



DUNGEONS & LASERS®

DEUSLAIR BESTIARY

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STUDIO

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Lore Creator: Alex Kubiak

Monsters Statistics: Alex Kubiak

Writing: Kamil Białkowski, Szymon Ewertowski, Alex Kubiak, Lena Roeske

Proofreading: Anna Skup, Piotr A. Wesołowski

Art Director: Krzysztof Porchowski Jr.

Illustrations and Arts: Marcin Jarkiewicz, Aleksandra Kaczmarek, Krzysztof Lasota, Krzysztof Porchowski Jr.,
Viviane Tybusch Souza, Bartosz Winkler

Cover Art: Shen Fei

Graphic Designers: Anna Gut, Przemysław Nawrocki

Project management: Jakub S. Olekszyk

Chief Executive: Michał Pawlaczyk

Head of studio: Jarosław Ewertowski

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A FEW NOTES FROM THE VAN KLER BESTIARY

Below, you will find a collection of discovered-to-date notes from the personal diaries of a renowned traveler from the Scareguard archipelago—Van Kler. Since many documents were lost over time, we are still not sure if it is his real name, an alias for a group of people, or just a pen name of an unknown corsair living in the times of Queen Anara's rule. Historians are currently leaning toward the latter, as many of Van Kler's writings steer outside classical terminology or even vocabulary used by the nobility. Nevertheless, the information found in these texts has been verified countless times and proven to be correct.

Emer Towers

Year 1372 of the Twilight Era

In the twisted realm of our world, known by many as Deuslair, danger lurks in every corner, and the tides of fate are governed by Chaos and Order itself. But I, a humble servant to your curiosity, faced all of them and recorded it all for you. Within these meticulously filled pages lie the tales of monstrosities that haunt our cursed lands. As one who has sailed treacherous seas, charted uncharted isles, and braved the wrath of the worst horrors, I have encountered beasts that defy reason and morality. Their existence, like ripples in a tempestuous sea, sends shivers down the spines of even the bravest souls.

Imagine, if you dare, nightmarish creatures with fangs as sharp as cutlasses, their eyes gleaming with hunger born of the abyss.

Picture colossal monstrosities, their unearthly forms wreathed in shadow and brimming with dark magic.

Each entry is a testament to their terrifying existence, shedding light on their anatomy, primal instincts, and the horrors they inflict upon unfortunate souls who cross their path. Dear seeker of forbidden knowledge, I must caution you. My records are not for the faint of heart, nor those who cling to illusions of safety and normalcy. It is a testament to the twisted beauty that permeates our world, a reflection of the dark corners where the line between reality and madness becomes perilously thin. So, steel your spirit, bold wanderer. Let the tales of Deuslair's terrors guide you through this harrowing journey as you navigate the treacherous seas of the unknown and seek to conquer the monsters that dwell within and without.

I welcome you to this hallowed compendium created from my numerous travels.

The Best Sailor of the Misty Waters,
Alchemist, Cartographer, Scholar,
and a humble recorder of History
Van Kler

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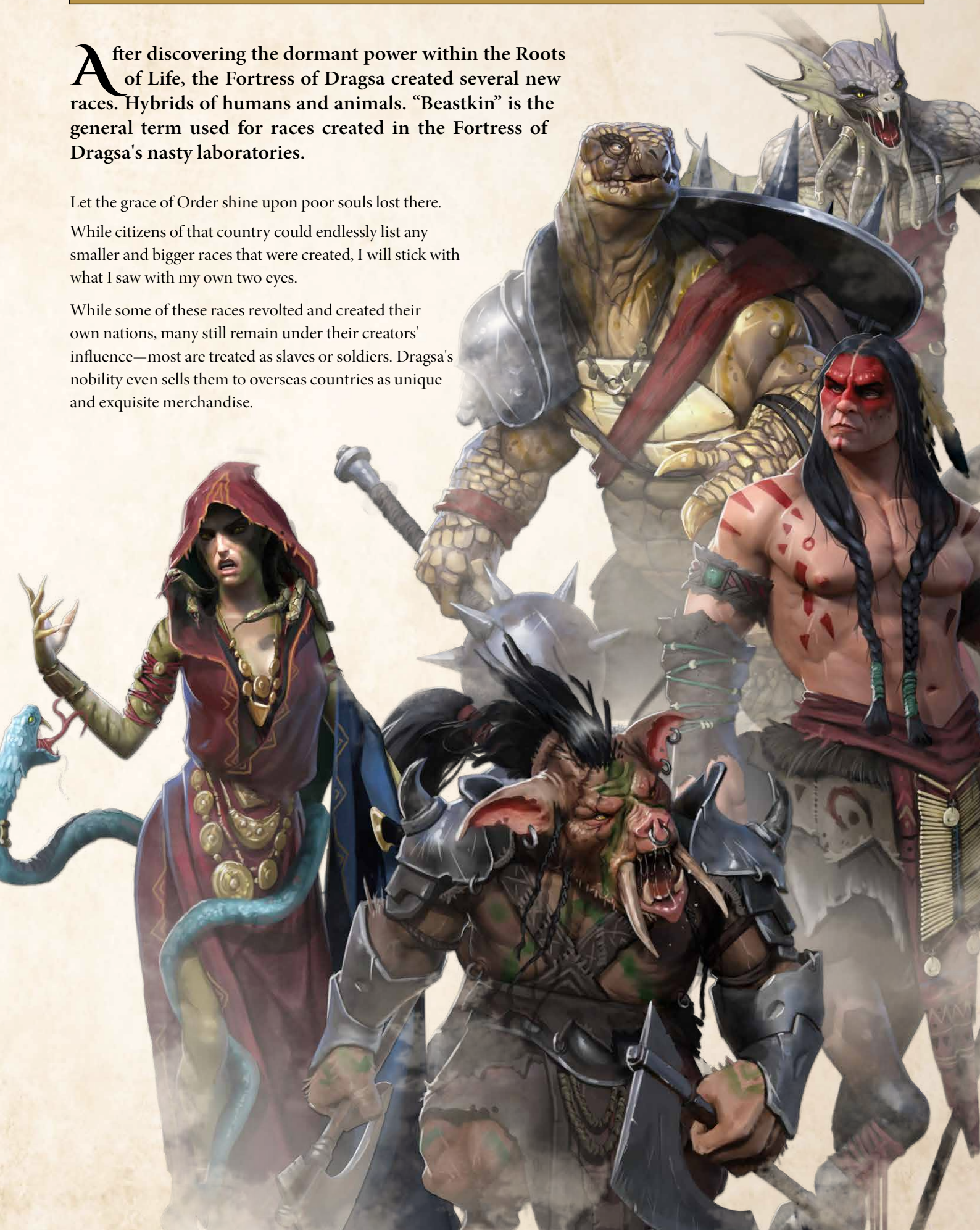
THE TABOO OF CREATION

After discovering the dormant power within the Roots of Life, the Fortress of Dragsa created several new races. Hybrids of humans and animals. “Beastkin” is the general term used for races created in the Fortress of Dragsa's nasty laboratories.

