

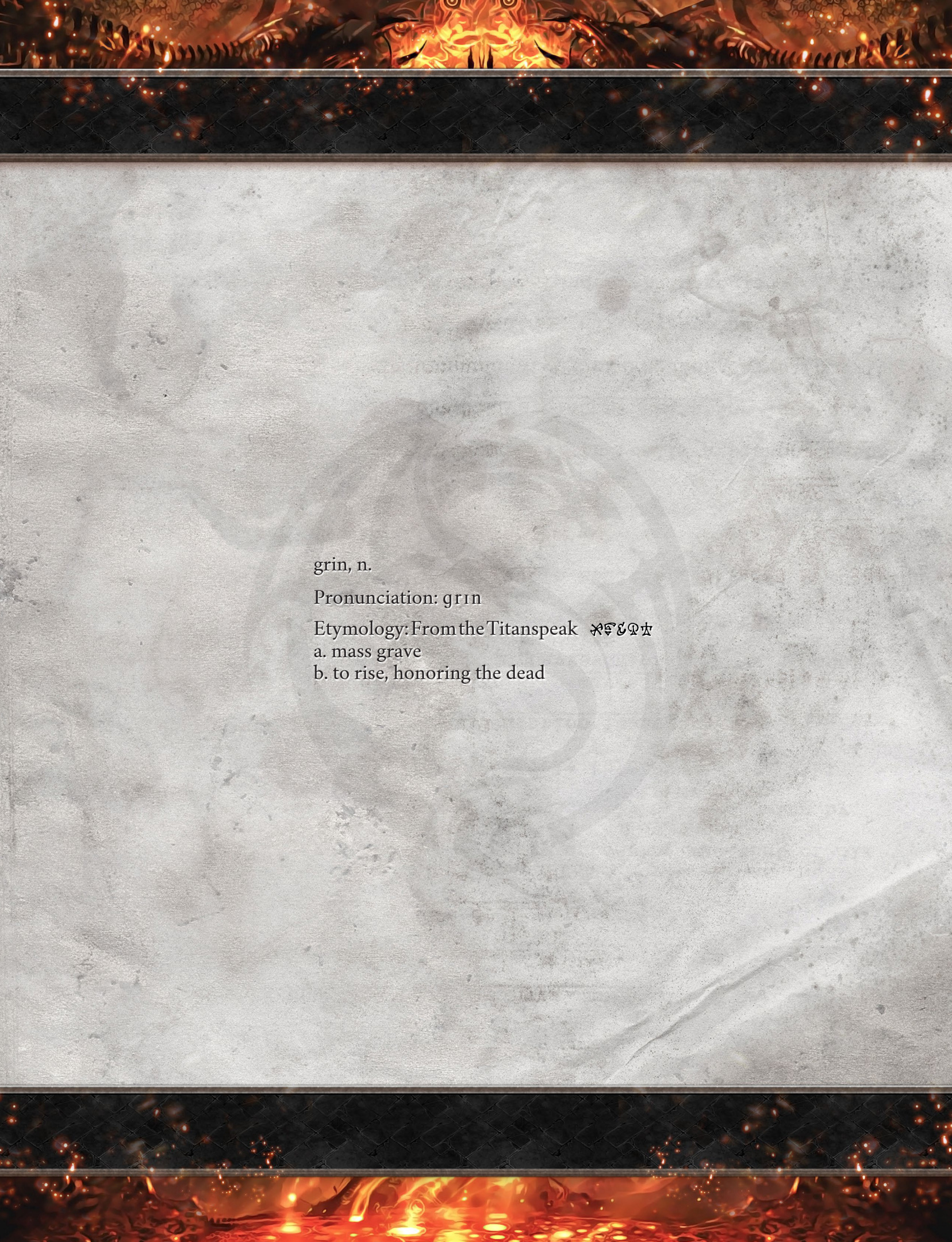
dragongrin



THE
COPPER JACKALS
soldiers without compromise



TIM & JAMES HEARNEY



grin, n.

Pronunciation: grin

Etymology: From the Titanspeak ᚷᚲᚢᚱᚦ

a. mass grave

b. to rise, honoring the dead

TABLETOP TERRORS!

THE COPPER JACKALS

Soldiers Without Compromise

By Tim Kearney and James Kearney

Writing and Editing: James Kearney
Tim Kearney
Michael Barker
Matt Click

Layout: James Kearney
Matt Click

Design: Tim Kearney

Art: Jake Perez
Gautes
Brendan Murphy
Tim Kearney

Special Thanks: From Tim – To my brother James, for being the other half of my brain, and for stopping me when I try to build shark-jumping boats. To my brother Thomas, for writing money riffs constantly, and recommending Bone Tomahawk. And to my brother Matt, for making me laugh, even when I'm trying not to. 1-2-3 Goooo Doom. 1-2-3 Goooo Kearney.

www.TabletopTerrors.com

Companion Video:

<https://youtu.be/Ukty1ZbViA8>



◆ **ABSOLUTE** ◆
TABLETOP

From James – To Tim for covering the bases and allowing my special thanks to not be to family. To those that judge us harshly and to those that expect more from us. To those who post pictures of their t-shirts, and to those that are patient when Amazon S3 refuses to serve their download. Most of all to Cassandra, for letting me disappear for a week to layout this book.

Absolute Tabletop, LLC
PO Box 2493
Moriarty, NM 87035
www.AbsoluteTabletop.com
AbsoluteTabletop@gmail.com



The Absolute Tabletop logo and all content herein are copyright Absolute Tabletop, LLC. Absolute Tabletop, LLC is not formally associated with any other publishing house(s), and the use of any popularized or system-specific terms does not imply affiliation with or endorsement by said publishing house(s)

Copyright © 2016 by Absolute Tabletop, LLC. All rights reserved. Version 01 – February 2016. No part of this publication may be reproduced, distributed, or transmitted in any form without the expressed written permission of Absolute Tabletop, LLC.

The A Fistful of Dice, Be a Better Game Master, and Tabletop Terrors logos are copyright their respective owners.

Dedication

This book is dedicated to the players.

All of you. Any system, any style, any edition – without you, we Game Masters would be wandering around our worlds, indefinitely alone, mumbling unfinished plot hooks in the badly accented voices of our lonely NPCs. As Game Masters, we build elaborate sets. They're as big as we can dream, and money's no object ... but until you arrive, those elements are nothing more than a derelict theme park – void of guests, turning to rust, dilapidated and forgotten.

To you, the players: Thank you for putting in the work. Thank you for investing yourselves, and for bringing an entire world of your own to the table – a micro-universe of life wrapped up in your characters. Thank you for trusting us with the fragile seeds of your characters' loves and fears, their joys and hardships, their idiosyncrasies and beautiful unfinished portions. Without those seeds, the soil we've tilled so lovingly is just barren dirt.

To every player, of every frequency, of any tabletop RPG – thanks for showing up. Thanks for bringing your very best, and letting us try to kill it. And finally, thanks for being the other voice, crazy enough to join a maniacal endeavor to tell a story that neither of us can tell alone.

Players, we Game Masters thank you, one and all. You're the real heroes.

Special thanks to the playtesters of this supplement:

-
- Asgeir Ottar Asgeirsson – DM of The Jagers: Initiation and The Jagers: A Giant Problem. Characters: Balasar Norixius, Tradak Greatsoul and Jimmy Farnsworth
 - Evan Baker – Herb Liferoot
 - Brian Barbour – DM of A Titan's Hum
 - Baptiste Blanchet – Baerg of Perth
 - Carl Bolthouse – D20 Plus One, Alton Dodd- Halfling Gardener
 - Alex Brady – The Child, Arik, and Danny Desert-Face
 - Lupo Capelli – aka Ryan Kepner, PC: The Jagers: A Giant Problem; Character: Gresh, the Dragonborn Culinary Artist
 - Grady Cooke – Bedwin Cobbler, a.k.a. Poppy Dewdrop, a.k.a. Glimmer
 - Nick DeLancey – Wendigo
 - Carol Dunster – Obsidian The Dwarven Cleric
 - Jonathan Enck – SteelFang
 - Ben Fisher
 - Andrew Marquis Hartis – Brunhilde the Wolfpack
 - Hutch – The Yeti
 - Chad Knick Character: Teague Stonesong in Welcome to The Dirtbox, DM for The Man Who Sold The World Playtest
 - Ben Kurido – Whisperchill
 - Kristinn Logi – Gelrudin the Shadow Dancer and Zarkesh the Ashen
 - Justin Nickerson – Nephdos, a.k.a. Firecat
 - Jake Noorman – GM of The Forgotten Temple
 - John Poland – Dorne
 - Nelson Ramos – Grogno!
 - Ronald the Robut (Shududududududa) – Friendly Robut
 - Wim Tammenga
 - Nathan Tice – Keeper of the Tombs
 - Chris Willhelm – DM of Three Moon Harvest, Garaile "The Brawler", Samhain, Nighthawk, Copper Jackal Dossiers, The Dark Riders Chapter

Open Gaming License v1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

THE COPPER JACKALS

Soldiers Without Compromise

By Tim Kearney and James Kearney

Table of Contents

8	Foreword How to use this book	39	Copper Attunement
9	Cheating Death in Dragongrin 11 Grisly Truths	40	Chapters of Dragongrin
12	Myth and Bloodshed The Lore of the Copper Jackals	80	Copper Boons Explained
16	Grit and Dispersal The History of the Copper Jackals	83	Copper Boons
22	Organization and Order The Hierarchy of the Copper Jackals	84	Assault Boons
26	Creating a Copper Jackal	91	Defense Boons
29	Copper Chunk & Minting	97	Imminence Boons
31	Chapter Initiation and Benefits	103	Subterfuge Boons
33	The Copper Vow	105	Mobility Boons
36	The Jackal Bite	106	Support Boons

THE COPPER JACKALS

Soldiers Without Compromise

By Tim Kearney and James Kearney

Table of Contents

- 110 | Weapon Boons
- 116 | Copper Jackal Archetypes
- 120 | Adversaries, Traitors and Rivals
- 123 | Creating a Jackal Nemesis
A tip from A Fistful of Dice
- 124 | A Game Master's Guide to the
Copper Jackals
- 129 | Mission Possible
A tip from Be a Better Game Master
- 130 | Incursion Roll Tables
- 138 | Copper Jackal Ranks
Optional Rule
- 139 | Using These Mechanics for
Other Things
Optional Rule



Foreword

The Year of the Hero continues – without compromise.

We continue our journey into heroism by presenting you with a squad-based, paramilitary, fantasy organization designed for epic, high-octane adventures. We challenge you to stop being a bystander and *join the Copper Jackals*.

The concept for the Copper Jackals started with a single sentence: “It’s like *The Expendables*, but with swords and magic.” But believe it or not, the idea didn’t grow out of a desire for our games to be more action-packed – it grew out of a desire to allow any player of any experience level or commitment level to jump into one of our sessions, and feel the chemistry and camaraderie that we love so much about tabletop RPGs.

It can take a few sessions to hit the sweet spot of character chemistry, trust, and figuring out one’s role in a group. But what if it didn’t have to? Sure the Copper Jackals are designed to embark on deadly, epic adventures – but their organizational structure allows for some fantastic built-in benefits for adventurers and Game Masters alike. For instance: the Copper Jackals are comrades-in-arms from the start. This means that your players can begin their Copper Jackals adventures with a strong baseline of trust – something that can often take a few sessions to build. This assumed trust and camaraderie also allows new players to delve into a new group seamlessly without feeling like they have to prove that their character can be trusted (which can take multiple sessions). This also allows casual players to join in sporadically without slowing campaign momentum.

Additionally, since the Copper Jackals are part of an overarching intelligence network of interlinked groups called chapters, it’s perfectly reasonable to give your Copper Jackal players access to key pieces of intelligence before beginning a mission. This is a built-in way to provide some plot hooks at the start of a session in the style of a mission briefing. This allows you to get into the meat of the session quicker, with an intuitive reason for doing so.

Overall, the Copper Jackals were created to have fun. Our aim is to encourage kinship at the table, and to evoke the sense of being part of something bigger than one’s self, fighting for what’s right with your best friends beside you. We hope you have a blast with the Copper Jackals, and no matter how you use them, know that we lovingly hand them over, from our tabletop to yours.

Sundera Compris,



Tim and James Kearney
Tabletop Terrors





Cheating Death in Dragongrin

11 GRISLY TRUTHS

1. **Lightfall was the death of hope.** In Dragongrin, evil reigns. The forces of good were decimated by the forces of darkness, falling to the military might of the Dismembered Lord in a series of catastrophic events known as Lightfall. The hand of the Dismembered Lord extends over the realm even today, and the shadow of his empire spreads like a sickness from the region of Grinn, threatening to snuff out any light that remains.
2. **Amidst the shadows, a Copper Sun rises.** Points of dim sanctuary persist in a land of long, gnarled shadows – the greatest of which is the Copper Sun, a city that floats high above the terrors of the land. It is the capital city of the region of Innes, and though ransacked and cast earthbound during Lightfall, it is being rebuilt in secret. Having achieved flight again, the Copper Sun has risen to become a beacon of hope – though its light in the surrounding regions grows dimmer by the day. If you wander beyond the Copper Sun, you're subject to either the feral law of the land, or the martial law of Grinn.
3. **Being a hero will get you killed.** Heroes are not welcome, as they bring unwanted attention and retribution from the forces of darkness. They fight a battle most consider already lost. By and large, the common people of Grinn do not welcome heroes readily, for they have witnessed the draconian punishments of the Dismembered Lord firsthand. Those who choose to take action against the evils of the land often do so alone. Many are quick to meet their own deaths – or worse. Those resilient enough to persist may catch the attention of one of the few revolutionary organizations that operate in insubordination of the Dismembered Lord – the Copper Jackals, the Peacemakers, or the Undying Light, to name a few.
4. **Imminence is the most powerful force that exists, yet is nearly impossible to wield.** In Dragongrin, there are three primary sources of magic: arcane, divine, and Imminence. Imminence is a pre-creation energy source of endless potential and raw primeval power. It is a formless, shapeless force from which all creation was birthed eons ago. Its secrets were long lost to history until recently. Now unearthed, its volatile and untamable power holds limitless potential to those who can withstand it. From Imminence comes light, comes darkness, comes good, comes evil, comes everything in between. From Imminence comes all. Those who know of Imminence rightly fear it, and those rare few who command it can become unstoppable.
5. **The Bleak is a festering magical maelstrom, and the source of arcane power.** In many realms, the font from which arcane magic flows is ethereal and mysterious, but in Dragongrin, it is a physical force of nature that mars the land endlessly. Chaotic and volatile, it is an untamable, unforgiving maelstrom that transforms (or obliterates) everything it touches. The arcane energy that makes up the Bleak is believed to be the direct result of a laceration in Imminence itself, bleeding the Bleak onto the material plane from a great planar wound, eons old. The Bleak is more active and tangible in Dragongrin than



Cheating Death in Dragongrin

most realms. Mostly prominent above the oceans of the realm, it commonly brings its unpredictable and destructive tempests to the landmasses of the realm in the form of Bleakstorms and Bleakrifts.

6. **Eons ago, the world was shaped by a bloody supernatural war.** The old stories speak of two godlike, opposing forces that shaped the world: the mighty, inspired Titans, and the potent, elemental Primordials. These immense and powerful beings are said to have emerged from Imminence itself, likely as manifestations of its strongest energies: creation and chaos. As polar opposites, the constructive Titans and the nihilistic Primordials clashed immediately and eternally – their brutal conflict resulting in the First War. No one knows exactly how this bloody “Godwar” ended, but neither race presently exists in the realms, though their advanced technologies and geological effects are evident, even today.
7. **Dragongrin is a graveyard of dragons.** The word grin is Titanspeak for “graveyard,” and the superstitious histories of the land have taken root, even in its name. The realm formerly known as Arthunvale is now more commonly called Dragongrin. Legends posit that the central landmass is the final resting place of the scattered and defeated ancient dragons, annihilated in the First War, with the northernmost region of Ûldane made toxic and unlivable because of the concentration of long-buried dragon carcasses.
8. **Dragongrin is the birthplace of the mighty Typhons.** The dragons are said to have been formed by the Primordials to enact chaos in the First War. The Titans responded to this threat with perhaps their greatest creation: the mighty Typhons. The Typhons were cunning, powerful, and benevolent creatures, rivaling the wyrms and even the primordials in their abilities. Besting the dragons in the final battle of the First War, no one knows exactly what happened to these powerful creatures, though they have been absent from the realms for centuries. The Typhons are now creatures of myth and legend – but the common folk of Dragongrin still watch the skies, praying for the day that they might return to save them.
9. **As the Bleak festers, the space between planes grows restless.** Like any untreated wound, there are ghastly consequences of the Bleak endlessly seeping into the material plane. Darker, more eternal evils that slumber between the fabric of the realms are beginning to stir, and forces that have not been reckoned with for millennia are slowly turning their immortal gazes to this fissure into the material planes.
10. **The existence of the gods is unproven.** No mortal knows if the gods truly exist, though many in Dragongrin wield power that they believe is divine. Many temples and churches existed and thrived before Lightfall, though they’re now much fewer in number, presumably because of the high risk that comes with proclaiming one’s self as a beacon of faith. Though there is no empirical evidence proving or disproving the existence of deities in Dragongrin, those who believe in the gods tend to do so vehemently, while naysayers posit that anything “divine” can easily be explained by the technology of the Titans, or even simple magic. One thing is

Cheating Death in Dragongrin

certain, however: no matter what one may believe, there are holy warriors in the realm, and though they are few, they are irrefutably drawing their power from something.

11. Relics of the past shape the present.

Dragongrin is dotted with inexplicable wonders, traceable to a cryptic, ancient past. Be they geographic wonders such as the ancient caverns of Svir Below and the mechanical labyrinth known as Deepvault, or technological marvels such as the fusion of magic and technology called Archanics or the animated steel repositories of information known as the Tomehearts – in Dragongrin, the wondrous past can often exist alongside the mundane in the land.



Myth and Bloodshed

The sky burns the color of charred blood. The muddy boots of the Warmakers of Grinn pound cadenced thunder across the cobblestone streets of Aberwyth. It was always a pretty place – squat hills and shallow streams framing the wooden buildings of its founders. But today, it's a mausoleum. In this hour, it's an unburied mass grave of innocents. The people litter the streets – not yet corpses, but leaving this world, their wounds bleeding the last of their hope into the gaps between the cobblestones.

Evil is mighty in this place. Evil is commonplace. Examples are made of all who show impudence and insubordination to the Dismembered Lord. This place, like all places in the realm, will cower in the Evergrowing Shadow. The last thing that anyone in Aberwyth will see are the hollow masks of the Warbringers. And if they're lucky, before breathing their last, they'll glimpse a hint of the sun peeking through the Dark Spires of Grinn on the horizon.

Never forget that in the campaign world of Dragongrin, where the Copper Jackals originate, a powerful darkness rules the land. The Copper Jackals exist as a small but powerful light in the ever-present darkness. The Copper Jackals are the living legends who inspire the common people and give them hope, overcoming all odds and stopping unstoppable evil as often as they can.

But there are never enough Jackals to save everyone, and that's why you're holding this book. The Copper Jackals need you. Get started right now. Make your Copper Jackal – because

there's someone in Dragongrin who needs saving, or they'll suffer the same fate as the poor souls in Aberwyth.

FIRST AND FOREMOST: THE DARK CORNERS

This book isn't meant to fill in every blank space. We learned early on when creating the Copper Jackals that the concept that inspired people the most was customization. Players were set ablaze with creativity, excitedly bringing their own Copper Jackals to life. And we don't want that to stop. There are some things in this book that are specific, but others that are broad strokes – and that is by design. The Copper Jackals are a living myth – and that's how it should be. We purposefully left some dark corners unexplored, untouched by the light – but that's where you come in.

The Copper Jackals are everywhere, and nowhere. They're a living legend, and they're saving the world because of the life you bring to them. This supplement isn't a complete map of the Copper Jackals. It's an enigmatic and incomplete relic with a portion unearthed, begging to be dug up by you. There's no quantifiable way to define a legend. But together, we'll try.

THE COPPER JACKALS: A PRIMER

The Copper Jackals (or C-Jacks) are an unsanctioned paramilitary organization operating primarily in the realm of Dragongrin.



The Lore of the Copper Jackals

Bound under a sacred oath called the Copper Vow, the Jackals swear to operate justly and without compromise.

Using a loose hierarchy, the Copper Jackals exist in various groups called chapters, dispersed across the regions of Dragongrin. The founding chapter – the Prime Jackals – still acts as the governing body to all other chapters, maintaining overall order within the chapter hierarchy. Not only do they supply chapters with Titan Copper for new recruits, but they also investigate and enforce the consequences of any severe violation of the Copper Vow, utilizing the Besieged, their special enforcers.

Granted powers beyond that of even the most powerful adventurer, the Copper Jackals are imbued with a mystical metal called Titan Copper. This metal grants them special abilities which allow them to withstand even the most deadly of challenges. When all else fails, and reinforcements have fled – that's when the Copper Jackals thrive.

THE JACKALS OF THE TITANS

Though the Copper Jackals have been active for only a handful of decades, their legacy stretches much further than that, to a time long forgotten. Scattered legends speak of beings that existed centuries ago – biologically crafted by the Titans themselves. Their name, translated roughly from Titanspeak, reads literally as “metallic dogs of strife.” Some scholars argue that this is a rudimentary translation, and by using the contexts of other Titan texts, it should actually read as: “copper beasts of warmaking.” No matter the translation, many believe that these were the original Copper Jackals – powerful,

predatory war machines designed by the Titans themselves to turn the tide in their never-ending battle against the Primordials. The Jackals as they exist today are vastly different entities – but the stalwart heart of those original warmachines remains.

THE PRIME JACKALS

While the history of the Copper Jackals remains largely fragmented and speculative, there are several certainties. The organization was founded by a figure known only as the First Jackal, who has stood as the head of the organization since its inception. No one is certain how long the Copper Jackals have been operating, but they only appeared actively in Dragongrin in the last couple of decades, emerging shortly after Lightfall.

The first incarnation of the Copper Jackals consisted of the First Jackal and twelve comrades. These men and women would eventually become known as the Prime Jackals. Many consider this first generation to be the strongest Copper Jackals, having had the purest and rarest Titan Copper possessed by creatures outside of the Titans at their disposal.

Some say that the Prime Jackals were nothing more than a brutal mob of killers who used their powers to save their own necks while the world around them fell. Others say that they were noble heroes with a powerful sense of justice who will never get the recognition they deserve. No matter which you believe – it's difficult to argue that the Prime Jackals aren't some of the most powerful mortals to ever exist in Dragongrin.

It's rumored that the Prime Jackals have resurrected an ancient piece of Titan technology:



Myth and Bloodshed

an enormous, flying vessel that's lovingly called Titan's Maelstrom. Some even call it the "Copper Maelstrom" as a tongue-in-cheek reference to the organization's naming conventions. A prevailing recent rumor is that the Titan's Maelstrom is grounded – crash-landed in a location unknown to most. If this were true, the Copper Jackals would be in a very vulnerable position, and most-likely scrambling to get the ancient ship airworthy once again.

THE FIRST JACKAL

The First Jackal is a living legend. It's said that only one creature in Dragongrin knows his real name, and only a handful know what he looks like. It's well known within the Copper Jackal ranks that the First Jackal is the source and distributor of all the Titan Copper that exists in every Copper Jackal. It's also rumored that he has access to some sort of device that allows him to see where every Copper Jackal is located within the realms.

Many say that the First Jackal is a fallen general from the armies of Innes – grief-stricken over his failures during the tragic events that led to the defeat of the forces of good during Lightfall. Some believe that there is no First Jackal at all, and that his legend is a false figurehead representing a secret council run by prominent chapter heads. Still others claim that the First Jackal is a defected general from the Dismembered Lord of Grinn, who revolted against his master, stealing invaluable Titan technology in his betrayal.

In addition to being the head of the Copper Jackals and the Prime Jackals, the First Jackal (assuming one exists at all) is also the hands-on leader and founding member of a chapter

of unkillable myrmidons – the relentless, unstoppable engines of justice known only as the Besieged.

THE SOURCE OF TITAN COPPER

Titan Copper is extremely rare and invaluable, and is integral to the Copper Jackals. Used to create the only unifying feature of the Copper Jackals: their Jackal Bites. Jackal Bites are powerful, varied insignias composed of the rare, mystical Titan Copper. It's clear that whoever the First Jackal is, he or she is the source from which most Titan Copper is disseminated. Titan Copper is nearly impossible to find, and is often in very small quantities, though the First Jackal seems to have plenty. This could be more evidence to support that he or she has Titan technology, and is able to create the substance (though that can't be proven). Evidence also points to a device that is able to track all Titan Copper that exists in Dragongrin, allowing the First Jackal to know where every Copper Jackal is, though no one can know for sure. It's also been said that the First Jackal has the ability to cut off the mystical powers of any of the Titan Copper disseminated by him, rendering the metal powerless from a master source he possesses, though the existence of rogue Jackals seems to go against this theory.

SOLDIERS OF THE UNSEEN KINGDOM

Though they do not organize under the banners of any nation or kingdom, The Copper Jackals are soldiers in the deepest sense of the word. Though not structured as a formal military hierarchy, the Copper Jackals operate in a paramilitary fashion, using dispersed groups called chapters stationed across all portions

The Lore of the Copper Jackals

of the realm. The various chapters wage war in a savage, lawless land, bringing justice and protection without compromise. The Copper Jackals often refer to the Unseen Kingdom, which is typically understood to mean the vast, scattered expanse of their chapters, knowing no geographical boundaries and territory lines – though some say it speaks of more: a return to a rule where tyranny, fear, and bloodshed fade into memory.

THE COPPER LEGION

In the wake of the Copper Jackals formally receiving recruits, a portion of the original members decided that they did not want to be a part of this unsanctioned rebellious force, and chose to return to last beacon of good in the realms, the capital city of Innes, the Copper Sun. It's said that the first Jackal allowed this to occur, because it was his brother who led the open separation. The First Jackal, even though he disagreed, gave his brother enough Titan Copper to allow for the recruitment of others into the Copper Legion. The Copper Legion – though limited in number – now operates as an honor guard of elite warriors for the Copper Sun, much more militant, structured, and regimented than their Copper Jackal brethren. With the full support of the Copper Sun behind them, the Copper Legion have become mounted, flying peacekeepers in the land of Dragongrin, rearing and training winged wolf/bull hybrids known as Halyphons.

PUBLIC PERCEPTION OF THE COPPER JACKALS

Do the Copper Jackals exist? No. Not to sane people of the realm. Especially in the face of so

many atrocities. How could they? To many, due to their covert nature and unfortunate scarcity, the Copper Jackals are a myth – a fey tale for the foolhardy who rationalize their false hope. But to the innocents whose bloodshed was spared, and to the towns and villages that were brought back from certain destruction under the Evergrowing Shadow, the Copper Jackals are very real.

