

PLAYING AS LAMORDIAN SURVIVORS

If the DM and players agree to play with survivors, each player uses the following rules to create a survivor character. The DM can run “Sanctuary” in the “Adventures” section as a suitable adventure for survivors.



A wayward hitchhiker finds herself before a statue of Mordenheim Kinetics' Founder, Dr. Viktra Mordenheim.

CREATING A LAMORDIAN SURVIVOR

To create a Lamordian survivor, choose one of the four stat blocks that appear in this section. Following are ideas for each stat block to inspire your survivor’s backstory.

Lamordian Evangelist. Evangelists are charismatic tech enthusiasts who promote the benefits and possibilities of technological innovations such as artificial intelligence, experimental medicine, and cybernetic augmentations. As a Lamordian Evangelist, you might be a marketer for Mordenheim Kinetics’ public relations team, an independent reporter hoping to get the inside scoop on the mysterious corporation, or a tech influencer eager to try the company’s latest offerings.

Lamordian Infiltrator. Infiltrators are professional spies, sneaks, and saboteurs who frequently work in tight spaces or just behind the scenes without being noticed. As a Lamordian Infiltrator, you’re probably interested in accessing Mordenheim Kinetics’ secrets, either as a freelance hacker, as a security consultant hired by Mordenheim Kinetics, or as a corporate spy hired by one of Mordenheim Kinetics’ rivals.

Lamordian Mercenary. Mercenaries are soldiers, guards, and toughs who use raw physicality to get their jobs done. As a Lamordian Mercenary, you might be a member of Mordenheim Kinetics’ private security force, a law enforcer sent to investigate the notorious facility, or a bodyguard for one of the company’s wealthy clients.

Lamordian Technician. Technicians are computer experts who wield impressive powers of technology and science. As a Lamordian Technician, you might have been an IT specialist for Mordenheim Kinetics, a midranking engineer in one of the company’s high-clearance departments, or a contractor hired for a temporary job somewhere on the company’s vast campus.

Don't give your survivor a class, background, or species. Give your survivor a name, and take a few minutes to individualize your survivor with narrative details such as the character's age, likes and dislikes, and a basic backstory. Think about whether your survivor comes from Gothic Earth or a different part of the D&D multiverse.

Limited-Use Features. Within survivor stat blocks, a notation in the format “X/Day” means that the indicated ability can be used a limited number of times before the survivor must finish a Long Rest to regain expended uses.

SURVIVOR TALENTS

Lamordian survivors can grow stronger by triumphing over their fears. As a survivor, you can gain a useful feature called a talent to represent your growth. You gain a talent when the DM decides it makes sense, typically after overcoming a major threat or completing a significant goal.

Hit Points. Each time you gain a talent, you also gain 1 Hit Point Die and your Hit Point maximum increases. To determine the amount of the increase, roll the Hit Die (the type that appears in your survivor stat block) and add your Constitution modifier. You gain a minimum of 1 Hit Point per talent.

If you drop to 0 Hit Points, you have the Unconscious condition and subsequently make Death Saving Throws just like a normal player character.

Talent Requirements. You can't take the same talent more than once unless a talent's description says otherwise. If a talent has a prerequisite, you must meet it to gain the talent.

Talents Descriptions. This section details Lamordian survivor talents in alphabetical order.

Adrenaline Surge

Lamordian Survivor Talent

If you have the Frightened condition at the start of your turn, you can take the Dash action as a Bonus Action during that turn, and you deal an extra 1 damage whenever you deal damage with an attack roll during that turn.

Desperate Scream

Lamordian Survivor Talent

Whenever you make a saving throw, you can channel your desire to live into a desperate scream, which is audible up to 100 feet away and gives you Advantage on the saving throw. You can scream in this way twice, and you regain all expended uses when you finish a Long Rest.

Rallying Shot

Lamordian Survivor Talent (Prerequisite: Lamordian Mercenary Survivor)

You can help an ally maintain focus by uttering a rallying cry or firing a warning shot. When a creature you can see fails a saving throw against an effect that applies the Charmed or Frightened condition, you can take a Reaction to cause the save to be rerolled. If you are holding a Pistol, you can expend 1 Firearm Bullet as part of the Reaction to cause the new roll to have Advantage. Once you use this talent, you can't do so again until you finish a Short or Long Rest.

Resilience

Lamordian Survivor Talent

You gain proficiency in saving throws with an ability of your choice.

