

SPAN HUNTER

The vast expanses of time and space are a welcome reprieve for some that seek to run away from the problems they may have amassed for themselves. Some find peace in the distance from their problems. Distance doesn't stop all hunters though.

Span Hunters care little about how far they have to go to seek their prey. Once a hunter is put on your tail, you have little hope of avoiding an inevitable conflict with them. They tirelessly follow their targets across space and planes, never letting up until their bounty has been found.

Many of them refuse to trade in gold or goods, instead collecting favors that they can turn in for more information should they need it later, or resources if their hunt requires it. They refuse attempts at bribery and persuasion from their target. A span hunter's word is their most valuable asset. If they take a job, they intend to finish it.

Little is known about the mysterious origins of these creatures or how they come to practice such a brutal artform. Many shy away from them in public, knowing what their brutal blade is capable of. If you find yourself the target of one, someone surely wants you dead.

TACTICS

Span Hunters are quiet assassins preferring to stick to shadows and separate their prey from others before they strike. They know they will be outmatched by a party, so they seek to isolate and attack.

- Hunter's Mark can be applied without tipping off the target. This allows the span hunter to attack a target with the mark already on dealing extra damage on its first turn.
- The guaranteed crit from Assassinate with Hunter's Mark makes for a very nasty opener.
- Butterfly Effect consumes the damage of one of the attacks. The Span Hunter would only use this if they think they can't kill the target immediately.
- Span Hunters are remarkably intelligent. They should prepare ambushes and turn things in their favor. They always have an escape route ready even if that means using their climb speed to get out of bad situations.
- Smoke Canister can be used to split up a group, cover an escape, or cause chaos. Pairing this with the Span Hunter's ability to cast Blink can make for a very chaotic fight. Use their to the Hunter's advantage to get in damage without fighting head on.

SPAN HUNTER

Medium aberration, chaotic neutral

Armor Class 16 (studded leather)

Hit Points 182 (28d8+56)

Speed 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws DEX +8, INT +7

Skills Acrobatics +8, Perception +5, Stealth +12

Damage Resistances psychic

Senses darkvision 60 ft., Passive Perception 15

Challenge 10 (5,900 XP)

Assassinate. During its first turn, the Span Hunter has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Span Hunter scores against a surprised creature is a critical hit.

Evasion. If the Span Hunter is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Span Hunter instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting. The Span Hunter's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells, requiring no material components:

At Will: *Poison Spray*, *True Strike*
2/Day: *Hunter's Mark*, *Misty Step*
1/Day: *Blink*

Actions

Multiattack. The Span Hunter makes three attacks with its dagger.

Dagger. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 6 (1d4+4) slashing damage plus 11 (3d6) poison damage.

Butterfly Effect (Recharge 4-6). When the Span Hunter hits with an attack with its dagger, it can choose to deal no damage and instead place a butterfly mark on the creature. As a bonus action on its next, or any subsequent turn, it can rupture that mark forcing the creature to make a DC 16 Constitution saving throw. On a failed save, the creature takes 27 (6d8) necrotic damage or half as much on a successful one. Only one mark can be active at any time.

Smoke Canister (1/Day). The Span Hunter throws a small metal canister into a space up to 30 ft. away. A 20-foot-radius sphere of smoke emanates from it and spreads around corners. The area becomes heavily obscured for 1 minute. The Span Hunter can see through this smoke without issue.

Reactions

Evasive Defense. The Span Hunter adds 5 to its AC against one melee attack that would hit it. To do so, the Span Hunter must see the attacker.

