

HAND OF THE EIGHT SUPPLEMENT A



Bounty Hunters, Black Bird, and the Eclipse Spear

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BOUNTY HUNTERS

The following seven NPCs are a part of the Hand of the Eight adventure path and are introduced in Chapter 3. The Black Bird. If you need to choose one of the Bounty Hunters at random, roll 2d4, then refer to the number next to their name.

2 - JACOB HARLOW AND BRUCE

Jacob Harlow (NG male Knotsider human **scout**) lives in the wild his husky, Bruce (use the **wolf** stat block). Contracted by a Castlegraspian's noble son to find the escaped orc, Jacob uses Bruce's keen senses to follow the trail. Jacob is not interested in working with the characters or any other bounty hunters but will bring no harm to his competitors.

Ideal: "I work towards the greater good."

Bond: "Bruce is my best friend; we protect each other."

Flaw: "My arrogance turns many off."

3 - THE ONYX TRIAD

Gundo, Ozek, and Lokai (all CE male Ditimayan human **cultists**) are members of a secret society known as the Onyx Triad whose headquarters are in a small village at the edge of the Obsidian Plain. The three are dangerous and savage. Not only will they attack competitors, but they will leave the remains of those they encounter as warnings to others who hope to collect on their bounties.

Ideal: "We only hope to cause pain."

Bond: "Each of us carries a special item gifted by the high priest of the Triad. We are very protective of the item."

Flaw: "We are prone to rage."

4 - LA MAIN DE LA MORT

A loner who hunts only for the opportunity to kill, La Main de Mort (CE male Knotsider human **berserker**) paints blue handprints onto the corpses of those he kills. He does not like being followed and will go out of his way to stop anyone who is on his trail.

Ideal: "Change is beautiful."

Bond: "I am drawn to the Desolation of Ditimaya and its savage, inhospitable nature."

Flaw: "I often lose advantage in combat because I get cocky."

5 - EMBER IN THE DARK

Ember in the Dark is the first devilkin (tiefling) Stonearm in Castlegrasp. He uses a **knight** stat block, except any creature he hits with a sword must make a DC 12 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. Ember is not following Mega for the bounty. Therefore, he is willing to work with others to track and capture the orc.

Because of his status, many of the other bounty hunters are unwilling to attack him out of fear of retribution by the other Stonearms.

Ideal: "All life is precious."

Bond: "I am dedicated to the cause of being a Stonearm, and I am fiercely protective of all my colleagues (even if they don't extend the same courtesy.)"

Flaw: "I anger easily."

6 - TIRIANA PHILEN

Tiriana Philen is a LE half-elf **noble** whose parentage traces back to Olyothy, Tiriana uses her good look, charm, and a whole bevy of disguises to get close to her bounties. If she discovers that she is being followed, she uses the same tactics on competitors.

Ideal: "All must surrender their will to me."

Bond: "I seek revenge against someone who wronged me many years ago."

Flaw: "I am wanted in numerous cities across Omeria."

7 - XION

Xion is a **drow** but with the following changes. He can cast the spell *shocking grasp* at will and will use that ability to subdue his quarry. True to his neutral evil nature, Xion has no qualms attacking and killing competitors.

Ideal: "I enjoy causing pain."

Bond: "I am in love with Tiriana Philen, although she is not in love with me."

Flaw: "I once angered Queen Daria Emgavel. I cannot set foot in or around Arruquetta."

8 - ODEOS AND AHMEEGO

Odeos and Ahmeego are two halfling brothers (CG male **spies**) from northern Omeria. They have no interest in working with others. However, they won't kill others on the trail as it goes against their moral code. If anything, they will try to slow competitors down by leaving traps, manipulating law enforcement, or creating deceptions along the trail.

Ideal: "We are strongly independent."

Bond: "My brother is the only person I can trust."

Flaw: "I have a blindspot for my brother; if he is in danger, I cannot focus on anything else."

Credits: story and concepts by [DMdave](#). Black Bird stat block design by [ItsADnDMonsterNow](#). Eclipse Spear design by [The Griffon's Saddlebag](#).

BLACK BIRD

Black Bird is a mysterious tracker who works for an unknown entity. Resembling little more than a shadow with glowing eyes, it's not even entirely clear whether or not he is human. The moniker black bird comes from the dozens—or possibly *hundreds*—of small, black birds that precede his arrival.

The Black Bird wields the Eclipse Spear, a magic item that can pierce through darkness and almost always find its target.

You won't escape me in the dark. You will draw me like a moth to a flame, and I can't be burned. You will be found.

ECLIPSE SPEAR

Weapon (spear), uncommon (requires attunement)

When in moonlight, this magic spear casts bright light in a 15-foot radius and dim light for an additional 15 feet. This spear pierces through darkness to find its marks, allowing the attacks you make with it against targets obscured by magical darkness to be made without the disadvantage normally imposed by magical darkness. Attacks made with this weapon deal either piercing or slashing damage (your choice).

In addition, while holding the spear, you can use a bonus action to cast the *branding smite* spell from it. Once cast in this way, this property can't be used again until the next dusk.

BLACK BIRD

Medium humanoid (unknown), neutral evil

Armor Class 16 (studded leather)

Hit Points 120 (16d8 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	16 (+3)	11 (+0)	15 (+2)	18 (+4)

Skills acrobatics +7, Animal Handling +5, Insight +5, Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Cunning Action. On each of its turns, the black bird can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the black bird is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the black bird instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Speak with Black Birds. The black bird can communicate simple concepts to blackbirds, ravens and crows when it speaks in Sylvan.

Running Leap. With a 10-foot running start, the black bird can long jump up to 20 feet, and high jump up to 10 feet.

Innate Spellcasting. The black bird's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

At will: *animal friendship, animal messenger, fire bolt, produce flame, speak with animals *(birds only)

3/day each: *burning hands*, *entangle*, *expeditious retreat*, *faerie fire*, *feather fall*, *hellish rebuke*, *jump*, *misty step*

1/day each: *fear*, *gaseous form*, *heat metal*, *hold person*, *pass without trace*, *scorching ray*

Actions

Multiattack. The black bird makes three attacks with the Eclipse Spear.

Eclipse Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) radiant damage.

Summon Murder (1/Day). The black bird magically calls 1d6 swarms of ravens, or up to 12 individual ravens, provided that the black bird is somewhere with easy access from the outdoors. The called creatures arrive in 1d3–1 rounds, acting as allies of the black bird and obeying its telepathic commands. The beasts remain for up to 8 hours, until the black bird dies, or until the black bird dismisses them as a bonus action.

While these beasts have been summoned, the black bird can communicate with them telepathically, and can use an action to perceive through an individual beast's senses, as with the find familiar spell.