takes multiple artists, designers, writers, and editors to make each month. Your extraordinary pledge helps sustain this monthly effort, and earns you a special place here in this document. Thank you so much for your continued enthusiasm and support: it truly makes a difference to not only me, but to the creators who help produce this content and to everyone around the world who gets to enjoy it. You are truly the legendary heroes among us.

Aaron Simrell	Coral Fal-	Group Account	Mason Macey	Shaun Sullivan
Abby	lon-Linzman	Harrison Willing	Matthew Holub	SkibbityPap
Adam Hutchens	Crysanina Dante	Hayden Cardwell	Micah Ortiz	Slim
Adam Portman	Cseh Maximilian	Heather Schmidt	Michael Gene Young	Steve Holian
Alex Abbs	Curtis Geddes	Hummie	Michael McDowell	Steven Fines
Alexander Kurtzahn	Dan Casey	Ian Guay	Michael McGraw	Stiles
All-Father Asatru	Daniel	Isaiah Coughran	Michael Walters	Storm Melon
Andre	Daniel Healy	J Subscribes	Micheal Green	Sumaky 93
Andrew McGregor	Daniel Kearns	Jack Austin	Mickey Robinson	The murderous Pan-
Annallysea	Danita Rambo	Jackson	MidEnder	golin who secretly
Anonym 13	Darion Nutter	Jacob Adams	Mitchell Allen	lives in your sock
Anthony	Dark Zero	Jacob Traska	moneyppenny	drawer
Anthropos	Dark_Lord	Jai-Michael McMil-	Mr. Woulfe	TheNocturnist
Arkmine	David Bonney	lian	Nathan Clarke	Thomas Hull
Arteroc	De7viL Hatch3r_	James Deschamps	Nathan Thompson	Timmy Janick
Arwen Raine	DenimDan	Jamie Fuller	Nick Howard	Tobias Rohrbasser
Austin Elizondo	Derelle Redmond	Jarva	Nikko_Guard	Topside21
AvatarBloodbender	Desmond Wooten	Jay Sridharan	Nuvagown	Tori O'Brian
Avinash Gandhi	Dillan Patel	Jayden	Ofyuff	Trevor Marcene
Axio	DM Dan	Jintasan	OhSticks	Golden
Bae.san89	DomPrez	John Cross	Oliver Short	Trey Steele
Bart Reyniers	Doug Bailey	Johndoh 265	OsiJr	Vazir
Ben Turner	Douglas Schuster	Jordan	Patrick Frawley	WhiteTiger225isMe-
Benjamin Long	DowntimeWithDun-	Jose miramontes	Patrick Murphy	gaMawile
Black Rose78073	geons	Joshua	Peachadee puff	Wren
Blasticus	Duncan Cuny	Juan Rivera	Peter Collins	yann cueff
Bookworms Corner	Elaina	Kassogtha	Peter Lubinsky	Zach Johannis
Braden Mount	Eldritch Quinn	katelin schroeder	Ploiky	Zachary Little
Bradley Johnston	Eli Reiser	Kenny Ritz	Prizefighter	Zephyr Knight
Brady Woods	Elizabeth Wylie	Keon Reid	Quentin Keller	
brandon parsons	EmrakulandtheGang	Ketsueki - Xavier	Reyna Stevenson	
Brandon Waugh	Eneko Tau	Kieron Stead-Marsh	Rhidian	
BreakingPoint65	Erick	Kobould	Richard	
Caitlin	Ethan Nestel	Levi Frost	Rickey	
Caleb Calkins	Fabio Nisi	loey marie	Robin Cornell	
Captain RoBear	Flixa	Lordhighsovereign	Ron Jennings	
Casey Moffitt	Fox90	Lordyeti 30	Rose	
Cedric Smith	FreedomXIII	Luca Malato	Roshan Kharbanda	
Celebrouka	Gavτίας	lucky_steps	Rusty	
Cheryl Dawley	Geert Spileers	Malik The Night	Ryan Hastings	
Chris James	Gerax	Angel	Ryan O'Neil	
Chris Perry	Gideon Pedari	Mark Garman	Ryan Wynn	
Christian Smith	Ginge	Marlee Johnson	ryoshee	
Christopher Otole	Gourmetgamer001	Marquette Sexton	Sarah Johnson	
Coca_7	Green cab Art studio	Marshmallow_Owl-	Seth Fields	
Cong Pham	GrimGrimory	bear	Shadow0203	

WANT TO BE LEGENDARY, TOO?

Patrons who support The Griffon's Saddlebag for \$13 or more each month at the Legendary Hero tier get all the art, cards, compendiums, and Foundry content you already enjoy, plus added Discord perks and their name in the credits of the monthly settings!