Scientific Miracle

Lamordian Survivor Talent (Prerequisite: Lamordian Evangelist Survivor)

You learn one level 1 spell of your choice from the Cleric spell list. It must be a spell you don't already know. You can cast the spell once with this talent, and you regain the ability to do so when you finish a Long Rest.

You can select this talent more than once. Each time you do so, you must choose a different spell.

Skillful

Lamordian Survivor Talent

You gain proficiency in two skills of your choice.

Slip Away

Lamordian Survivor Talent (Prerequisite: Lamordian Infiltrator Survivor)

When a creature you can see within 5 feet of you hits you with an attack roll and deals damage to you with the attack, you can take a Reaction to give yourself Resistance against that damage. You can then move up to half your Speed without provoking Opportunity Attacks. Once you use this talent, you can't do so again until you finish a Short or Long Rest.

Technological Breakthrough

Lamordian Survivor Talent (Prerequisite: Lamordian Technologist Survivor)

You learn one level 1 spell of your choice from the Wizard spell list. It must be a spell you don't already know. You can cast the spell once with this talent, and you regain the ability to do so when you finish a Long Rest.

You can select this talent more than once. Each time you do so, you must choose a different spell.

LAMORDIAN EVANGELIST

Medium Humanoid, Neutral

AC 11 Initiative -1 (9)

HP 9 (2d8)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	12	+1 +1	DEX	9	-1 -1	CON	10	+0 +0
INT	11	+0 +0	WIS	9	-1 -1	CHA	13	+1 +3

Skills Diplomacy +3, Religion +2

Gear Quarterstaff (as microphone stand), Shield (as metal placard; included in AC), stuffed mascot

Senses Passive Perception 9

Languages Common

CR None (XP 0; PB +2)

ACTIONS

Quarterstaff. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage, or 5 (1d8 + 1) Bludgeoning damage if used with both hands.

Feedback Loop. *Constitution Saving Throw:* DC 11, one creature within 60 feet. *Failure:* 4 (1d8) Thunder damage, and the target has the Deafened condition until the end of its next turn.

Spellcasting. The evangelist casts one of the following spells, using Charisma as the spellcasting ability:

At Will: *Guidance*

2/Day: *Cure Wounds*

LAMORDIAN MERCENARY

Medium Humanoid, Neutral

AC 13 Initiative +0 (10)

HP 11 (2d8 + 2)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	13	+1 +3	DEX	10	+0 +0	CON	12	+1 +1
INT	8	-1 -1	WIS	11	+0 +0	CHA	9	-1 -1

Skills Athletics +3

Gear Chainmail (as bulletproof vest), Greatclub (as metal baseball bat), Pistol

Senses Passive Perception 10

Languages Common

CR None (XP 0; PB +2)

ACTIONS

Greatclub. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Bludgeoning damage.

Pistol. *Ranged Attack Roll:* +2, range 30/90 ft. *Hit:* 5 (1d10) Piercing damage.

LAMORDIAN INFILTRATOR

Medium Humanoid, Neutral

AC 12 Initiative +1 (11)

HP 9 (2d6 + 2)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	8	-1 -1	DEX	13	+1 +3	CON	12	+1 +1
INT	11	+0 +0	WIS	12	+1 +1	CHA	9	-1 -1

Skills Sleight of Hand +3, Stealth +3

Gear Dagger, Leather Armor

Senses Passive Perception 11

Languages Common

CR None (XP 0; PB +2)

ACTIONS

Dagger. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 3 (1d4 + 1) Piercing damage.

BONUS ACTIONS

Disengage. The infiltrator takes the Disengage action.

LAMORDIAN TECHNOLOGIST

Medium Humanoid, Neutral

AC 10 Initiative +0 (10)

HP 7 (2d8 - 2)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	8	-1 -1	DEX	10	+0 +0	CON	9	-1 -1
INT	13	+1 +3	WIS	11	+0 +0	CHA	12	+1 +1

Skills Arcana +3, History +3

Gear Broken socket wrench

Senses Passive Perception 10

Languages Common

CR None (XP 0; PB +2)

ACTIONS

Static Arc. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 120 ft. *Hit:* 5 (1d10) Lightning damage.

Spellcasting. The technologist casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 11):

At Will: *Minor Illusion*

2/Day Each: *Burning Hands, Grease*