Let the grace of Order shine upon poor souls lost there.

While citizens of that country could endlessly list any smaller and bigger races that were created, I will stick with what I saw with my own two eyes.

While some of these races revolted and created their own nations, many still remain under their creators' influence—most are treated as slaves or soldiers. Dragsa's nobility even sells them to overseas countries as unique and exquisite merchandise.





VEPRI

The youngest of the Beastkin races are the Vepri. They are still entirely under Dragsa's strict control, and they make up more than half of their armies. With seemingly inexhaustible amounts of stamina, they are mainly used as foot soldiers in the Fortress of Dragsa's armies. They are created to be loyal fanatics, always aiding the cause of their creators.

MORE THAN PIGFOLK

They are smaller than humans but bulkier, quite similar in build and size to dwarves. It might be due to their ancestry—while nobody has precise information on who was used by Dragsa during the experiments, it is known they were using prisoners or captives. And since they have been in constant war with the Redoe Alliance for centuries, their captives are chiefly elves and dwarves. I will let you connect the dots yourself.

Apart from that, they have quite a lot of features that earned them the nickname "pigfolk" among fellow countrymen. They have slightly larger heads, with an elongated front that finishes in a plump, rounded nose resembling a snout with wide, upturned nostrils. Additionally, they possess long, curved teeth known as tusks, which protrude from their

mouths. These tusks are sharp and pointed, with a slightly ridged texture along their surface. Moreover, they do not have normal human feet but rather hooves, which help them with long walks to the next outpost.

BORN TO SERVE, LONGING FOR MORE

Since most of them are used as slaves and soldiers, they do not follow any particular fashion, but mostly just wear light or heavy armor provided by their higher-ups. Those occupying lower ranks and considered expendable assets receive equipment that is worn, broken, and rusted. These dilapidated armaments stand as physical manifestations of their diminished status and the disregard they experience at the hands of their superiors. In other words, the lower their rank is, the more broken and rusty their equipment will be. Still, even these rusty trinkets can hold much for them—depending on who was wearing them before. Since they have been uprooted from their own culture and lack well-established traditions and heritage, they seek solace in the realm of beliefs and rituals. This makes them prone to superstitions and inclined to create new customs. It is within these self-fashioned traditions that they find a sense of identity and a connection to something greater than themselves. Whether it is through the interpretation of natural omens,

the preservation of talismans, or the observance of specific rites, they endeavor to carve out a cultural foundation of their own, forging traditions that offer a semblance of meaning and stability amidst their challenging circumstances.

FREEDOM “WITHIN REACH”

Whatever one may say about Dragsa, it is undeniable that they have learned from their past mistakes. An illustration of this lies in the treatment of the Vepri, for they are not condemned to a lifetime of endless war. Instead, Dragsa employs a strategy akin to dangling a carrot in front of their noses—they promise the Vepri freedom, but only if they can repay the debt they owe to Dragsa for their very creation. It dangles tantalizingly before them, akin to a distant oasis shimmering in the midst of a desert of servitude. Many find themselves enticed by the notion that liberation awaits, if only they can manage to alleviate their debts as slaves. It injects a glimmer of hope into their weary hearts. Yet, the concept of freedom through debt repayment remains a mere mirage—an elusive dream that withers upon closer inspection. The sums demanded by Dragsa far exceed what any individual could amass within their lifetime. It is a cruel deception, a false prospect that entices them with the allure of freedom only to ensure their eternal subjugation. The weight of this realization bears heavily upon the older members of the Vepri community, as they come to understand that their servitude is an inescapable fate. However, they often choose to remain silent, fearing to shatter the dreams held by the younger generation. They don their tarnished armors, each piece a tangible reminder of their place within the hierarchical structure imposed upon them. They march forward, their spirits embodying a blend of resignation, determination, and a flicker of defiance. It is a testament to their indomitable spirit that, even in the face of oppressive circumstances, they manage to adapt and endure.

VEPRI NAMES

Despite the absence of concrete evidence, they harbor a strong belief that their lineage traces back to the noble heritage of either elves or dwarves. Driven by a genuine desire to honor their presumed ancestry and maintain that connection, they give their children names derived from these venerable languages. For those possessing a deeper understanding, they opt for real elven or dwarven names, appreciating the significance and meaning they hold. However, at times, they may settle for any words that resonate somewhat pleasantly, as long as they evoke a sense of cultural identity.

TRAITS

Your Vepri character has a variety of natural abilities—the result of Dragsa's experiments and years of honing their skills living as soldiers.

ABILITY SCORE INCREASE

Your Constitution score increases by 2, and your Dexterity score increases by 1.

AGE

A Vepri reaches adulthood at the age of 15. It is hard to estimate how long they can live since none of them has died of old age. The oldest ones are just below their second century, but there are no living members of the first three generations.

SIZE

Vepri are smaller than humans but bulkier, about 3-4 feet tall, and weigh about 90-130 pounds. Your size is Small.

SPEED

Your base walking speed is 30 feet. Your speed is not reduced by wearing heavy armor.

QUICK ON YOUR FEET

You have advantage on checks and saving throws to resist effects that would move you or knock you prone.

TAKE COVER

You have been trained to use anything around you to create cover. As a bonus action, you can create a cover for yourself and up to 3 willing creatures up to medium size, using soft dirt or objects around you. You cannot use it if there are only solid surfaces and no objects in the surrounding space. It counts as a Three-Quarters Cover for small creatures and a Half-Cover for medium.

You must finish a short or long rest to use this trait again.

TRAINING WITH THE WEAPONS

Ignore the Heavy property of a weapon if you have proficiency with that weapon.

LANGUAGES

Vepri can speak Common, Elvish, and Dwarvish—the latter two, however, are grossly simplified and laced with errors. Their speech is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a Vepri might speak. Since most of them can hardly write, they don't have a rich body of literature. Instead, they focus on oral tradition—they love listening to stories sung by bards, and later they tend to repeat them themselves for hours. Regardless of their own abilities to do so.



TESTUDA

A hybrid race created by combining the strongest prisoners with the toughest animals. These humanoid turtle-like creatures possess remarkable physical attributes. Their bodies are sturdy and adept at enduring numerous blows, making them formidable in combat. However, their reflexes are somewhat hindered due to their heaviness. Their population in Dragsa is currently scarce.

MASSIVE, SHELLED BODIES

With many of them reaching the height of almost 7 feet and weight between 400 and 550 pounds, Testuda are towering over other beastkin. They possess leathery, reptilian skin and are distinguished by the presence of shells covering their backs and bellies. With no hair on their bodies, their skin predominantly showcases shades of yellow-bronze or olive with lighter green undertones. The back shells are typically darker and shinier than their skin, while their front shells tend to be lighter, usually bright yellow. Their mouth resembles a beak, devoid of teeth, yet capable of delivering a vicious bite. Despite their stocky build, their weight primarily comes from the shell.