In some areas Copper Jackals are recognized as wanted criminals. In other regions they're treated as folk heroes. Seemingly nowhere and everywhere at once, the Copper Jackals purposefully remain a clandestine organization so that they can operate quickly and safely, outside of any sanctioned government in Dragongrin, without compromise...



Grit and Dispersal

The timeline below is measured in the years Before the Reign of Grinn (BRG) and After the Reign of Grinn (ARG).

PLAGUE OF THE MAGEHAUNTS (1 BRG)

The region of Grinn unleashes Magehaunts into the neighboring mountainous region of Svir. These wildly contagious undead monstrosities (created by purposefully exposing creatures to necrotic, primeval magic) plague the Svir mountains, eventually overtaking the entire nation in a pandemic. Svir never recovers, and is roamed by myriad undead to this day.



THE SCATTERING (1 ARG)

The world lapses into silence following Lightfall. The chaos of war bleeds into the regimented tyranny of Grinn. The quiet of this desolate wasteland is the most peace the people of Dragongrin have felt in generations, but there are many who do not give in. Small pockets of rebels coalesce, and the ones who aren't discovered and slain begin plotting. The rebellion known as the Undying Light is formed.



LIGHTFALL (0 ARG)

The dark forces of the Dismembered Lord handily defeat and scatter the heroes of the realm. The floating capital city of Innes, the Copper Sun, is brought crashing to earth. Meager pockets of good persist, but the shadow of the Dismembered Lord reaches far, and the day draws near when the darkness promises to snuff out those few remaining lights.

THE PRIME JACKALS (1 ARG)

Refusing to give in, and siding with neither the defeated forces of good, nor the vile forces of the Dismembered Lord, the first twelve Jackals decide to forge their own future. Some say it is out of selfishness, others say it is out of valor – nevertheless, these Prime Jackals take a vow to be their own protectors, without compromise. An iteration of the vow they all swore is still used in initiations today.

The History of the Copper Jackals

THE TITAN'S MAELSTROM (1 ARG)

The Prime Jackals reclaim a half-buried, derelict Titan supply ship from deep within the borders of Grinn, and equip themselves with the technology needed to stand a fighting chance. They become the primary target of the Dismembered Lord's rage. The Jackals name their new mobile fortress the Titan's Maelstrom.



VICTORY AT FELHOLD (4 ARG)

The first post-Lightfall victory against the Dismembered Lord is struck. A group of Copper Jackals embark on a secret mission (codenamed Vaultbreaker) into the dark depths of Felhold, the largest prison in Grinn. Aided by the turncoat Deacon Worth, they successfully free dozens of captive Jackals, as well as several surviving heroes of Lightfall. The Jackals who made it out alive are thereafter known as the Vaultbreakers, continuing a tenure of incredible feats of infiltration and extraction.



RECRUITMENT BEGINS (3 ARG)

The Prime Jackals thrive for a time, but realizing that their current ranks are not enough, the First Jackal decides to take on new recruits. Active recruitment begins in every corner of Dragongrin, and recruits are vetted using a crucible called Minting. The oath these recruits recite is the fully realized evolution of the vow taken by the Prime Jackals, now known as the Copper Vow.

MARCH OF THE HARBINGERS (5 ARG)

As the Jackals gain prominence, a blood-soaked shadow of the past lurches into the present. The Harbingers, legendary beings of war and malice, return to Dragongrin and march under the banners of the Dismembered Lord. The Copper Jackals are advised by the First Jackal himself not to engage a Harbinger unless absolutely necessary, and to only confront them with superior numbers.

Grit and Dispersal

CREATION OF CHAPTERS (5 ARG)

With the grim realization that they are undermanned, and underprepared to handle the growing threat of the Harbingers, the First Jackal uses the success of the Vaultbreakers as an archetype and begins to group like-minded individuals together in potent and effective task forces called chapters. Chapters are dispersed – and though still answering to the Prime Jackals – are given autonomy to function as needed, thriving in this unencumbered hierarchy.



RECLAIMING THE SUNDERER (8 ARG)

A task force of Jackals infiltrates the Black Iron Spire, a stronghold of the Dismembered Lord, to reclaim the Sunderer – a mighty Vastehk hammer crafted by the Titans. The hammer is retrieved and bestowed to the Prime Jackals. Though the mission is successful, the cost is great. One Jackal, chapter head Zird Al'hrem of the Sand Phantoms, is captured by the Harbingers.

IRONSKIN ORC INVASION (7 ARG)

Nearly invulnerable blue-skinned orcs invade the shores of Innes from all sides, bringing war from Varnholme. These nearly unkillable monsters mar the countryside. Defeating the Ironskin orcs costs the Jackals dearly, and almost every chapter suffers losses. The chapter known as the Shattered Maul is wiped out entirely – a first in the Jackal's history.

UNEARTHING THE ARCHIVE OF LORE (10 ARG)

The ancient Library of Leorna, containing the fabled Archive of Lore, is uncovered atop the peaks of the islands of Awaii. Several Jackal chapters, local militias, and the nomadic Dragonborn faction known as the Red Spears come into conflict over claims to the Archive, which contains dozens of still-active, ancient Tomehearts. During the battle, many Tomehearts escape the library into greater Dragongrin, and a handful come into the possession of the Jackals.

The History of the Copper Jackals

THE BLACKSTEEL JACKAL (11 ARG)

The fate of Zird Al'hrem – the former leader of the Sand Phantoms – is made known to the Copper Jackals as he emerges as the Blacksteel Jackal. Tortured and mutilated, Zird is rebuilt by the Harbingers of Grinn using Primordial rituals, imbued with the power of those ancient beasts and fused with blacksteel, the metal of the Harbingers. Despite the deep brands and scars, and the inky black warpaint, the Blacksteel Jackal is unmistakably the hero once called Zird Al'hrem. Now, he helps the Harbingers locate, detain, and murder his former comrades.



THE FORMATION OF BESIEGED (13 ARG)

In response to the betrayal and murderous fracturing caused by the Rustborn, a new chapter is formed to act as the special enforcers of the Prime Jackals. The Besieged are empowered with especially potent Titan Copper to hunt, judge, and punish rogue Jackals, answering only to the Prime Jackals. The First Jackal is the leader of this chapter, and often undertakes incursions with them – or so it is rumored.

THE RUSTBORN DESERTION (13 ARG)

Two prominent Jackal chapters desert in opposition of the Prime Jackals, becoming the first Rustborn. Somehow finding a way to keep their Titan Copper active while staying off of the Attunement Grid, they are nearly impossible to track. The Rustborn famously murdered several prolific Jackals in their exodus from the organization, and continue to threaten the Jackals to this day.

THE ORDMIST ALTERNATIVES (15 ARG)

Pockets of planar disturbances emerge across the land, creating localized alternate realities. The Copper Jackals trace the disturbances to the experiments of the unwitting Sarfvin Gnomes of the Ordmist. Many Jackals find renewed hope, as one alternaty shows the victory of good over evil, instead of what actually occurred during Lightfall. A group of Jackals are said to have led hundreds of suffering commoners through this utopian portal before it was closed forever. Their fate remains unknown.

Grit and Dispersal

THE BLACK SILENCE (16 ARG)

Aberrations known as the Endless invade Dragongrin through countless Bleakrifts. Swarming every corner of the realm, these horrific creatures prove to be virtually impervious. Numerous Copper Jackals give their lives to protect the realm – including seven of the original twelve Prime Jackals who paid the ultimate price to discover the one true weakness of the Endless. A monument to the Copper Jackals killed in the Black Silence stands in a secret location known only to the current members of their ranks.



THE FORMATION OF THE COPPER LEGION (17 ARG)

Following the Black Silence, a portion of the Jackals feel a calling to guard the remnant city of good, the Copper Sun. In a measured exodus led by the First Jackal's brother, a small, select number of Jackals are allowed to leave the organization (though not on the best terms), taking a cache of Titan Copper with them. With the full support of the Copper Sun behind them, the Copper Legion – though they are few – become mounted, flying peacekeepers in the land of Dragongrin, rearing and training winged wolf/bull hybrids known as Halyphons.

THE DIVE (18 ARG)

The Prime Jackals learn of a key meeting of many of Grinn's military minds, and decide to strike. Members of the Onslaught chapter volunteer for the mission, and freefall into the tallest of the Dark Spires of Grinn from the Jackal's infamous airship, the Titan's Maelstrom. Key warlords of Grinn are slain, falling at the hands of the mighty Onslaught chapter, but every Jackal involved is killed or captured, and the Maelstrom is scuttled, crash landing in a location unknown to most.

THE BLEAK EXCURSION (18 ARG)

Following the Black Silence, it is decided that the Copper Jackals must learn more about the Bleak, and the threats that surely lie within it. A specialized task force of volunteers assembles upon a handful of vessels for what many consider a suicide mission into the Bleak. Outfitted with special gear created from the carapaces of the Endless, these Jackals disappear into the Bleak. They are never seen again – though many still hold out hope, believing they will one day return with untold secrets of the Bleak.

The History of the Copper Jackals

RISE OF THE LICHFIENDS (20 ARG)

The long-forgotten lich lord, Vorgul Drakus, gathers a coven of murderous followers who would stop at nothing to see their master rise again. These zealots, under Drakus's sway, have allowed his necromantic essence to soak into their being, transforming them into creatures called Lichfiends. These deadly creatures, led by the Lichfiend Lillith Claxton, are nearly unstoppable, sacrificing numerous innocents to appease their master. The Copper Jackals chapter the Unfallen is formed (with trepidation) to fight fire with fire ... and they are victorious.



FISSURES OF ZAMON (21 ARG)

A subrace of elves known as the Rammah emerge suddenly from the jungles of Zamon. Surfacing from the bottomless Ocean of Trees and armed with feral, Primordial technology, these remarkably tall, tribal elves wield immense power. Not readily equipped for jungle missions, the Jackals fight tirelessly to infiltrate the Rammah's primeval temple fortress and stop them from resurrecting a Primordial creature known as the Devourer.

THE PROMISE OF PEACE (21 ARG)

In the wake of the fissures of Zamon, many Jackals find themselves stranded in the jungles. Stumbling upon an ancient battlefield of the First War, a diverse group of Jackals is able to repurpose and revive a dilapidated Titan aircraft by using a marriage of current and Primordial technology. Naming this vessel the Promise of Peace, they escape Zamon and found a new chapter – the Skyhunters.

THE ASCENSION OF AMALGAM (22 ARG)

The Üldane prison, an ancient repository for dangerous magical items, animates and lumbers across the countryside. It is discovered that this is a result of the magic items within gaining sentience, forming the dangerous construct being known as Amalgam. A group of Copper Jackals was dispatched to investigate the Üldane prison, but in the end, the essence of Amalgam escapes.



Organization and Order

HIERARCHY OF CHAPTERS

The Copper Jackals do not normally operate as a combined unit, instead finding power and mobility in their wide dispersal. The Prime Jackals, rumored to be the first mortals to bear the name Copper Jackal, oversee the faction as a whole, and act as the governing body to the various chapters. The command of the individual chapters is generally left to the discretion of the chapter heads. This allows for decisive autonomy, discarding needless bureaucracy and allowing for rapid response to dire situations.

THE BESIEGED

The Prime Jackals command a special chapter known as the Besieged, which serves as a dedicated group of enforcers acting on behalf of the Prime Jackals. The Besieged are equipped with especially rare and potent Titan Copper, and are nearly as powerful as the Prime Jackals themselves. In special situations, the Prime Jackals may dispatch a member of the Besieged to deal with internal problems, like deserter Jackals or entire rogue chapters.

CHAPTERS EXPLAINED

The Copper Jackals are not formally regimented or regulated. Instead, they operate in individual tight-knit chapters, each geared towards specific tasks and specializations. Chapters are more than organized teams of like-minded Copper Jackals, though. They are kin – joined in marrow, mind, heart, and spirit, and closer than blood. A chapter is a family of comrades-in-arms, sworn to a shared oath, and committed to the cause and each other – without compromise.

CHAPTER HIERARCHY

Each chapter operates under the direction of its chapter head. It's the head who metes out chapter duties and ranks, and makes final decisions on the missions undertaken. The Prime Jackals decree that each chapter, in order to be recognized and supported, must have a single leader acting as chapter head. Chapters have attempted to instate multiple leaders, or councils of elders – but all have been disbanded. There must be a formal leader appointed to take responsibility and answer directly to the Prime Jackals. If a Copper Jackals chapter is without chapter head for any reason, a temporary head will be appointed by the Prime Jackals until a replacement can be found.

Unless under the direct orders of a Prime Jackal, a chapter head, or an appointed ranking member, individual Copper Jackals are advised and expected to make decisions for themselves, and take full responsibility for those decisions. However, in the case of a critical choice – often one that is large in scope – chapters make decisions and act as a majority. If a critical decision is on the table, and there's a disagreement or question about the best course of action, every Jackal present and in good standing has a vote, and the majority rules (in these situations, chapter heads hold two votes, to signify their authority). The chapter head oversees these votes, and ensures that, when a decision is made, the entire chapter supports and enacts that decision.

Sub-chapters exist as smaller segments of larger chapters. Sub-chapters are under the command of their mother chapter, and usually have a vice chapter head in place who answers to head of the mother chapter. A sub-chapter often shares

The Hierarchy of the Copper Jackals

the same name as its mother chapter, typically with the addition of an identifier, for example: the Unfallen of Svir Below would be sub-chapter of the chapter the Unfallen. In this hierarchy, the first chapter established is referred to as the mother chapter.

SQUADS

A group of Jackals from the same chapter undergoing a mission together is known as a squad. Squads do not have a specific number value assigned to them, and can range from a pair of Jackals to dozens of them, all working towards a common goal.

CHAPTER DUES

Copper Jackal chapters are expected to fund themselves and support their members, but it's mandatory that ten percent of all of their earnings go to the Prime Jackals. These funds go towards supporting the faction as a whole, and maintaining the secrecy and protection of its leadership.

CONFLICTS WITHIN THE RANKS

Can Copper Jackals fight each other?

Physical altercations between Jackals are discouraged, though they do occur. Many turn a blind eye while two Jackals settle what needs settling. Bets are also not uncommon, typically resulting in a pile of coins near the tussle for whomever emerges victorious. The intentional use of lethal force upon a Copper Jackal by a comrade is not permitted, however, and considered a violation of the Copper Vow. Violators of this tenet are dealt with harshly by

chapter heads, or by the Besieged in extreme cases.



Organization and Order

Do chapters ever come into conflict with each other?

There are certainly chapters who maintain conflicting outlooks, and who clash from time to time. There are even chapters that openly dislike other chapters. The rivalry between the various chapters is, by and large, playful in nature, however, and promotes friendly competition. Though their specialties, ways of thinking, and approaches may vary by chapter, in combat, nothing can break the bond from one Jackal to another.

What happens if you want to leave your chapter?

In some extreme cases, there may be cause to leave your chapter to join another. This is frowned

upon, and must be approved by both a chapter head and a ranking Prime Jackal unanimously. If their vote supports your decision, you'll be permitted to try to find a chapter that will take you, which can be difficult depending on the circumstances of your departure.

What happens if you want to leave the Copper Jackals altogether?

In very rare instances, you'll be permitted to leave the Copper Jackals, but it's uncommon. It requires the blessing of your chapter head, a fellow chapter member, and the First Jackal himself. If granted a chance to leave, you must survive the removal of your Titan Copper. If you leave, you may never return, and for the rest of your days, the Besieged will always be watching.

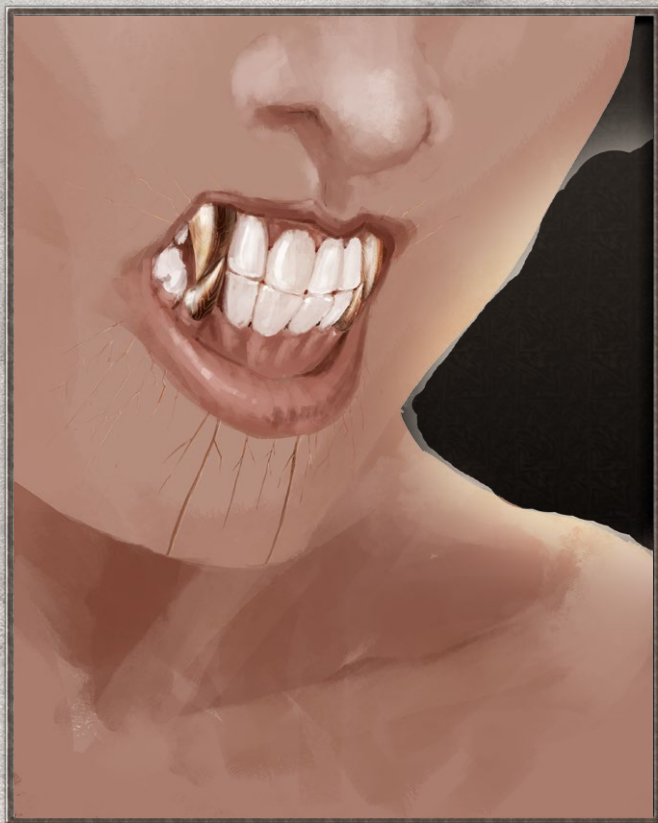
CHAPTERS WORKING TOGETHER

Can members of different chapters go on missions together, and does this happen often?

This happens frequently and purposefully. The term used for a co-mingled group of varying chapter members is a task force. Task forces are made up of Jackals from various chapters coming together for a mission or a series of missions requiring a range of skillsets and abilities. Certain task forces have gained notoriety over time, and are called upon for situations that arise regularly. The Svir Irregulars are one such task force, assembled for particularly dangerous missions several times in the faction's history by the Prime Jackals themselves.

UNIFORMS

There are no standardized uniforms for the Copper Jackals. The only unifying feature of



Organization and Order

the Jackals are their Jackal Bites – the powerful, varied insignias composed of the rare, mystical alloy known as Titan Copper. Each chapter dictates its level of regulation dress code, or lack thereof. It's not uncommon for chapter members to sport distinct trinkets like rings, scabbards, canteens, necklaces, satchels, or other ceremonial bits to stand as unofficial hallmarks. Said trinkets rarely carry any magical properties, but are often rare enough to be used as a way to identify the members of a specific chapter informally on sight among its ranks.

MEMBERSHIP BASED ON MERIT

The Copper Jackals welcome anyone who proves their worth as a soldier and comrade. Race, gender, past history, and even criminal records aren't deterrents – only the current quality of their character comes into question. This means that the Copper Jackals welcome many individuals that find no solace with other organizations. Mechanically, this means a character of any race, class, or background can become a Copper Jackal without restriction.

In addition, while it is extremely rare, it's not impossible to see a monstrous humanoid become a Copper Jackal. Creatures that have held this honor include goblins, gnolls, minotaurs, and orcs among others. An ogre Jackal called Briv the Stomper gave his life for his brothers and sisters during the Black Silence – the members of his chapter still utter the words "For Briv!" as their battlecry. There are also rumors of a newly-formed chapter of monstrous humanoids operating near the Svir Mountains closest to the dark lands of Grinn.

HOW ARE NEW CHAPTERS FORMED?

Before you can formally found a recognized chapter, you must gain a signed charter from an existing chapter head endorsing you. This chapter head agrees that you are not only worthy of founding a new chapter, but that their chapter will support you financially, and protect you until you are self-sufficient. This is a big undertaking, and new chapters aren't created lightly or quickly.



Creating a Copper Jackal

THE PROGRESSION OF COPPER JACKAL

Level	Proficiency Bonus	Features
1	+2	
2	+2	
3	+2	Minting, Chapter Initiation
4	+2	Copper Boon, Copper Attunement
5	+3	Chapter Renown
6	+3	
7	+3	
8	+3	Copper Boon
9	+4	Chapter Renown
10	+4	
11	+4	
12	+4	Copper Boon
13	+5	Chapter Renown
14	+5	
15	+5	
16	+5	Copper Boon
17	+6	Chapter Avatar
18	+6	
19	+6	
20	+6	Legacy Copper

INTRODUCTION TO FACTION CLASSES

Copper Jackals are a faction class. A faction class is a mechanical structure of new features and abilities, designed to be layered on top of existing 5E character classes. The fact that it

doesn't replace a character's normal progression within their class differentiates it from character classes, archetypes and prestige classes. Faction classes augment character progression with a separate tier of powers. Any character of any race and class can easily apply the faction class of Copper Jackal, without interfering with existing



Creating a Copper Jackal

features and abilities.

Faction Classes follow three core design facets:

- Faction classes should be balanced, versatile, and fun character options without overcomplicating the mechanics.
- They should leave all existing core mechanics in place, taking nothing away from the rules as written.
- Faction Classes keep the overall feel of 5E intact.

THE THREE ELEMENTS OF THE COPPER JACKAL FACTION CLASS

The three distinctive elements of being a Copper Jackal are listed below. We cover each of these things in depth later in the book.

- Copper Attunement: communication benefits granted by your Jackal Bite.
- Copper Boons: abilities granted by your Jackal Bite.
- Chapter Renown: benefits granted by the Copper Jackals chapter you belong to.

A NOTE ON BALANCE AND CLASS IDENTITY

The Copper Jackal faction class has undergone more than 50 hours of playtesting, and is balanced relative to the power level of our design goal. No ability or feature was added lightly and each element was put through its paces by our playtest group. Furthermore, a conscious effort was made to be certain that the features and abilities given in this book are usable by any

existing character class, and that they do not ape or eclipse any existing core class abilities. For example, a sorcerer cannot become a fighter using the Copper Jackal faction class, though they can become tougher and hit harder – all while retaining their distinct sorcerous flavor.

MAKING YOUR BASE CHARACTER

Creating a Copper Jackal begins with one major component – having a completed base character of any class of at least 3rd level, created using the standard 5E rules. This is the character that you will augment using the Copper Jackal faction class. Copper Jackals are designed for use with 5E but with this book and a little work, converting the Copper Jackal faction class to your preferred system shouldn't be too difficult.

FOLLOW YOUR INSPIRATION

When crafting your Copper Jackal, go where inspiration takes you. This book is laid out in a way that made sense to us, but don't feel as though you need to follow the steps in order. Once you have your base character, you can jump around to the different sections in just about any progression. It's also a good idea to work with your Game Master to decide which steps you may want to play out in game, and which steps you may want to handle narratively (or even paint with broad strokes to flesh out at a later time).

USING COPPER ARCHETYPES

There are many Copper Boons to choose from, so you may want to choose a Copper Archetype to get started quickly and easily. A Copper Archetype is a pre-selected set of Copper



Creating a Copper Jackal

Boons, all chosen to work well together. These particular Boon combinations will allow you to fill a distinct role as a Copper Jackal.

Each Copper Archetype is designed to work for characters of level 3 - 20. Be sure that you only select the character options you qualify for. Flip to page 116, and choose a Copper Archetype pertinent to your play style.

COPPER JACKAL PROGRESSION: AN OVERVIEW

LEVEL 3 – MINTING

The Copper Jackals have noticed you. You're scouted as a recruit and you find a deliberately planted chunk of rare, magically forged copper. If you accept the chunk that's been planted for you to find, you're then faced with a dangerous mission to prove your worth. If you succeed, the copper chunk takes on the shape of a coin, though it remains blank. During your minting mission, your actions, demeanor, and methods help decide which Copper Jackals chapter suits your character best. In some cases, your GM might have a specific chapter in mind for your character, but in most cases the choice is up to you as a player.

LEVEL 3 – CHAPTER INITIATION

After you know what chapter your character will be a part of, your copper chunk becomes magically minted, and the once-blank coin takes shape. With this newly minted copper coin in your possession, a member of your chosen chapter will come to retrieve you, and escort you back to the chapter's base of operations. Once you arrive, you must survive the chapter's initiation ritual. If you do, you are permitted to take the Copper Vow, and your minted coin is

imbued within your body to become your Jackal Bite. Your character is now officially a Copper Jackal.

LEVEL 4 – COPPER BOON AND COPPER ATTUNEMENT

At 4th level, you gain the first boon granted by your Jackal Bite. (You also receive a new boon at levels 8, 12, and 16.) At 4th level, you also gain your Copper Attunement, the ability to communicate with other Copper Jackals using your Jackal Bite.

LEVEL 5 – CHAPTER RENOWN

At 5th level, you gain Chapter Renown, abilities, equipment and expertise that are granted by being a member of your particular chapter. (You also receive Chapter Renown at levels 9, and 13.)

LEVEL 17 – CHAPTER AVATAR

At 17th level, you become an avatar of your chapter, a perfect specimen that embodies the purpose and powers of your chapter. It is at this point that your Jackal Bite grants you a unique ability in line with your chapter's specialty. Many chapters also reserve special weapons, armor and uniforms for their Chapter Avatars.

LEVEL 20 – LEGACY COPPER

Legacy Copper is Titan Copper extracted from a fallen or retired Copper Jackal. This Legacy Copper augments your existing Jackal Bite. The addition of this powerful, well-worn Titan Copper now attuned to your Jackal Bite acts as an additional source of power. Mechanically, Legacy Copper allows you one additional usage of a single Copper Boon once per short or long rest.

Copper Chunk and Minting

GAINING YOUR COPPER CHUNK

The Copper Jackals always need recruits – but they would sooner dwindle in ranks before pursuing a single undeserving candidate. Which raises the question: “What do the Copper Jackals consider a worthy candidate?” And it’s difficult to say, precisely. The Copper Jackals have accepted all manner of people from all walks of life as recruits – from known criminals to devout priests to exiled royalty. The Copper Jackals can see beyond what most can see, and look for a particular doggedness and potential in an individual. But being recruited is only the beginning of the journey, however, and a candidate still has much to prove – if they survive the coming tests. Many recruits are chosen to become Copper Jackals, but few pass their initiation.

The way that the Copper Jackals alert recruits of their candidacy is by presenting them with a mysterious chunk of raw, unworked copper. This copper chunk will seemingly arrive out of nowhere – almost always in an unlikely place, at an inopportune time. No one knows for certain exactly how this happens – some say there is a dedicated Copper Jackals chapter that handles recruitment, but no evidence has been found to support this.

Recruits presented with this Copper Chunk have a decision to make. If they decline possession of the chunk, they are declining their recruitment

opportunity into the Copper Jackals. But if they accept the chunk, they are accepting their recruitment opportunity.

Mechanically, the item in your possession is an unworked piece of a material known as Titan Copper – one of the most valuable things that you’ll ever possess. The Copper Jackals call this a Copper Chunk. This mystical metal was created by the legendary Titans of Dragongrin many centuries ago, and it is as powerful today as it was then. Titan Copper is refined to be

a light, durable, regenerative, and Archanic (magically mechanical) material – suffice it to say that the clump you hold is worth a small fortune. If you can hang on to it long enough, and stay alive, this piece of Titan Copper will become much more than an unworked chunk.

The location and situation in which your character finds their Copper Chunk is an excellent roleplay opportunity. We mentioned

that the chunk often shows up in an unlikely place, at an inopportune time, which can easily be tied to your character’s personality and background, and perhaps a conflict they’re presently dealing with. This is a defining moment in your character’s life, so you may choose when and how it occurs, and perhaps even decide what tough choice you have to make to choose your Copper Chunk over something else of significance. Work with your Game Master to decide what’s best for you and your character. You can choose to roleplay a scene where you



Copper Chunk and Minting

find your Copper Chunk in game, or even keep this detail undecided at the start, and flash back to it later when you have more context for your character. The choice is entirely up to you.

