



## THE OATHBINDER

*The elf's golden eyes settle on you as you approach. A slight smile creases her youthful face. "And who do we have here, then? Is that shame or remorse I sense – or just the eager nervousness of someone who's ready to pledge themselves to a cause beyond themselves?" the woman says in a soft voice and continues without waiting for an answer. "Whatever it is, you're welcome. Come closer – don't be afraid now, it's only me. And the gods, of course – always the gods are watching, those nosy bastards!"*

Yaziel is an elven oathbinder from the mysterious Veiled Isles. Neither evil nor good, Yaziel serves as a link between the material and the divine and has dedicated her long life to binding mortals and deities together through powerful oaths. She provides her services to anyone who's honestly devoted – and who has the coin to pay her modest fees.

Just like she doesn't devote herself to one single deity, Yaziel isn't bound to a specific location. Adventurers may find Yaziel in a temple to any deity, in a veiled tent at a market fair, or in a cave deep in the wilderness.

### THE OATHBINDER OVERVIEW

<b>NPC</b>	Yaziel, an elven noble outcast with a dry wit, who specializes in communication with the gods
<b>Services</b>	Magic items, divine magic, and the facilitation of sacred vows
<b>Biases</b>	<ul style="list-style-type: none"> <li>+ The pious and devoted</li> <li>- Oathbreakers, liars, and traitors</li> </ul>

<b>Sell Prices</b>	<b>Bargaining DC</b>	<b>Buy Prices</b>
120%	<b>13</b>	50%

### BACKGROUND

Yaziel was born a scion of an ancient noble family on the remote Veiled Isles. Yaziel's place in elven society was clear and secure – she would train as a priest and eventually represent her house on the High Council.

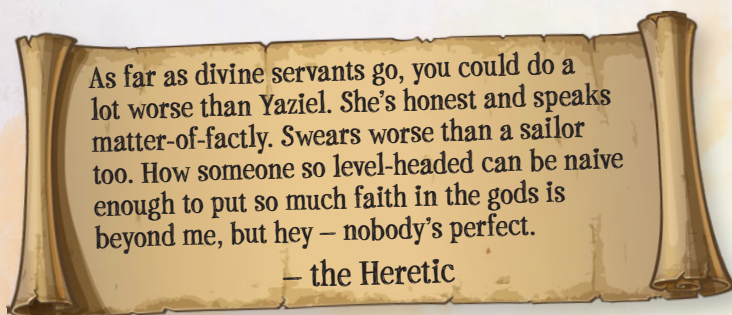
In a dark turn of events, Yaziel's father, the revered Lord Elanthil, made an illegal bid for kingship, but was thwarted – and slain, alongside most of Yaziel's family. Yaziel, who had not been involved in her family's sinister conspiracy, was left orphaned and dishonored by her father's deeds.

Exiled from the Veiled Isles, Yaziel spent decades trying to come to terms with her misfortune. Eventually, her anger and bitterness mellowed and she was left with a distaste for dishonesty and lies. She became enamored with oath and vows, and building upon her clerical training, she learned how to reach out to the gods themselves and make such oaths binding. Yaziel plies her trade wherever she thinks it is needed, and will provide her services to anyone, as long as they are honest in their devotion.

## ROLEPLAYING YAZIEL

Yaziel's noble bearing, serious expression, and mystical occupation bring most who see her to expect that she will be serious and soft-spoken. Not quite so – while she speaks softly and somberly, Yaziel is also possessed of a dry humor and wry wit. Her sarcastic quips are, however, often so subtle that only very few people pick up on them, such as when she admonishes a paladin for breaking their Vow of Truth (“You had to lie to save an innocent life? That is a surprising turn of events”) or a cleric for breaking their Vow of Pacifism (“Yes, I can see how it would be hard to kill a demon without harming it. Did you try reasoning with it?”)

While she has devoted her life to the divine, Yaziel is far from a cloistered devout. She drinks hard liquor, beds beautiful women, and plays games of chance – and does all three better than most. She also has a habit of speaking of the gods in an irreverent manner (“The Lady Luck is a fickle hag indeed – not particularly fond of keeping to *her* oaths, that one!”) which her more pious petitioners often find a bit off-putting.



## YAZIEL

Medium Humanoid (Elf), Lawful Neutral

**Armor Class** 16 (Unarmored Defense)

**Hit Points** 127 (17d8 + 51)

**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	17 (+3)	15 (+2)	19 (+4)	15 (+2)

**Saving Throws** Con +7, Wis +8, Cha +6

**Skills** History +6, Insight +8, Perception +8, Religion +6

**Senses** Darkvision 60 ft., passive Perception 18

**Languages** Celestial, Common, Elvish, Sylvan

**Challenge** 9 (5,000 XP) proficiency bonus +4

**Legendary Resistance (2/Day).** If Yaziel fails a saving throw, she can choose to succeed instead.

**Unarmored Defense.** While Yaziel is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

## ACTIONS

**Multiattack.** Yaziel uses Radiant Flame and Fateweave.

**Radiant Flame.** A creature Yaziel can see within 60 feet must succeed on a DC 16 Dexterity saving throw or take 27 (6d8) Radiant damage. The creature gains no benefit from cover for this saving throw.

**Fateweave.** Yaziel attempts to intertwine the fates of up to 5 creatures she can see within 30 feet of her. Each creature must succeed on a DC 16 Charisma saving throw or incorporeal strands of radiant light form between it and each other creature that failed its saving throw.