While their arms and hands resemble those of humans, they are thicker and lack one of the fingers. It doesn't prevent them from using any tools, and they wield most weapons with ease akin to humans. It is worth noting that they generally refrain from wearing clothing, occasionally opting for cloaks, belts, or harnesses to carry tools and supplies.

A BIG BODY FOLLOWS A BIG HEART

The robust and formidable physique of the Testuda makes them an ideal choice for frontline combat. However, despite their enforced role as soldiers, the Testuda possess a remarkable capacity for amicability and demonstrate a friendly disposition towards most races they encounter. They are even able to extend a helping hand to the ferocious Morgu, a reptilian beastkin race known for their merciless and bloodthirsty nature. Some say that the shared reptilian aspects of their respective species create a unique bond that transcends the superficial differences between them. But personally, I think that this ability comes from their capability to look beyond appearances and acknowledge the inherent humanity within others. In a world plagued by conflicts and divisions, their friendly nature serves as a testament to the power of empathy and acceptance.

UNBREAKABLE WALLS

But don't fool yourself that they are just big and friendly giants. While they don't seek conflict themselves, when faced with foes, they can serve both as fighters and shields for their comrades. Their robust and resilient bodies are perfect to withstand the rigors of combat and endure numerous blows, allowing them to serve as formidable frontline fighters on the battlefield. However, the very same attributes that make the Testuda formidable in terms of durability also come with a trade-off. The weight and bulk of their bodies affect their agility and reflexes, causing a slight detriment in their ability to evade or react swiftly. Their movements may appear somewhat slower and less nimble compared to their lighter and more agile counterparts on the battlefield.

TESTUDA OUTSIDE OF DRAGSA INFLUENCE

A small number of Testuda have been fortunate enough to escape the clutches of enslavement, joining the ranks of other liberated beastkin—some by buying their freedom back, others by daringly escaping their creators. The largest amount of these emancipated Testuda can be found within the shores of Encura islands and the surrounding regions. In their newfound freedom, the free Testuda often lead solitary lives, finding solace and fulfillment in pursuing their chosen endeavors. They possess an innate dedication to their tasks and take great pleasure in performing their duties with utmost precision and skill. Rather than seeking constant social interaction, they derive greater satisfaction from the fulfillment of their responsibilities and the mastery of their craft. Their focus and dedication to their work are admirable, and it is through their silent dedication that they contribute to the prosperity and harmony of their surroundings. Some free Testuda opt for a nomadic way of life, embracing the belief that their true home lies within the protective shells upon their backs. This belief grants them the freedom to wander, explore, and adapt to diverse environments. With their mobile homes as constant companions, they traverse different landscapes, discovering hidden corners of the world and embracing the ever-changing nature of existence.

TESTUDA NAMES

They are not very particular about the names and usually use one appropriate to the culture in which they were raised. Otherwise, they opt for short names with their melodic and rhythmic quality. Usually not longer than two syllables.

Examples of names: Luka, Nala, Mika, Sari, Ravi, Kali, Raya, Aria, Jai, Kira, Dula, Maka, Don, Tari.

With their limited numbers, they typically forego the use of surnames and instead identify themselves by mentioning their father's name during introductions.

TRAITS

Your Testuda character has a variety of natural abilities—theresult of Dragsa experiments and years of living as a soldier in their armies.

ABILITY SCORE INCREASE

Your Strength score increases by 2, and your Constitution score increases by 1.

AGE

A Testuda reaches adulthood at the age of 15 and lives an average of 80 years. After that, they start to sleep for much longer and “slow down,” both in movements and thinking. By the age of 130, they hardly ever wake up and needs very little

sustenance. This state is called “long sleep” by their fellow kin. It is unclear how long they can live like that.

SIZE

The Testuda are about 6-7 feet tall and weigh about 400–550 pounds. Your size is Medium.

SPEED

Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

BAD REFLEX

Dexterity does not provide a bonus to your AC.

STURDY BODY

Your shell grants you a base AC of 13 + Constitution modifier.

Due to your resilient shell and unique body structure, most armors offer less protection compared to your own natural defense. However, you can use ones that give more AC after you spend 1/4 of the original price of the armor to have it customized for your race at a shop or by a skilled blacksmith.

You can still benefit from using a shield and apply its bonus normally.

SHELLED STRIKER

Whenever you are in melee combat with multiple enemies, at the beginning of your turn, you can choose an enemy you are facing of the same or bigger size. While this target is alive and within your reach, you gain resistance to all damage except psychic damage from all other enemies in melee. While you use this ability, you can only attack that one enemy.

Creatures smaller than you ignore this ability's effects.

HOME ON MY BACK

While resting, you retreat to your shield. It grants you extra +4 AC and resistance to all damage except psychic damage.

LANGUAGES

You can speak Common, Elvish, and Dwarvish—the latter two, however, are grossly simplified and laced with errors. Your speech is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language you speak. Since most of Testuda can hardly write, they don't have any known body of literature. But since most of them don't speak too much either, it is really hard to imagine what their poetry would even look like.



SLITHERS

Free and adaptable as the water's surface and as cold as the ocean depths—Slithers are regarded as the embodiment of the ocean itself. Varying in form and size, they are a diverse group consisting of different types of beastkin who inhabit the water. Most of them fit the image of hunters, with a slender but muscular physique, yet their culture is surprisingly open.

EMBODIMENT OF THE OCEAN

From the waist up, a Slither has a humanoid form, while the lower half is a fish-like tail. Their body is adorned with scales that can have various colors—ranging from light green to deep shades of almost black purple. These scales create a captivating pattern across their form, reflecting the vibrant hues found in the depths of the sea. Occasionally, there are rare individuals whose scales are entirely white, a rarity that marks them as unique among their kind. The scales provide both protection and a visual spectacle. Slithers possess webbing between their fingers and various fins along their arms. These adaptations vary in prominence from individual to individual and aid their aquatic prowess. Slither tails elongated and muscular, are covered in overlapping scales that continue the mesmerizing color patterns found on their upper bodies. All of these together grant them exceptional agility and speed in the water and allow navigating the ocean depths with ease and grace. In essence, the appearance of

a Slither captivates with its blend of human-like and aquatic features. Adorned with scales of diverse colors, webbing between their fingers, and a majestic fish-like tail, they embody the beauty and resilience of creatures inhabiting the depths of the sea.

