

## MACKEREL "MACK"

Cleric Level 5—Botulism Domain (Haeyla)  
Anchor Spawn (*human/sea elf*) (m) | Urchin

### ABILITY SCORES

STR	DEX	CON	INT	WIS	CHA
9 (−1)	12 (+1)	15 (+2)	11 (+0)	15 (+2)	15 (+2)

### PROFICIENCIES

**Proficiency Bonus** +3

**Saves** Wis +5, Cha +5

**Skills** Perception +3, Arcana +3, History +3, Nature +3, Persuasion +5, Sleight of Hand +3, Stealth +3

**Senses** passive Perception 12

**Weapons** simple weapons

**Armors** light armor, medium armor, shields

**Tools** disguise kit, thieves' tools, poisoners tools

**Languages** Grovish

### COMBAT

**HP Max** 45; **HD** 5d8 (1d8 x Level)

**Initiative** +0; **Speed** 30 ft.

**AC** 13 (chain shirt 13, Dex +0)

**Shortsword.** *Melee:* +0 (1d6 piercing; finesse, light)

**Javelin.** *Melee:* +2 (1d6-I piercing; thrown (range 30/120))

### SPELLS

**Spellcasting Ability** Constitution

**Spells Save DC** 13; **Spells Attack Bonus** +5

**Daily spells to prepare** 7; **Slots** 4 / 3 / 2

—Cantrip: *guidance, mending, spare the dying*

—Lvl 1: *cure wounds, healing word, shield of faith, sanctuary*

—Lvl 2: *lesser restoration, prayer of healing, spiritual weapon*

—Lvl 3: *mass healing word, spirit guardians*

### FEATURES & TRAITS

Keen Senses

Channel Divinity (1/rest)

- Turn Undead (DC 13)

- Sullied Slop

Destroy Undead (CR 1/2 max)

Twisted Magic

Disciple of the Feast

City Secrets

### EQUIPMENT

Shortsword, javelin, chain shirt, holy symbol/emblem, backpack, bedroll, mess kit, tinderbox, torch (10), rations/1 day (10), waterskin, rope/hemp 50 feet, clothes/common, small knife, map of a city, pet mouse, belt pouch

**Equipment weight** 86 lb - **Cost** 86 gp

**Coins** 2 gp **weight** 0.1 lb

**Lifestyle** poor

### CHARACTER

**Height** Medium / 5.7 ft / 160 lb.; **Age** 43 years

**Eyes** blue; **Skin** pale blue; **Hair** blond

**Appearance** The slight pallor of his skin and his determination in wearing a dip-stained chainmail is all that identifies him as an anchor spawn and not a full human. Scarred and haggard, he has lived a hard life.

**Personality traits** I bluntly say what other people are hinting at or hiding.

**Ideals** I help the people who help me and will change my allegiance at the drop of a hat. (Chaotic)

**Bonds** My mother was killed when I was young and left me determined to seek vengeance as soon as I knew how.

**Flaws** I will never fully trust anyone other than myself.

### Background Urchin

**Character Backstory** Born in Marauder's Cove to a human dockworker and a sea elfen sailor, Mack's parents wanted him to become a true half-elf. However, when his father disappeared and mother was killed in an accident in the cove, Mack was left to fend for himself. He grew up on the streets of Marauder's Cove with a deep-set disdain for the sea elves, whom he believed should have cared for him after his mother's death. As a teen, a cleric took him under her wing to teach him the feast domain, but he rejected it, turning her teachings toward botulism. He hopes to use his twisted teachings to seek revenge on the sea elves one day. In the meantime, he's focused on building relationships with the sailors in the cove.

**Allies & Organizations** Marauder's Cove villagers and sailors

## RACE FEATURES

**Keen Senses.** You have proficiency in the Perception skill.

## CLASS FEATURES

**Channel Divinity: Turn Undead.** As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

*Destroy Undead.* Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below CR 1/2.

### *Divine Domain: Botulism*

**Twisted Magic.** As a follower of a *twisted* domain, your magic is still restricted to the few approved spells. However, they have the opposite effect to the intended. Instead of *detect poison and disease* revealing dangers, it hides them. *Purify food and drink* makes the consumable impure, and *create food and water* decays existing sustenance or creates food and water that is inedible.

**Disciple of the Feast.** Also starting at 1st level, your *twisted* food and drink spells are more effective. Whenever you use a spell of 1st level or higher to create or purify food, 2 + the spell's level is added to the effect radius.