When a creature tethered in this way makes a saving throw against a spell or effect that targets only that creature, each other creature tethered to it are treated as if the spell or effect also targets them. This effect ends for a creature when it dies or if it uses an action to throw off the tether and succeeds on a DC 16 Charisma saving throw. Otherwise, the effect lasts for 1 minute or until Yaziel uses Fateweave again.

**Spellcasting.** Yaziel casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *guidance, light, sacred flame, thaumaturgy*

1/day each: *dispel magic, flesh to stone, greater restoration, harm, heal, hold person, lesser restoration*

## BONUS ACTIONS

**Radiant Step.** Yaziel teleports up to 30 feet to an unoccupied space she can see. Each creature within 5 feet of her when she appears must succeed on a DC 16 Constitution saving throw or be Blinded until the end of its next turn.

**Soul Crush.** A creature Yaziel can see within 60 feet must succeed on a DC 16 Wisdom saving throw or take 13 (3d8) Radiant damage and suffer one level of Exhaustion.

**Word of Restoration (3/Day).** Yaziel or a creature of her choice within 60 feet of her regains 13 (2d8 + 4) hit points.

## LEGENDARY ACTIONS

Yaziel can take 2 legendary actions per round, only one at a time and only at the end of another creature's turn.

**Radiance.** Yaziel uses Radiant Flame or Radiant Step.

**Spellcasting (Costs 2 Actions).** Yaziel uses Spellcasting.

## THE OATHBINDER'S SERVICES

Yaziel sells a small selection of sacred magic items and can cast a number of clerical spells at a cost, but her main service is her ability to facilitate Sacred Vows.

### MAGIC ITEMS

The few magic items that Yaziel sells were either found or enchanted by herself.

Item	Type	Value
Potion of Healing	Potion	50 gp
Skeptic's Shelter <b>A</b> <b>H</b>	Armor (Shield)	800 gp
Scroll of Raise Dead	Spell Scroll	1,500 gp
Martyr's Amulet <b>A</b> <b>H</b>	Wondrous Item	2,000 gp
Totem of Seraphs <b>A</b> <b>H</b>	Wondrous Item	3,000 gp

**A** = Requires Attunement **H** = Heretic's Guide to Devotion & Divinity

### CLERICAL SERVICES

For the right price, Yaziel can perform divinations to consult the gods, speak with the fallen, or even attempt to resurrect a recently deceased creature. Her services aren't free, as shown on the table below (prices include any material costs of the spell):

Spell	Cost
<i>Augury</i>	50 gp
<i>Lesser Restoration</i>	50 gp
<i>Speak with Dead</i>	100 gp
<i>Commune</i>	250 gp
<i>Scrying</i>	250 gp
<i>Greater Restoration</i>	400 gp
<i>Legend Lore</i>	500 gp
<i>Raise Dead</i>	1,000 gp

### SACRED VOWS

Yaziel has the ability to forge or reforge Sacred Vows (see page 137). This is a responsibility she does not take lightly, and she will only forge a bond on behalf of a character who is truly devoted to both their divine patron and their vow. She has a knack for sniffing such people out, and may suggest to pious characters that they forge a Sacred Vow: "And you, paladin – if you're really serious about the truth, why not swear on it?"

Depending on the situation, Yaziel may perform this service for free or she may charge a minor fee as per the table below: "The gods may have no need for gold, but I certainly do – a girl's gotta eat!"

Sacred Vow	Cost
Poverty, Truth	50 gp
Mercy, Pacifism	100 gp
Enmity, Loyalty	250 gp

## QUEST HOOKS & RELIC HUNTS

Always looking to maintain the delicate balance between good and evil, law and chaos, Yaziel often has quests she needs help with – and which petitioners can complete to earn her services or gain a discount on her magical wares.

### THE BROKEN VOW

A few years back, a paladin convinced Yaziel to forge a Sacred Vow of Poverty between himself and the Lady of Mercy. Using the oath as proof of his trustworthiness, the paladin then secured the favor of a wealthy noble who entrusted the paladin with the protection of their treasures.

As it turned out, the paladin was not so dedicated to poverty after all – instead of guarding the treasures, he broke his oath and absconded with the most valuable gemstones. A reward has been offered for him, but he's thus far eluded capture.

While Yaziel is used to oaths being broken, the paladin's deception has galled her nonetheless. She wishes the characters' aid in finding the paladin – who is rumored to be holed up in a forest stronghold with a handful of hired thugs – and retrieve the noble's treasure. In return, she'll make sure they get the bounty of 1,000 gp and also provide a discount of up to 1,000 gp on any of her magic items, clerical services, or Sacred Vows.

### THE GOD-KILLING BLADE

Yaziel has learned of the existence of a blade that is said to be able to harm even the gods themselves – as a matter of fact, the blade was used to kill a god long ago, or so the story goes.

Yaziel knows that if she's heard about this blade – it's likely that agents of evil have as well. Thus, she wants someone goodly – "or at least not wholly evil, beggars can't be choosers!" – to find the blade and make sure it doesn't fall into the wrong hands. As far as she knows, the blade can be found in a place called the Shrine of the Silent Blade. The shrine, which exists partially in the Shadow Realm, can be found at the foot of a desolate hill at dusk, when the shadows are deepest.

In return for aid in securing the blade – which the heroes may keep for themselves – Yaziel will provide a discount of up to 500 gp on any of her magic items, clerical services, or Sacred Vows.

See page 122 for a description of the Shrine of the Silent Blade.