REBELLIOUS ORIGINS

Having experienced oppression from captivity, they hold freedom in the highest regard. They cherish their hard-won autonomy and understand the importance of individual sovereignty. Respecting the rights and choices of others is a fundamental aspect of their societal values. Their rebellion against oppression has instilled within them a deep aversion to coercion and the forcing of others into unwanted circumstances. They reject any form of subjugation or manipulation, valuing autonomy and self-determination above all else. It shows in their drive to create a society in which every individual can freely express themselves and pursue their own paths without constraint. In their interactions with others, the Slithers exhibit a harmonious blend of grace and intensity. Like the ebb and flow of the tides, they can be gentle and nurturing, offering support and understanding to those in need. Though sometimes this can be viewed by outsiders as naivety, they are very harsh to anyone taking away others' freedom—in any form. And when faced with what they deem as injustice or threats to their freedom, the unrelenting determination floods their minds. The Slithers' fluidity and adaptability extend beyond their physical environment. They are

open-minded and receptive to new ideas and perspectives. Their experiences of rebellion and establishing their own country have taught them the importance of collaboration and unity. They appreciate diversity and recognize that strength lies in embracing differences and working together towards common goals. While they hold freedom as a core value, the Slithers also understand the responsibilities that come with it. They strive to maintain a harmonious balance between individual liberty and the collective well-being of their community. Overall, a Slither's personality is characterized by their deep appreciation for freedom, their unwavering commitment to individual autonomy, and their ability to adapt and thrive in diverse environments.

UNIQUE BIOLOGY

Slithers mature at a similar pace to humans and can reach physical maturity around their 15th birthday. However, a unique aspect of Slither biology is that they are born without a determined sex. They remain in this undifferentiated state until they reach maturity. Once they reach this stage, they possess the remarkable ability to choose whether they will develop as females or males, adding an intriguing element of self-determination to their identity. This choice, enviable to some, holds fundamental significance for the rest of their lives.

To postpone this decision, it has become a common practice among Slithers to use specific herbs found in the oceans. However, it's important to note that this practice can have detrimental effects on their health, which in turn makes it a viable choice only for about 5 to 10 years. Following this period, they enter their mature stage and can enjoy a lifespan of up to 200 years.

SLITHER NAMES

To distance themselves from the influence of the Dragsa, they started developing their own language, incorporating words from their social surroundings—they began communicating with other intelligent marine inhabitants. This led to the formation of a distinct dialect, characterized by its melodic and rhythmic nature, and distinctive tonal quality.

Examples of female names: Itzel, Citlali, Yaretzi, Nahima, Utzil, Ichel, Yalitzá, Balame, Lemate.

Example of male names: Cuzán, Ahki, Inichm, Balam, Tzul, Itzam, Uzzie, Kanek, Kuzan, Tzymel.

Examples of surnames: Cocom, Ekek, Chi, Canul, Pech, Tun, Kaulil.

TRAITS

Your Slither character has a variety of natural abilities—the result of Dragsa experiments and their unique culture.

ABILITY SCORE INCREASE

Your Dexterity score increases by 2, and your Wisdom score increases by 1.

AGE

Slithers can reach physical maturity at about the same age as humans, but they are able to postpone it with certain herbs. They live for around 200 years.

SIZE

While on land, Slithers appear to be slightly shorter than humans, averaging 4–5 feet. But if they stretch their tail, they can be almost twice as long. Slithers weigh between 150 and 190 pounds. Your size is Medium.

SPEED

Your base walking speed is 30 feet, and you have a swimming speed of 30 feet.

AMPHIBIOUS

You can breathe air and water.

DEEP OCEAN CREATURE

You possess the ability to withstand freezing temperatures, making you resistant to cold damage even in the most unforgiving ocean depths.

SLIPPERY SKIN

You have advantage on saving throws against being grappled or restrained.

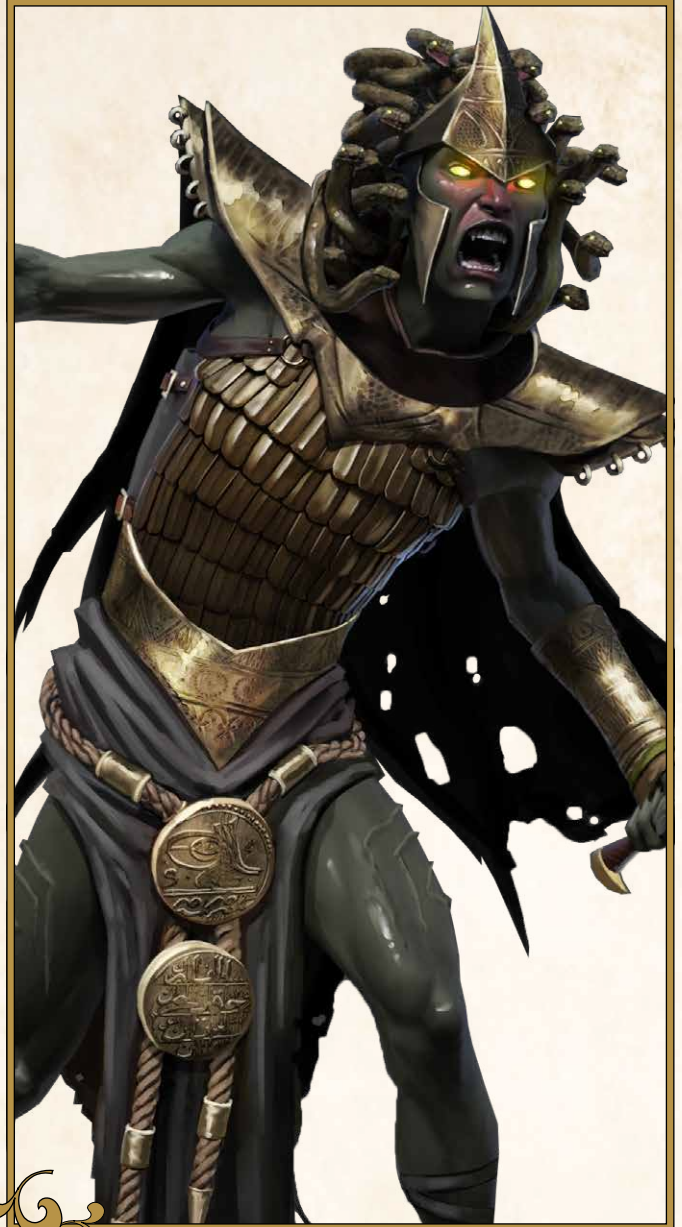
WATER TRANCE

While being submerged in water, you can enter a semiconscious state, called “Water Trance,” for 4 hours a day. While resting in this way, you gain the same benefit that other races do from 8 hours of sleep, and you can move up to half of your swimming speed. It counts as a long rest and shares the same daily restrictions.

Meanwhile, whenever you perform a long rest on the land, you suffer 1 level of exhaustion at the end of it. You can recover from this exhaustion only through magic, using Water Trance, or by drinking several amounts of water required daily by humans.

LANGUAGES

You can speak, read, and write Common and Aquan. Your speech is fluent and melodic, resembling the humming of the waves.



MEDUSAS

Little is known about this race. They were too hard to control, so they rebelled as one of the first and later helped to liberate the Slithers. They also aided in the creation of Encura. Nevertheless, after these events, they disappeared from the records of history. At present, and only on rare occasions, they can be seen in settlements or as travelers hiding their identities. Except for their heads, they are quite similar to humans in both size and build. They prefer long cloaks with hoods that can hide their features. Apart from that, they try to wear what is best to blend in.

