



ECHOES OF EXTINCTION

WEEK 2



FEATS



EXPERIENCED CASTER

Prerequisite: The ability to cast at least one spell of 6th level or higher

You've spent countless hours casting simple spells, learning to do so with great ease. You can cast a 2nd-level spell by expending a 1st-level spell slot. You can use this feat twice, regaining all expended uses when you finish a long rest.



SAURIAN SOUL

You are bound to the dinosaurs and the land, bettering your connection to them in many ways. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You learn to speak, read, and write Druidic. When you speak Druidic, dinosaurs understand you perfectly.
- You learn one cantrip of your choice from the druid spell list. Your spellcasting ability for this spell is the ability increased by this feat.

BACKGROUNDS

ZINDAUR EXILE

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

Feature: Forged Path

People can see you've broken away from your people and you're trying to forge your path. As such, fellow travelers and business owners will believe you to be truthful and help you gain knowledge.

SUGGESTED TRAITS

d8 Personality Trait

- 1 I don't trust any form of organized society.
- 2 The more different from my hometown a place is, the better I like it.
- 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.
- 8 I left my society years ago, but I still talk about it like it was yesterday.

d6 Ideal

- 1 **Subjugation.** I will subjugate the strong and bring about a new age of power. (Evil)
- 2 **Revolution.** I will create the pure opposite of the world I left behind. And all will join. (Lawful)
- 3 **Openness.** No society should be hidden. We would all be better off working together. (Good)
- 4 **Equality.** The zindaur castes were a mistake. We are all equal. (Good)
- 5 **Tranquility.** With how long my lifespan is, I want to learn all there is to learn and achieve tranquility. (Neutral)
- 6 **Adventurous Spirit.** I felt constrained at home. Now, I want to experience everything. (Chaotic)

d6 Bond

- 1 I left the zindaurs alongside my sibling, but we got separated. I wish to find them again.
- 2 I was exiled for a crime I didn't commit. I want to prove my innocence.
- 3 I'm convinced Yamiran, the zindaur god, is not being appropriately worshipped by anyone but me.
- 4 I miss my zindaur parents more than anything and wish to return to them a hero.
- 5 I heard about a fellow exiled sage. I must find them and become their apprentice.
- 6 Before leaving zindaur society, I aided in the killing of an innocent outsider. I want to ask their family for forgiveness.

d6 Flaw

- 1 **Distrustful.** I don't trust anyone, no matter how open they might be.
- 2 **Vengeful.** I'll stop at nothing to get revenge on my people.
- 3 **Avoidant.** I have issues as a result of years spent in a broken society, but I refuse to fix them.
- 4 **Naturalist.** I am against all forms of scientific and technological progress.
- 5 **Individualist.** I only care about myself and what I've been through.
- 6 **Stubborn.** I will never listen to anyone else ever again. Ever.





FROZEN IN TIME

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.

SUGGESTED TRAITS

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.

d6

Ideal

- 1 **Discovery.** My awakening has ignited a thirst for knowledge, and I'm driven to uncover the secrets of the past. (Chaotic)
- 2 **Connection.** I believe in forging strong bonds with others, as isolation was my greatest torment. (Good)
- 3 **Freedom.** Having been trapped in ice for so long, I cherish the freedom to roam and make my own choices. (Good)
- 4 **Food Chain.** Nature has its way of maintaining order. The strong eat the weak. (Lawful)
- 5 **Progress.** The world has moved on in my absence, but I want to catch up and add my own changes. (Neutral)
- 6 **Restoration.** I will return the world to the past order, even if I have to destroy it. (Evil)

d6

Bond

- 1 I was once the leader of my people. I wish to return to my throne.
- 2 I'm looking for the last remnants of my lost people.
- 3 I have no memories of my life before I was frozen, but I wish to reclaim them.
- 4 I was lost in the ice alongside a friend or partner. I hope to meet them again.
- 5 I have a mentor from the modern age and will follow them anywhere.
- 6 I still pray to a long forgotten god.

d6

Flaw

- 1 I am terrified of ice.
- 2 There's nothing a good ritual sacrifice won't fix.
- 3 I have a hard time comprehending societal change.
- 4 I'm obsessed with fire.
- 5 I suffer from time blindness.
- 6 I often give in to primal urges, such as cannibalism.



ITEMS

JURASSIC TOTEM

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 1 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.

- When you hit with a melee weapon attack, you can expend 2 charges to create a powerful roar from the totem. Each creature other than you within 10 feet of the totem must succeed on a DC 15 Wisdom saving throw or become frightened of you until the end of your next turn.



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.

King's Hungry Jaws

6th-level conjuration (druid, sorcerer)

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.



Bloodlust

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.

