





You reneged zindaur traditions and headed out into the world away from their oppressive values.

Skill Proficiencies: Medicine, Nature **Tool Proficiencies:** Herbalism kit, woodcarver's tools **Equipment:** One set of clothes and furs, a bone knife, a token pertaining to your old zindaur caste, and a pouch containing 10 gp

## Fea

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**Personality Trait** 

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ature: Forged Path	1	I don't trust any form of organized society.
pple can see you've broken away from your people and i're trying to forge your path. As such, fellow travelers	2	The more different from my hometown a place is, the better I like it.
I business owners will believe you to be truthful and p you gain knowledge.	3	I wish to understand the struggles of those around me and constantly ask questions.
	4	I'm always suspicious that someone from my old society is chasing me.
	5	I make a point of remembering the names of all flowers I come across.
	6	I miss home but refuse to tell anyone.
	7	Due to my past isolation, I'm incredibly friendly.
	2	I left my society years ago, but I still talk about it like it was yesterday.
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Through some accident, you were sealed in ice for thousands of years. Now you've emerged from the ice to a changed society.

Languages: Primordial

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: Herbalism kit

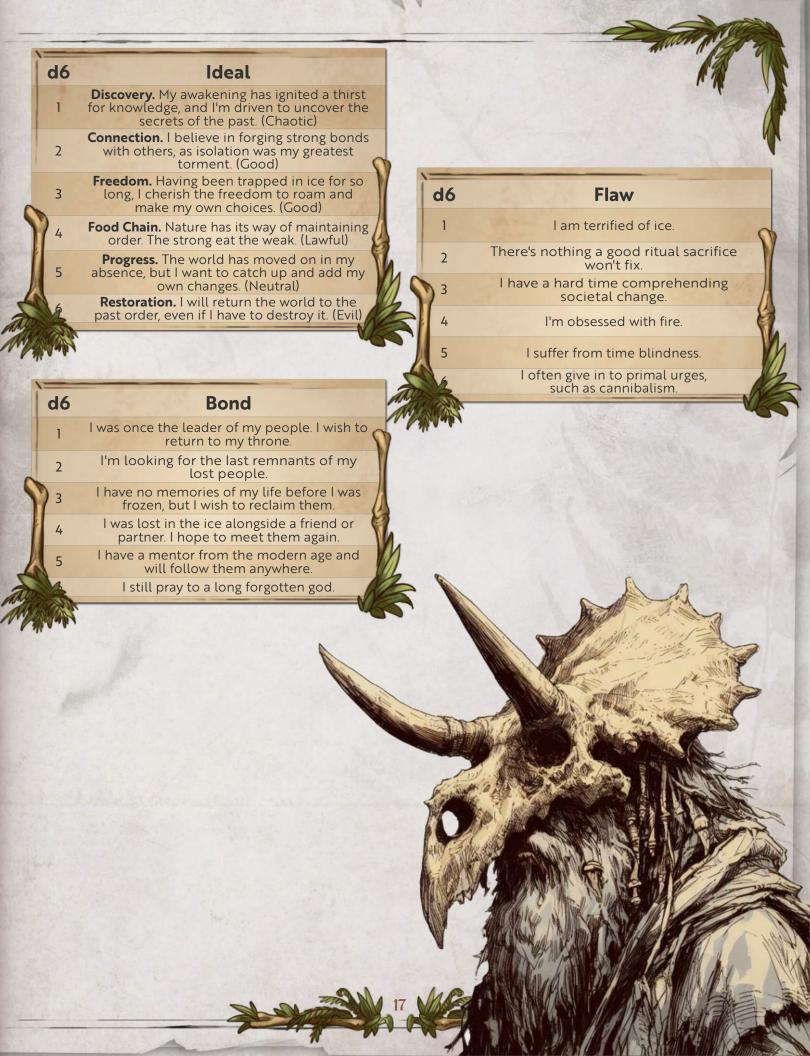
**Equipment:** One set of clothes and furs, a club, a dinosaur skull, a mammoth bone worth 5 gp, and a pouch containing 5 gp

**Feature: Research Project** 

Your anachronic existence causes curiosity among scholars and nobles alike. They'll offer up shelter, food, and information in return for the opportunity to experiment on you or flaunt you to other nobles.

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SUGGESTED TRAITS	
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d8	Personality Trait
1	I talk about plants and creatures that have gone extinct.
2	I am amazed by the discovery of fire and other creations.
3	There's nothing that'll convince me I am not in a dream.
4	I am obsessed with the foods of the current age.
5	I use different units of measurement, such as tree rings instead of years.
6	I expect everything to be much bigger than it actually is.
7	I speak using a mix of prehistoric and current words.
8	Every time someone asks me about how the past was, I tell the story a different way.