ALMOST HUMAN

A member of the Medusa race appears quite similar to humans. They share the same physical characteristics, like height, weight, or even diverse skin colors. It makes it literally impossible to distinguish them from humans, especially when they are young and have no snakes on their heads. However, as they enter puberty, a significant transformation occurs—snakes begin to grow from their scalp, gradually replacing their hair. These “serpentine locks” become a distinctive feature of Medusas, giving them a unique and unmistakable appearance. The number, size, and color of these snakes can vary among individuals, but they are not mere decorations—Medusas can not only see with their eyes, but also control their movements.

FIRST AND IMPERFECT

The emergence of the Medusas from Dragsa laboratories marked a key moment in the history of that country. They were the first beastkin, created long before people started to even use that term. Dragsa mages designed them with a unique blend of magic and combat skills. Although Medusas did not inherit the venom or scales for which the mages had hoped in the early days of the experiments, they still proved a formidable force on the battlefield. They had predatory instincts making them quickly gain mastery of fighting, the ability to freeze enemies' movements, and an unexpected talent with illusion magic, setting them apart as powerful assets to support human armies. Maybe even a bit too powerful given their nature. Contrary to what the Dragsa expected, Medusas lacked a sense of loyalty and even had problems with proper teamwork. Instead, they possessed a strong sense of independence. This innate individualism likely led them to question their role and purpose in the service of the Dragsa and disobey orders from superiors. No need to say that it did put them at odds with the Dragsa's expectations of complete obedience.

DYING RACE

Lack of experience in mixing different life forms using Roots of Life led to one more unexpected result. Medusas cannot procreate with their own kind. No living offspring were born when both parents were Medusas, making it impossible for them to sustain their population. They need to seek partners from other races to produce children. It was not a problem when they were serving under the Dragsa, but after they rebelled, reliance on external partners made them constantly teetering on the brink of extinction.

Moreover, children born to such mixed couples do not always inherit their Medusa characteristics. Till they reach puberty and undergo transformation, even the Medusa parent is not sure whether their child will share the fate of their race or not.

ELUSIVE HERMITS

Nowadays, encountering a Medusa is a rarity, reserved for those who venture far from the beaten paths of civilization or who happen upon remote settlements. Years of facing danger and persecution have instilled a guarded nature within the Medusas. They are cautious about revealing their true selves and tend to keep their presence and intentions hidden from prying eyes. Trust is a precious commodity for them, and they only share their secrets with those they deem truly worthy. Their history shaped a lifestyle that tends to minimize interaction with larger communities. Maybe because of that they are usually not very talkative. They often choose to reside in secluded or hidden locations, away from prying eyes. It allows them to engage in their magical studies, refine

their illusionist abilities, or just live in relative peace. If they need to visit populated places, they try to be inconspicuous—wearing clothing that helps them blend seamlessly into the environments they traverse. That elusive nature often results in them mastering the art of disguise. Medusas prefer to be cloaked in long garments and hoods that veil their distinctive features whenever they are not hiding them with illusions.

MEDUSA NAMES

The years of blending and hiding among other cultures have made them not very particular about names. They usually adopt names appropriate to the culture surrounding them. Some say they tend to favor names with sibilant sounds, but given Medusas' rarity, it's challenging to confirm this.

ABILITY SCORE INCREASE

Your Charisma score increases by 2, and your Dexterity score increases by 1.

AGE

A Medusa's age is very hard to determine. They reach physical maturity at about the same age as humans, and till that point, they are indistinguishable from them. Nobody has ever seen an old Medusa, so their life expectancy is unknown.

SIZE

Medusas are very similar to humans in build and height, reaching 4–5 feet on average. Your size is Medium.

SPEED

Your base walking speed is 30 feet.

MANY EYES

Your field of vision includes not only what you see with your human eyes but also with snakes.

You have advantage on saving throws against being charmed or blinded, and surprise attacks can only be made by opponents who are invisible or by magically blocking your vision.

DARKVISION

Using your snakes' vision, you can see in the dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. Just like snakes, you can't discern color in the darkness, but you have an easier time discerning living beings by the heat they are emitting.

NATURAL TALENT FOR ILLUSION

You know the Minor Illusion cantrip. Once you reach the 3rd level, you can cast the Disguise Self spell once as a 2nd-level spell. You must finish a long rest to cast this spell again with this trait. Charisma is your spellcasting ability for the spell.