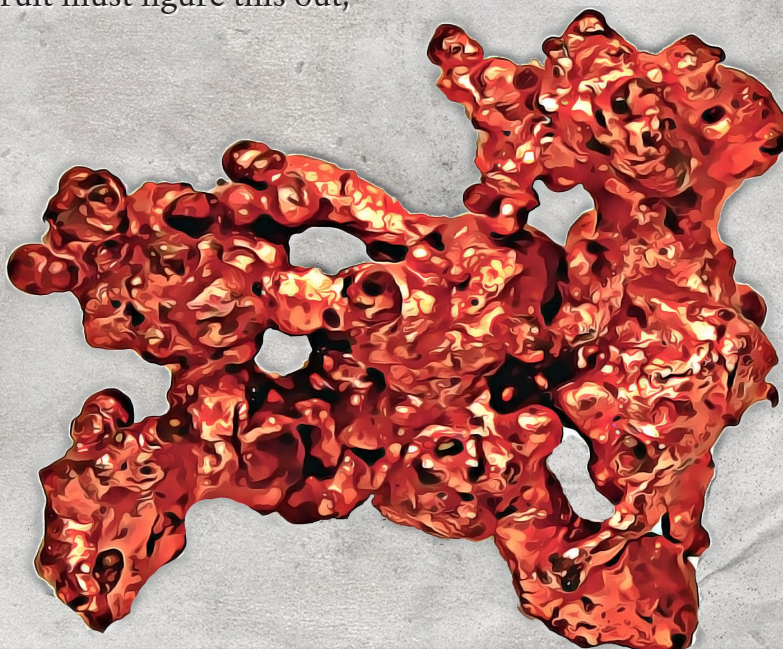
What happens next varies from person to person, but if you take possession of the copper, you'll be contacted by the Copper Jackals in some way, and given a mission to prove you're worthy of being a recruit. This is called a Minting.

MINTING

A Minting is a specific mission to prove your worth as a Copper Jackal recruit. It's a crucible of danger and obstacles all begging for you to fail becoming a Copper Jackal. In most cases, a Minting mission is given by a simple, cryptic letter. Terse and veiled, the letter rarely has more than a sentence, and the recruit has to figure out what to do next. The letter could contain a person's name, a location, even a song title or a single word – or it may not be a letter at all. The recruit must figure this out,

and so begins their Minting. Minting missions vary greatly from individual to individual, but they are hand selected for the candidate. And while varied in many ways, they all have these things in common: you must go on a journey, you must right a wrong, and you must confront (but not necessarily overcome) something about yourself – a fear, a flaw, a long-buried secret, etc. Upon completing your Minting mission successfully, your raw Copper Chunk undergoes a transformation. What was once a jagged, unworked chunk will now be a deliberate and perfectly formed copper coin, blank on both sides.

Minting sessions are not only designed to test if you've got the mettle to become a Copper Jackal, but also examine your temperament, skill set, competencies, and flaws. Who you show yourself to be during your Minting directly affects your placement within the Copper Jackals. Recruits become Initiates into specific chapters, and upon completing your Minting you are invited to one or more chapters that could use you.



Chapter Initiation and Benefits

CHAPTER INITIATION

Becoming a recruit, and then successfully completing your Minting session are milestones in becoming a Copper Jackal, but one final test awaits you – your initiation. Every Copper Jackals chapter has its own distinct initiation ritual, designed to be the final crucible to test your resolve. Initiation rituals represent something unique and meaningful to the chapter, encompassing the style and soul of what it means to be a member.

Chapter initiations range from throwing your most valuable possessions in a fire to show a separation from your past, to being hanged by the neck until nearly dead to know what it feels like to be condemned and live. If you survive your initiation, you earn the right to recite the Copper Vow, and you will be formally inducted into the ranks of the Copper Jackals.

COPPER COINS RETURNED

If you survive your initiation, you are granted a coin identical to the one you received during your minting. This new coin has only a very thin outer layer of Titan Copper, with its core being composed of run-of-the-mill copper and small amounts of other filler metals. This coin is a keepsake, symbolic of your chapter membership, and a reminder of what you've accomplished, as well as what lies ahead as you grow within the chapter.

A CHAPTER'S BASE OF OPERATIONS

Every Copper Jackal's chapter has an area, facility, or vehicle that acts as their central base of operations. This is the location from which



they plan their operations, and also acts as the living quarters for their members. This base of operations can vary vastly in size, function, and even mobility depending on the chapter to which it belongs – from an animated undead storm giant, to a hollowed out meteoric cavern, to an immense ancient barge afloat on the oceans of the realm.

LIVING QUARTERS

When a Copper Jackal is initiated into a chapter, they are given quarters in the initiate bunk – a communal area where multiple initiates must cohabitate until a time where they earn their own quarters. A Copper Jackal is typically granted private living quarters (or the equivalent) within their chapter's base of operations when they achieve the first benchmark of Chapter Renown.

EQUIPMENT

Access to specialized equipment is granted by membership to a chapter. If a chapter does have unique equipment, it's typically shared by the members of chapter due to limited resources. Most chapters have a system in place that keeps track of specialty gear, proctoring who is allowed to use it, and for how long. Requests to access a chapter's specialized equipment are often considered when a Copper Jackal achieves the second benchmark of their Chapter Renown,

Chapter Initiation and Benefits

but access may be granted sooner depending on the situation.

THE MECHANICS OF CHAPTERS

At character level 4, after being recruited and minted, you are initiated into a Copper Jackals chapter. Chapters are highly adaptable and completely autonomous teams with a broad array of special skills for precise missions. Work with your Game Master to choose or create the chapter that would suit your character best.

CHAPTER RENOWN

At character level 5, in addition to giving you a place to belong with like-minded individuals, your chapter grants you Chapter Renown. Chapter Renown represents your specialized training within a chapter, granting you benefits in the interaction and exploration pillars of the game (whereas Copper Boons augment the combat pillar).

Chapter Renown has character level prerequisites, and once you qualify, you are granted Chapter Renown from your chapter at character levels 5, 9, and 13. The abilities, and pieces of equipment granted by Chapter Renown are in addition to any abilities granted by the standard ruleset. They are usually geared toward the chapter's function and specialization. In addition to Chapter Renown, there are other benefits that come from joining a chapter, such as a base of operations, a network of support, access to special equipment and weapons, and more.

CHAPTER AVATAR

At character level 17, you become an avatar of your chapter, the archetype of what a member of that chapter should aspire to become. It is at this point that your Jackal Bite grants you a unique ability that allows you to perform your chapter's specialty more adeptly. Many chapters also reserve special weapons, armor and uniforms for their Chapter Avatars.

LEGACY COPPER

At character level 20, you are granted Legacy Copper. Legacy Copper is Titan Copper that belonged to a fallen or retired Copper Jackal. In many cases, it was a Chapter Avatar, or Jackal of great renown from the chapter. The Legacy Copper granted to you is added to your Jackal Bite, and as the magical alloys meld and become one, it often takes on a distinctive pattern of banding and mottling, reminiscent of flowing water. Mechanically speaking, your Legacy Copper allows you one additional usage of a single Copper Boon once per short or long rest.





The Copper Vow

Becoming a Copper Jackal goes beyond being skilled, powerful and efficient – those are all traits that can be possessed by evil as well. The thing that sets the Copper Jackals apart from all others is the Copper Vow.

The Copper Vow is a solemn pledge that few gain the right to speak. It is a sacred promise, and the final step to becoming a fully initiated Copper Jackal. Though the Jackals are autonomous in many ways, this is the thing that binds them together, closer than blood.

For many Copper Jackals, the words spoken during the Copper Vow are simply a mirror of what already existed within their spirit, and reciting the words is akin to expressing an unnamed feeling they had already known for some time.

The Copper Vow must be spoken in the presence of at least one other Copper Jackal, and is made up of six lines, the Copper Tenets.

THE COPPER VOW

Honorable beyond honor. Without compromise.

Courageous beyond circumstance. Without compromise

Unprejudiced and just. Without compromise.

Loyal unto death, and beyond. Without compromise.

Ours is the unseen kingdom, we are its warrior kings.

Sundera Compris; Forever without compromise.

Note: Sundera Compris (pronounced sun-dare-uh com-priss) is Titanspeak, translating roughly to “Forever without compromise.”



Breaking the Copper Vow

Ultimately, the decision of what constitutes breaking the Copper Vow is decided by your Game Master. The vow is designed to keep the good guys good, but not to be a complex bureaucratic trap. The Copper Jackals operate in a difficult time where moral ambiguity can be justified too easily, and the vow is designed to keep alive some part of the world that existed before such regrettable times.

If you're at an impasse as to whether the Copper Vow has been broken, these basic benchmarks can help you decide.

Honorable. A Copper Jackal shows the highest respect and esteem for those who deserve it, and strive to deserve that same respect themselves.

Courageous. A Copper Jackal is not deterred by danger or pain; they may experience fear, but it must not control their choices or actions.

Unprejudiced. A Copper Jackal does not dislike or distrust anyone based on preconceived ideas. Every creature is judged based on their own merit.

Loyal. A Jackal shows fierce and unyielding allegiance to the institution of the Copper Jackals and all of its members.

WHO ENFORCES THE COPPER VOW?

Usually, breaking the Copper Vow is handled at a chapter level, and punishments can vary greatly depending on the severity of the action. Chapters are given liberties to mete out their own justice, and keep their own order. In rare cases, chapter heads may contact the Prime Jackals for intervention if they deem it necessary.

In extreme cases, special enforcers known as the Besieged are dispatched to deal with grievous Vow-breakers and deserters.

THE BESIEGED

Every Jackal has heard tales of the Besieged, and every Jackal knows that if you break the Copper Vow in rebellion, you'll have to answer to these relentless, unstoppable engines of justice. One thing is certain: if the Besieged are sent after you, they won't return until they have removed your Jackal Bite.

That's not to say the Besieged are merely bounty hunters of Copper Jackals. If you're a Copper Jackal who upholds the vow, the Besieged are silent guardians, ferociously protecting you against those that would see it broken.

THE UNSEEN KINGDOM

The Unseen Kingdom that is referred to in the Copper Vow is commonly understood to represent the Copper Jackal's vast, covert expanse of chapters throughout the world. Few people know exactly how many chapters operate, and fewer know the details surrounding them. To those that are a part of the Copper Jackals, the Unseen Kingdom goes beyond the physical power of the organization. Becoming a Copper Jackal means understanding the spirit of being part of a whole, a single link in an unbreakable chain, and regarding that as an honor. A Copper Jackal is a fraction of themselves without the Jackals that surround them.



Breaking the Copper Vow

WITHOUT COMPROMISE

To be clear, the Copper Tenets are not intended to eliminate a Copper Jackal's ability to compromise altogether. When a Jackal is repeating the phrase "without compromise", it is directly related to the tenet which it follows. The Copper Vow should only be considered if a Jackal's honor, courage, fair judgment or loyalty come into question.

THE DIRT BOX

If a Copper Jackal breaks the Copper Vow severely, a chapter head may decide that the Jackal should face punishment beyond the chapter. In these cases, incarceration in a prison known as the Dirt Box is often the solution. The Dirt Box is a cavernous fortress, secluded in the deadly mountainous nation of Svir, on the side that borders Grinn. The precise location of the Dirt Box remains a secret except to the skeleton crew of Copper Jackals who maintain it. Prisoners transported to and from the Dirtbox have their senses obscured to keep the location a secret.

Formerly known as the Skywell, this underground labyrinth was initially commissioned by the High Phaestess of the Holithic Church, the Lady Larathel, as an internment camp for the most sinister villains in Innes and Svir. When the Dismembered Lord struck using the military might of Grinn, this prison was abandoned by its guards, and renounced by the Holithic Church. The prisoners were abandoned, trapped, and eventually succumbed to starvation, cannibalism and ultimately death. When the derelict facility was reclaimed by the Copper Jackals, it was a

horrific pit of despair and carnage. Today, there is a copper placard affixed to a prominent wall that reads:

"When the lords of the world go to war, when the highest kingdoms crumble, it is the prisoners that are forgotten. We, the Copper Jackals, will never forget those in our charge."

Traitorous Jackals awaiting trial before the Prime Jackals are held in a special section of the Dirt Box – the dark and dreadfully silent cavern known as the Hole. If you're thrown into the Hole, you're no longer considered a Copper Jackal until proven innocent. Copper Jackals deserving of this punishment are referred to as "Setch," the Titanspeak word that literally means "dark elf excrement."

THE COPPER VOW IN A MORALLY GREY CAMPAIGN WORLD

Not every campaign world has the same tone, feel, and accepted morals. As we said, the Copper Vow is designed to keep the good guys good – but what you define as good in your campaign world is entirely up to you. While the Copper Vow includes words like integrity and justice, you may alter the level at which your Copper Vow is enforced. This could be a seed for conflict, where some of the Copper Jackals are crusading to uphold the tenets of the vow, while others allow them to decay and weaken. While this isn't our preferred flavor for Dragongrin, the option exists, and may work best for your campaign world.

The Jackal Bite

WHAT IS A JACKAL BITE?

The Jackal Bite is the mark that each Copper Jackal is imbued with upon completing the Copper Vow. It is formed using the same piece of Titan Copper you've possessed since your recruitment: first as a chunk of raw ore, then as a coin, and now as the brand that will mark you as a Copper Jackal forever. When a Jackal Bite is given, the Titan Copper is fused to your anatomy, becoming a living part of you, virtually impossible to separate – growing with you and enhancing your abilities. The Jackal Bite is more than an insignia. It's a semi-sentient physical symbol of your undying commitment to the Copper Jackals, and its power grants you many special abilities.

A JACKAL BITE'S APPEARANCE

Position and Shape

A Jackal Bite takes any form or shape you can imagine, limited only by the amount of Titan Copper imbued within you, and it can exist in any location you desire. Many chapters have trademark manifestations of Titan Copper, such as a certain pattern, shape, or item – though many chapters allow the Copper Jackal receiving the Jackal Bite to choose their personal manifestation. Some Jackals have reported that while gaining their Jackal Bite, the Titan Copper “knew” what to become, taking a shape representative of the bearer with little or no thought from them. Other Jackals decide to focus their minds on a specific shape or manifestation, doing their best to control the final product of their Jackal Bite.

EXAMPLE JACKAL BITES

These can be used as roll tables, a list to choose from, or inspiration to create a Jackal Bite of your own unique style.

d12 Physical Manifestations

- | | |
|----|--|
| 1 | Piercing |
| 2 | Tattoo |
| 3 | Equipment, such as a gauntlet or mask |
| 4 | Hardened or fluid metal, embedded just beneath the flesh |
| 5 | Mist of copper energy, creating an aura around the Jackal |
| 6 | Replacing a body part, such as an arm, leg, eye, or fingers |
| 7 | Encasing an existing body part, such as a tooth or hand |
| 8 | Jewelry such as a ring or necklace |
| 9 | A symbolic manifestation such as stitches woven through a scar |
| 10 | Viscous copper war paint |
| 11 | An internal Jackal Bite, showing through as it glows |
| 12 | Embedded in fine strands, replacing the hair of the scalp or beard |

GROWTH

When Titan Copper is added to the body of a living creature, it is a common occurrence for it to slowly grow in mass. And while this doesn't occur in every instance, when it does, it occurs safely, and without ill-effects to the host

The Jackal Bite

d12 Designs

- 1 Animal, such as a jackal or serpent
- 2 Object from nature, such as a bolt of lightning or a beaming sun
- 3 Skull
- 4 Holy symbol of a deity
- 5 Map
- 6 Tribal pattern
- 7 Distinct weapon or piece of armor
- 8 Writings, such as a list of names, spells, or a soliloquy
- 9 A detailed image or symbol with a secret meaning
- 10 Ever-changing design, according to the bearer's mood
- 11 Likeness of a relative, mentor or nemesis
- 12 Archaic runes or abstract, smoky shapes.

d12 Anatomical Location

- 1 Head
- 2 Face
- 3 Mouth
- 4 Chest
- 5 Lower leg
- 6 Upper arm
- 7 Forearm
- 8 Upper leg
- 9 Back
- 10 Neck
- 11 Stomach
- 12 Hands or Feet



creature. This means that in most cases Jackal Bites will grow in size over time. Often, by the time a second Copper Boon is taken, a Jackal Bite can be twice its original size, and by the time a third Copper Boon is taken, even larger than that. It's important to emphasize that while Titan Copper grows in overall mass over time, it can also grow inwardly. This means that while a Jackal Bite may be increasing in size, it may not appear so in its resting state. It's not uncommon for a Jackal bite to have a resting size, but then grow exponentially during the usage of a Boon, or during a rise in emotion or physical activity, only to shrink back to it's apparent size.

What does a Jackal Bite do?

COLORS

Jackal Bites are always copper in hue, though they can contain any number of shades of copper, in any number of combinations and levels of detail. During the usage of a Jackal's Copper Boons, it's common for a Jackal Bite to glow wildly, emitting a fierce copper light. In some cases, the bearer's eyes will glow an intense copper as well.

SHOWING COPPER

In many cases, a Jackal Bite will be concealed by the clothing or armor. In other cases, a Jackal Bite can take on the appearance of a mundane object such as a chain, a ring, or a copper tooth. In any event that causes a Jackal Bite to be unrecognizable or hidden, a Copper Jackal may choose to "show copper." "Showing copper" is akin to flexing a muscle within your Titan Copper, causing it to momentarily show a fleeting, glowing copper outline of your Jackal Bite through clothes or atop mundane objects. It's common for Jackals to show copper to one another upon first meeting to prove their authenticity.

COPPER ATTUNEMENT

All Titan Copper is connected mystically through an ancient magical force known as Imminence, and that connection is afforded to its bearers in certain ways. One manifestation of this is Copper Attunement, a way for one Jackal to communicate with other holders of Titan Copper within a certain distance. Copper Attunement is usually the first ability that begins to manifest after your Jackal Bite has taken root in your body, tuning you in to other creatures around you who also possess Titan Copper. Copper Attunement allows you to sense other

Copper Jackals when they are present within 1 mile of you (or within 5 miles if they are in the same chapter as you), establish a communication link to willing Copper Jackals, and even act as a homing signal so you can be located by other Jackals.

COPPER BOONS

Aside from acting as an insignia branding you as a Copper Jackal, the Jackal Bite is the source of a Copper Jackal's preternatural abilities, known as Copper Boons. Copper Boons are exceptional and exemplary feats of near impossible agility and strength, oftentimes allowing the wielder to escape certain death. Copper Boons develop naturally as the Titan Copper of a Jackal Bite bonds with the bearer. It's exceptionally rare for any two Copper Jackals to exhibit identical sets of Boons in the exact same order, though it has happened occasionally in kindred spirits, relatives, and the like. A Copper Jackal may use their Copper Boons as long as their Jackal Bite is still imbued within them. If a Jackal ever loses their Bite, their power leaves them immediately.



Copper Attunement



COPPER ATTUNEMENT

Copper Attunement is often the first ability that manifests after your Jackal Bite has taken root in your body and you've reached character level 4. Within hours of being imbued with your Titan Copper, you will begin to tune in to the other Titan Copper around you, instinctively and without effort. Once you become familiar with this feeling and begin to understand it, you may use your Jackal Bite to communicate with other Copper Jackals, and sense when they are near.

Once you've reached level 4, as a bonus action, you may use any of the following Copper Attunement abilities:

ATTUNEMENT LOCATOR

You may sense Copper Jackals present within 1 mile of you (or within 5 miles if they are in the same chapter as you). You may sense their general direction, and know roughly how many

there are. You may try to establish an Attunement Link with any Copper Jackal sensed in this way.

ATTUNEMENT LINK

You may establish an Attunement Link with any willing Copper Jackals you can sense within 1 mile of you (or within 5 miles if they are in the same chapter as you). This is a secure line of communication. You may speak with any Copper Jackal in the established Attunement Link as though they were within speaking distance. This requires speaking audibly, and is not considered telepathy. The number of Copper Jackals who can be in an Attunement Link is equal to the highest character level within the Attunement Link (if there are too many in an Attunement Link at any time, it breaks, ending this effect immediately). You may leave an established Attunement Link at any time. You may not have multiple Attunement Links active simultaneously.

GOING DARK

You may choose to go dark, which allows you to prevent being sensed with the Attunement Locator ability (and in turn not able to be pinged for an Attunement Link). If you use any ability tied to your Jackal Bite, this effect ends.

ATTUNEMENT BEACON

You may broadcast your Attunement Beacon, which allows others using Copper Attunement to recognize you from a distance. Anyone using the Attunement Locator will know it is you specifically, and can sense your general direction as with Attunement Locator. You may allow anyone attempting to establish an Attunement Link with you to know exactly who you are.

Alloy of Imminence

Masters of every variety of magic – arcane, divine, and Imminence.

DESCRIPTION:

Any mage in Dragongrin knows that there are three sources of magic in the world: arcane, divine, and Imminence. While the arcane and divine forms of magic are the more well known of this trio, Imminence is far more curious and treacherous. It is the eldritch and mysterious magical creation force from which all life is believed to be derived – so to command such a power is to command existence itself. The Alloy of Imminence obtain their namesake by combining Imminence with every facet of mortal life possible, from the very mundane, to the intricately arcane, to the gloriously divine. Founded by former witch hunters, this chapter of the Copper Jackals uses Imminence magic to identify and track powerful mages – either recruiting them and teaching them to hone their gifts for the Jackals, or simply keeping an eye on them to ensure they do not falter to evil.



MOTTO:

“Those who wield the alloy of Imminence are the smiths of creation – and destruction.”

CHAPTER HEAD:

Sympantheon “Blacksmith” Milderwadder, a human wizard no longer capable of magic himself due to the residual consequences of a duel with an Arch-witch. One who is in touch with the farthest reaches of the power of Imminence, though Sympantheon cannot cast spells himself, he can reverse-engineer any spell he sees so that others may do so.

INITIATION:

You must tap into Imminence, and successfully cast a spell that has never been cast before.

BASE OF OPERATIONS:

The astrally expanded interior of a magical painting entitled “The Late King Astregard’s Execution,” hung upon the wall of an abandoned shed in southern Innes.



Alloy of Imminence

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Arcana (Int), History (Int), Insight (Wis), Investigation (Int), Medicine (Wis), Religion (Int), Nature (Int). You also gain living quarters within “The Late King Astregard’s Execution” – the enchanted painting the Alloy calls home.

CHAPTER RENOWN II:

Forbidden Lore – Your study of the relationships between the arcane, divine, and Imminence forms of magic have revealed to you a secret related to them. Perhaps it’s a dark truth about the magical properties of the Bleak, the spells and rituals of the ancient Titans and Primordials, or a long-lost piece of arcane history of Dragongrin. This secret can be a magical place unseen by mortal eyes, or a long-forgotten divine truth that has been obscured by time and wars. Work with your Game Master to determine the specifics the secret you’ve discovered and how it affects the realm.

CHAPTER RENOWN III:

The Scraped Eye – the Scraped Eye is a gem that can take on any color you choose. It flows with the powers of every form of magic, appearing as a violent tempest inside a crystalline container. It may be added to any holy symbol, wand, spellbook or other arcane or divine focus, item, or weapon, and it will adhere there magically until it is removed. The Scraped Eye allows the wielder to grapple at a distance using the combined forces of arcane, divine, and Imminence magic. This works as a normal grapple check would, though the wielder opposes the target’s Strength check with either an Intelligence, Wisdom, or Charisma roll – it is their choice. The effect can be used up to a distance of 20 feet.

CHAPTER AVATAR: Mage of Alloys

Benefit: As an action, a creature you touch is imbued with the protection of one of the forces of magic. While this ability is in effect, the target regains 1 hit point at the start of its turn as long as it has at least 1 hit point. In addition, you may choose one of the following effects to grant your target:

- **Arcane** – A cloak of spectral purple vines gently wraps around the target. These vines rise to meet any attacks that befall the target, and they may ignore 1d6 worth of damage from any non-magical attacks for 10 minutes.
- **Divine** – The target is surrounded by motes of golden light that form a glowing cloak. The target has advantage on all rolls to avoid being knocked prone, and may ignore difficult terrain for 10 minutes. In addition, the target has resistance to necrotic damage for the duration.
- **Imminence** – A cloak made of a brilliantly-colored red mist appears on the target’s shoulders. The target has advantage on all saving throws related to spells of any kind for 10 minutes.

Archanics of Nil

Magitech-wielding inventors and gadgeteers.

DESCRIPTION:

Forged in the flitting sparks of ingenuity, and born out of the smoldering forge of experimentation, the Archanics of Nil are the greatest inventors, fabricators, and archanic builders in Dragongrin (and probably anywhere else, for that matter). The Archanics of Nil get their name from the two things that define them: Archanics, the perfect fusion of magic and technology; and Nil, the Titanspeak word for “nothing” or “zero,” the number of assumptions they make without empirical data. Passionate about the advancement of technology, and formed by a group of intellectuals driven underground after Lightfall, these master builders, craftsman, tinkers, and inventors can plan and execute any invention they have the materials to build. The Archanics of Nil act as the formal research and development chapter of the Copper Jackals.



MOTTO:

“Assunda tava nil.” (“Assume nothing, build everything”)

CHAPTER HEAD:

Philwyn “Screwloose” Copperbolt, a whimsical, nearly-blind halfling genius with stark white hair and a mind for inventing the impossible.

INITIATION:

You may bring exactly five random parts, of which you have to be able to carry yourself. You are then put into a room to face the Perpetual Death Conundrum – a creation that will manufacture a scenario that means certain death unless you are able to escape. You have 15 minutes to build something that gets you out of the situation, or die.

BASE OF OPERATIONS:

Unearther, an enormous digging machine that contains a fully outfitted, fully stocked mobile workshop.



Archanics of Nil

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Arcana (Int), History (Int), Insight (Wis), Investigation (Int), Medicine (Wis), Perception (Wis). You also gain living quarters inside the Uneather.

CHAPTER RENOWN II:

Bootstrapper – You can find or build a substitute item for something that you need but don't have handy. It may not be perfect, but it will get the job done. Once per day you can scrounge up one item worth up to a number of gold pieces equal to twice your proficiency bonus. The item ceases to work correctly after 24 hours.

CHAPTER RENOWN III:

Archanic Turret – This archanic device looks like three mechanical legs with a large, complex crossbow resting atop it. Using an action, you may deploy the archanic turret. It will guard a 35-foot cone in the direction it is facing. Any hostile creature that enters this cone triggers a reaction by the sentry, and it attacks. It then continues attacking the closest hostile creature within its range once every round on the initiative of the Jackal who placed it.

Attack +5 to hit, Hit 1d6 + 3 piercing damage. Medium object, AC 15, 18 HP, Weight: 45 lbs. It holds 10 crossbow bolts at a time, and may be reloaded using an action. The turret remains active as long as it has ammo, and as long as it has at least 1 HP.

