

UNDER THE HARVEST MOONS

PREVIEW



UNDERGROUND ORACLE
P U B L I S H I N G

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RANGER ARCHETYPE: VEIL WATCHMAN

“Mortal minds will never truly comprehend those great and terrible things that lurk beyond the veil. Our job is to place our bodies and spirits between man and that knowledge.”

- Quinarys Ellavoss, Veil Watchman



he threats that undead visit upon mortals are terrible in scope and variety. From the shambling corpses risen from their graves to the bloodthirsty prowlers of rooftops and alleyways, those creatures cursed to roam long after their hearts have stopped beating are the bane of all living things. Too often, though, the most insidious of these undead are allowed to tread the realms of mortals unnoticed, slipping through man-made barriers to torment the minds and hearts of those within. It is truly a blessing that the Veil Watchmen have dedicated themselves to protecting the veil that separates specters and men.

Where other rangers concern themselves with guarding humanity against the natural realms, Veil Watchmen have tasked themselves with protecting mortal souls from incorporeal spirits. Although their earthen magics are often effective in the pursuit of their incorporeal foes, a Veil Watchman will utilize any tools and techniques necessary to safeguard mortals. Alchemy, divine blessings, esoteric tomes, and arcane artifacts—attained legally or illicitly—are all equal parts of their ghost hunting arsenal. This willingness to experiment leads them to ally themselves with an assortment of churches, secret societies, and guilds. Anyone who stands between the Prime Material and the dangers of the Ethereal is counted among the friends of the Veil Watchmen.

ORGANIZATIONS

Although many Veil Watchmen act alone, they often find themselves working closely with members of the Church of Octanoss and the Order of the Sentinels during their missions, and it's not uncommon for these alliances to become full-fledged memberships with time. You can read more about the undead hunting renegades in the Church of Octanoss in the *Underground Oracle* Publishing release, [Deities and Domains: Octanoss](#).

VEIL WATCHMAN MAGIC

3rd-level Veil Watchman feature

You learn an additional spell when you reach certain levels in this class, as shown in the Veil Watchman Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

VEIL WATCHMAN SPELLS

RANGER LEVEL	CIRCLE SPELLS
3rd	<i>protection from evil and good</i>
5th	<i>continual flame</i>
9th	<i>magic circle</i>
13th	<i>arcane eye</i>
17th	<i>dispel evil and good</i>



HARDENED AURA

3rd-level Veil Watchman feature

Your specialized training has prepared you to face threats from the Ethereal. If an incorporeal creature attempts to move through you, it must succeed on a Wisdom saving throw against your spell DC or it is immediately pushed back 5 feet and takes force damage as though it ended its turn inside an object.

SUNLIT EDGE

3rd-level Veil Watchman feature

You have learned to capture the purity of the sun to empower your attacks. Your attacks against undead count as magical for the purpose of overcoming resistance. Additionally, as a bonus action, you may choose one creature within 60 feet of you. The next time you hit that creature with an attack, you may deal an extra 1d8 radiant damage. This radiant damage counts as sunlight.

REACTIVE ANCHOR

7th-level Veil Watchman feature

You've gained the ability to stop your ethereal opponents from retreating. When a creature within 60 feet of you attempts to possess a humanoid or enter the Ethereal Plane, you may use your reaction to anchor them. The target creature must make a Wisdom saving throw against your spell DC. On a failure, they cannot possess their target or enter the Ethereal Plane for a number of rounds equal to your proficiency bonus.

Once you use this feature, you can't use it again until you finish a short or long rest.

WATCHMAN'S VITALITY

11th-level Veil Watchman feature

Your life of defending the veil against harmful spirits has granted you some protections against their draining presence. You gain resistance to necrotic damage and your hit point maximum cannot be reduced.

VEIL SIGHT

15th-level Veil Watchman feature

The mastery of your esoteric craft has gifted you with the power to peer fully through the veil. You gain ethereal sight of 60 feet, allowing you to see into the Ethereal Plane.

Additionally, when you see a creature attempting to enter the Material Plane from the Ethereal Plane, you may use your reaction to make an immediate attack against that creature. If you successfully deal damage to the target creature, it may not enter the Material Plane for a number of rounds equal to your proficiency bonus.





SINISTER CREATURE OPTIONS

MONSTERS MYTHICA: BLACK-EYED CHILD

“They came from the road already pleading to be let in. Before I could ask why two children were traveling alone at night, their begging turned to screams, then to howling and pounding on the gates. I felt the ramparts shaking under my feet as I turned to sound the alarm. When I looked back, they were gone as suddenly as they’d appeared.”

*~ From the report of Falen Cooper,
wall guard*



Black-eyed children are widely regarded as a myth. A tale told by road-weary travelers to entertain tavern goers and encourage the flow of free ale. But these child-like fiends are all too real and spend their lives roaming roads and paths in search of well-meaning people to fall prey to their insidious guise.

Our [Monsters Mythica](#) series provides reimagined monsters from myth and urban legends as 5e-compatible creatures ready for your fantasy setting.

KIND SPIRITS, DELICIOUS HEARTS

Black-Eyed Children are the embodiment of treachery and vile trickery, assuming the form of innocent children in need of rescue in order to consume the spiritual energies and, eventually, the flesh of those good enough to offer them help. Once the children have successfully ensnared their victim, they will slowly drain them of their essence until they're too weak to fight off their needle-like teeth and claws.

There have been stories of entire caravans slowly succumbing to and being ravaged by groups of black-eyed children, and these bloody tales have been so effective in certain parts of the continent that it's seen as bad luck to help lone children on the road. While those stories have been sufficient in deterring those with more hardened hearts, it's done nothing to stop the soft hearts the children are hunting for.

PROBLEM CHILDREN

Although they can be found alone, black-eyed children are normally summoned in pairs and prefer to travel in small groups of four or five. Given their incredibly chaotic and bloodthirsty natures, black-eyed children are one of the least reliable demons to summon, using any tricks or avenues available to them to break free from their masters and run rampant on the Prime Material. While on the Lower Planes, black-eyed children spend their time plotting and searching for ways to get to the Prime Material. Since they're rarely summoned outright, they generally accomplish this through assisting greater demons and devils in their schemes, finding gates or portals, and taking advantage of the mistakes of naive or inexperienced cultists.

BLACK-EYED CHILD

Small Fiend (Demon), Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 50 (11d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	15 (+2)	10 (+0)	17 (+3)

Skills Deception +5, Persuasion +5

Damage Resistances fire, bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages Infernal, Common

Challenge 1 (200 XP)

Proficiency Bonus +2

Devil's Sight. Magical darkness doesn't impede the black-eyed child's darkvision.

Infernal Guise. Any creature that attempts to target the black-eyed child with an attack must succeed on a DC 11 Intelligence saving throw. On a failure, the black-eyed child cannot be targeted. Once a creature has succeeded on this saving throw, they cannot be affected by this feature again for 24 hours.

ACTIONS

Multiattack. The black-eyed child makes two attacks: one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Poison Heart (Recharge 5-6). Creatures within 10 feet of the black-eyed child must succeed on a DC 11 Constitution saving throw or suffer a level of exhaustion.

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