

SAWTOOTH WEAPON

Weapon (any melee weapon that deals slashing damage), uncommon

The cutting edge of this wicked looking weapon is lined with jagged teeth from a variety of animals. While brandishing this weapon, you have advantage on Charisma (Intimidation) checks. Additionally, when you attack a creature with this weapon and roll a 20 on the attack roll, each hostile creature within 10 ft. of you must make a DC 13 Wisdom saving throw. On a failure, the creature is frightened of you until the end of their next turn.

VARIANT: BLEEDING

If you'd like sawtooth weapons to deal some extra damage as well then you can allow them to apply a bleeding effect on each hit. Effectively, the weapon cuts so deep into the target that the creature continues to take damage due to excessive blood loss. This variant functions the same as a normal sawtooth weapon with the following additional effect:

- When you hit a creature with an attack using this weapon, the target takes an additional 1d4 necrotic damage at the start of each of its turns if it is not a construct or undead. This effect lasts until the target is healed for at least 1 hit point or until the target or another creature within 5 ft. of the target uses an action to make a DC 13 Wisdom (Medicine) check to stop the bleeding. Regardless of the number of times the target has been hit by this weapon, it cannot take more than 1d4 damage at the start of its turn.

BONE COLLECTOR

Medium Humanoid (Any Race), Chaotic Evil

Armor Class 16 (bone armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	15 (+2)

Saving Throws STR +6, CON +6, WIS +2

Skills Intimidation +4

Senses Darkvision 60 ft., Passive Perception 10

Languages Common and one other language

Challenge 4 (1,100 XP)

Sawtooth Greatsword. While brandishing this weapon, the Bone Collector has advantage on Charisma (Intimidation) checks. Additionally, when it attacks a creature with this weapon and roll a 20 on the attack roll, each hostile creature within 10 ft. of it must make a DC 13 Wisdom saving throw. On a failure, the creature is frightened of the Bone Collector until the end of their next turn.

ACTIONS

Multiattack. The Bone Collector makes two attacks with its sawtooth greatsword.

Sawtooth Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 11 (2d6 + 4) slashing damage. The target takes an additional 1d4 necrotic damage at the start of each of its turns if it is not a construct or undead. This effect lasts until the target is healed for at least 1 hit point or until the target or another creature within 5 ft. of the target uses an action to make a DC 13 Wisdom (Medicine) check to stop the bleeding. Regardless of the number of times the target has been hit by this weapon, it cannot take more than 1d4 damage at the start of its turn.

Bone-Chilling Cry (1/Day). Each creature of the Bone Collector's choice that is within 30 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.