CHAPTER AVATAR: Gear Mind

Benefit: As an action, you may summon a pair of magitech hands from the Ordmist dimension. They appear, human-sized and levitating, in an unoccupied space that you can see within 30 feet. The hands are objects that have AC 18 and 45 hit points each, and a move speed of 30 feet. You may command them as a bonus action. The hands have proficiency equal to yours in one of type of artisan's tools, which you must choose when you summon them. The hands can create 5 gp worth of finished goods. You may have the hands work on their own, or assist you or someone else. These hands have no other skills, and cannot fight or defend themselves in any way. They remain summoned for 8 hours, or until they are dismissed. You may summon these hands once per short or long rest.

Atlas of Eternity

A knowledge-seeking group of brilliant historians and scribes.

DESCRIPTION:

In the book of the world's history, each Jackal is a living page. The Atlas is devoted to this philosophy, and serves as master historians, scholars, and intellectuals for the Copper Jackals. It is a chapter that is essentially the living archives and college of the organization itself. Their souls are bound like an ethereal book in a way that allows Imminence to be written on its pages. Dedicated to the discovery and protection of the world's knowledge and secrets, the Atlas is as scholarly as they are determined and magically powerful.



MOTTO:

"We are not a chapter. We are the whole of the tome."

CHAPTER HEAD:

Mae "Oracle" Wen, a gorgeous elven woman of tawny skin. She is brilliant and passionate about knowledge, and renowned as a prolific author of history.

INITIATION:

You are presented with a small blank book, with only a title on its cover. You must be able to fill the book with the correct information on the topic of its cover.

BASE OF OPERATIONS:

The Library of Leorna, a sentient library atop the highest mountain peak of the islands of Awaii. It is said that all the knowledge in the known world can be found within its archives. The library is, in actuality and unbeknownst to even the Atlas, the world's largest Tomeheart, known in legends as the Heart of Tomes.



Atlas of Eternity

CHAPTER RENOWN I:

Choose any skill to gain expertise in. You also gain living quarters in the Library of Leorna.

CHAPTER RENOWN II:

Savant – You are extremely learned, but your mind is never at rest. Once per short or long rest, you may choose two skills you are proficient in, and sacrifice the use of them to gain proficiency in a single skill that you are not proficient in until your next short or long rest.

CHAPTER RENOWN III:

Codex of Convictus – This squat, weathered book is as thick as it is wide, and littered with the poetry of archmages, rambling treatises on the astral positions of the realm, esoteric chapter and verse on the Twelve Bleak Kings, and long, dense passages of monster ecologies. Once per short or long rest, the bearer may gain advantage on any Intelligence-based check when using this book. In addition, it has the incredible ability to hold a dead creature's essence within its pages for a short time. Upon failing a final death saving throw, the owner's spirit may navigate a path into the book's pages as a passage of made-up of words or symbols of their choosing. If someone reads the passage within two weeks while performing a resurrection, the owner's body will appear.

CHAPTER AVATAR: Scribe of the Unseen Kingdom

Benefit: Once per day, as an action, you may use the Lens of Leorna to telepathically communicate with Able, the Tomeheart librarian of the Library of Leorna. By doing so, you may see through his eyes as he walks through the Library of Leorna, and have him look up a single piece of information for you. You may see what he sees, and he can help you find the answer you seek in the most complete library in the realm. Those that wish may also ask Able to advise them on what course of action they should take. When using this ability, roll 1d6. On the result of a 1, you must wait 1d6 minutes and try again, as someone else is accessing Able.

The Black Octave

Spymasters and assassins who lurk in the shadows, as deadly as they are untraceable.

DESCRIPTION:

The Black Octave exist in a place beyond even shadow, and are nothing but a dreadful song that can't quite be placed, stuck in the minds of their targets. Outside of a select few Copper Jackals, the only creatures in the realm who can confirm the existence of this chapter of cutthroats, assassins, and silent blades are their targets – who breathe their last watching the shadow that slew them skulk away.



MOTTO:

“Do you hear that tune, in the key of dread? It’s the blackest octave, come for your head.”

CHAPTER HEAD:

Blackstone, a tiefling woman who communicates exclusively in writing – for even her whisper is deadly.

INITIATION:

You must survive a faux – though still deadly – assassination attempt by a member of the Octave.

BASE OF OPERATIONS:

Harrower’s Line, the top floor of an interconnected city block in the city of Ulte Borgne, in the subterranean region of Svir Below.



The Black Octave

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Acrobatics (Dex), Athletics (Str), Deception (Cha), Insight (Wis), Investigation (Int), Perception (Wis), Sleight of Hand (Dex), Stealth (Dex). You also gain shadowy living quarters within the tenements of Harrower's Line.

CHAPTER RENOWN II:

Urban Stalker – 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 your companions) can travel between any two locations in the city twice as fast as your speed would normally allow. In addition, you can squeeze through spaces as a creature one size category smaller than you are.

CHAPTER RENOWN III:

Rot Soot Pouch – You have a pouch that creates a handful of rot soot. Rot soot is a deadly purple powder made by mixing dried and tanned fungi from Svir Below in very particular proportions. Successful creation of this mixture yields a handful of pale lavender dust, as fine and soft as the sands of Awaii. Rot soot can be used in three ways:

- As a thrown weapon with a range of 10 feet. On hit, it deals 1d4 necrotic damage, and the target creature is blinded for 1d4 rounds.
- If mixed with rock salt, it becomes combustive, creating concealing smoke in a 15 foot cube for three rounds upon striking a surface.
- If mixed with cinnamon in equal parts, it can be ingested safely, creating a euphoric effect, granting advantage on saving throws versus fear effects for 10 minutes.

You can mix up a new pouch of rot soot once per long rest.

CHAPTER AVATAR: Song of Shadows

Benefit: Once per day, as a bonus action, your shadow stretches away from your body, becoming a separate entity, moving under your mental command. Upon using this ability, and on every subsequent turn, you may move your shadow at a distance equal to your base speed, to a maximum of triple your base speed away from you. You may use your action to shift your senses to your shadow. While doing so, you may speak and perceive through the shadow. You may not use your shadow to manipulate objects or attack. In addition, as a bonus action, you may teleport instantly to the current location of your shadow. The shadow persists for 1 hour.

The Bleaktreaders

Roving nautical rangers of the darkest magical reaches of the Bleak.

DESCRIPTION:

Roving arcane rangers of the oceans of Dragongrin who sail the Bleak (a maelstrom of crimson, arcane energy over the ocean). They protect the shores of the realms from the magically twisted and oftentimes monstrous things that escape from the Bleak's darkest depths. These seafaring rangers of the arcane ocean are formed from the remnants of a decimated naval fleet of Innes, nearly obliterated during Lightfall.

MOTTO:

"Into the Bleak, come what may."

CHAPTER HEAD:

Captain Isaiah "Downpour" Vallah, a career military man with a past full of dark secrets. Some say he had key information telling of Lightfall before it happened, but dismissed it as foolishness.

INITIATION:

You're left out at sea in the midst of the Bleak with nothing more than a dagger, a canoe, and the clothes on your back. If you can make it back to the ship, you're initiated.

BASE OF OPERATIONS:

The Red Desolation, a titanic warship that is submersible and has been modified to traverse and explore the Bleak.





The Bleaktreaders

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Animal Handling (Wis), Athletics (Str), Insight (Wis), Investigation (Int), Nature (Int), Perception (Wis), Stealth (Dex), Survival (Wis). You also gain living quarters on the Red Desolation, an enormous war barge made to traverse the Bleak.

CHAPTER RENOWN II:

Bleak Passage – When you need to, you can secure free passage on a privateer or mercenary vessel for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). In order to keep a low profile, this vessel's route is one that often intersects violent Bleakstorms. Also, because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your Game Master will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

CHAPTER RENOWN III:

Embers of the Bleak – You have a leather pouch adorned with nothing, save for the weathered edges of endless travel and use. Inside is reddish copper ash. When smeared across the eyes, it grants the wearer the ability to see through the Bleak as though it weren't there. The vermillion ashes flicker and flit like smoldering rust, appearing as though they are faintly burning. This ash may be applied once per short rest, and lasts until another rest is taken. While applied, it allows the wearer to see as far as they normally can through any Bleakstorms, weather effects, or natural clouds.

CHAPTER AVATAR: Warden of the Bleak

Benefit: Once per long rest, as an action, you may manifest a Bleakstorm in an area 60 feet in diameter, throwing it into magical chaos. This ability may be centered on a point you can see within range, and has powerful effects immediately. All creatures who begin their turn in the affected area experience the following: The ground constantly roils and twists becoming difficult terrain, all creatures are pelted with arcane winds, and must make a Strength or Dexterity saving throw (DC 15) or fall prone. All creatures take 2d6 force damage from the intense arcane maelstrom that surrounds them. Mundane terrain, structures and even creatures may remain changed after this ability ends.

The Blood Riders of Lightfall

Rough-riding experts of mounted combat.

DESCRIPTION:

The surviving remnant of honorable mounted sellswords that existed before Lightfall known as the Pale Riders. The best mounted combatants in all of Dragongrin, they were famed for their beautiful flanking maneuvers and mounted feints. Betrayed and left for dead during the events of Lightfall, the surviving members formed this chapter, donning blood-red uniforms to honor the spilled blood of their brethren.

MOTTO:

“Death rides with us.”

CHAPTER HEAD:

Colonel Kristoff Willhelm, formerly of the Pale Riders, a stoic human man with a bald, scarred head, and a horseshoe-shaped Jackal Bite under his right eye.

INITIATION:

You are dragged behind a stampeding horse for up to five miles – if you can successfully mount the horse and bring it to heel before the end of that stretch, you prove have the tenacity and beast taming skills to join the Blood Riders.

BASE OF OPERATIONS:

The Golden Fawn, stable and road house, a large stable near the border of Innes and the Svir Mountains. The stable appears innocuous to travelers, Copper Jackal business is conducted in the basement which is equipped with an expanse of numerous stables outfitted for the husbandry of mounts of all kinds.





The Blood Riders of Lightfall

CHAPTER RENOWN I:

Heart of the Mount – Beginning at level 5, you have trained with the best riders Dragongrin has to offer. You gain expertise in the Handle Animal (Wis) skill, as well as Proficiency in one of the following skills: Athletics (Str), History (Int), Insight (Wis), Perception (Wis). You also gain living quarters in the well-maintained tunnels below the Golden Fawn.

CHAPTER RENOWN II:

Soulrider – Beginning at level 9, once per short rest as an action, your Jackal Bite allows you to summon a spectral steed from the fabric of the Imminence around you. This steed is unique to you, and the bond you share is instantly strong. You decide this steed's appearance when it is first summoned, and has the statistics of the creature's form it most closely emulates, though it is considered an aberration for its type. Your steed's intelligence becomes 7, its AC becomes one point higher, and it gains your Constitution modifier worth of extra HP. Your steed gains the ability to understand a single language that you speak, and can communicate with you telepathically within 1 mile. When your steed drops to 0 hit points, or is dismissed by you, it disappears until it is summoned again. You may release this steed at any time as an action, summoning an entirely new one the next time this ability is used.

CHAPTER RENOWN III:

Copper Bond – Beginning at level 17, you learn to strengthen the bond between rider and mount. Once per long rest, you may share the benefit of one of your Copper Boons with your mount from the Soulrider Renown. You may command your mount to use a single usage of one of your Copper Boons still available to you. This counts toward your normal usages of your boons. Once you use this feature, you can't use it again until you finish a long rest.

CHAPTER AVATAR: The Pale Rider

Benefit: All creatures who have joined the Copper Jackals as mounts know your call. Once per long rest, as an action you may call forward a number of Soulrider mounts equal to twice your proficiency bonus. This does not count as a use of the Soulrider ability for their owner. The Rider's Call also grants you unlimited access to your own Soulrider mount.

The Chairkickers

Roving lawbringers who mete out justice to the guilty, and protect the innocent.

DESCRIPTION:

A chapter that believes only those that taste death can truly be alive. The Chairkickers act as judge, jury, and executioner in the field, with their preferred method of judgement being hanging from the neck. The Chairkickers are mainly fugitive hunters, tracking down those wanted for the most heinous crimes. In addition, they will also go to the ends of the realms to protect those wrongfully accused.

MOTTO:

"The gallows never lie."

CHAPTER HEAD:

Kallus "Chairkicker" Kire, who survived execution by hanging in the last days of Lightfall. His first kill as a Jackal was the Warmaker who lynched him.

INITIATION:

You must hang by the neck until your life leaves you, if only for a moment.

BASE OF OPERATIONS:

The Gallows, a nickname for the operational brewery front known as The Casque and Flask in Devil Jaw peninsula, on the southernmost coast of Innes.





The Chairkickers

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Athletics (Str), History (Int), Insight (Wis), Perception (Wis), Intimidation (Cha), Religion (Int), Survival (Wis). You also gain living quarters in the inn at the Casque and Flask.

CHAPTER RENOWN II:

Truth Seeker – Your day-to-day life has taught you to spot even the most well-meaning lies. You gain advantage on all checks to detect deception. If you identify a lie in this way, you then gain advantage on any checks to lie to that target.

CHAPTER RENOWN III:

Hangman's Noose – You have a 50-foot magical rope ending in a perfect, knotted noose, the appearance of which is up to you. As a bonus action, you may mentally command the rope to move up to 20 feet. Once per round as a bonus action, you may command the rope to either:

- Secure and knot itself to something, or form a loop and hoist and lower weight up to 1,000 pounds.
- Attack, using your ranged or melee attack bonus, whichever is highest. On a successful hit, it deals no damage, but grapples the target, typically around the neck (escape DC equal to 10 plus your proficiency bonus plus your Strength or Dexterity modifier). You may disentangle the noose at any time as a free action, but the rope cannot move while it is grappling the target.

CHAPTER AVATAR: The Hangman

Benefit: Imminence energy radiates from you in an aura within a 60-foot radius for 1d4 minutes. Until this ability ends, the aura moves with you, centered on you. You can use a bonus action to speak a single crime that has occurred, followed by the phrase “Are you guilty?” Any creatures within the aura (including you) who are not guilty of the crime uttered gain 2d6 hit points. Any creatures within the aura who are guilty of the crime uttered take 2d6 force damage. They must succeed on a DC 16 Charisma saving throw, or be frightened for the duration of the aura.

Fire Ants

A group of archanic explosive and demolitions experts.

DESCRIPTION:

War is often won on the ground, and largely through deep tactics and complex strategy. However sometimes war is won through firepower. The Fire Ants are a demolitions squad who have mastered the art of creating archanic bombs through the use of their Jackal Bites. These bombs can only be safely handled by them, as they are calibrated to detonate on their command. The Fire Ants are masters of their craft, and don't simply "blow things up." They are as precise as they are tough, and can strike toppling blows to any target.



MOTTO:

"Fight fire with fire, yes, but also, fight anything else with fire too."

CHAPTER HEAD:

Malcolm "Bonfire" Bonsen, whose heavily scarred face reminds all in the chapter to handle the volatile materials with care.

INITIATION:

You must prove that you have the understanding of archanic explosives by successfully building and detonating a rudimentary archanic bomb.

BASE OF OPERATIONS:

The Fire Ants live aboard the Murder Ark, along with the chapter Onslaught. They often support one another on missions.



Fire Ants

CHAPTER RENOWN I:

Demolitions Expert – You gain the ability to create archanic bombs. You can create a number of these bombs equal to half of your proficiency bonus rounded down per short or long rest. As an action, you may use this bomb by planting it, or throwing it up to 30 feet. Each creature within 5 feet of its detonation must succeed on a DC 12 Dexterity saving throw, or take 2d6 fire damage and 1d6 bludgeoning damage. Any creature attempting to use archanic bombs without this ability has a 90 percent chance of having the bomb detonate prematurely, and they take the damage themselves. You also gain living quarters on the Murder Ark and have access to any materials you need to create your bombs.

CHAPTER RENOWN II:

Fire Proof – Once per short or long rest, you may gain resistance to fire damage as a bonus action for a number of minutes equal to your proficiency bonus. In addition, for the duration of this ability, you deal an additional 1d4 fire damage to any critical hits, as your weapon ignites in a concussive burst.

CHAPTER RENOWN III:

Explosive Advantage – You can identify the most efficient position to place your explosives to take down structures and vehicles. If you take 1d10 minutes to study a structure or vehicle, your archanic bombs do twice the damage when used against them.

CHAPTER AVATAR: Living Pyre

Benefit: Your archanic bombs now deal 3d6 fire damage and 2d6 bludgeoning damage, and only deal half damage to you and other Fire Ants should you happen to be in their blast radius.

Fulcrum and Hand

Skilled charismatic minds who do battle in the realm of politics.

DESCRIPTION:

A chapter of politicians and countrymen, viziers and merchants. Though the realms of Dragongrin are not nearly what they were in terms of political hierarchy, now more than ever those who have the ability to broker fragile alliances, and gain the trust of outliers are just as important as those adept with a blade. Fulcrum and Hand are often accused of walking too fine a line upholding the tenets of the copper vow due to the nature of their work. Whether one agrees or disagrees in their methods, it is irrefutable they are the silver-tongued masters of the leverage that moves the entire realm.



MOTTO:

“A tongue made of silver can be cold. A tongue made of copper, deadly.”

CHAPTER HEAD:

Roland “Tails-Up” Marcus, who before Lightfall had built a syndicate of contacts: spies, thieves, smugglers, drug traffickers, human traffickers, arms traffickers, counterfeiters, forgers, mercenaries, and assassins. After Lightfall, realizing he was part of the problem, he began exploiting those contacts for the forces of good, and now runs this chapter of the Copper Jackals.

INITIATION:

You are invited to a masquerade ball. Using nothing but your wits and knowledge of the contacts you’ve obtained throughout your life, you must identify three of the masked partygoers by name and occupation. You must also use this information to unmask a villain in the midst of the crowd, and deal with them justly.

BASE OF OPERATIONS:

The Embassy, an ironic name for the putrid sewers that bear its name, serves as the home for this chapter. It is hidden underneath the city of the Copper Sun, the capital city of Innes.



Fulcrum and Hand

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Deception (Cha), History (Int), Insight (Wis), Perception (Wis), Performance (Cha), Persuasion (Cha), Religion (Int). You also gain living quarters in the Embassy, a labyrinth of sewers beneath the capital city of Innes.

CHAPTER RENOWN II:

Connected – In any settlement you visit, you may gain one of the following assets at no cost. Choose between: a beast-drawn carriage; 10 gold pieces worth of goods; a lavish place to stay for two days; a comfortable place to stay for a week; or two moderately priced potions. It takes 1d4 hours to obtain these items.

CHAPTER RENOWN III:

Shadow Network – You have access to a trusted network of vital secrets, blackmail leverage, and seedy black markets. You may gain or pass along information through this network easily, though not too often for risk of exposing it. Once per day you may send a piece of information through this network, and it will reach its intended mark in 1d4 hours. In addition, once per day, you may request information through this network, which will arrive to you within 1d4 hours. Your Game Master can decide what information will be available to you, but the source will never knowingly mislead you.

CHAPTER AVATAR: Lever of Fate

Benefit: The whole of the realm is a complex web of intrigue and conflicting desires, yet you are the hand at that holds the marionette, adjusting each strand at your will. You may gain audience with a high-ranking official, monarch, or other ruler of any of the neutral or good nations of Dragongrin in 1d4 days. The audience is not guaranteed to be lengthy or favorable, but it will occur unless dire conditions prevent it.

The Light of Horror

Warriors of the cosmic horrors of the unknown.

DESCRIPTION:

A chapter devoted to the worship of the ancient eldritch gods beyond the seven Bleakwards. Seen as outliers, even among other Copper Jackals, the Light of Horror devote themselves to finding long lost resting places of eldritch creatures beyond the material plane, feigning worship, and eventually summoning them – only to slay them and utilize their potent aberrant energy for good.

MOTTO:

“Even the oldest and strongest creatures can come to know fear.”

CHAPTER HEAD:

Mordechai “Madness” Darkstone, Dwarven Paladin of the Old One. He has regular bouts of madness, during which he is sealed away in his chambers.

INITIATION:

You must peer into the eyes of the effigy of Rog’Hroth, deep in the temple of Lihm, and maintain your sanity.

BASE OF OPERATIONS:

The Temple of Lihm, an abandoned temple in the marshlands of southeastern Innes devoted to the antediluvian eldritch demi-god Rog’Hroth.





The Light of Horror

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Arcana (Int), Deception (Cha), History (Int), Intimidation (Cha), Investigation (Int), Insight (Wis), Nature (Int), Religion (Int). You also gain living quarters within the temple of Rog'Hroth.

CHAPTER RENOWN II:

Blasphemous Whispers – You hear eldritch voices whispering from beyond the dark and peripheral cosmos. They come and go. They are mostly inane jabberings, but at times, the voices have useful bits of information. Once per long rest, you may consult with the voices to find helpful information.

CHAPTER RENOWN III:

Deranged Visage – A mask of various creeping things of the Bleak. Gaining this ability requires savaging a wild aberration from the Bleak with only one's natural skill – no magic, no tools, no help, no artificial protection. One needs to kill the creature, and then take its head. The Deranged Visage recharges once a day when dipped into fresh blood. As a reaction, upon being successfully attacked, the wearer may negate the damage from a single melee or ranged weapon attack. In addition, the weapon used against them phases temporarily out of the material plane. It reappears at the end of the wielder's next turn, and if it is a non-magical weapon, it is warped and twisted by its extraplanar travel.

CHAPTER AVATAR: Astral Conqueror

Benefit: Once per long rest, as an action, you may cause your hand to take on the physiological traits of a warped and ancient aberration. You may choose a single target creature to touch with this aberrant limb. When you do so, unless they make a DC 17 Constitution saving throw, their body becomes twisted and malformed, taking on anatomically impossible and disturbing traits. This causes the creature intense pain for a number of rounds equal to your proficiency bonus. Their speed is reduced by half, and at the beginning of each of its turns, it takes 2d6 force damage. If this ability reduces a creature to 0 hit points, it instead drops to 1 hit point, and the effects end. You may end this effect at will. When this ability ends, the creature returns to its normal shape, though it will have nightmares for 1d4 days, during which time its creature type becomes aberration in addition to its normal type.

The Murdered Muse

Creative geniuses from all art forms and disciplines, who also happen to be adept warriors.

DESCRIPTION:

A group of artists, playwrights, performers, musicians, and other creative types. The Murdered Muse is much like a thieves guild, but for creative souls. In addition to entertaining and maintaining morale for many different Jackal chapters, the Murdered Muse also archives and catalogues pre-Lightfall history. The Murdered Muse wields song, story and stanza as others wield a honed blade.

MOTTO:

“Inspiration doesn’t strike us – we strike inspiration.”

CHAPTER HEAD:

Lilly “Sonnet” Vernus, a red-haired halfling woman who keeps an ornate, enchanted quill tucked behind her ear for writing song lyrics the moment they come to her – on anything at hand. Her lyrics have been known to grace walls, other people’s clothing, and even skin, much to the chagrin of her chapter mates.

INITIATION:

You must compose a creative work so powerful that it moves the chapter – a majority vote is required for your acceptance.

BASE OF OPERATIONS:

The Disciplined Reveler, an abandoned amphitheatre and playhouse once belonging to the Vilok Tieflings.





The Murdered Muse

CHAPTER RENOWN I:

You gain expertise in one of the following skills: History (Int), Performance (Cha), Persuasion (Cha), Insight (Wis), Perception (Wis). You also gain lavish living quarters in the Lord Reveler's Playhouse.

CHAPTER RENOWN II:

Magnetism of a Creator – You may be charismatic, eccentric, brooding, or anything in between or beyond – for whatever the reason, your connection with your creativity gives you a magnetism that's difficult to describe and even harder to resist. People subconsciously – or maybe instinctively – treat you preferentially. This means you may be able to get a seat at a table in a sold-out gala, or receive a VIP upgrade to your room at the inn. It's surprising the various ways that people find to try to impress you or earn your favor.

CHAPTER RENOWN III:

Creative Genius – Whatever creative medium you excel in – be it oration, acting, musical performance, the written word – you may stir people to detriment or to blessing. Once per day, you may prepare a piece of creative work in your field by using a Performance (Cha) check. Whenever a single target is experiencing it for the first time, you may choose one of the following effects based on your performance results. You may also choose an effect lower than your result.

- Performance Check 10 or higher: Heal or damage a target for 1d8.
- Performance Check 13 or higher: Suppress the effects of (but not cure) a Poisoned or Diseased condition for 24 hours.
- Performance Check 16: Remove or impose 1 level of exhaustion.
- Performance Check 19: Suppress the effects of a curse for 24 hours.
- Performance Check 22 or higher: Choose any two results.

CHAPTER AVATAR: Prolific Creator

Benefit: As an action, you may use your creativity to create something impromptu – whether it's humming a song, scrawling a sketch on a cave wall, or delivering lines from a play, you may create the following effect: Your creativity affects up to 6 creatures you can see within 30 feet, who must succeed on a Wisdom saving throw, the DC of which is 10 plus your Charisma modifier plus your proficiency bonus. Those who fail have disadvantage on all attack rolls, ability checks, and saving throws in a single ability score of your choosing, and you have advantage on all attacks made against them. This lasts for a number of minutes equal to your Charisma modifier (with a minimum of 1).

The Night Huntsmen

Slayers of the dark and plentiful monsters that roam the lands of Dragongrin.

DESCRIPTION:

There are many figurative monsters in Dragongrin – but there are many literal ones as well. The Night Huntsmen are master trackers and hunters of monstrous creatures of all kinds, specializing in their slaughter or capture. They are experts at reading and understanding monstrous ecology, and slaying beasts that prey on the innocent of the realms.

MOTTO:

“Don’t let the light you see restrain you.
Don’t put your trust in the dark outside.”

CHAPTER HEAD:

Roland “Wolf Eater” Marshall, who survived a weeks-long ice storm by killing and surviving off the corpse of a lycanthrope.

INITIATION:

You must track and slay a monster, and also make reparations to the family of one of its victims.

BASE OF OPERATIONS:

The March, a roaming camp, deep in the Svir Mountains.





The Night Huntsmen

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Athletics (Str), History (Int), Insight (Wis), Intimidate (Cha), Investigation (Int), Perception (Wis), Stealth (Dex), Survival (Wis) You also gain a tent in the March, the roaming camp in the Svir Mountains.

CHAPTER RENOWN II:

In the Footsteps of Beasts – You know how to read the signs in an area plagued by a monster, and there are plenty of monsters in Dragongrin. You may find the signs, tracks, or a victim of a monster in 1d6 hours to begin a hunt. In addition, you have adapted to always being on the move while hunting monsters, so wherever you may roam, wherever you lay your head is home. You are able to find shelter, or build it quickly, staying dry and warm outside of urban areas while on the hunt or traveling. You can also find food and water for yourself daily, assuming there is any food and water in the area.