**Channel Divinity: Sullied Slop.** Starting at 2nd level, you can use your Channel Divinity to provide one chosen *twisted* food or drink item to an enemy. As an action, you present your holy symbol and evoke corrupting energy that conjures food or drink for a maximum of 5 creatures (+ 1 per cleric level) for 1 hour. After an hour, your enemies will realize that they have been consuming *twisted* goods.

### *Background: Urchin*

**City Secrets.** You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

## SPELLS

### CANTRIP

#### Guidance

*Divination cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

☞ **Twisted** The target must subtract the number rolled from the ability check of the caster's choice.

#### Mending

*Transmutation cantrip*

**Casting Time:** 1 minute

**Range:** Touch

☞ **Components:** V, S, M (needle and thread)

**Duration:** Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

☞ This is really just extremely skilled mending, like that of a grandmother seamstress.

☞ **Twisted** Instead of mending the item, it is torn or otherwise broken.

☞ This also applies to magical items. The DM may add a DC for stronger magic items.

#### Spare the Dying

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

☞ **Twisted** You touch a living creature that has 0 hit points. The creature loses all remaining death saves and must roll their final save immediately or die.

## LEVEL 1

### Cure Wounds

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Touch

☞ **Components:** V, S; M (a bandage of any size)

**Duration:** Instantaneous

A creature you touch regains a number of hit points equal to  $1d8 +$  your spellcasting ability modifier. This spell has no effect on undead or constructs.

☞ You use advanced medical knowledge to dress wounds, coming from training by an Earther.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by  $1d8$  for each slot level above 1st.

☞ **Twisted** instead of gaining hit points, the creature loses hit points equal to  $1d8 +$  your spellcasting ability modifier. This is necrotic damage. You've rubbed something nasty in the wound, causing a minor infection.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by  $1d8$  for each slot level above 1st.

### Healing Word

*1st-level evocation*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

A creature of your choice that you can see within range regains hit points equal to  $1d4 +$  your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by  $1d4$  for each slot level above 1st.

☞ **Twisted** The creature loses hit points equal to  $1d4 +$  your spellcasting ability modifier. When you cast this spell on undead, it heals  $1d4 +$  your spellcasting ability modifier.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by  $1d4$  for each slot level above 1st.

### Shield of Faith

*1st-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

☞ **Twisted** A dark haze appears and surrounds a creature of your choice within range, causing a loss of 2 AC for the duration.

### Sanctuary

*1st-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

☞ **Twisted** All creatures in combat *must* target the selected creature. If they want to attack another creature, they must first make a Wisdom saving throw. On a failed save, they must forfeit their turn or attack the targeted creature. This spell does not pertain to area of effect spells, which would not require a save. If the targeted creature successfully saves on their turn, the spell ends.

## LEVEL 2

### Lesser Restoration

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

☞ **Twisted** You touch a creature and can inflict one disease or condition from above. It also inflicts  $1d4$  necrotic damage.

### Prayer of Healing

2nd-level evocation

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to  $2d8 +$  your spellcasting ability modifier. This spell has no effect on undead or constructs.

☞ Your will is strong enough to send positive thoughts that heal.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the healing increases by  $1d8$  for each slot level above 2nd.

☞ **Twisted** This becomes a curse of injury that causes up to three different creatures to lose hit points equal to  $2d8$ . For every even level beginning with 4th, the damage increases by  $1d8$ .

### Spiritual Weapon

2nd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: 1 minute

You create a floating, spectral weapon 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 weapon. On a hit, the target takes force damage equal to  $1d8 +$  your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

☞ The weapon can take whatever form you choose, but it appears as a radiant light and deals an additional  $1d4$  radiant damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by  $1d8$  weapon damage and  $1d4$  radiant damage for every two slot levels above 2nd.

☞ **Twisted** The weapon can take whatever form you choose, but it appears as a necrotic dark shape and deals an additional  $1d4$  necrotic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by  $1d8$  weapon damage and  $1d4$  necrotic damage for every two slot levels above 2nd.

## LEVEL 3

### Mass Healing Word

3rd-level evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to  $1d4 +$  your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the healing increases by  $1d4$  for each slot level above 3rd.

☞ **Twisted** As you call out words of corruption, up to six creatures of your choice that you can see within range lose hit points equal to  $1d4 +$  your spellcasting ability modifier.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by  $1d4$  for each slot level above 3rd.

### Spirit Guardians

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes  $3d8$  radiant damage (if you are a Life or Feast Cleric). On a successful save, the creature takes half as much damage.

☞ **Twisted** or  $3d8$  necrotic damage (if you are a Death or Botulism cleric).

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by  $1d8$  for each slot level above 3rd.