



Thērion Agōn of the Mythos Throne of Death

Lore: *Once a man, his name forgotten long ago, fragments remain, however since captured taken, undergoing a most terrible dark ritual with others, became a terrible monster, a minotaur of particular savagery fouled by evil powers what remains of his old self struggles against the monstrous urges and a savage mind he was set loose upon the cities deep to serve his dark creators, he struggles with his evil side and became well known for his brutal and violent combats as much as his attempts to hold back the evil nature of what he has become. He seeks in part wealth to find a means to quell the evil forces set upon him and yet his other side desires fame, glory and violence leading to a brutish personality.*

Class/Level: (6) Minotaur Background: Transformed, Wildling Race: Minotaur Alignment: LG to be decided.
 Player Name: Shawn Size: L Exp: 19 860 Inspiration: 0

AC:	17 (19 DW)	INITIATIVE:	+0	SPEED:	40
Proficiency: +3		HD: 6D10	HP: (Total: 63/) (+2 HP each level tough feat)(Battle Vigor, crit /kill heal!!)		

Death Saves: *Keep track separately*

<i>Attributes</i>	<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
Score/ Value	(20) +5	(10) +0	(14) +2	(6) -2	(10) +0	(7) -2
Saving Throws	+8	+0	+4	- 2	0	-2

Attacks: (wielding two weapons bonus action to use another one without str (ability bonus but add proficiency)).

Long Sword+1 (STR + Prof (+9), Damage: 2D8 +STR+1 (2D10 two handed)

Warhammer+1 (STR + Prof (+9), Damage 2D8 + STR+1)

Magic* Gore* (Bonus: STR + Prof (+8), Damage: 2D8+STR +2D8 on charge), **DC = (8+ Prof + STR)

Mace (+8, Damage: 2D6). **Longbow** (+3, Damage: 2D8).

**Magic*Hoof* (2D6 damage same attack as all weapons)

**Magic* Hades* (Uncommon Weapon Wip) (+1 attack) (2D6+1+STR) Reach (5ft)

Immune/ Resistances:**Spell Casting(SC):-****Spell Save DC (8+prof+SC): -****Spell Attack (Prof + SC): -****Skills**

Acrobatics (DEX):0

Animal Handling (WIS):0

Arcana (INT):-2

Athletics (STR):+8

Deception (CHA):-2

History (INT):-2

Insight (WIS):0

Intimidation (CHA):+2

Investigation (INT): -2

Medicine (INT) :-2

Nature (INT):0

Perception (WIS): +3**Performance (CHA):+1**

Persuasion (CHA): -2

Religion (INT):-2

Sleight of Hand (DEX): 0

Stealth (DEX): +3**Survival (WIS):+3**

Passive WIS (10+WIS+Prof): [14]

Senses: Darkvision (60)

Other Profs & Languages:

Armour: Shields

Weapons: Horns (Gore), Simple and Martial. Polearm GreatAxe.

Languages: Abyssal, Common. Tharian.

Tools:

Equipment/ Items:

Animal skins

Maul, Long Sword, Warhammer, Bators Two Handed Glave

Hades Uncommon Weapon (Whip), Requires Attunement From dust to dust, from ash to ash. Gold, coal, and bones all return to dirt. While attuned to this weapon the owner has a large tattoo of molten cracks covering at least 1 square foot of his body. **As a bonus action**, he can make this weapon appear in his hand or disappear. If the weapon is out of his hand for more than six seconds it turns to fire and vanishes until he calls it again as a bonus action. This whip made of dark metal chains **deals 1d6 necrotic damage** instead of a whip's usual 1d4 piercing. Beginning at **5th level, this weapon has +1 to attack rolls and damage**. This **increases further to +2 at 9th level, and +3 at 13th level**. Also beginning at **5th level, the attuned wielder of this weapon can cast Speak with Dead** at base level using the whip. After doing so this feature cannot be used again until the following dawn.

372+ 143+ 600 Gold

****Scarf of Protection****

Wondrous Item, Uncommon (Requires Attunement)

This scarf acts on its own to protect the wearer from harm. It has 2 charges, and regains 1 expended charge each day at dawn.

When you take cold damage, you may expend 1 charge to gain resistance to that cold damage.

When you are hit by an attack, you may expend 1 charge to raise your AC by 2 until the start of your next turn, potentially causing the attack to miss.

When you fail a Dexterity saving throw, you may expend 1 charge to add +2 to your roll, potentially causing you to succeed.

After using a charge for one of these features, you cannot do so again until the start of your next turn.

70gold worth of magic ink quill and paper. Fancy Chest.

Features & Traits:

Feral Resistance: Advantage on ability checks / saving throws vs exhaustion effects, If exhaustion automatically, may make a DC 20 Con save to suffer one less level of exhaustion than normally caused.