## **ITEMS**



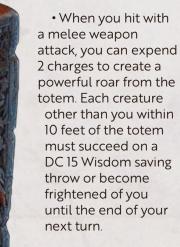


Wondrous item, rare (requires attunement)

The *jurassic totem* is a relic of immense antiquity, hewn from petrified wood that's been sanded smooth with time. Its surface is etched with intricate carvings that depict scenes of dinosaurs roaming untamed landscapes.

The totem has 6 charges, and it regains 1d4+2 expended charges daily at dawn. You can expend the charges in the following ways while holding it or having it attached to a melee weapon:

- As an action, you can expend I charge to summon the spirit of a dinosaur that aids your choices. For the next minute, you gain a bonus equal to your Wisdom modifier to any ability check you make using the Nature skill.
- As an action, you can expend 1 charge to recreate the sound of any animal or dinosaur, audible from as far away as 100 feet. If a creature uses its action to examine the sound, the creature can determine that it is an illusion with a successful DC 15 Intelligence (Investigation) check. If a creature discerns the sound for what it is, the sound becomes faint to the creature.



## MADDENING TOTEM



Wondrous item, very rare (requires attunement by a druid)

Crafted in honor of Mirnashaya, Lord of Cackles, this tall wooden totem boasts over thirty bestial faces, each contorted into expressions of twisted mirth and primal fury. Its gnarled, ancient wood seems to writhe with an eerie life of its own, exuding an unsettling presence. When grasped by the user, it offers a perilous gateway into the primordial madness, unlocking unbound forms and granting the power to harness the untamed chaos of Mirnashaya's realm.

While this totem is on your person, you can use your Wild Shape to transform into monstrosities you have seen (you must follow the appropriate challenge rating limitations).

**Cursed.** This totem is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the totem, keeping it within

reach at all times. Whenever you use your Wild Shape to transform into a monstrosity, you must roll on the Short-Term Madness table and be afflicted with a short-term madness for the next minute.





**SPELLS** 

Speak with the Ancestors

5th-level necromancy (bard, cleric, druid)

Casting Time: 1 action Range: 10 feet

Components: V, S, M (aged mint leaves and incense worth

200 at least gp, which the spell consumes)

**Duration:** 10 minutes

You access the ancestral links of a creature or corpse within range, summoning the collective spirit of its ancestors from the past five generations. Until the spell ends, you can ask the spirit up to five questions. The spirit knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the spirit is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. When you ask a question, you can choose to ask all generations at once or a single one. The spirit can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.



Casting Time: 1 action Range: 60 feet

Components: S, M (a fossilized

T-Rex tooth)

**Duration:** Instantaneous

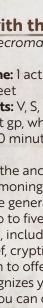
You summon the spectral jaws of a tyrannosaurus rex at a point within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the jaws. On a hit, the target takes piercing damage equal to 2d10 + your spellcasting ability modifier and is grappled (escape DC equals your spell save DC) until the start of your next turn. Until this grapple ends, the target is restrained, and the jaws can't bite another target.

As a bonus action on your turn, you can move the jaws up to 10 feet and repeat the attack against a creature within 5 feet of them.

**Enraged.** While you have fewer than half of your maximum hit points, the jaws can make an additional attack as part of the same bonus action.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.







2nd-level enchantment (druid, sorcerer, warlock, wizard)

Casting Time: 1 action Range: 60 feet

**Components:** S, M (a bloodied dinosaur tooth) **Duration:** Concentration, up to 1 minute

Choose a creature within range. It becomes enveloped by unruly bloodlust. An unwilling creature that succeeds on a Wisdom saving throw is unaffected.

For the duration of the spell, while the creature is below half of its maximum hit points, it takes 3d6 necrotic damage at the start of each of its turns, and its speed is increased by 15 feet. If it uses its action to make an attack with a melee weapon, it can make an additional melee attack as a bonus action

**Collective Mending**2nd-level evocation (bard, cleric, druid, paladin)

Casting Time: 1 action

Range: 15 feet

**Components:** S, M (a raptor scale)

**Duration:** Instantaneous

Using the power of the pack, you grant a creature the strength of the many. Choose a creature within range. It regains hit points equal to 2d4 + your spellcasting ability modifier.

**Pack.** If another ally of the target is within 5 feet of it and the ally isn't incapacitated, the target regains an extra 3d4 hit points.