CHAPTER RENOWN III:

Cloak of the Slain – You have crafted a cloak from the hide of a monster that you've slain. When you are wearing this cloak, you are specially outfitted to deal with monstrous creatures. When you receive your Cloak of the Slain, choose one of the following creature types: Aberrations, Beasts, Celestials, Constructs, Dragons, Elementals, Fey, Fiends, Giants, Humanoids, Monstrosities, Oozes, Plants, or Undead. You have advantage on all ability checks or skill checks made to track or identify creatures of that type, and also advantage on saving throws made against them.

CHAPTER AVATAR: Huntsman of Legend

Benefit: You have a fist-sized, cold-iron cage with a hinged top. Once per day, you may create a Hexheart – a magical charm – to place within it. You take 10 uninterrupted minutes to form your Hexheart – a gnarled, hand-made tangle of old coins, dingy cloth, bundles of dried herbs, and other odds and ends, lashed together using twine. The Hexheart gains its power when it is placed into your cold iron cage and you name a specific single creature, such as “the white-furred werewolf who slew Marva Dane.” When you confront the creature bound to your Hexheart in combat, it must make a DC 20 Intelligence saving throw when it sees the Hexheart. If it fails, it has disadvantage on all attack rolls against the wearer. After the battle with that creature ends (regardless of the outcome), the Hexheart breaks and the effect ends.

Onslaught

Tough-as-nails warriors who pack a wallop, and can take a beating.

DESCRIPTION:

The toughest, roughest, most brutal and unkillable Copper Jackals that exist. They don't have a death wish – they have a death gift. Jackals who pledge themselves to Onslaught often brand their faces with large ghoulish Jackal Bites, giving the illusion of a ghostly, copper skull over their features. Onslaught is the chapter that undertakes the deadliest of missions, and are often not expected to make it back alive.

MOTTO:

"We don't go to war. We bring war with us."

CHAPTER HEAD:

Lhoris "Gut Ripper" Kelwynn, a savage half elf man who fell (or more likely was pushed) from his adopted family's treetop home as a child, breaking every bone in his body. Lhoris miraculously survived and thrived on the forest floor, using nothing but a killer instinct and an endless stream of improvised weapons to stay alive among the beasts until he could mend.



INITIATION:

You must survive (not win, necessarily) a one-on-one fight, with the weapon of your choice, against a current member of Onslaught.

BASE OF OPERATIONS:

The Murder Ark, a two-story land vehicle made of wood and steel, powered by a team of dire oxen within its belly.



Onslaught

CHAPTER RENOWN I:

You gain expertise in one of the following skills: Acrobatics (Dex), Athletics (Str), Intimidation (Cha), Survival (Wis), Perception (Wis), Insight (Wis). You also gain spartan living quarters within the belly of the Murder Ark.

CHAPTER RENOWN II:

Military Minded – You are able to identify armies, sellswords, and bandits by their emblems or distinct attributes (such as a particular type of armor or sword they are notorious for using). You know some basic information about those you can identify, including the names and reputations of its commanders and leaders, and who has hired them recently. In addition, you gain advantage on any negotiations, or identifying tactical positions or military tactics when dealing with those you have identified.

CHAPTER RENOWN III:

Convictus Armor – Whatever armor you are wearing becomes Convictus armor, and gains the following abilities: Once per day, you may command your armor to expand and thicken, encasing you in full-body protection. You are restrained, but reduce all incoming damage by a number equal to twice your character level. You may end this effect whenever you choose.

CHAPTER AVATAR: Ruinous Marauder

Benefit: Once per day, you may choose one creature that you can see within range. Upon successfully attacking this creature, you create a terrible, gaping wound that bleeds profusely. The target takes an additional 3d6 damage of the weapon type used to attack it, and must make a Constitution saving throw (DC 17). On a failure, the target takes another 1d4 damage at the beginning of each of its turns until the wound is treated using magical healing.

The Revivers

A group of roaming saviors who find and resurrect fallen heroes.

DESCRIPTION:

In the realm of Dragongrin, many who dare to become heroes are slain brutally, and the Revivers are here to give them a second chance. The Revivers are masters of finding fallen heroes, and raising them from the dead. They evolved from the battle medics operating during Lightfall, and specialize in field medicine.

MOTTO:

"We're here to give you a second chance. You won't get a third."

CHAPTER HEAD:

Idrim "Scalpel" Schael, an elven woman who was forced to amputate her own arm during Lightfall. Her Jackal Bite forms a skeletal arm in its place.

INITIATION:

You must find a fallen hero before they die completely, and bring them back from the brink of death.

BASE OF OPERATIONS:

The basement of the temple of Gilmare, in northern Innes. It can only be reached by a secret door in the temple's infirmary.





The Revivers

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Arcana (Int), History (Int), Insight (Wis), Medicine (Wis), Perception (Wis), Persuasion (Cha), Religion (Int). You also gain humble but comfortable living quarters in the temple of Gilmare.

CHAPTER RENOWN II:

Martyr's Lament – Once per short or long rest, as a reaction, you may prevent damage to a nearby ally. When an allied creature within 60 feet of you is successfully attacked, you may opt to take the damage instead. The creature takes no damage, and instead you take half damage. You also gain one level of exhaustion.

CHAPTER RENOWN III:

Reviver Bones – This is a handful of small, carved bones of all kinds, as well as a small wooden coin carved with the holy symbol of the Reviver's choosing on it. The bones are a miserly yellow, but have an odd glimmer to them. Once per day, as an action, you may place all of the bones and wooden coin in your mouth, and hold them there (while doing so, you cannot speak). When you do so, you may know all of the following things about a corpse:

- Exactly how they died (though you may not know by whom, or exactly what, for example: “the claws of a creature” or “a knife to the heart”).
- How long they have been dead.
- If they have any lingering diseases or curses.

CHAPTER AVATAR: Lifebringer

Benefit: Once every three days, as an action, you may touch a dead creature that has been dead for no longer than one month, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with 1 hit point.

This ability neutralizes any normal ailments that afflicted the creature when it died, but does not remove magical diseases, curses, etc., that plagued the character in life. This ability closes all mortal wounds, but can only restore one body part.

This ability is extremely taxing on you. Once you use it, you also gain four levels of exhaustion that may be removed normally.

The Skyhunters

Skyfaring adventurers who scavenge ancient technology that grants them flight.

DESCRIPTION:

In Dragongrin, it's rare that a creature can take to the skies. But this chapter of Jackals is different. Born for the sky, for the freedom it brings, and sworn to protect the realms from above, the Skyhunters have gathered impossible derelict Titan technology, and have cobbled together a machine that flies. They drift from place to place, enacting the Copper Vow, seeking more Titan tech to build more ships.



MOTTO:

"Once you've truly touched the sky, you'll forever walk the earth looking upward, longing to return."

CHAPTER HEAD:

Leona "Titan Wing" Brill, a human woman who holds court in the clamoring engine room of the Promise.

INITIATION:

You have to achieve flight for at least a minute or longer without using magic.

BASE OF OPERATIONS:

A new creation, the Promise of Peace (or just "Promise"), a patchwork airship that is the fusion of Primordial and Titan technology, using the best of both, showing that the two can co-exist.



The Skyhunters

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Animal Handling (Wis), Acrobatics (Dex), Athletics (Str), Insight (Wis), Investigation (Int), Perception (Wis), Survival (Wis). You also gain cramped living quarters within the Promise of Peace.

CHAPTER RENOWN II:

Relic Hunter – You can see past the trappings of the current age, and see a secret history where no one else can. Once per day, you can read the signs and clues of your location to find your way to at least one obscured or buried relic, location, or corpse of a time long forgotten. Roll a d6 – on 1 or 2, you find a Primordial relic; on a 3 or 4, you find a Titan relic; on a 5 or 6, you find an alien relic of the Bleak.

CHAPTER RENOWN III:

Skytread Pack – As an action, you may activate the Skytread Pack. This pack, powered by Titan Technology, allows you to gain a fly speed of 60 feet, and take no damage from falling. Upon landing, the Skytread Pack must be allowed to recharge, which requires a short rest.

CHAPTER AVATAR: Sky Titan

Benefit: You gain advantage on ability checks and skill checks made while interacting with Titan technology, or understanding how it works, and can read and write a basic version of Titanspeak. In addition, you have used this knowledge of the Titans to upgrade your Jackal Bite so that you no longer need your Skytread Pack, but gain the same benefits, able to be used a number of times equal to half of your proficiency bonus per short or long rest.

Spine of the Old Vale

Wielders of the ancient elemental and natural magic of the Old Vale.

DESCRIPTION:

Worshippers of the Vale of Old, the earth as it was supposed to be before the chaos of the Primordials, the Spine wield the power of nature at its most primal and visceral. Masters of the stone, the oak, the sun, and the moons, they are dedicated to the ways of Dragongrin before it was scarred by the Oldest War, when it was known as Arthunvale. Back when debts were paid in blood, and the wilds grew abundantly. The Spine of the Old Vale is dedicated to protecting those natural ways, and many believe they are the only ones who can survive in the most dangerous of exotic locations.



MOTTO:

“If the natural world were a body of blood and bone, we are the spine.”

CHAPTER HEAD:

Sirath “Rockspine,” Lord of the Old Vale, a dwarven man raised among elves. His hair and beard are entangled with branches and vines.

INITIATION:

You must prove your connection to the Old Vale by communicating with the spirit of an ancient dragon-slaying creature known as a Typhon.

BASE OF OPERATIONS:

Stonefang, an enormous fallen moonshard, carved into a fortress. It is located in the Placid Wood. In this place, nature grows wild and visceral.



Spine of the Old Vale

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Arcana (Int), Animal Handling (Wis), Insight (Wis), Intimidation (Cha), Medicine (Wis), Nature (Int), Perception (Wis), Survival (Wis). You also gain rustic living quarters within Stonefang.

CHAPTER RENOWN II:

One with Nature – You are adept at living off even the most inhospitable of land, and blending into it. You become one with the area you find yourself in. You have an innate sense of direction, and are always able to retrace your steps in any environment. In addition, you are familiar enough with the wilderness that you find twice as much food and water as you normally would when you forage.

CHAPTER RENOWN III:

Primordial Carver – This is a sharpened piece of bone from an ancient Primordial of Dragongrin, and can be used to create effective simple weapons. As an action, you may make a Survival check. On the result of a 10 or higher, you may spend 10 minutes carving any simple weapon out of wood or stone. Any wooden or stone object carved by this bone exists as a +1 magic weapon for 1 hour, at which time the magic of the bone wears off.

CHAPTER AVATAR: Fang of the Ancients

Benefit: Once per day, as an action, you may summon primordial creatures, calling them from the earth using energies from eons ago. These primeval beasts appear in unoccupied spaces that you can see within 60 feet. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast is also considered a magical beast of its type. They look elemental, composed of living stone and flora. These creatures disappear when they drop to 0 hit points, or when the ability ends after 1 hour. The summoned creatures are friendly to you and your companions. They act on your initiative. If you don't issue any commands to them, they will take no actions, other than to defend themselves from hostile creatures.

Stormbringers

Adaptable and strategic controllers of battlefield conditions.

DESCRIPTION:

Also known as the Adaptables, the Tide Turners, and Battlemenders, this chapter controls the battlefield, and all of its conditions, bending them to their will. They turn the tide of battles, using elementals, magic, intel, and machines – they are the support team you bring in to make things happen, be it helpful bridges, concealing thunderstorms, or emergency portals. They are masters of their craft, and many things that seem like bad luck for the enemy are chalked up as excellent planning by the Stormbringers.

MOTTO:

“Clear skies are a canvas, sure-footing a mirage.”

CHAPTER HEAD:

Oldmin “Old Man” Satchil, a relatively young gnomish man who has the countenance of a curmudgeon.

INITIATION:

You’re presented with an empty field, and you must deter a single member of the Stormbringers from crossing.

BASE OF OPERATIONS:

Storm Heights, an abandoned lich’s tower on the border of Svir and Üldane.





Stormbringers

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Arcana (Int), Insight (Wis), Perception (Wis), Survival (Wis), Nature (Int), Sleight of Hand (Dex), Performance (Cha), Deception (Cha). You also gain living quarters within the skyward towers of Storm Heights.

CHAPTER RENOWN II:

Omens of the Sky – Once per day, if you can see the sky in your home plane, no matter the conditions, you can read the intricate patterns of the weather, and interpret an omen of the near future. The calculations are complex and the signs are not always precise, but you are able to divine a strong impression about a future event, and you will know if it is good or bad. Your readings are rarely precise, and often make more sense in hindsight. However, occasionally you may get a more specific feeling in your spirit, such as the cause of a coming threat or a hint of an event's outcome.

CHAPTER RENOWN III:

Stormwatcher Goggles – Once per long rest, as a reaction you may impose advantage/disadvantage on a creature that you can see. Your Stormwatcher Goggles, through Imminence magic, allow you to see multiple outcomes of an event, allowing you to intervene to assist an ally, or hinder a foe.

CHAPTER AVATAR: Bastion of Tempests

Benefit: You are the living storm, the maker of maelstroms. The Bastion of Tempests is a powerful walking controller of the weather. Once per short or long rest as an action, you throw your hands skyward and as an action, you may choose one of the following effects:

- A tremendous clap of thunder sounds directly overhead. All creatures within 30 feet must make a Constitution saving throw (DC 15). A creature takes 5d6 thunder damage and is knocked prone on a failed saving throw, or half as much damage and remains upright on a successful one. In addition, regardless of the saving throw result, a creature is deafened until the end of its next turn.
- You create a high-pressure line of water, 50 feet long and 10 feet wide, which gushes out from your hands. All creatures within the area must make a Strength saving throw (DC 15). On a failed saving throw, a creature takes 4d8 bludgeoning damage and is knocked prone, or half as much damage and remains standing on a successful saving throw. This ability can also be used to put out fires in a 20-foot cube centered on your target.

The Unfallen

Necromantic warriors fighting for the forces of good.

DESCRIPTION:

The Unfallen are a chapter of Copper Jackals who are masters of necromancy of all kinds. They collect corpses from all manner of places to raise them as an undead army, serving the Copper Jackals. They are somewhat misunderstood by other Jackal chapters, but indispensable in their duties. Unfallen Jackals are nearly undead themselves, forced to confront their mortality in their initiation. They do not fear death – for death is never the end. Their base of operations is an undead storm giant, hollowed out, acting as a mobile base, lumbering across the countryside.

MOTTO:

“Loyal unto death, and beyond. This is not to be taken figuratively.”

CHAPTER HEAD:

Tharlas “Ichorbleed” Stane, a Drogus dwarf who carries vials of blood on a bandolier across his chest.

INITIATION:

You are buried alive, then exhumed and revived by the corpse-tenders of the Unfallen.

BASE OF OPERATIONS:

An undead storm giant named Uther, who has been hollowed out, and reinforced within.





The Unfallen

CHAPTER RENOWN I:

Knowledge of Death – Beginning at level 5, you have access to an extensive library with all sorts of information and tomes on necromancy and the undead. You may gain expertise in one of the following skills: Arcana (Int), Deception (Cha), History (Int), Intimidation (Cha), Investigation (Int), Medicine (Wis), Nature (Int), Religion (Int). You also gain cramped, strangely warm living quarters within Uther the mobile base-of-operations.

CHAPTER RENOWN II:

Undead Familiarity – Beginning at level 13, you can correctly identify any undead creature from your plane of existence by sight. You also know one weakness or fact about the creature. In addition, you're familiar with death, dying, and the dead. You gain advantage on any saves versus any fear effects caused by undead.

CHAPTER RENOWN III:

Wraithmask – This thick, wide-mouthed glass jar is foggy, and looks of poor quality. A rusted wire wraps around a hardened cork, affixed to a hinge, acting as the jar's stopper. The jar itself is full of maroon and brown, never quite mixing into a single hue. Once per day, as a bonus action, you may pry the cork open. Immediately, anyone that isn't a member of the Unfallen chapter within 5 feet of it must succeed on a DC 10 Constitution saving throw, or become sickened for two rounds.

Once open, the thick, brownish-red fluid within animates, and wraps around the wearer – often about their face and neck. Once this occurs, undead creatures do not see you as a threat for 8 hours – the effect ends immediately if you take hostile action against an undead creature. You can move through undead as though you were one of them yourself. This does not stop them as recognizing your presence if they are intelligent, and does not affect their memories of you being hostile previously.

CHAPTER AVATAR: Lich Slayer

Benefit: You have the jawbone of an undead humanoid that has three teeth within it – a canine, and two incisors. You may pull the teeth from the jawbone, and scatter them on the ground, and three skeletons will appear. If you dip the teeth in fresh blood that was given willingly before scattering them, the skeletons add 2 to their armor class. The skeletons are friendly to you and your allies, and act as a group on their own initiative. They obey any verbal commands that you issue to them, and will automatically defend themselves from hostile creatures. These skeletons crumble to dust after 10 minutes. The teeth grow back in the jawbone after a long rest.

Vaultbreakers

Retrieval experts who specialize in heists targeting vaults and crypts.

DESCRIPTION:

Retrieval experts who specialize in the procurement of rare items and elusive people. Equally at home in an enchanted bank vault or a ruined dungeon stronghold, the Vaultbreakers use their archaic omnitools to pick locks, trip traps, and dispatch any who have the misfortune of getting in their way.

MOTTO:

"Theft is a matter of perspective."

CHAPTER HEAD:

Deacon "Slipdagger" Worth, a suave yet grizzled middle-aged human man who turned away from the darkness to serve the Jackals following Lightfall.

INITIATION:

You must complete a mission in which you plan and successfully execute the procurement of an item of the Vaultbreaker's choosing.

BASE OF OPERATIONS:

Shade, a catacomb directly beneath the high-flying capital city of Innes, the Copper Sun (hiding in plain sight is a skill all Vaultbreakers must master).





Vaultbreakers

CHAPTER RENOWN I:

You gain expertise in one of the following skills: Acrobatics (Dex), Athletics (Str), Deception (Cha), Perception (Wis), Sleight of Hand (Dex), Stealth (Dex), Investigation (Int), Religion (Int). You also gain living quarters in the shadowy alcoves of Shade.

CHAPTER RENOWN II:

Unsavory Characters – You are able to gain details about unguarded locations or potential jobs, and in each town or village, you may roll on the following list to gain a contact that can help you with the job you're working on:

1. Respected rival
2. Unsavory local insider
3. Thieves guild member
4. Corrupt bureaucrat
5. Crooked lawman
6. Trusted fence

CHAPTER RENOWN III:

Omnitool – You are granted a fingerless brass gauntlet – form-fitting, but clearly mechanical, with gears and pulleys visible within. This omnitool is a special Titan tech item granted to all Vaultbreakers. It contains lockpicking tools, trap disablers, slipdaggers, grappling hooks, and other handy tools for breaking and entering. Once per short or long rest, you may automatically succeed on a single attack roll, ability check, skill check, or saving throw when breaking into, escaping from, or procuring from a guarded location. This represents the various utility items contained within the omnitool (automatically succeeding on a check made to scale a sheer wall using the grappling hook, automatically picking a difficult lock using the built-in autopicker, etc.).

CHAPTER AVATAR: Lord of Locks

Benefit: As an action, you can use your omnitool to archantically force an opening in one solid object – magical, mundane or otherwise – that you can touch, including solid objects created by spells or other magical means. You automatically open a hole in any barrier, the size of which is five square feet, plus an additional five square feet multiplied by your Dexterity modifier. Until the end of your next turn, you and other creatures may walk through the hole, cast spells through it, attack through it, and so on. At the end of your next turn, the hole closes, inflicting 2d6 force damage on any creature still in the hole, and forcing them back the way they entered.

Whiteraven Retrieval

Notorious pale-garbed bounty hunters with the best capture-rate of any other organization.

DESCRIPTION:

Also known as the Whiteraven, Whiteraven Pursual, or derogatorily as “whitebirds,” the Whiteraven Retrieval are bounty hunters that span the planes, and have the highest capture rate of any organization. They deal specifically with humanoid creatures that can err on the monstrous, though they don’t do outright monster hunting. They charge a hefty price, and are a very lucrative chapter of the Copper Jackals.

MOTTO:

“Your guilt or innocence is on your conscience, your capture is on ours.”

CHAPTER HEAD:

Rufus “Scalper” VanBuren, a half-orc man who wields a double-bladed axe and has never lost a mark.

INITIATION:

You must track and apprehend a member of Whiteraven.

BASE OF OPERATIONS:

The expansive basement of a bar in Svir Below, called the Dive. The owner of the Dive is a former Jackal himself, and his bar is named in honor of the Jackals who gave their lives during a critical mission of the same name.





Whiteraven Retrieval

CHAPTER RENOWN I:

You may gain expertise in one of the following skills: Athletics (Str), Insight (Dex), Deception (Cha), Investigation (Int), Perception (Wis), Stealth (Dex), Survival (Wis) You also gain living quarters in the Dive.

CHAPTER RENOWN II:

Wherever Your Quarry May Tread – Your experience with tracking allows you use the Survival (Wis) skill and the Investigation (Int) skills interchangeably when tracking, whether you are in nature or an urban area. In addition, when you succeed at a skill check to track a creature, you know exactly what type of creature it is, including their approximate height, weight, and race.

CHAPTER RENOWN III:

Driftlock – You gain a small Titan Copper object called a driftlock, appearing as any object of your choosing no larger than a fist. It can magically capture a single medium or smaller creature within it, subduing them until they are released. When you activate the driftlock, any creature within 10 feet of the driftlock must succeed on a DC 14 Dexterity saving throw, or be sucked into the driftlock. The inside of the object is a 10 by 10 stone holding cell, and once per day the creature may attempt to escape by succeeding on a DC 20 Sleight of Hand check. Otherwise, they are trapped within until you release them. The driftlock can hold a single creature at a time.

CHAPTER AVATAR: Alabaster Marshall

Benefit: Once per day, as an action, you gain the ability to unerringly track any living creature that you choose by reading the imprint the creature leaves in the ether of the Imminence magic that surrounds them. This effect lasts for one week, or until you choose to end it. Without the need for any sort of ability checks, you may follow your quarry's Imminence imprint no matter where they flee, so long as they remain on the same plane of existence. The only way to throw you off the trail is to use teleportation magic or by phasing into a transitive plane such as the ethereal, astral, or shadow planes. However, you will know immediately that the creature has teleported, because their imprint will leave your senses instantly.



Copper Boons Explained

As you progress in your training as a Copper Jackal, you develop powerful new abilities called Copper Boons. Copper Boons are exceptional abilities of near impossible prowess granted by, and channeled through your Jackal Bite. No two Jackals are alike in the way their Copper Boons manifest – however, all Copper Jackals eventually exhibit them.

HOW DO COPPER BOONS MANIFEST?

Characters earn new Copper Boons beginning at 4th level and every four levels after that, as shown in the progression chart on page 26. But when it comes to flavor, how a character's abilities manifest is entirely up to you. Perhaps your character's studies led to the discovery of your

newfound ability, or maybe your Copper Jackal stumbled across their new powers on accident. The way a Copper Jackal discovers their powers doesn't affect the mechanics, but it is a good way to shape and display the personality of your character. When it comes to how your Copper Boons physically manifest, the choice is entirely up to you.

The optional roll table below offers some inspiration if you aren't sure how you want your character to discover their Copper Boon. You can use this roll table each time you achieve a new Boon, or you can choose to have your Copper Boon manifest a similar way each time, and use this as a list to choose from.





Copper Boons Explained

d10 Copper Boon Manifestation Roll Table

- 1 You fall ill for 1d4 days, feeling exhausted and feverish. When your fever breaks, you feel ... stronger.
- 2 When you close your eyes, or take a moment to focus, you see visions of yourself exhibiting your new ability.
- 3 You study tirelessly in solitude for 1d6 days, using every possible moment to focus and train. Finally ... success.
- 4 You study the Jackals around you, trying to emulate and recreate their Boons. You succeed to a degree, but yours manifests differently than expected.
- 5 The next time you're struck in combat, your Copper Boon activates as a natural defense – and you're just as surprised as your assailant.
- 6 Your moods are ebbing and flowing, and you are more irritable as of late. Something occurs causing you to lose your temper, and your new Boon explodes into action as a result.
- 7 You wake from a nightmare of your past – your Jackal Bite is glowing brilliantly, and you find new powers at your disposal.
- 8 A Jackal of superior rank goads you into a sparring match. In the process, you feel invigorated as power flows through you, manifesting as a new Boon.
- 9 You begin to follow an animal into the wild, spurred on by some unknown force. While in the wilderness, the animal's gaze finds yours, and a new Boon activates, searing your Jackal Bite with newly-found power. When this ordeal is over, you realize that it's been 1d12 hours since it began.
- 10 You have a near-death or spiritual experience that gives you an insight into the progression of your future Copper Boons.



Copper Boons Explained

WHAT DO COPPER BOONS LOOK LIKE IN ACTION

Copper Boons are the most powerful manifestations of the Titan Copper augments your body. They are extensions of your Jackal Bite coming alive with energy and power, allowing you to perform amazing tasks that would otherwise be impossible. Much like the description of a magical spell, you may choose any flavor and style of description that you and your Game Master agree upon to illustrate what this manifestation looks like for your character.

The look of your Copper Boons is something that should be unique to your character, much like the signature look of a particular spell from a mage, or a signature physical attack from a warrior. The look of your Copper Boons can even vary depending on your Copper Jackal's mood, vitality, or other outside factors. Maybe they appear particularly potent or violent if your Jackal is angry. These effects often occur during usage, and fade once the Copper Boon is exhausted.

Here are some ideas of what a Jackal Bite can look like in action:

- The rough-hewn Jackal Bite that is embedded into your face rises and becomes a pair of copper goggles that encircle your eyes.
- A seemingly normal ring shifts and expands, encasing your hand entirely, growing into a powerful Copper Gauntlet.
- Your Jackal Bite is a tattoo of a two-headed wolf that spectrally lashes out at targets.

THE MECHANICS OF COPPER BOONS

You may choose a new Copper Boon at character levels 4, 8, 12, and 16. The abilities granted by Copper Boons are in addition to any abilities granted by the standard ruleset of 5E. It's also important to note that Copper Boons have character level prerequisites, and you may only choose the ones that your character qualifies for starting on page 83.

At level 20, your chapter bestows upon you Legacy Copper, Copper reclaimed from a fallen or retired Copper Jackal. The addition of this powerful, well-worn Titan Copper now attuned to your Jackal Bite acts as an additional source of power. Mechanically, Legacy Copper allows you one additional usage of a single Copper Boon once per short or long rest.

A FEW THINGS TO REMEMBER ABOUT COPPER BOONS

These Boons have been playtested, and hand-chosen to give this book variety and longevity, allowing you to create any style of Copper Jackal you can imagine – the number of Copper Boon combinations is virtually endless. Which brings up a good point: the list of Copper Boons may seem daunting at first, but it is divided up into easy-to-use categories and subcategories by mechanical benefit, along with an abbreviated column which includes the basics of what the Copper Boon does (so you don't have to read the entire mechanical description to figure that out).