Labyrinthine Recall (MH pg 59)

Natural Armour (AC 13 + CON), can use a shield to still gain benefit.

Tough (feat). HP max increases by x2 of current PC level when first gained, after this gain +2 HP each level in addition to normal.

*Minotaur Feature DC: Any feature that requires saving throws from Minotaur **DC = (8+ Prof + STR)** (none spells).*

Charge: As an action, move up to speed and make a gore attack, if you move at least 10 feet in a straight line, you deal an additional 1D8 piercing damage before making this attack and you hit. This increases to 2D8 per size increase at 5th level. When attacking (when you deal damage) a Huge or smaller creature it must make a STR saving throw on failure you push it up to 10 feet away and knock it prone.

Minotaur Fighting Style:

Dualism (MH PG: 60): Using two weapon fighting, the weapons do not need the light quality. Can draw and stow two one handed weapons instantly. As a reaction you may add 2 AC against one melee attack that would hit you. Must see the attacker and be wielding two weapons.

Battle Vigor

Reckless attack.

Juggernaut path

Charge (MH62)

Fast Move.

Hoof

Size Increase

Magical attacks MH (pf61)

Versatility MH (Pg61)

Notes:

100 Acherontis REP

+100 Verdant Legion

+75 Aurelian Urbane REP

+150 House Crennes REP

+25 Hastati Dominae REP

+150 Hypnos Choir REP

+125 Vixphoi Carnival REP

+50 Mortal Fraternity REP

-50 House Lupercalis REP

Contact: Alen'Va Yezdi (herbalist and apothecary shop owner).

(NOTE) *Thērion Agōn, Throne of Death of The Mythos Thrones*

It has come to my attention that as of late you have taken great interest in my home district these past several months. Allow me to extend my sincerest gratitude for the aid provided to the many great projects within Istories Ichni and further your efforts displayed during the attempted assassination of Lord Cassisus Quentus. You have displayed an outstanding aptitude and might that my people greatly need in these trying days. Through means and ways of my own I also learned of some interest to form a company of mercenaries within Koris under your command. Certainly an ambition I can sympathize with. To that end, I would like to extend an open invitation to Thistle Hallow and partake in negotiations on how the Verdant Legion may accomplish this task for you. We have many resources to offer that may be of interest in addition to the benefits that may come with your joining to the banner of my legion.

*However, if you choose to reject my offer I shall take no offense to it. Instead I offer to you freely some information to pursue this task of your on your own accord. There are two factions of the more mercenary type that have become emergent in Koris. Both I would prefer be under more co-operative command. The first, is a group known as the **Jormskarls, a mercenary company hailing from Nepurna.** Their contract with Great Clan Pakenpot is soon to expire. Previous experience working for them has left them somewhat rattled. They could a leader willing to rally past their fear. The **second, is a group of bandits that have broken away from the Melysis Hold known as The Black Hold.** They have taken to a life of contract killing and ransom in the wake of their influx of recent coin.*

Whatever you choose to do, I eagerly await the results of your work.

With Great Expectation,

The Lord Venefex

For Therion, a burden with a subtle buff baked...

Burden of The Beast [-1/5]

The demon in your transformed body's blood begins to boil.

Prolonged exposure to instigating psychological trauma has let the monster within be agitated a bit longer than you should have let it. Now in the afterword's it struggles to quiet down and you run the risk of it taking control when otherwise you've always remained the dominant half. It is not impossible to overcome but being even proximal to the darkness of Koris Ekteino is beginning to take its toll upon you. Not just hurting you spiritually but tearing open old wounds and making them bleed as a challenge to your constitution to endure them.

When you roll a Natural 1 on any D20 attack roll, saving throw, or ability check you must succeed a Charisma Saving Throw DC (10 + Your Proficiency Bonus) you go berserk. Being overwhelmed by an overwhelming need to rip and tear till it is done.

While berserk, you regard the creature nearest to you that you can see or hear as your enemy. If there are multiple possible creatures, choose one at random. On each of your turns, you must move as close to the creature as possible and take the Attack action, targeting the creature. If you're unable to get close enough to the creature to attack it with the weapon, your turn ends after you've used up all your available movement. If the creature dies or can no longer be seen or heard by you, the next nearest creature that you can see or hear becomes your new target.

At the end of each of your subsequent turns you may reattempt the Charisma Save to regain control and end the berserk condition. The condition may end early if at any point during your turn you roll a Natural 20 or someone rolls a Natural 20 on an attack against you.

Due to this condition, you are immune to being possessed and if you are subject to a Charm or Frightened Condition you may automatically end it by giving into the Beast willingly.

The [0/5] is a clock for either overcoming the beast at [5/5] or giving into the beast at [-5/5]. Both have their benefits and drawbacks though being clear the path of giving into the beast is explicitly a more evil coded path for the character with a risk that he may become unplayable at some point due to bestial madness.