PARALYZING GAZE

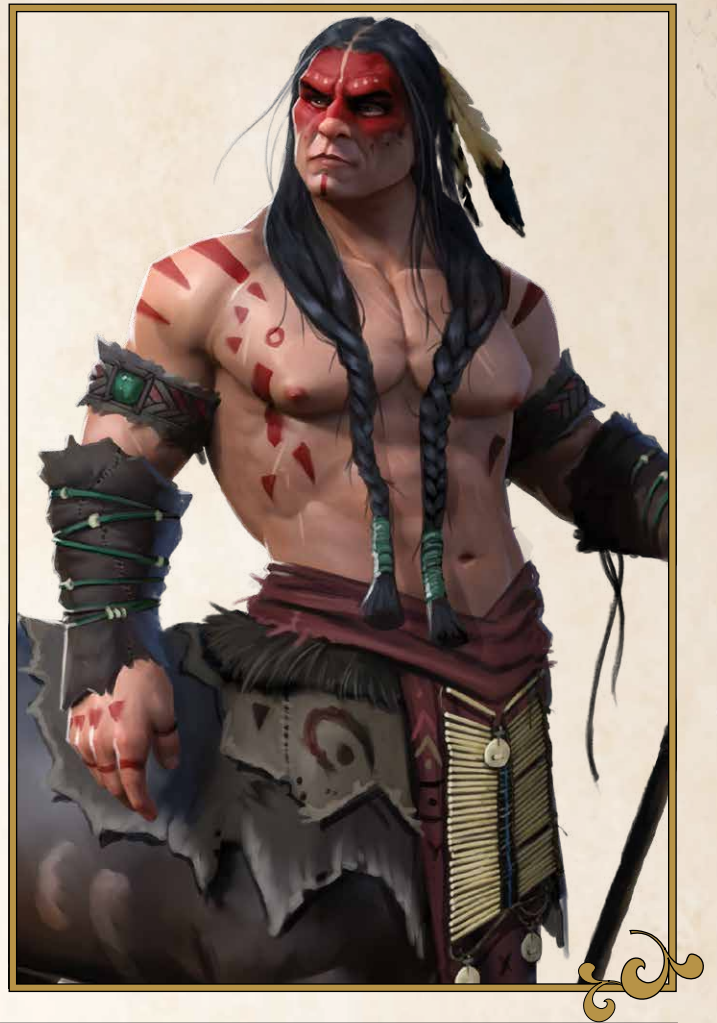
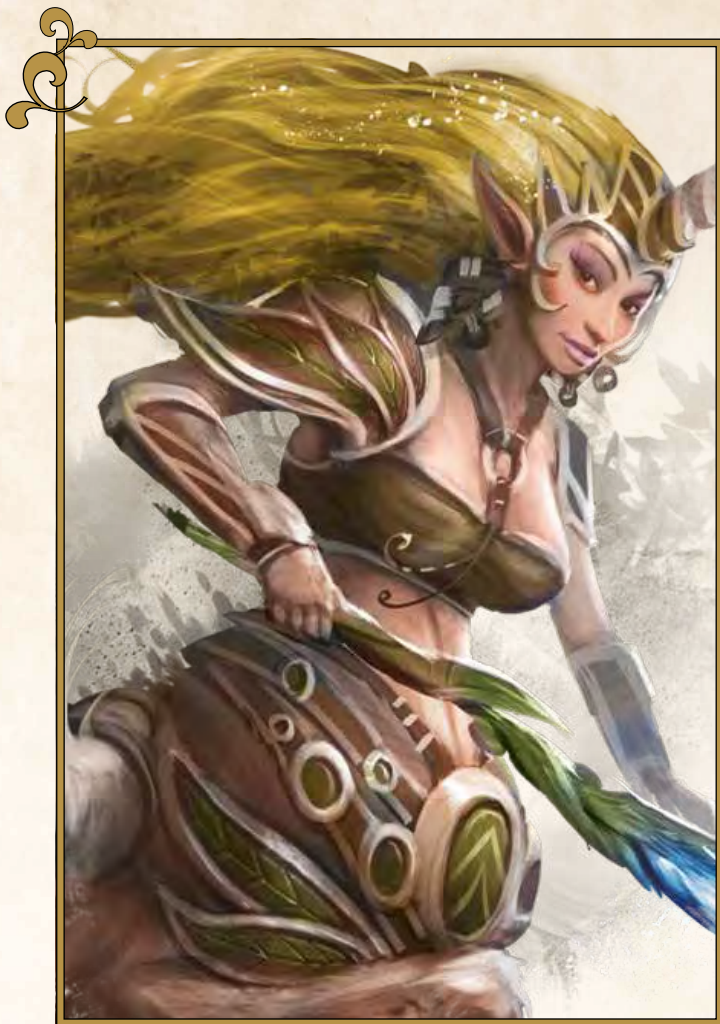
As a bonus action, you can target a creature within 60 feet. If the target is able to see you, they must make a Wisdom saving throw with a DC equal to 8 + your Proficiency Bonus + your Charisma modifier. Failure results in the target becoming paralyzed until the end of the creature's next turn.

You must finish a short or long rest to use this trait again.

LANGUAGES

You can speak, read, and write Common and two extra languages of your choice. Medusas have really long lives during which they can learn many things about the world, including how other peoples talk.. They typically blend into human societies and learn the languages of other groups they deal with, including obscure dialects. They are very peculiar about speech and usually don't use language till they fully master it.





KUTAUURI

First, you hear them, the steadily growing sound resonating through the air. The vibrations of the earth beneath your feet as they draw closer, the rhythmic pounding of hooves bringing the fight to you. Though outside the Banewood Asylum, the Kutura are thought of as little more than mindless beastkin, they are a race of survivors. Relentless in their search for freedom—whether it is by spilling the blood of the slavers or building a better world in the sanctity of the forest.

HALF-HUMAN, HALF-HORSE

The lower half of a Kutura's body is that of a majestic horse or a similar equine being. However, from the withers up, where a head would conventionally crown their form, their physique seamlessly transitions into a humanoid torso. Their facial features and upper torso bear a striking resemblance to those of humanoid races, though some say they see subtle traces of their non-humanoid lineage.

BEASTKIN MADE TO SERVE

At the beginning of their unholy inception, the race was very uniform. They were meant as a mix between farm horses and loyal human servants. They worked the fields and the mines, with a few here and there sent to help with heavy construction. Their strength and efficiency were valued the most, and you can find it in their genes: Kutura gain muscle mass easily, tower over people, and can lift more than their own weight. If you encounter one with darker, thicker hair and short coat, you could trace their ancestry to the class of laboring slaves.

TAINED BY HUMAN ASPIRATIONS

While they vary more in looks nowadays, this was not always the case. As time passed and creating beastkin moved from purely economical purposes to entertainment, some Kutura were created specifically for racing. Their more delicate build made them much faster runners but brought forth an unexpected array of health issues. Those who made it safely out of race tracks, or even those whose parents were used for sport, often have respiratory issues and are especially prone to

infections. It's not uncommon to see smaller Kutauri limping or unable to walk without support due to damage to the sacroiliac joint—the joint between their hind legs and spines. Finally, some of the Kutauri were created for aesthetics. Though those traits are fairly rare in Banewood Asylum, as Dragsans are fond of their treasured pets and protect them well, it's not impossible to spot a Kutauri with unusual coloring or traits.

Personally, I've met a rather charming Kutauri female with beautiful, rose-gold coat and hair. A couple of decades ago, it was popular amongst the mightiest of noble houses of Dragsa to keep albino beastkin and trade them as favors. As the rumor goes, Harrat Wing managed to save some of them.

BANEWOOD ASYLUM

The Kutauri were the first race to rebel against Dragsan oppression. Nowadays, it's rare to see a Kutauri outside the boundaries of the Banewood Asylum, where they settled after gaining freedom. Over the years, their society divided into two distinct groups—the Harras, focused on protecting nature, and the military group, the Harrat Wing. The latter grows bolder and bolder in its raids on the Dragsa each year. Harras, a much more peaceful community of the Kutauri, have settled in Bane's Glade and turned it into a safe haven for those seeking shelter and family. The forest itself reflects the duality of its people.

The easiest way to differentiate between a friendly Kutauri and an incoming death sentence is to look at their hair and faces. The peaceful folk inhabiting Bane's Glade tend to wear their hair long and loose, oftentimes adorning it with flowers and beads. The members of the Harrat Wing are more practical; they either keep their longer hair in tight braids, reinforced with thorny vines, or chopped short. However, if one encounters a Harrat Wing warrior, the most striking feature would be the war face paint.

KUTAURI NAMES

During their years in the Banewood Asylum, the Kutauri have assimilated many ideas and philosophies from the surrounding tribes and intelligent species. Among them was the idea of giving names later life. Because of that, the most important day for a Kutauri is when they get their True Name. Before that, their families use a different one called a Child's Name.

Kutauri Female Names: Aponi, Byali, Charina, Dalita, Folessa, Kakaneka, Mansi, Nekato, Orheona, Sipha, Taima, Wenna, Wakima, Vilmali, Yerati, Yana.

Kutauri Male Names: Aponu, Bayou, Charnu, Eritu, Dalinua, Nekou, Mandou, Morua, Nushua, Folssau, Kodau, Taimou, Wennua, Panitanu, Wakamau, Yaranu, Yarua.