Copper Boons

A NOTE ON THE MECHANICS OF BOONS

Copper Boons are designed to use a character's proficiency bonus as a core mechanical ingredient. Proficiency bonus scaling is identical in its value and progression across classes, which allows the Copper Boons to span them seamlessly and evenly. If a Copper Boon's description ever refers to half of a proficiency bonus, you always round down, and it never drops below 1.

The feature that sets the Copper Jackals apart from common adventurers is their Copper Boons – special abilities that manifest from their Jackal Bites. No two Jackals are alike in the way their Copper Boons manifest, but they are all equally adept at wielding them.

Below are the tables that you'll use to select your Copper Boons. This list may seem daunting at first, but it is divided up into easy-to-use categories and subcategories by mechanical benefit. You may choose from the Assault, Defense, Imminence, Subterfuge, Utility, Support, and Weapon categories.

Don't be afraid to try wildly diverse or even deliberately similar Copper Boon combinations, but most of all, have fun!

ASSAULT

Assault Boons include additional attacks, increased damage, increased attack odds, and abilities that weaken enemies.

DEFENSE

Defense Boons include increased armor, rapid recovery from negative effects and conditions, damage reduction, healing, protection from death, and skill improvement.

IMMINENCE

Imminence Boons include improved casting, improved magic item interaction, and spell defense.

SUBTERFUGE

Subterfuge Boons include the martial arts of deception and stealth.

MOBILITY

Mobility Boons include maneuverability, tactical motion, and increased movement for you and your fellow Jackals.

SUPPORT

Support Boons include environment-based support, group-based support, and single target support, all designed to aid and assist others in achieving objectives.

WEAPON

Weapon Boons include the granting of specialty weapons and the improved mastery of them, as well as weapon traits granted by your Jackal Bite.



Assault: Additional Attack

These Assault Copper Boons grant some sort of additional attack.

I want to	Name	Level	Mechanic	Feature Type
Grapple as a move action.	Copper Grappler	4	You may use your full move to grapple a creature on your turn. You may use this ability a number of times equal to your proficiency bonus per short or long rest.	Melee
Get an extra ranged attack.	Copper Volley	4	When you attack with a ranged weapon that you're holding, you may use a bonus action to quickly reload and attack again with the same ranged weapon using the same modifiers as the first attack. You may use this ability a number of times equal to your proficiency bonus per short or long rest.	Ranged
Damage multiple adjacent targets at once.	Copper Tendrils	4	Once per short or long rest, as a bonus action, you may target all enemy creatures within 10 feet of you. Make a melee attack against each creature, the bonus for which is equal to your Strength or Dexterity modifier plus your proficiency bonus. Then roll a number of d6s equal to your proficiency bonus and deal that much force damage to the targets, distributed as you wish among the successfully hit targets.	Melee



Assault: Additional Attack

These Assault Copper Boons grant some sort of additional attack.

I want to	Name	Level	Mechanic	Feature Type
Get more ranged attacks if you drop a creature.	Copper Headshot	8	If you reduce a creature to 0 hit points with a ranged weapon attack, you may immediately make an extra ranged weapon attack against another creature within range. You cannot move before making this attack, and it must be with the same weapon and attack bonus that dropped the previous creature. You may use this ability a number of times per round equal to your proficiency bonus.	Ranged
Get more melee attacks if you drop a creature.	Copper Kill Streak	8	If you reduce a creature to 0 hit points with a melee attack, you may immediately make an extra melee attack against another creature within reach. You cannot move before making this attack, and it must be with the same weapon and attack bonus that dropped the previous creature. You may use this ability a number of times per round equal to your proficiency bonus.	Melee

Assault: Damage

These Assault Copper Boons grant additional damage of some kind.

I want to	Name	Level	Mechanic	Feature Type
Increase my melee damage by 1d4.	Copper Onslaught	4	You may add 1d4 to the damage of any successful melee attack that you make. The damage is the type of the weapon being used.	Melee
Get an extra ranged attack.	Copper Slayer	4	On an unmodified attack roll of 16 or higher you may deal the maximum amount of damage possible with your weapon as long as the attack is successful. If used with other features, only one damage die is receives this benefit. This ability has no effect on critical hits.	Melee
Increase my unarmed strike damage.	Copper Brawler	4	Your unarmed strikes deal 1d6 + your Strength modifier of damage. The damage is bludgeoning unless you have another ability that would alter this.	Melee
Improve my critical hit chance overall.	Copper Critical	4	Choose a number between 2 and 18. You achieve a critical hit on your selected number as well as on 20. Critical failures remain unaffected.	Melee or Ranged
Increase my weapon's damage die.	Copper Butcher	4	Any weapon that you are proficient with may act as one die increment higher than it normally would for damage. A d4 becomes a d6, a d6 becomes a d8, a d8 becomes a d10, and a d10 becomes a d12, and a d12 or 2d6 become 2d8. (Any weapons with damage higher than this are unaffected.)	Melee or Ranged

Assault: Damage

These Assault Copper Boons grant additional damage of some kind.

I want to	Name	Level	Mechanic	Feature Type
Deal more damage with a specific weapon.	Copper Weapon Master	4	Once per short or long rest, you may choose a single weapon that you're proficient with. If the damage die rolled for this weapon shows any result other than the maximum, you may deal an additional 1 point of damage. Also, if the damage die rolled for this weapon shows a result of 1, you can instead treat the result as the maximum of the die. This boon may only be active for one weapon at a time.	Melee or Ranged
Increase my ranged damage with my Strength modifier.	Copper Bowman	4	You may add your Strength modifier (minimum 1, maximum 4) to damage dealt with shortbows and longbows.	Ranged
Deal Psychic damage.	Copper Psyche	8	Once per short or long rest, as a standard action, you may emit a psychic blast in a 60-foot cone in front of you. Each creature in the affected area must succeed on an Intelligence saving throw, the DC of which equals 8 plus your Intelligence or Wisdom modifier (whichever is higher) plus your Proficiency bonus. Roll a number of d8s equal to your proficiency bonus. Creatures who fail the saving throw suffer that much psychic damage. This bypasses all physical damage resistances.	Ranged

Assault: Increased Attack Odds

These Assault Copper Boons grant additional odds for successful attack in some way.

I want to	Name	Level	Mechanic	Feature Type
Get an attack of opportunity when an enemy misses.	Copper Marauder	4	If a creature misses a melee attack against you, you may use your reaction to make an attack of opportunity. You may do this a number of times equal to your proficiency bonus per short or long rest.	Melee
Remove disadvantage (melee attack).	Copper Gladiator	4	If you have disadvantage on a melee attack roll, you may make a DC 15 Strength check or Dexterity check. If you succeed, you no longer have disadvantage on the attack roll.	Melee
Remove disadvantage (ranged attack).	Copper Deadeye	4	If you have disadvantage on a ranged attack roll, you may use your bonus action to make a DC 15 Dexterity check. If you succeed, you no longer have disadvantage on the attack roll.	Ranged
Have higher attack rolls.	Copper Skirmisher	4	You may add an additional half of your proficiency bonus (minimum 1), to your attack rolls.	Melee or Ranged
Fight at close range with a ranged weapon.	Copper Killzone	4	You do not take disadvantage when making ranged attacks within 5 feet of your target. In addition, as a bonus action, you may use an arrow you are holding as a melee weapon, making a weapon attack on a single adjacent creature. You deal 1d4 plus your proficiency bonus worth of piercing damage upon a successful hit.	Ranged



Assault: Increased Attack Odds

These Assault Copper Boons grant additional odds for successful attack in some way.

I want to	Name	Level	Mechanic	Feature Type
Specialize in thrown weapons. (more damage, draw them better, no penalty at 5 ft.)	Copper Bullseye	4	When you throw a weapon within 5 feet of your target, you don't take disadvantage. When you take the attack action with a thrown weapon, you may draw the weapon as part of the attack made with it and still be able to interact with another object that turn. You may add your proficiency bonus to all damage dealt with thrown weapons.	Ranged
Shoot farther without disadvantage.	Copper Sniper	4	You may add your Dexterity bonus multiplied by 10 (maximum of 40 feet) to the range of your ranged weapon attack. Also, attacking at long range does not impose disadvantage on your attack rolls.	Ranged
Have increased melee attack reach.	Copper Reach	4	You may extend your reach by 5 feet. You may use this ability a number of times equal to half of your proficiency bonus per short or long rest.	Melee



Assault: Weaken Enemy

These Assault Copper Boons weaken the enemy in various ways.

I want to	Name	Level	Mechanic	Feature Type
Decrease a creature's armor class.	Copper Enforcer	4	Treat the armor class of any creature you attack with a weapon, spell, or unarmed attack as though its armor class is 1 point lower. You may take this Boon multiple times, and the effects stack.	Melee or Ranged
Get enemies to 0 HP quicker.	Copper Executioner	4	If a weapon attack made by you reduces a creature's hit points to an amount equal to or less than double your proficiency bonus, you may instead reduce the creature to 0 hit points.	Melee or Ranged
Give a point of exhaustion.	Copper Enervation	4	When you deal critical damage to a creature, you may also give it one level of exhaustion. The effects of this Boon can be applied to a creature multiple times.	Melee or Ranged
Reduce speed, do more damage.	Copper Mangler	4	When you deal damage to a creature, their speed is reduced by 5 feet until they regain hit points. This effect stacks until a creature is reduced to a speed of 0. You may use this ability a number of times equal to your proficiency bonus per short or long rest.	Melee or Ranged



Defense: Armor

These Defense Copper Boons grant some sort of additional armor bonus.

I want to	Name	Level	Mechanic	Feature Type
Improve my armor class.	Copper Toughness	4	You gain +1 natural armor. This armor bonus is in addition to any other armor bonuses you may have. You may take this Boon multiple times, and the effects stack.	Passive Ability
Gain temporary AC.	Copper Armor	4	Once per short or long rest, as a reaction, you gain +5 to AC until the start of your next turn.	Reaction



Defense: Condition Halting

These Defense Copper Boons stop a conditions imposed upon you.

I want to	Name	Level	Mechanic	Feature Type
Remove a condition.	Copper Doggedness	4	Once per day, as reaction, you may remove one of the following conditions from yourself: Stunned, Blinded, Charmed, Deafened, Frightened, Intoxicated, Paralyzed, Prone, or Stunned.	Reaction
Ignore exhaustion.	Copper Endurance	4	You may stay awake and function as normal without sleep for 48 hours, and go without food and water for twice as long as normal. You may ignore the effects of a number of levels of exhaustion equal to half your proficiency bonus.	Passive Action
Escape grapples and restraints, attack if I do.	Copper Escapist	4	You gain advantage on ability checks to end the grappled or restrained condition. If you escape a creature's grapple or restraining on your turn, you can immediately use your bonus action to take a single attack action on the creature you escaped.	Grappling



Defense: Damage Reduction

These Defense Copper Boons reduce damage done to you.

I want to	Name	Level	Mechanic	Feature Type
Gain damage resistance (physical).	Copper Resistance: Physical	4	Once per short or long rest, as a reaction, you may choose one of the physical damage types (Slashing, Piercing or Bludgeoning). For a number of rounds equal to your proficiency bonus, you have resistance to that single damage type.	Reaction
Reduce damage done to me.	Copper Fortitude	4	When you take damage, as a reaction, you may roll a number of d6s equal to half your proficiency bonus, and subtract that number from the damage sustained. You may do this a number of times equal to half of your proficiency bonus per short or long rest.	Reaction
Gain damage resistance (magical).	Copper Resistance: Magical	8	Once per short or long rest, as a reaction, you may choose one of the magical damage types (Acid, Fire, Cold, Poison, Necrotic, Radiant, Lightning, Psychic, Thunder, Force or Psychic). For a number of rounds equal to your proficiency bonus, you have resistance to that single damage type.	Reaction



Defense: Healing

These Defense Copper Boons allow you to heal yourself and others.

I want to	Name	Level	Mechanic	Feature Type
Have a pool of HP for healing.	Copper Medic	4	You have a pool of hit points equal to triple your proficiency bonus that you may apply to any creature you touch, healing them as a bonus action. You may use as many or as few as you would like from this pool until all are expended. This pool recharges once per short or long rest.	Standard Action
Roll more recovery hit dice.	Copper Recovery	4	If you roll a hit die to regain hit points, you may roll twice, totaling the results, and adding any other modifiers you would normally.	Passive Ability
Add extra HP when I heal others.	Copper Healer	4	If you heal a creature by magic or by other means, you may add double your proficiency bonus worth of extra hit points.	Passive Action
Gain hit points back as a bonus action.	Copper Resilience	4	Once per long rest, as a bonus action, you may roll a number of hit dice equal to half of your proficiency bonus. You gain that number plus your Constitution modifier worth of hit points, not exceeding your maximum hit points.	Bonus Action

Defense: Protection from Death

These Defense Copper Boons protect you from death and dying.

I want to	Name	Level	Mechanic	Feature Type
Have 1 HP instead of 0 HP.	Copper Grit	4	You gain advantage on death saving throws. Once per long rest, when you are reduced to 0 hit points, you instead are reduced to 1.	Saving Throw
Grant an additional death saving throw and HP.	Copper Surgeon	4	Allies within 30 feet of you automatically gain an additional death saving throw before dying. Additionally, you gain advantage on Wisdom (Medicine) checks to stabilize any dying creatures. If you successfully stabilize a creature, you may roll a single die equal to your hit die, and grant the stabilized creature points of healing equal to the number showing.	Skill Checks/ Saving Throw
Move half speed when I hit 0 HP.	Copper Ferocity	4	When you are reduced to 0 hit points, as a reaction, you can immediately move half of your speed without provoking attacks of opportunity. You then drop to 0 hit points in your new location.	Reaction
Survive massive damage.	Copper Colossus	8	If you take damage that would instantly kill you, as a reaction, you may instead have it reduce you to 0 hit points.	Reaction
Raise someone from the dead.	Copper Sacrifice	12	Once per day, as a reaction, you may bring a creature who has just died back from the dead. The creature must have been killed within the previous or current round of combat, and returns to life with 1 hit die worth of hit points. Doing so drops your character to 0 hp, and grants you 2 immediate failed death saving throws.	Reaction



Defense: Skill Improvement

These Defense Copper Boons improve a particular skill or ability.

I want to	Name	Level	Mechanic	Feature Type
Become harder to charm.	Copper Charm	4	You have advantage on all rolls made to save against being charmed. In addition you also have advantage on all Charisma (Deception) or Charisma (Persuasion) checks.	Skill Check/ Saving Throw
Gain a saving throw proficiency.	Copper Preservation	4	You gain proficiency in a saving throw that you are not already proficient in. In addition, you may choose a saving throw you are proficient in, and you may gain advantage on any saves related to it a number of time equal to half of your proficiency bonus per short or long rest. This Boon can be taken multiple times, and the effects stack.	Skill Check/ Saving Throw



Imminence: Gain Spells

These Imminence Copper Boons increase the number of spells you can cast.

I want to	Name	Level	Mechanic	Feature Type
Gain two non-damaging cantrips.	Copper Magician	4	You gain two non-damaging cantrips of your choice. They can be cast at will. When you choose these spells, you must also choose a spellcasting ability for them: either Wisdom, Intelligence, or Charisma.	Cantrips
Make a level 1 spell a cantrip.	Imminence Imprint	4	Choose a 1st level spell that you know. You are able to commit it to an ethereal part of your memory using Imminence. This spell is always prepared and does not count against your total number of spells known, and may be cast once per long rest without using a spell slot, and without the need for material components. This Boon can be taken multiple times and the effects stack.	Spell Slots
Gain an additional spell slot.	Imminence Magus	4	You gain an additional spell slot of your choosing that you have access to when the Boon is taken, to a maximum of 4th level). This Boon may be taken multiple times and the effects stack.	Spell Slots



Imminence: Gain Spells

These Imminence Copper Boons increase the number of spells you can cast.

I want to	Name	Level	Mechanic	Feature Type
Gain two damaging cantrips.	Greater Copper Magician	8	You gain two cantrips that do damage. They can be cast at will. When you choose these spells, you must also choose a spellcasting ability for them: either Wisdom, Intelligence, or Charisma.	Cantrips
Make a level 3 spell a cantrip.	Imminence Memorization	8	Choose a spell that you know of 3rd level or lower. You are able to commit it to an ethereal part of your memory using Imminence. This spell is always prepared and does not count against your total number of spells known, and may be cast once per long rest without using a spell slot, and without the need for material components. This Boon can be taken multiple times and the effects stack.	Spell Slots

Imminence: Improve Casting

These Imminence Copper Boons improve how you cast your spells.

I want to	Name	Level	Mechanic	Feature Type
Increase my spell attack and spell save DC.	Imminence Assailant	4	You gain +1 to your spell attack bonus and your spell save DC. This Boon can be taken multiple times and the effects stack.	Spell Attack
Cast a spell as a bonus action.	Imminence Quickness	4	When you cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action instead. You may use this ability once per short or long rest.	Casting Time
Max damage for a ranged spell.	Imminence Eradication	4	When you successfully complete a ranged spell attack, you may deal maximum damage. You may use this ability once per short or long rest.	Spell Damage
Trade two spell slots for a higher spell slot.	Imminence Redirection	4	You may expend two spell slots to cast a single spell one spell slot higher. Cantrips do not count, as they are outside of the spell slot system. You may do this a number of times equal to your proficiency bonus per long rest.	Spell Slots
Reroll a spell attack, or make my enemy reroll their saving throw.	Imminence Focus	4	Once per long rest, as a bonus action, you may choose a single spell of 3rd level or lower. When you cast this spell, you may reroll a missed attack roll, or impose disadvantage on any target's saving throw against it.	Bonus Action



Imminence: Improve Casting

These Imminence Copper Boons improve how you cast your spells.

I want to	Name	Level	Mechanic	Feature Type
Cast a spell without speaking or gestures.	Silent Imminence	8	You may cast a spell without any somatic or verbal components. You may do this a number of times equal to half your proficiency bonus per short or long rest.	Remove Components
Make a non-ritual spell a ritual; cast rituals faster.	Imminence Ritualist	12	Once per long rest, you may choose one of the following: Either choose a non-ritual spell, and you may cast it as a ritual. Doing so takes twice as long as a ritual normally takes. Or, you may reduce the time required to cast a spell as a ritual by half. You may cast a ritual spell this way a number of times equal to your proficiency bonus per long rest.	Ritual
Concentrate on 2 spells at once.	Imminence Concentration	12	Once per long rest, for a number of rounds equal to your Intelligence modifier, you can concentrate on two spells at once.	Concentration



Imminence: Spell Defense

These Imminence Copper Boons improve your defense against spells.

I want to	Name	Level	Mechanic	Feature Type
Trade spell slots for HP.	Imminence Exchange	4	You may use Imminence to expend spell slots to absorb damage. As a reaction, you may choose a target creature, and expend a number of spell slots. For every spell slot you expend, 10 points + the spell slot worth of damage is absorbed. You may target yourself with this spell.	Spell Slots
Deflect a spell back onto the caster.	Imminence Deflection	8	As a reaction, when a spell is cast within 60 feet of you, you may attempt to deflect the spell back upon its caster. The spell's original caster must make a saving throw against their own spellcasting ability. On a failed save, the spell is instead targeted and centered on the original caster, or dispelled if neither of these apply. You may use this ability a number of times equal to half of your proficiency bonus per long rest.	Spell Attack

Imminence: Magic Item

These Imminence Copper Boons improve how you interact with magic items.

I want to	Name	Level	Mechanic	Feature Type
Recharge a magic item.	Imminence Recharge	4	Once per short rest, you may recharge a magic item. For every two spell slots you expend, you may restore one charge to any magic item that isn't legendary, or an artifact. In addition, once per day, you may recharge a legendary magic item. For every four spell slots you expend of 2nd level or higher, you may restore one charge to a legendary magic item. You may not regain any the spell slots used for this boon until you have completed a long rest.	Spell Slots
Be an expert at attuning to magical items.	Imminence Curator	8	Your skill with attunement is exceptional. You may attune to a magic item in half the time it would normally take, and gain advantage on any rolls that may be involved. You may be attuned to a magical item at the same time as another creature. You may be attuned to up to six magical items at any given time, and you may attune yourself to as many as two items per short rest. You may be 100 ft. away from a magic item for a week before it's attunement to you ends.	Attunement
Identify magical items, remove magical curses.	Imminence Contraption	12	You have a connection with magical objects. You may sense the general location of a magical object within 10 feet of you. In addition, you gain Expertise in the Knowledge (Arcana) skill, and you may take advantage when rolling to identify any details about a magic item (including its origins, functionality, curses, etc.) Over the course of a long rest, you may remove a single curse from yourself or another creature bestowed by a magical item.	Skill/Ability Check; Condition Halting



Subterfuge: Deception

These Subterfuge Copper Boons improve your ability to be successfully deceptive.

I want to	Name	Level	Mechanic	Feature Type
Gain advantage on deception, persuasion, and perception.	Copper Tongue	4	You gain advantage on all Charisma (Deception) checks, Charisma (Persuasion) checks, and Intelligence (Investigation) checks made. You also gain advantage on Wisdom (Insight) checks when being lied to. In addition you also know the languages Thieves' Cant and Undercommon.	Skill/ Ability
Look like someone else.	Copper Masque	4	As a reaction, you can create a virtually flawless facsimile of someone's face with your Jackal Bite. Before doing so, you must spend at least 1d10 minutes minus your Charisma bonus (minimum 1, maximum 4) studying the person's face in person or in a reasonable recreation such a drawing or painting. You cannot reproduce the subject's mannerisms or speech, but the mask will move naturally with your face. Disadvantage is imposed on all checks that would detect your mask as false. This effect lasts for a number of minutes equal to triple your proficiency bonus. After that the mask fades. If the effect is about to end, and you have a bonus action available to you, you may activate a remaining usage immediately to keep the mask from fading. You may use this ability a number of times equal to your proficiency bonus per short or long rest.	Disguise
Be master of subterfuge tools.	Copper Phantom	4	You are a master of the tools of subterfuge. You are proficient with the Disguise Kit, the Forgery Kit, Thieves Tools, and the Poisoner's Kit. You have a masterwork Copper Phantom Satchel containing carefully separated items from all of the aforementioned toolsets and kits.	Skill/ Ability



Subterfuge: Stealth

These Subterfuge Copper Boons improve your ability to go undetected.

I want to	Name	Level	Mechanic	Feature Type
Improve my stealth checks.	Copper Stalker	4	As a bonus action, you may gain advantage on Stealth checks for 10 minutes. You may use this ability a number of times equal to half your proficiency bonus per short or long rest.	Skill/ Ability
Create a magical fog.	Copper Fog	4	As an action, you can cause magical smoke to emit from a point you choose within 60 feet. This effect lasts for 10 minutes, and the smoke plumes and pours from the source, moving with it. The area the smoke covers is a 15 foot radius from the chosen point. The smoke may be any color and density you choose. You can see normally in this magical fog. You may do this a number of times equal to half of your proficiency bonus once per short or long rest.	Cover
Be invisible.	Copper Invisibility	8	Your Jackal Bite can manipulate Imminence and light so that you shift out of the visible spectrum. As an action, you may become invisible for a number of minutes equal to your character level. Anything you are wearing or carrying is invisible as long as it is on your person. This effect ends if you attack or cast a spell. You may use this ability a number of times equal to half your proficiency bonus per short or long rest.	Hiding

Mobility: Movement

These Mobility Copper Boons improve or add additional movement to you.

I want to	Name	Level	Mechanic	Feature Type
Move without opportunity attacks.	Copper Step	4	You may move your normal base speed without provoking Opportunity Attacks. You may not combine this with any other ability, or the dash action. You may use this ability a number of times equal to half your proficiency bonus per short or long rest.	Avoid Attacks
Climb faster and better.	Copper Climbing	4	You have advantage on all climb checks, and climbing costs you no extra movement. In addition, once per short or long rest, at half of your climbing speed, you may climb a surface that does not have handholds.	Climbing
Swim faster and breathe longer underwater.	Copper Mariner	4	You have advantage on all swim checks, swimming costs you no extra movement, and you may make any melee weapon attacks underwater without disadvantage. In addition, once per short or long rest, you may hold your breath a number of extra minutes equal to your proficiency bonus.	Swimming
Teleport my base speed.	Copper Teleportation	8	As a move action, you may teleport your base speed to an unoccupied location. You do not have to be able to see the location. You may do this a number of times equal to your half of your proficiency bonus per short or long rest.	Teleportation
Be able to fly.	Copper Flight	8	Your Jackal Bite allows you to achieve flight, granting you a fly speed equal to your movement speed for 10 minutes. You may use this ability a number of times equal to your proficiency bonus per short or long rest.	Flight

Support: Environment

These Support Copper Boons allow you to alter the environment to support your mission.

I want to	Name	Level	Mechanic	Feature Type
Create a barrier or bridge.	Copper Bulwark	4	You can magically pull elements from the environment together to create an impromptu shield or bridge for you and your allies. Whether it's sand from the desert ground, or a support beam from a roof, you combine the elements around you with the power of Imminence to create a solid mass. As an action, you may create 5 square feet of bulwark per proficiency bonus point you possess. The created bulwark grants full cover, and can hold the weight of roughly 4 medium creatures safely. It has an armor class and HP equal to 12 + your proficiency bonus. If you are 60 feet or more away from the bulwark for 10 minutes or longer, it crumbles, leaving the elements used to create it in a heap. You may use this ability a number of times equal to your proficiency bonus per short or long rest.	Create Cover
Alter the weather of the battlefield.	Copper Conditions	4	As a bonus action, you may invoke a condition on the battlefield. Starting at a point within a range of 60 feet, you may alter the conditions of a 60 foot square of the battlefield. Choose one of the following conditions to impose. 1.) Weather change: The 30 foot square is difficult terrain due to magically created weather of your choosing (ice, rain, wind, etc.). 2.) Visibility: The 30 foot square is made darker or brighter-- from pitch black to bright white, and anything in between. This does not act as magical darkness for the sake of darkvision, or actual sunlight for the sake of creatures susceptible to it. You may use this ability a number of times equal to your proficiency bonus per short or long rest.	Impose Difficult Terrain



Support: Group Based

These Support Copper Boons allow you to aid the group you are with.

I want to	Name	Level	Mechanic	Feature Type
Make yourself and others incorporeal.	Copper Phasing	4	You have the ability to make yourself, and others, incorporeal for a brief amount of time. As an action, you, and any willing creature within 30 feet of you become incorporeal for a number of seconds equal to double your proficiency bonus. While incorporeal, you are resistant to all damage, and treat solid objects as difficult terrain. If you end your turn within a solid object, you take 1d6 damage each round until you are no longer within it. You may not move until you are free.	Grant the Incorporeal property
Reduce the length of rest needed for the party.	Copper Facilitator	4	You may choose to reduce the length of time it takes to complete a short or long rest for yourself and others by half. You may affect a number of creatures with this ability equal to your character level, and you do not count against this limit. You may use this ability a number of times equal to your proficiency bonus per week.	Shorten rests
Protect those near you passively.	Copper Guardian	8	Anyone adjacent to you gains +1 to their AC, anyone within 15 feet of you gains your Constitution modifier worth of temporary hit points, and anyone within 30 feet of your gains advantage on concentration checks. These effects are cumulative.	Grant AC, HP and Advantage



Support: Group Based

These Support Copper Boons allow you to aid the group you are with.