TRAITS

Your Kutauri character has a variety of natural abilities—the result of their unique anatomy.

ABILITY SCORE INCREASE

Your Strength or Dexterity score increases by 2, and your Constitution score increases by 1.

AGE

The Kutauri mature very quickly, gaining bodies similar to adults in just three years. But the matter of maturity is treated individually, and the most important day for a Kutauri is when they get their True Name. Though they have a similar lifespan to humans, their lives are often cut short. In captivity, they are lucky—or rather, unlucky—to make it past their prime years. Disease and consequences of hard labor claim their lives at the age of around 30–35 years. The Kutauri used in races can expect to die or be put down even sooner than that. Even the prized pets don't live longer than 40 years. In the wild, the Kutauri have a chance to live up to 90–100 years, enjoying their retirement.

SIZE

As a Kutauri, your height averages between 5 and 7 feet, while your equine body reaches 4 feet in length. Your weight can range between 800 and 1600 pounds. Because your upper, humanoid torso maintains proportions comparable to other humanoid races, your size is considered Medium with a few changes. Your carrying capacity is double that of a Medium creature, and your demand for food and water is four times higher. Whenever tests involved in push or drag are made, your size is treated as Large.

SPEED

Your base walking speed is 40 feet.

EQUINE LEGS

Your movement speed is not reduced by difficult terrain, but any climbing involving the use of both hands and feet is a challenge for you. Because of that, each foot of movement during such a climb costs an additional 3 feet, as opposed to the typical 1 extra foot.

RIDERLESS RIDERS

You cannot use mounts, but you can take the Dash action as a bonus action.

HOOF KICK

As your feet are natural melee weapons, you can attack with them. Whenever you kick with your hooves, the target takes bludgeoning damage equal to 1d6 + your Strength modifier. You are proficient with them.

CHARGE

If you move at least 30 ft. straight toward a target and then hit it with the Hoof Kick attack on the same turn, the target takes an extra 1d6 damage. If the target is a creature of Medium or smaller size, it must succeed on a DC 10 + your Strength modifier saving throw or be knocked prone.

LANGUAGES

You can speak, read, and write Common and two extra languages of your choice. The Kutauri have built their culture from scratch, and they haven't developed their own language yet. Still, they have ways of communicating with the nature that now surrounds them.





CREATURES BY REGIONS





DENSE FORESTS

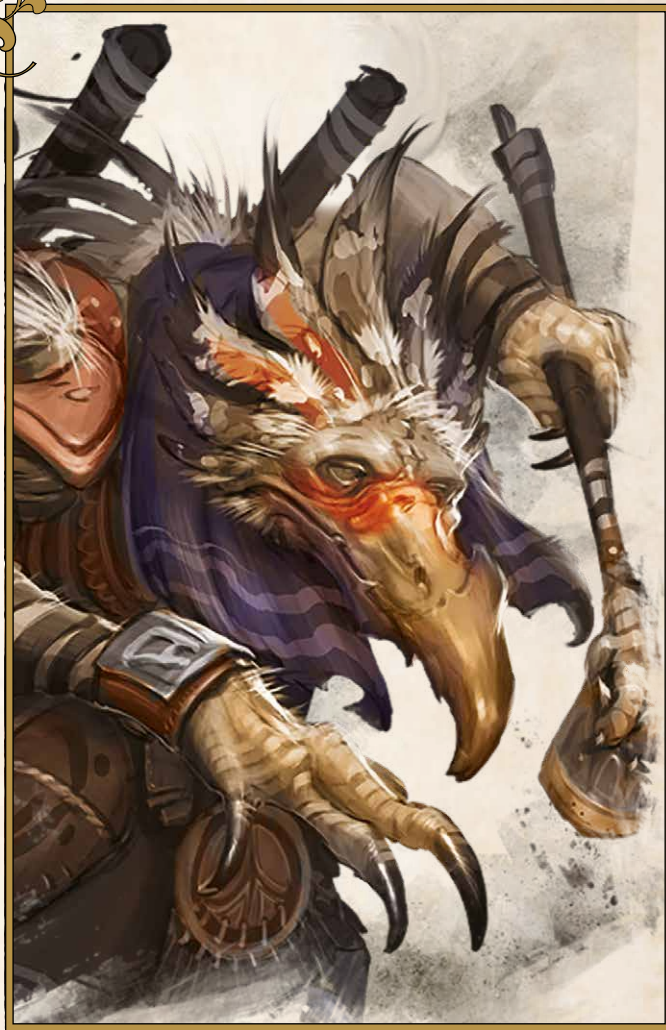


Rookery of Kril

Tribal bird-people that live in dense and old forests. They create small tribes and live peacefully, avoiding any outsiders. But if outsiders interfere with their matters, they mercilessly deal with anyone disturbing their lives. This earned them the label of savages, scaring away most humans from their territories. At least the ones without armies.

Kril settlements are called Kril Rookeries. Each of them has its own name referring to something special that happened when it was founded but of course, it is in their tongue. I tried what I could, but I was unable to grasp even the faintest glimpse behind their meanings. They have quite normal, though primitive, wooden houses so the term 'nest' doesn't qualify here. They can be spotted near the mountains, but to my knowledge, they are not very fond of chill at their peaks. They go there only during some rituals and rites of passage for young shamans. In Deuslair they are mostly seen near one of the central mountains in Kallonia, called Truncantop. During my journey, I met a few of them, and they were surprisingly civil people. If not for their "birdy looks" and tattered clothes, you could mistake one for a banished noble or a wandering merchant.

Elder Kril. That is the title given to the highest-ranking shamans of the Kril race. They are very sparse with words, preferring to listen. One thing is certain, though. They are great magicians. When our convoy got attacked, one Elder Kril—who was my guest at the time—offered to deal with the attackers. It was truly a sight to behold. In one moment, the clothed humanoid bird next to me turned into a towering giant that stood over the poor bandits. While many ran in panic immediately, a few assaulters proved to have some guts and tried to attack him. In vain. Neither their swords nor arrows were able to hit his real body, as they were only brushing past the imaginary form created by his spell. That was when he poured his magic into the nearby plants and entrapped the bandits with overgrown vines. Poor souls. While



his help was more than welcome, their dying screams are one of the few things I would wish to forget.

The Kril abide by their own moral code. It does not follow our common sense, so their actions can seem very unorthodox to us, civilized people. Personal debts and promises are held incredibly high, while mercy for those they deem unworthy is nonexistent. Same with the guilt for their actions. While in a group, they protect the leader, usually a shaman, with their own bodies if needed. Yet, if they see too many of their people injured or dead, the leader stops the fight to retreat or surrender. It seems like they do not hold grudges, as I've never heard of them taking revenge on anyone. Almost creepily, they just seem to accept death as a natural flow of life—be it a natural death or not.