I want to	Name	Level	Mechanic	Feature Type
Grant advantage to yourself and others.	Copper Morale	8	Any time two or more Copper Jackals are within 30 feet of you, and you all have full hit points, you may all take advantage on attack rolls and saving throws until any of those conditions are not met.	Grant Advantage
Become a master of multiple tools and kits.	Copper Artificer	8	You are a master of tools and kits, and are handy beyond compare. You are proficient with Artisan's Tools, Thieves' Tools, Navigator's Tools, and the Herbalism Kit. In addition, you have a very special set of Titan Copper Tools that are malleable, and can be used to create an item from any of the aforementioned toolset and kits. In addition, you may grant advantage for a group skill check to a number of creatures equal to your proficiency bonus. You may use this advantage granting ability a number of times equal to your proficiency bonus per short or long rest.	Tools and Kits

Support: Single Target

These Support Copper Boons allow you to aid a single target you are with.

I want to	Name	Level	Mechanic	Feature Type
Grant advantage or disadvantage on initiative rolls.	Copper Tactician	4	Before initiative is rolled, you may choose to grant a single creature advantage on their initiative roll, or to grant a single creature disadvantage on their initiative roll. You may use this ability once per short or long rest.	Improve Initiative
Give someone an action.	Copper Commander	4	You may use the attack action on your turn to grant an ally an action. You may forgo one of your attacks and choose an ally within 90 feet. They may use their reaction to immediately move or attack. You may use this a number of times equal to your proficiency bonus per short or long rest.	Grant an Action
Grant advantage or hit points.	Copper Call	4	As a reaction you may rally your allies in combat. You may call out to a single ally, and choose to do one of the following: Grant 1d8 worth of hit points, grant advantage on a saving throw, grant advantage on a skill or ability check, grant advantage on an attack roll. You may use this ability a number of times equal to your proficiency bonus per short or long rest.	Grant Advantage/ Grant HP

Weapon: Special Weapons

These Weapon Copper Boons allow you to have a specialty weapon, capable and useful.

I want to	Name	Level	Mechanic	Weapon Type
Use a shield as a weapon, and to grant disadvantage.	Copper Shield	4	As a bonus action, you may form your Jackal Bite into a powerful shield attached to your arm. You may use this shield as a weapon you are proficient with that does 1d6 + your Strength modifier worth of damage, but does not take up a free hand. This is in addition to the shield's bonus to your AC (+1). Also, a number of times equal to your proficiency bonus per day, as a reaction, you may impose disadvantage on any melee or ranged weapon attack made against a creature adjacent to you with your shield.	Buckler
Have a gauntlet that acts as a weapon and AC bonus.	Copper Gauntlet	4	As a bonus action, you may form your Jackal Bite into a powerful gauntlet. When active, it acts as a one-handed, light melee weapon that deals 1d8 bludgeoning or slashing damage, and adds +1 to your armor class. It cannot be disarmed, and you are proficient with it. You may hold other things in your Copper Gauntlet, and use objects with it. The Copper Gauntlet is considered a monk weapon for use with the monk martial arts feature.	Gauntlet
Use my Jackal Bite as an arcane focus and/or spellbook.	Copper Grimoire	4	Your Jackal Bite is your arcane focus and/or your spellbook. You gain +1 to your armor class, and +1 to your spell attack bonus.	Arcane Focus/ Spellbook

Weapon: Custom Weapon

These are the Weapon Copper Boons that allow you to assign a powerful trait to a weapon you choose.

Steps to creating a custom weapon:

Step 1: Choose a single weapon you are proficient with to imbue a portion of your Jackal Bite upon.

Step 2: This weapon may gains the two Inherent Weapon Traits in the first table.

Step 3: Select a Custom Weapon Trait of your choice from the Custom Weapon Trait table to imbue upon your chosen weapon.

You may choose this boon multiple times, granting you either a different weapon a trait, or adding a trait to your current weapon.

All Custom Weapons may have the following two traits inherently and automatically:

(So you would say something like, "I would like to use my Copper Weapon's Retrieval trait.")

I want to	Name	Level	Mechanic	Weapon Trait Type
Call my weapon to me magically.	Retrieval	4	You may sense this weapon up to 120 feet away from you, and it may be retrieved by you magically from up to 60 feet away. As a reaction, you can cause the weapon to fly into your grasp. You do not need to be able to see it, but if it is restrained, it acts as though it has unlimited and automatic Strength or Dexterity checks with a result totaling 20 needed to overcome any obstacles.	Condition Halting
Use my weapon as a light source.	Illuminated	4	Using a command word, this weapon can emit up to 30 feet of light. The bearer can control its brightness and distance.	Utilitarian

Weapon: Custom Weapon

These Weapon Copper Boons allow you to assign a powerful trait to a weapon you choose.

I want to	Name	Level	Mechanic	Weapon Trait Type
Attack a creature using extra movement.	Opportunity	4	Once per round, you may use your reaction to use this weapon to attack a target within reach that has used extra movement (such as the Dash action).	Additional Attack
Avoid being tripped.	Balancing	4	This weapon allows you to have advantage against being tripped while it is in your hand(s). This may be due to its size, shape, weight or another trait.	Condition Halting
Fight normally underwater.	Amphibious	4	This weapon was designed to be used underwater and on land. When submerged, it acts exactly as though it were on land, and incurs no penalties. (For clarity, this does include ranged weapons.)	Condition Halting
Disarm a target.	Disarming	4	When this weapon successfully attacks a target, you may choose to try to disarm the target at advantage instead of dealing damage. If you choose to do so, the target must make an opposed Dexterity check against you. If they fail, they are disarmed.	Condition Imposing
Knock a target prone, or shove it.	Tripping	4	When this weapon successfully attacks a target, you may use your reaction to make a shove attack at advantage to trip the target instead of dealing damage. If you succeed, you can knock the target prone, or push it 5 feet.	Condition Imposing

Weapon: Custom Weapon

These Weapon Copper Boons allow you to assign a powerful trait to a weapon you choose.

I want to	Name	Level	Mechanic	Weapon Trait Type
Deal automatic weapon damage.	Maiming	4	When you deal damage to a creature with this weapon, you may choose to also maim that creature, causing your weapon to stick within your target. With your weapon stuck within the creature, you may move it around violently to do more damage. When maiming a creature, you may use an attack action to immediately roll the weapon's damage die (with no modifiers) in lieu of rolling to hit. You deal that much damage to the creature. You can continue to maim a creature until they can pull the weapon out with an opposed Strength (Athletics) check, until you cannot grasp the maiming weapon, or until you choose to remove it with a bonus action.	Damage
Increase my mounted damage.	Charging	4	While you are mounted and wielding this weapon, you deal an extra 1d6 damage if you move 20ft or more prior to your attack.	Damage
Deal more damage to certain creatures.	Foeslaying	4	The user of this weapon may choose one type of creature: (Aberrations, Beasts, Celestials, Constructs, Dragons, Elemental, Fey, Fiends, Giants, Monstrosities, Oozes, Plants, Typhons, Undead, or a single type of humanoid.) Whenever this weapon successfully deals damage to its chosen creature type, you may deal an additional d6.	Damage



Weapon: Custom Weapon

These Weapon Copper Boons allow you to assign a powerful trait to a weapon you choose.

I want to	Name	Level	Mechanic	Weapon Trait Type
Deal force damage.	Incapacitating	4	You may freely choose to deal force damage with this weapon instead of its normal damage type. If a creature is dropped to 0 hp using this weapon, they are unconscious, but not dying.	Damage
Ignore certain damage resistance.	Ruinous	4	You may choose a single resistance to a physical or magical damage type (Slashing, Piercing, Bludgeoning, Acid, Fire, Cold, Poison, Necrotic, Radiant, Lightning, Psychic, Thunder or Force). This weapon ignores those resistances. This weapon is not considered magical for the sake of other resistances.	Resistance Ignoring
Use my weapon to cast spells.	Archanic	4	As an action you can channel your spellcasting into this weapon, allowing it to carry a single spell, and release it on your next successful melee attack. Upon your next successful melee attack, you do normal weapon damage, as well as the effects of the spell you have stored within it. It can carry spells of a level equal to your proficiency bonus.	Spellcasting



Weapon: Custom Weapon

These Weapon Copper Boons allow you to assign a powerful trait to a weapon you choose.

I want to	Name	Level	Mechanic	Weapon Trait Type
Morph my weapon into a mundane object.	Malleable	4	This weapon may be magically or mechanically transformed into a single copper-colored object to appear discrete. Choose a single mundane object that is no larger in mass than the weapon (though it may be smaller by about half of its mass).	Utilitarian
Restrain a target.	Binding	8	Upon a successful attack, this weapon is able to impose the restrained condition on a target instead of dealing damage. The target may immediately make a Dexterity check of any kind to end this effect (DC 10 + the wielder's Dexterity modifier). If the target fails, they are restrained until they can escape. The attacker may end this effect using a bonus action. This effect ends if the target succeeds the check, or if the weapon is used to attack another target.	Condition Imposing

Copper Jackal Archetypes

A Copper Archetype is a pre-selected set of four Copper Boons chosen to work well together. These boon combinations are designed to allow you to fill a distinct role as a Copper Jackal. The names of the Copper Archetypes below are flavorful, and followed by a brief description that conveys the basic premise of each one.

Every Copper Archetype is designed to work for characters of level 4 through level 20, and the Copper Boons listed within the archetype all meet the level prerequisites for their corresponding slot.

For more variation, you may want to choose a Copper Archetype as a starting point, and simply switch out a Copper Boon or two to customize it to your liking. If you do choose to customize a Copper Archetype, be mindful that you meet the level prerequisites of any of the Copper Boons you switch out.

COPPER BOWMAN

Description: An expert at dealing damage with a bow from range, or up close.

- Boon 1 – Copper Bowman
- Boon 2 – Copper Volley
- Boon 3 – Copper Kill Zone
- Boon 4 – Copper Deadeye

COPPER BRAWLER

Description: A deadly, close combat expert.

- Boon 1 – Copper Brawler
- Boon 2 – Copper Grappler
- Boon 3 – Copper Reach
- Boon 4 – Copper Marauder

COPPER BUTCHER

Description: A combatant who deals increasing amounts of carnage with their weapons.

- Boon 1 – Copper Butcher
- Boon 2 – Copper Onslaught
- Boon 3 – Copper Slayer
- Boon 4 – Copper Critical

COPPER COLLECTOR

Description: An expert at collecting and using magical items.

- Boon 1 – Copper Recharge
- Boon 2 – Copper Artificer
- Boon 3 – Copper Curator
- Boon 4 – Copper Contraption

COPPER COMMANDER

Description: A commander and tactician able to lead others in combat to great effect.

- Boon 1 – Copper Commander
- Boon 2 – Copper Tactician
- Boon 3 – Copper Morale
- Boon 4 – Copper Call





Copper Jackal Archetypes

COPPER CONTROLLER

Description: An incredible support character that can control the battlefield.

Boon 1 – Copper Bulwark

Boon 2 – Copper Conditions

Boon 3 – Copper Fog

Boon 4 – Copper Phasing

COPPER DEADEYE

Description: A deadly, long-ranged assailant.

Boon 1 – Copper Butcher

Boon 2 – Copper Headshot

Boon 3 – Copper Sniper

Boon 4 – Copper Weapon, Ruinous (Piercing)

COPPER DESTROYER

Description: A brutal combatant designed to obliterate multiple foes.

Boon 1 – Copper Butcher

Boon 2 – Copper Kill Streak

Boon 3 – Copper Onslaught

Boon 4 – Copper Executioner

COPPER DREADNAUGHT

Description: A virtually unkillable combatant.

Boon 1 – Copper Grit

Boon 2 – Copper Ferocity

Boon 3 – Copper Colossus

Boon 4 – Copper Resistance – Physical

COPPER EXECUTIONER

Description: A deadly warrior designed to incapacitate and decimate enemies.

Boon 1 – Copper Executioner

Boon 2 – Copper Enforcer

Boon 3 – Copper Kill Streak

Boon 4 – Copper Slayer

COPPER FIELDMASTER

Description: A powerful ally, and commander of the conditions of the battlefield.

Boon 1 – Copper Conditions

Boon 2 – Copper Bulwark

Boon 3 – Copper Artificer

Boon 4 – Copper Phasing

COPPER GHOST

Description: A master of subterfuge and stealth.

Boon 1 – Copper Masque

Boon 2 – Copper Stalker

Boon 3 – Copper Invisibility

Boon 4 – Copper Tongue

COPPER MARTYR

Description: A heroic combatant dedicated to the protection of others.

Boon 1 – Copper Shield

Boon 2 – Copper Guardian

Boon 3 – Copper Medic

Boon 4 – Copper Sacrifice



Copper Jackal Archetypes

COPPER MONK

Description: A martial warrior as deadly as they are mobile.

Boon 1 – Copper Weapon: Gauntlet

Boon 2 – Copper Reach

Boon 3 – Copper Marauder

Boon 4 – Copper Step

COPPER PAINKILLER

Description: A master of shrugging off damage and pain.

Boon 1 – Copper Toughness

Boon 2 – Copper Doggedness

Boon 3 – Copper Resistance – Physical

Boon 4 – Copper Fortitude

COPPER SKIRMISHER

Description: A powerful warrior equipped to fight adeptly in enclosed spaces.

Boon 1 – Copper Bullseye

Boon 2 – Copper Killzone

Boon 3 – Copper Skirmisher

Boon 4 – Fortitude

COPPER SPYMASTER

Description: An adept and resourceful master of spycraft.

Boon 1 – Copper Tongue

Boon 2 – Copper Phantom

Boon 3 – Copper Masque

Boon 4 – Copper Recharge

COPPER STRIKER

Description: A combatant designed to infiltrate difficult locations and eliminate targets.

Boon 1 – Copper Stalker

Boon 2 – Copper Teleportation

Boon 3 – Copper Step

Boon 4 – Copper Executioner

COPPER WEAPONMASTER

Description: A combatant who is an expert in weaponry beyond compare.

Boon 1 – Copper Weaponmaster

Boon 2 – Copper Weapon – Foeslaying

Boon 3 – Copper Butcher

Boon 4 – Copper Shield

Copper Jackal Archetypes

IMMINENCE ARTIFICER

Description: An expert at using Imminence to interact with magic objects adeptly.

Boon 1 – Imminence Recharge

Boon 2 – Imminence Curator

Boon 3 – Imminence Contraption

Boon 4 – Imminence Focus

IMMINENCE DEFENDER

Description: An expert at using Imminence to be protected against spells.

Boon 1 – Imminence Exchange

Boon 2 – Imminence Deflection

Boon 3 – Copper Preservation

Boon 4 – Silent Imminence

IMMINENCE DESTROYER

Description: An expert at using Imminence to cause untold damage with spells.

Boon 1 – Copper Weapon – Copper Grimoire

Boon 2 – Imminence Assailant

Boon 3 – Imminence Eradication

Boon 4 – Imminence Focus

IMMINENCE EXPANDER

Description: An expert at using Imminence to cast more spells.

Boon 1 – Imminence Magus

Boon 2 – Imminence Imprint

Boon 3 – Imminence Memorization

Boon 4 – Greater Copper Magician

IMMINENCE SPELLMASTER

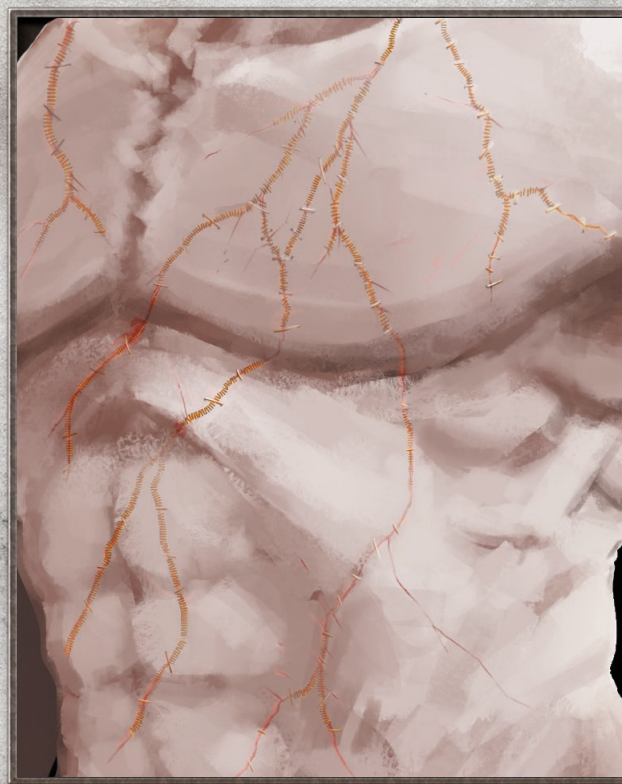
Description: An expert at using Imminence to execute incredible exploits with spells.

Boon 1 – Imminence Quickness

Boon 2 – Imminence Redirection

Boon 3 – Imminence Concentration

Boon 4 – Imminence Ritualist



Adversaries, Traitors and Rivals

The Copper Jackals have many entities in their debt – powerful individuals, organizations, and even whole cities who give their gratitude and undying support. But in the wake of saving so many, the Jackals have also gathered a fair number of substantial and deadly enemies.



RIVALS

The Peacemakers

"We don't need magic metal to be great warriors. We are the peacemakers. We are what grows from the scorched earth of Lightfall."

The region of Innes contains a single, floating beacon of hope: The Copper Sun – the capital of Innes, and the final stronghold of the forces of light in Dragongrin. The Copper Sun has a variety of races populating it, and doesn't have the resources to deploy its armed forces outside of its borders. However, peace must be upheld throughout the countryside. This is where the Peacemakers of the Copper Sun come in. Formally deputized as roving arbiters, the Peacemakers are empowered to summarily arrest, convict, sentence, and execute criminals within the borders of Innes. Peacemakers traditionally have fel bear mounts that they bond with and keep for life.

The Peacemakers of Innes are a rival faction of the Copper Jackals, because they see the Jackals as an unchecked authority who operate as dangerous vigilantes. The Peacemakers assert that the Copper Jackals rely too much on "magic metal" to give them their courage, and that they lack discipline, using their ill-gotten powers without the proper control.

It's mutually understood that if a Peacemaker and a Jackal cross paths, and aren't in immediate danger, it's customary to bare-knuckle fight – no weapons, no powers – just fisticuffs and iron jaws. Despite not seeing eye-to-eye, it would be a rare instance that the two factions would use lethal force against each other.

Adversaries, Traitors and Rivals

TRAITORS

Rustborn

Simply put, the Rustborn are traitors. They are individuals who have defected from the Copper Jackals and somehow escaped the Besieged with their Jackal Bites intact. Typically, the Prime Jackals can deactivate a Jackal Bite, removing its power by way of the main source of the Titan Copper they possess. In this case, however, the Rustborn defectors have found a way to keep their Titan Copper active, and unable to be detected by the Copper Attunement grid. The Rustborn can still use their Copper Boons, but at a price. By being separated from the main source of attunement, their Titan Copper slowly hardens and burns out, taking on an oxidized appearance. The only way they can revitalize their Jackal Bites is with infusions of fresh Titan Copper, and the best target for this are new Copper Jackals recruits.

Forever needing a fresh supply of Titan Copper to feed their ever-dying Jackal Bites, the Rustborn will stop at nothing to survive. Horror stories have surfaced about “copper farms,” where Copper Jackal recruits who have been captured are kept barely alive, and arcanically manipulated so their Jackal Bites will grow abnormally larger at a rapid pace for harvesting.

No evidence has been found proving who is able to join the Rustborn, or how their ranks and organizational structure works, though one thing is clear: the Copper Jackals consider every last member a traitor, and a vow breaker, and are charged with executing them on sight, and retrieving their Titan Copper.

It's unclear how the Rustborn modify their Jackal Bites, but the effects are unmistakable. Whatever methods they are using have been known to warp them mentally and physically over time, leading to “metal madness” – a type of arcane heavy-metal poisoning that is incurable, and leaves its victims as little more than abominations of flesh and corrupted Titan Copper. These poor souls degrade into feral creatures that are little more than undead, fueled by an insatiable appetite to devour any metal objects they can. They are spoken of in hushed whispers, known to the Jackals as Copperghasts.

NO STAT BLOCKS? A NOTE FOR GAME MASTERS

After several iterations, we chose to forgo the inclusion of stat blocks for these various adversaries, traitors and rivals – and we did so for one reason: quantifying them made them far less terrifying. Every stat block we crafted seemed to pigeonhole these unique opponents, making their concepts far less intriguing and versatile. We want to give Game Masters free reign of how these creatures would manifest in their games – and now the options are endless. Game Masters – we encourage you to scour your favorite roleplaying game's codex of creatures, finding the perfect monstrous match to embody your vision of what mechanics these formidable adversaries, traitors and rivals would possess in your world.

Adversaries, Traitors and Rivals

ADVERSARIES

The Harbingers of Grinn

It's a lie to call the Harbingers warriors – they transcend war. It is also a lie to call them killers – they go far beyond merely killing their foes. Answering only to the Dismembered Lord, the Harbingers are a holocaust of bloodshed and steel, loosed upon Dragongrin to eviscerate any and all who oppose his will.

Toxic, necrotic, holy warriors who worship the Primordials of old, the Harbingers are a song of sin cast over any who oppose the holy laws of their unforgiving demi-gods. Fueled by a hatred for the Titans and their ilk, the Harbingers are natural and mortal enemies of the Titan-empowered Copper Jackals.

Covered from head to toe in thick, black warpaint, and riddled with deep, deliberate scars, their unarmored bodies welcome pain. Towering seven feet tall or more, and possessing weapons of blacksteel, the Harbingers are the soothsayers of blood, doom, and destruction. They often lead full armies of Warmakers, the footsoldiers of Grinn, and are said to perfectly mimic any power that an enemy possesses – meaning that the longer you fight a Harbinger, the deadlier it becomes. Blood-soaked tales are all that most know these dark, cunning creatures ... and they're lucky for it. Though the Copper Jackals are a force to be reckoned with, the Harbingers are deadly and otherworldly to a degree that is beyond even their abilities in almost every case. All but the most powerful and elite Jackals are encouraged to do one thing if they encounter a Harbinger – run.



CREATING A JACKAL NEMESIS

The Copper Jackals are larger-than-life action heroes – naturally, they need similarly epic adversaries. The Avengers united to face Loki; the Justice League stood together against Darkseid; and only together could the mecha pilots of Voltron ever accomplish anything. The Jackals, likewise, need a supervillain to unite them as an unequaled force for good in Dragongrin.

Tim and James have done an excellent job laying out some potential villains to oppose the Jackals, like the Rustborn and the Harbingers – but let's delve deeper into the idea of a nemesis for the Jackals. A suitable villain would need to be cunning and powerful, someone capable of meeting the Jackals blow-for-blow. Here are some ideas for big, bad adversaries to toss at your Jackals.

THE DESERTER

"This infernal metal was buried for a reason."

The Deserter desires the eradication of the Jackals and their Jackal Bites. This former Jackal forcibly removed his Titan Copper, and sees the infusion of the ancient metal as an abomination. He has tapped into Imminence using his peerless mind, and is the only known mortal capable of destroying Titan Copper. Dozens of Jackals are found murdered with their Titan Copper burned and melted from their bodies. Perhaps the Deserter feels wronged or misled by the Jackals. Perhaps he was seduced by the manipulations of the Dismembered Lord. Or maybe his motivations remain a terrifying mystery...

THE DOG DOWNERS

"Rabid dogs get put down."

A specialized band of mercenaries and bounty hunters who excel at hunting, neutralizing, and killing Copper Jackals. They're paid handsomely for every Jackal Bite removed – by the agents of the Dismembered Lord, the law of the Copper Sun, or otherwise. They lack the Copper-fueled powers of the Jackals, instead relying on their cunning traps and deadly weapons. They catch Jackals alone and unawares, tracking them over long distances and springing elaborate, overwhelming ambushes. The Dog Downers tattoo themselves with crimson dog skulls – one for each Jackal killed.

AMALGAM

"I will be complete."

Amalgam began life as a magic item – perhaps a wand, an enchanted suit of armor, a maybe a scroll of arcane power. But at some point, it – or rather he – gained sentience, and began building himself a body. Collecting myriad enchanted items and magic-laced metals, Amalgam gradually grew to resemble a hulking construct behemoth, his already cunning mind bolstered again and again with each rare and powerful addition to his being.

The Jackals oppose Amalgam's obsession with "completing" himself, but also face a conundrum – to face Amalgam presents the genius construct with plenty of magicked equipment and arcanically conductive Titan Copper, ripe for the taking. Amalgam has learned quickly that killing a Copper Jackal provides plenty of useful material with which to upgrade himself...





A Game Master's Guide

THE TONE OF A COPPER JACKALS GAME

The Copper Jackals are made to do the impossible – so pit them against the impossible. The tone of a Copper Jackals game can be high action, deep subterfuge, costly political negotiations, and everything in between – but one thing should be certain: the stakes should be high. The Copper Jackals are highly powered, adept, and equipped to overcome all manner of challenges, so be sure their threats are equally as dangerous.

The standard tone of the Copper Jackals is explosive, break-neck, paramilitary action, but the power set of their faction class was designed to be versatile enough to pit them against challenges of any kind. Whatever game you choose to run, remember that the Copper Jackals are equipped to handle perils that even the most powerful adventurer cannot.

4 KEYSTONES TO A COPPER JACKALS GAME

No matter your play style, here are four key elements that can help set the tone of your Copper Jackals game.

1. **Comrades In Arms** – The Copper Jackals have a built-in baseline of trust for one another under the Copper Vow, so even if players have never played together in a game before, valuable time can be saved in establishing that basic trust.
2. **Chapter Specializations** – Different chapters take on missions geared towards their speciality. This means that a chapter can frequently be called upon to complete a specific type of mission without it feeling

contrived to the players. (The Vaultbreakers chapter will be called upon regularly to execute heists, for instance.)

3. **Intelligence Network** – The Copper Jackals chapters are far-reaching, and they readily share information with one another to increase their widespread effectiveness. In many cases, intelligence is gathered for a mission before Jackals are dispatched. This allows you to feed key elements and plot hooks to your players in the form of a mission briefings so they can begin their mission with an objective.
4. **Start In the Middle** – A good practice to keep Copper Jackal games feeling intense is to start as close to the end as you can, and then end the adventure as soon as you can. For example, instead of starting the mission at the outer gate of a fortress, preparing to infiltrate it, try saying, “You’re surrounded by fire. You’ve been working your way through this fortress for the better part of four hours, overcoming the guards and obstacles with ease – but now, you’re trapped and the room is about the collapse. What do you do?”

A NEW KIND OF ADVENTURE: INCURSIONS

The Copper Jackals are designed to fight powerful foes in deadly environments, achieving the impossible where no one else can. With this in mind, you can use Copper Jackals in any home game you would normally run. We’ve also designed a new game type crafted specifically for use with Copper Jackals: an incursion. An incursion is a short, action-packed mission, designed to match the power level and flavor of the Copper Jackals.

A Game Master's Guide

So what makes an incursion different from any other adventure?

BRIEFING

Each incursion begins with a quick, military-style briefing, giving your players the basic information about the mission they're on, and their objective.

NARRATIVE ACTION

Following the briefing, narrative action is used to emulate the competence of the Copper Jackals, and set the tone of the game immediately.

The Game Master usually kicks this off with a brief description of where the players are. It's our suggestion that you start off in the midst of the action (in media res). Some examples would be:

- A pulse-pounding mission insertion, such as: "You free fall from griffon back, using your feather-fall packs at the last second, landing on the rooftops of the slum."
- A mission in progress, such as: "You've handily made your way through the magistrate's guards, and stand outside of his chambers, which are now on fire."

IMMEDIATE THREATS AND CHALLENGES

The old adage "cut to the chase" is applicable here. The Copper Jackals do best when faced with seemingly impossible threats and challenges, so it's ideal to introduce those early, and often. This doesn't mean that every incursion should

start with the phrase "roll initiative," but it does mean that there should be something at stake immediately, whether it's a dire political negotiation, an exploding nautical vessel, or a portal from a dark realm that needs closing. Incursions are designed to be fast-paced, brutal, and high stakes – so get to those stakes sooner rather than later.

CINEMATIC DESCRIPTIONS AND TENSION BUILDERS

When describing the events of a Copper Jackals game, imagine that you're the director of an action movie with an unlimited budget. If something is on fire, it should be ablaze, and spreading.

If something breaks, it should shatter, sending debris in every direction. Use colorful, epic, and intense descriptors to paint mental images and invoke all of the senses, using them to build tension and create a high-octane environment.

In addition, we've provided you with a roll table of 50 distinct tension builders that you can use to achieve this effect during your incursions. Turn to page 134 to use it now!

CLIMACTIC ENDING

An incursion should end with a pulse-pounding climax, where the odds are stacked against the Copper Jackals, and success is not guaranteed. If possible, have everything go wrong that can go wrong, and remember that the finale doesn't have to wrap up neatly with a happy ending, or with a clear victory.



XP Budget for Encounters

Since the Copper Jackals are more powerful than average adventuring heroes, using the standard XP budget will not be enough of a challenge for them. Here are some guidelines to remember when building encounters for Copper Jackals.

One Increment Lower – When you create encounters using the established rules and XP budgets, treat them as one increment lower than they are. This means that a hard encounter would play out feeling like a medium encounter to an average adventuring party, a deadly encounter would feel hard, and so on. To create an encounter that feels deadly to the Copper Jackals, see the next guideline.

Copper Difficulty – We’ve included an additional tier on the XP budget chart called “Copper” that you can use for creating your deadlier Copper Jackal encounters. This chart was created using the results from playtesting, and should tax the Copper Jackals to their limits.

Follow Your Gut – These are all just guidelines, and you should trust your gut. Don’t be afraid to do what feels right for you and your players, or to modify things on the fly. Remember that bounded accuracy is still in play, and while Copper Jackals are strong, they’re not invincible. Over time, unfavorable rolls of the dice can fell even the mightiest of heroes.

Level	Easy	Medium	Hard	Deadly	Copper
4	125	250	375	500	650
5	250	500	750	1,000	1,275
6	300	600	900	1,200	1,525
7	350	700	1,050	1,400	1,775
8	450	900	1,350	1,800	2,275
9	550	1,100	1,650	2,200	2,775
10	600	1,200	1,800	2,400	3,025
11	800	1,600	2,400	3,200	4,025
12	1,000	2,000	3,000	4,000	5,025
13	1,100	2,200	3,300	4,400	5,525
14	1,250	2,500	3,750	5,000	6,275
15	1,400	2,800	4,200	5,600	7,025
16	1,600	3,200	4,800	6,400	8,025
17	2,000	4,000	6,000	8,000	10,025
18	2,100	4,200	6,300	8,400	10,525
19	2,400	4,800	7,200	9,600	12,025
20	2,800	5,600	8,400	11,200	14,025



From the GM's Point of View

DECIDING ABILITY SCORES

You can choose to use the standard options for ability score generation, or use one of these alternate methods we tried during playtesting. Both of these options are meant to emulate the intense growth that a Copper Jackal undergoes when they overcome the challenges they faced during their recruitment, minting, and initiation. These methods should only be used if you are trying to increase the power level of the Copper Jackals in your campaign even further.

Standard Array +1

The standard array may be used, except you add 1 to each stat to represent a Copper Jackal's training (16, 15, 14, 13, 11, 9).

33-Point Point Buy

Raising the point buy number from 27 to 33 may be used, with the additional 6 points representing the Copper Jackal's expert training.

PROGRESSION AND ORDER OF CREATION

Game Masters: you don't have to feel tied down to the formal character progression when it comes to running games for Copper Jackals. If you're just interested in running a one-shot or a short, high-level campaign, you don't have to resolve every part of the Copper Jackals' creation in-game. The Minting, Initiation and Copper Vow are important to the characters in your games, but sometimes leaving them nebulous allows for great roleplay opportunities in the future. In fact, you could even play the actual sessions for the minting and initiations as flashbacks if you

liked. No matter what, don't feel constrained by the progression laid out in this book. Feel free to explore, and let your player's create their Copper Jackals in whatever order is most fitting for the game you're running.

AT WHAT CHARACTER LEVEL SHOULD THE PLAYERS START?

We recommend starting the players at either character level 3 or character level 4. Here are the differences between the two:

At character level 3, the players get to experience what it feels like to become a Copper Jackal – working their way through the stages of recruit to initiate, and lastly, to full-fledged Copper Jackal.

At character level 4, the players begin as Copper Jackals, having freshly joined the organization. This allows them to go on missions immediately, and also allows for some narrative freedom – the players can choose to leave their recruitment, minting, and exact initiation nebulous, filling in the details as they play (or skip these details entirely if they choose).

Starting at level 3 or 4 also allows for a natural learning curve for the new rules of the Copper Jackals faction class, letting players familiarize themselves with their new abilities gradually.

It is possible to induct higher level characters into the Copper Jackals, though recruitment happens less and less at higher character levels (It's often thought that the more powerful a character has become on their own, the more difficult they are to train as a Copper Jackal – teaching an old dog new tricks, so to speak).

Tips About Copper Boons

ANTIQUE MINTING

If a higher level character is initiated, we suggest a mission called an “antique minting.” As the name suggests, this is where a higher level recruit is minted in a special way, embarking on a specific mission with experienced Copper Jackals. This emulates the higher level character going on a mission with some veterans who show them the ropes, teaching them about their Copper Attunement and Copper Boons. This mission can have any flavor you’d like, and can serve as both a training and hazing of the new recruit, getting them up to snuff. This is also a great opportunity for the high level recruit to roleplay gaining an understanding of their Jackal Bite.

WHEN PLAYERS DON'T LIKE THEIR COPPER BOONS

In some cases, a player may find that a Copper Boon they’ve chosen doesn’t fit their particular playstyle. The simplest way to handle this is to ask them what they don’t like about it, and then let them choose again, using the Copper Boon descriptions to get them closer to what they’re looking for. There is no formal game mechanic for this, though you could use a narrative description to explain an evolution of the way the Copper Boon manifested. This is at your discretion, and while you certainly want your players to be happy with their choices, Copper Boons should not be changed lightly, or without some thought.

COPPER BOONS DON'T REPLACE MAGICAL WEAPONS

Using Copper Boons can emulate the satisfying feel of using rare magical weapons, without

undermining the rarity of those actual weapons in your campaign world. Copper Boons are powerful, and do indeed have magical properties, but should still allow your players to feel a sense of wonder when you reward them with a magic item. Conversely, Copper Boons are mighty, so give careful thought to which magic items you bestow upon your players.

CREATE COPPER BOONS AT YOUR OWN RISK

The Copper Boons in this book have undergone scrutiny through more than ten iterations, and over fifty hours of playtesting. If you opt to create custom Copper Boons, do so with care. When in doubt, shoot for their effects to be underpowered rather than overpowered.



MISSION POSSIBLE

Think about all the great heist movies. What do they have in common?

They're all centered around a team of specialists, all focused on getting a specific job done – and without any one single team member, the job would absolutely fail. Without the hacker, the demolitions expert can't access the vault without triggering the alarms. Without the demolitions expert, the vault door would stay sealed. Without the driver, how would they transport the score back to their base of operations? And without the pointman, the hacker wouldn't have had the network access codes in the first place (courtesy of an easily persuaded security guard).

Everyone is equally important when it comes to accomplishing the mission, and that's how Copper Jackals incursions should feel. So let's do that together, in just three easy steps...

1. Take a close look at the players' character sheets. Where does each character excel? What can they do using their boons or Jackal Bites?
2. For each character, write down an obstacle that the team will encounter over the course of the mission, that this specific character would be best suited to overcome. Is one of the Copper Jackals able to control the weather? Surround the encounter area with a large storm for that character to disperse. Is one of the characters a healer? Include a vital NPC who is fatally wounded and must be healed before assisting the group.
3. Organize these obstacles into a fun incursion, in which each Copper Jackal is able to use their awesome abilities to help the team accomplish the mission.

This process will ensure that every player feels important to the mission as a whole, without compromise.





Incursion Roll Tables

Incursion Builder

The Copper Jackals are designed to fight powerful foes in deadly environments, achieving the impossible where no others can. To differentiate these dangerous and daring missions from normal adventures, we've given them their own name, calling them Copper Jackal Incursions. An Incursion is an action-packed mission, designed specifically for the power level and flavor of the Copper Jackals.

The roll tables below will help you build a unique and deadly Incursion suitable for your Copper Jackals.

The Incursion Builder is comprised of two distinct parts. The first part – the Incursion Generator – is a set of incredible roll tables that allow you randomly generate an entire mission, complete with the environment, exact location, an immediate threat, and even an action packed mission-starter. The second part – the Tension Builders – is a d100 roll table full of plot twists, hazards, and unexpected events to amplify the action and danger in the middle of an Incursion. When used in combination with each other, these roll tables have everything you'll need to generate endless Incursions of every style for your Copper Jackals.

In addition, it should go without saying that you can also use these tables as a list, choosing the exact ingredients for the game you're in the mood to run.

Finally, as a bonus, we've included a d20 roll table of pre-generated Incursions that we created ourselves using the Incursion Generator.

We hope that all of these roll tables inspire you, and help you build the perfect Incursion for your Copper Jackals.

d12	Environment
1	Arctic
2	Coastal
3	Desert
4	Forest
5	Grassland
6	Hills
7	Mountain
8	Swamp
9	Underground
10	Underwater
11	Urban
12	Jungle



Location – Inursion Roll Tables

d12 Location

- 1 Cavern
- 2 Stronghold
- 3 Maze
- 4 Tomb
- 5 Tunnel System
- 6 Lair
- 7 Religious Buildings
- 8 Vehicle
- 9 Mine
- 10 Prison
- 11 Living Dungeon
- 12 Wondrous Locales

d4 Caverns

- 1 Narrow cave system
- 2 Spacious cave system
- 3 Grotto
- 4 Man-made

d4 Stronghold

- 1 Castle
- 2 Military blockhouse
- 3 Vault
- 4 Tower

d4 Mazes

- 1 Hedge maze
- 2 Stone labyrinth
- 3 Illusory maze
- 4 Tangled wreckage

d4 Tombs

- 1 Mausoleum
- 2 Graveyard
- 3 Pyramid
- 4 Catacomb

d4 Tunnel Systems

- 1 Sewers
- 2 Underground canals
- 3 Creature dug/created
- 4 Escape tunnels

d4 Lairs

- 1 Den
- 2 Hideout
- 3 Burrow
- 4 Abandoned structure

d4 Religious Buildings

- 1 Temple
- 2 Citadel
- 3 Cathedral
- 4 Monastery

d4 Vehicles

- 1 Airship
- 2 River vessel
- 3 Ocean faring vessel
- 4 Caravan of vehicles

d4 Mines

- 1 Spice mine
- 2 Mineral or ore mine
- 3 Quarry
- 4 Arcane substance mine

d4 Prisons

- 1 Dungeon
- 2 Penitentiary
- 3 Jailhouse
- 4 Slaveyard

d4 Living Dungeons

- 1 Sentient structure
- 2 Sentient geological formation
- 3 Within or atop a living creature
- 4 Within or atop a dead creature

d4 Wondrous Locales

- 1 A dimensional rip or byway
- 2 Crashed extra-planar vessel
- 3 An ancient, buried superstructure
- 4 A pocket from an alternate timeline

Threat – Inursion Roll Tables

d4 Threat

- 1 A single, mighty foe
- 2 A horde of enemies
- 3 A natural disaster
- 4 Rival or enemy faction

d6 Single Mighty Foes

- 1 Amalgam
- 2 A deadly Harbinger
- 3 The Deserter
- 4 A maniacal Tomeheart
- 5 A Lich
- 6 A massive, monstrous beast

d6 Rival or Enemy Faction

- 1 The Harbingers
- 2 The Dog Downers
- 3 The Rustborn
- 4 The Warmakers of Grinn
- 5 The Peacemakers
- 6 The Copper Legion

d6 Hordes of Enemies

- 1 Ironskin Orcs of Varnholme
- 2 Undead Abominations
- 3 Scrapper goblins
- 4 Elemental Creatures
- 5 Aberrant monstrosities
- 6 Monstrous gnolls



d12 Natural Disasters

- 1 Avalanche or mudslide
- 2 Earthquake
- 3 Enormous Sinkhole
- 4 Volcanic eruptions
- 5 Flood or Tsunami
- 6 Blizzard
- 7 Cyclone or Tornado
- 8 Hailstorms
- 9 Extreme heat wave
- 10 Tornado
- 11 Wildfire
- 12 Epidemic of Sickness



Action Starters – IncurSION Roll Tables

d20 Action Starters

- 1 You are surrounded by a wall of flame.
- 2 The enemy has discovered your position, and is scrambling forces.
- 3 A magical Bleakstorm approaches, preceded by crimson clouds, scarlet lightning.
- 4 You only have a few moments before the magical explosive detonates.
- 5 You are in a vehicle, careening toward disaster. Only a few seconds left...
- 6 You've got the first target in your sights...
- 7 The only way to approach your destination is from the sky.
- 8 The enemy surrounds and outnumbers you.
- 9 Your location sinks rapidly into water, and the black waves rise to meet you.
- 10 You wake to cold steel pressed against your neck.
- 11 The structure you are in is collapsing. Debris falls at seemingly every turn.
- 12 The location you are in is slowly flooding with a dark liquid.
- 13 You're being chased by a force that severely outnumbers or outmatches you.
- 14 Your location is crowded with innocent bystanders.
- 15 You're on a rope bridge over a bottomless chasm.
- 16 You're surrounded with glowing green veins of magical ore – they seem to be growing.
- 17 A river of magma breaks through, and begins to spew from an area not too far from you.
- 18 A vehicle crashes nearby, spewing noxious chemicals and gas.
- 19 You dangle from a ledge, by your fingertips – falling means certain death.
- 20 Your position has been compromised, and you're being bombarded by arcane blasts.

Tension Builders – Inursion Roll Tables

d100	Tension Builders
1-2	The area has a limited air supply.
3-4	Enemy reinforcements arrive unexpectedly.
5-6	An important ally is captured.
7-8	An important ally is killed.
9-10	The area begins flooding.
11-12	Local authorities arrive to intervene, and the heroes are implicated as criminals.
13-14	A bad omen presents itself.
15-16	One of the heroes is stricken with an illness.
17-18	One of the heroes is offered a bribe to betray the party.
19-20	The way ahead is blocked – a new route must be discovered.
21-22	One of the enemies is a double-agent, and must be protected.
23-24	One of the heroes is captured or detained.
25-26	The enemies have seized an important object, and must be pursued immediately.
27-28	An important public figure reveals that they are working with the enemy.
29-30	An important ally is not who they say they are.
31-32	The objective is more heavily protected than anticipated.
33-34	Copper Attunement is disrupted in this area.
35-36	Local religious customs prohibit the heroes from using certain abilities.
37-38	The objective has been destroyed or otherwise lost – a new plan must be concocted.
39-40	The mission changes entirely, and the heroes must achieve a new objective.
41-42	Key intel about this location turns out to be false.
43-44	The enemy turns out to be much larger and more ferocious than expected.
45-46	An item necessary to complete the mission has vanished.
47-48	The last child of an endangered race is held captive by the enemies.
49-50	The enemy is in possession of a magical weapon of mass destruction.



Tension Builders – Inursion Roll Tables

d100	Tension Builders
51-52	The villains are revealed to be a rogue party of Copper Jackals.
53-54	A large-scale war will break out if the mission isn't completed.
55-56	A slain enemy returns, appearing to be undead... or badly maimed.
57-58	A dangerous and taboo ritual is required to make progress.
59-60	Something of value must be surrendered in order to complete the mission.
61-62	The enemy has discovered a serious weakness of one of the heroes.
63-64	The encounter area is protected by a series of dangerous traps.
65-66	Extreme weather covers the encounter area.
67-68	A member of the opposition offers to aid the party.
69-70	A magical explosive will be detonated in five minutes.
71-72	The structure around the heroes begins collapsing.
73-74	The objective is at the bottom of a deep body of water.
75-76	A close friend or relative to one of the adventurers is revealed to be the enemy.
77-78	A large-scale battle breaks out in proximity, unrelated to the mission.
79-80	The location you've been searching for is ablaze.
81-82	One of the Jackal Bites of the heroes begins searing painfully.
83-84	A Bleakstorm erupts, releasing horrific monstrosities upon the land.
85-86	Ambush! Enemies surround you unexpectedly.
87-88	The objective turns out to be something dangerous or deadly to handle.
89-90	A vehicle comes crashing into your location from land, sea or air.
91-92	The only way forward is over a dilapidated bridge.
93-94	The floor crumbles beneath you, revealing a massive sinkhole.
95-96	A large, natural predator emerges from the darkness.
97-98	Warmakers of Grinn have discovered the mission, and seek to end it.
99-100	Unexpectedly and horrifically – a Harbinger arrives.



Quick Start Pre-Generated Incursions

On your way through the swamp on a large, flat-bottomed vessel, smoke begins to fill your nostrils. A wildfire has broken out, and the culprits are closing in on your position. Fire elementals. What do you do?

The undead trolls that have infested this spice mine for decades have destroyed the minecart junction ahead. This normally wouldn't be a problem, but you're aboard a mine cart and the brakes are out! What do you do?

The Copper Legion has you surrounded inside the cathedral you were dispatched to protect. But the tides have (literally) turned in your favor. You know that the annual floods are coming, and you're certain your assailants do not. As the waters come rushing toward the cathedral, what do you do?

Your team is stuck in an alternate timeline where Dragongrin is covered in active volcanoes. You are making your escape over a rickety rope bridge when a nearby smoldering mountain begins to erupt violently. What do you do?

Amalgam, the infamous mechanical monstrosity, has summoned a wall of flame around your squad as his minions rain arrows down upon you. Amidst the chaos, the desert dunes you were initially crossing come alive and begin swallowing everything in their path. This is madness. What do you do?

The freezing winds in this arctic tunnel system have chilled your bones to the core for the past hour. Your guess that it was a yeti who carved out these tunnels is proven correct, as the creature throws you over a cavern ledge. You now dangle by your fingertips. Falling means certain death. What do you do?

After trekking for hours through the dense jungle, you've reached the monastery you've been looking for. The rumors of evil plots occurring here are confirmed when your position is compromised, and a bombardment of arcane blasts begins in your area. It's the Warmakers of Grinn. What do you do?

You all wake inside of the coastal jailhouse you were just investigating earlier. Cold steel is pressed against your neck. The massive, rogue Jackal known as the Jailer chuckles under his breath. What do you do?

A magical bleakstorm has covered this urban city, centered over an ancient burial pyramid. You have worked your way through its tunnels, but are now confronted with the horrors of the bleak. Monstrosities, too horrific to describe, are assaulting your position. Your mission is clear: hold them, or they will be released into the city itself. What do you do?

You've been escorting innocent civilians out of these freezing man-made caverns for just a short time. But now, the dead have awakened within. Your location is crowded with these innocents, and is moments away from a deadly attack by the undead. What do you do?



Quick Start Pre-Generated Incursions

The desert heat has been unbearable for days, but you've set your ambush perfectly. The Peacemakers, your rivals, approach your position aboard their river craft, moving slowly with the water's current. You've got the first target in your sights. What do you do?

The prize you've been after sits just beyond these doors, inside the sealed vault on the coast of Grinn. But it won't be easy. You've been alerted that an incoming tsunami will strike your position in minutes. You must get in there, get the score, and get yourselves out. What do you do?

You've been seeking out the Deserter for days, and it's led to an ancient stone labyrinth in the middle of a putrid swamp. But there he is, in front of you, finally. Standing across a large chasm in the maze, separated by nothing more than a rickety rope bridge. What do you do?

You're aboard the Sinker, an agile underwater vessel, when the earthquake hits. The undersea cliffs are crumbling down around and upon your ship. You've got to navigate through it, or die trying. What do you do?

Your journeys through the forest have led you to some sort of tribal graveyard. Your mission is still a few days away, but you've chosen this place for rest and recuperation for the night. That proves to be a poor choice, as the owners of this land, a band of ravenous gnolls, has surrounded you in the night. What do you do?

Your squad finds itself deep inside the belly of a hillside mausoleum, face to face with your rival faction, The Peacemakers. Their plan to destroy the tomb is mere moments away from completion. With no time to hesitate before the archaic explosives are detonated, what do you do?

Your squad is deep in an underground slave yard. It took many uneventful days to get to this point, but the tranquility ends here. Magical beasts are everywhere, and they have you cornered in the tunnels. What do you do?

This long-forgotten mine has been sitting remotely within the hills for decades. But now, it seems to be the source of an epidemic of sickness in the surrounding area. Upon investigating, it doesn't take you long to find the scads of mutated gnolls within. You must still find the source of the sickness, but a chase is imminent. What do you do?

An ancient and gargantuan dire-tortoise carcass has long stood as a trade outpost in this forest, but the area around the outpost has been poisoned. Infiltrated by the Warmakers of Grinn, various strange containers have been smashed, spewing noxious, arcane chemicals. What do you do?

This dilapidated city has never fully recovered from Lightfall. Overrun by monsters and aberrations, you find yourself in one of its more crumbling districts. Ahead of you, a flooded building has become the lair of a monstrous aquatic beast. The beast awakens as you enter the structure, tearing the building down slowly with every strike. What do you do?



AN OPTION RULE: RANKS WITHIN THE COPPER JACKALS

Ranks are an optional rule that create a more regimented, hierarchical military feel for your Copper Jackals game. Below are some guidelines that may help you if you choose to use ranks in your game.

THE THREE UNCHANGING RANKS

There are three ranks that are recognized by every Copper Jackal. They are recruit, initiate, and Copper Jackal. Apart from that, anything regarding rank is on a chapter by chapter basis.

RANK GUIDELINES

Beyond the three unchanging ranks, a chapter's ranking methods are entirely their own business, and they may structure their hierarchy however they see fit. While it's common for a chapter to have an elaborate rank structure, it's just as common for a chapter to have no ranks at all outside of the official three listed above.

CONSIDERATIONS ABOUT RANK

When an individual first earns their Jackal Bite, they've only just begun their journey to becoming a seasoned Copper Jackal. The move from recruit, to initiate, to a vow-bound Copper Jackal shouldn't be viewed as climbing the ranks from the bottom to the top, but rather viewed as climbing a constantly ascending slope of challenges with fellow Jackals. Rather than striving for rank, a true Copper Jackal strives to become a stronger, more committed and contributing Jackal over time.

WHEN TO USE RANK

It's customary for Copper Jackals to treat each other as comrades-in-arms and equals. And though ranks do exist within the Copper Jackals, they rarely come into play. Important decisions are constantly being made on the battlefield and off, and the Copper Jackals are equipped to make these difficult choices on the fly. In most cases it is not only considered bad form to pull rank – it has been known to be the start of powerful and competitive rivalries.

Copper Jackals are expected to operate as a democracy in almost every case, calling for a vote if a critical decision needs to be made quickly and without argument. Every Jackal present and in good standing has a vote (with chapter heads getting two votes to represent their station), and the majority rules. The only time rank comes into play expectedly is when there is a stalemate on a vote. When a stalemate occurs, the Copper Jackal with the highest rank is required to make the final call, with the outcome resting on their shoulders. One caveat is that in almost every case, no matter the ranking system, most Copper Jackals will defer to a chapter head or founder's wishes out of respect. And while a chapter head or founder can technically veto any vote on inter-chapter matters (and usually have the final say), they rarely throw this weight around, often deferring to the majority vote of their members.



USING THE MECHANICS IN THIS BOOK FOR OTHER THINGS

While the rules in this book have been designed for use with the Copper Jackals, we wanted to give you some ideas to get even more mileage out of this book. There are several heavily playtested mechanics in this book that would do well to stand on their own, reskinned in your own campaign.

Here are some ideas to use the rules and mechanics in this supplement for a Non-Copper Jackals Game or Campaign:

- **New Feats:** You're holding in your hand a huge list of Copper Boons that can easily be used as feats with little to no tweaking (and they're divided by type with notes on exactly what they do). While some of the boons may not fit the style or power level of your campaign, most can be included seamlessly using the standard rules for feats in 5E.
- **New Weapons (Magic and Otherwise):** The weapon boons alone in this book could be used to create myriad new options for
- **Communication Devices:** Copper Attunement is granted by becoming attuned to your Jackal Bite, using Titan Copper's traits to communicate with others. Instead of making the source of this ability Titan Copper, you can easily reskin this to be runes, glyphs, or any other objects in your campaign world. This is a balanced and tested way to insert modern-style communicators into a magical world without breaking it.

THE COPPER JACKALS

Soldiers Without Compromise

A Robust Paramilitary Action Ruleset for Fantasy Roleplaying Games

By Tim Kearney and James Kearney

Evil reigns in the realm of Dragongrin. The Dismembered Lord extends his reach, heroes die beneath his steel, and the free lands kneel before his shadow. But the dark forces do not march unopposed – there are those who do the impossible in Dragongrin. They are called heroes, traitors, champions, and murderers – they are called Copper Jackals.

Wielding powers beyond even the most capable adventurers, the Copper Jackals are imbued with a mystical metal called Titan Copper. This metal instills them with special abilities that allow them to withstand even the deadliest of challenges.

When all else fails, and the reinforcements have fled – that's when the Copper Jackals thrive.



YEAR OF THE HERO

www.AbsoluteTabletop.com

Thank you for supporting Absolute Tabletop!

◆ ABSOLUTE ◆
TABLETOP

5E
COMPATIBLE

Copyright © 2016 by Absolute Tabletop, LLC. All rights reserved.