KRIL

Medium humanoid, neutral

Armor Class 13 (hide armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Wis +4, Cha +3

Skills History +3, Insight +4, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The Kril spellcasting attribute is Charisma (save DC 11, +3 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

at will: *Thaumaturgy*, *Poison Spray*

2/day each: *Illusory Script*, *Silent Image*

1/day each: *Cloud of Daggers*, *Plant Growth*

ACTIONS

Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Overgrown Arm. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 3) bludgeoning damage.

ELDER KRIL

Medium humanoid, neutral

Armor Class 11 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	14 (+2)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Wis +6, Cha +7

Skills Arcana +5, Deception +7, History +5, Insight +6, Perception +6, Religion +8

Condition Immunities blinded, charmed

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Elvish, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The Elder Kril's spellcasting attribute is Charisma (save DC 15, +7 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

at will: *Animal Friendship*, *Animal Messenger*, *Tongues*, *Thaumaturgy*, *Silent Image*

3/day each: *Barkskin*, *Hallucinatory Terrain*

2/day each: *Counterspell*, *Dispel Magic*, *Plant Growth*, *Phantasmal Killer*

1/day each: *Wall of Thorns*, *Mislead*

Illusory Form. The Elder Kril can increase their size to become as tall as a small tree (Huge). The change is entirely illusory, so the statistics do not change. Before attacking the Elder Kril for the first time in your turn, make a Wisdom (Perception) check against the spell's save DC 15. If you do not succeed, you gain disadvantage on attacks against the Elder Kril during this turn. This effect does not activate if your character benefits from truesight or similar effects.

ACTIONS

Ghost Assault. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. Hit: 11 (1d10 + 6) psychic damage. A creature hit by it must succeed on a DC 16 Wisdom or Charisma saving throw or be pushed 10 feet directly away from the caster.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage. The quarterstaff is a magical weapon.

Protective Charm (1/day). The Elder Kril can pluck out one of their feathers and imbue it with their magic to create a protective charm for a creature of their choice. The charm has three charges, and as long as that creature carries the charm, it can do one of the following: absorb up to 15 damage dealt by any spell or gain advantage on the saving throw against magical effects. The charm breaks down if the number of charges reaches zero.

BONUS ACTIONS

Cursing Enemies. Place a curse on a creature that you can see within 60 ft. range. Until the curse ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast it. The target has disadvantage on ability checks made with the chosen ability. The effects last until the Elder Kril dispels the curse, dies, or the target goes out of range. Only one creature can be affected by it at a time.

LEGENDARY ACTIONS

The Elder Kril can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Elder Kril regains spent legendary actions at the start of their turn.

Attack. The Elder Kril makes one attack.

Spell (2 Actions). The Elder Kril casts a spell.



Yv'anda Dryads

Yv'anda are Dryads clans from the Kallonia continent. They were present way before the first humans started walking these lands. Preserving nature. Such a small event as the rise of the human empire on their continent is not enough to change their old ways.

It might sound a bit harsh, but a typical Yv'anda member can be described as a blend of a druid and a primitive bandit in their appearance. Their clothing consists of armor crafted from durable materials found in nature, like wood and animal skins, which is passed down through generations. At least, that is what it looks like. In regions with colder climates, they may also don cloaks to protect themselves. However, after years of infusing their bodies with magic, they have gradually developed resilience to weather changes. As a result, the Yv'anda have become progressively immune to the whims of nature, which enables them to endure the cold of winter or the scorching heat of summer with relative ease. It also helps them to become attuned to the rhythms and cycles of the environment, aligning them harmoniously with the ebb and flow of the seasons.

The forests of Kallonia are the domain of the Yv'anda. They are the most numerous in the Banewoods, but you can find them in any of the old woods of that continent. Because of that, they often get into fights with small villages living off cutting trees. What is normal for humans can be seen as very detrimental to the forest in the eyes of the Dryads, so the conflict arises naturally. Still, in the contrast to Dryads, from other regions, they can be reasoned with. It is unknown if they live in obscure shacks in the woods or have some kind of villages hidden in the deeper parts of old woods. At least none of the humans know of any. But during my travels, I encountered several individuals claiming to

have been nurtured back to health in their enclaves. They said they were blindfolded whenever they moved outside, so none knew anything about the location or the size of their dwellings, but from what they saw inside Dryad houses, it seems that the Dryads only use the most necessary items, many of which are claimed from other races. Though saying “other races” might be misleading here.

New members are recruited from all races—as long as the creature's heart truly loves nature and wants to protect it—as they claim. In return, they share magical secrets only known to them and even extend the lives of their members. Some even attain a state of utter harmony with nature and become spirits harnessing its power. Still, most of them are just flesh-bound mortals far from these mythical figures.

Their worldview is quite passive, and while they stand in opposition to the Fortress of Dragsa, they are not openly attacking them. At least so long as the Dragsa bring no harm to their forests. In the civil war brought by the beastkin, they decided to shelter all beastkin refugees. While their stance remains unchanged and supposedly neutral, their influence is surely one of the main reasons for the stalemate on the continent. Otherwise, the beastkin revolution wouldn't have lasted so long.

Ancient Dryads are the leaders of the Yv'anda clan. Throughout their long lives they have amassed great knowledge and power. While in the long past, they were mere members of the Yv'anda clan, now they are beings that surpassed the boundaries of their weak flesh. After a lifetime of protecting nature, they have become one with it as spirits commanding nature itself. With their magic, they can freely control plants and communicate with animals. Entangling enemies with tree roots, blocking their paths, or protecting allies with sudden vine overgrowth is but the gist of what they are capable of. What's worse, it is not limited to their surroundings. So, as long as you are in their forests, you will not be able to escape from their grasp as the path will change, and the watchful eyes of forest creatures will follow you.

Although their magical prowess and centuries of experience make them a threat on their own, they hardly ever work alone. Most of the time, you can see them as commanders of younger Dryad scouts or other formations. Truly, not the kind of beings you want as enemies.

Yv'anda Armored Warriors. As the war with the Dragsa claimed more and more of the clan's members, the Dryads came up with new ways to counter Dragsa's armies—armored warriors born from the Yv'anda clan's magical secrets and the ideas of another member of the Redoe Alliance, the Rashers tribe. Using the power of nature and ancient knowledge, the Dryads have created a hybrid between one of their own and a wooden golem. Such armored warriors stand as protectors of nature, with the ability to control plants and to shapeshift. They can entangle enemies with roots and block their paths.



YV'ANDA MEMBER

Medium humanoid (any race), any alignment

Armor Class 12 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	10 (+0)	15 (+2)	9 (-1)

Skills Medicine +4, Nature +2, Perception +4, Stealth +6

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 1 (200 XP)

Spellcasting. The Yv'anda Member is a 3rd-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They have the following druid spells prepared:

Cantrips (at will): *Druidcraft*, *Shillelagh* (can be cast on the Short Sword)

1st level (3 slots): *Entangle*, *Speak with Animals*, *Thunderwave*

2nd level (2 slots): *Animal Messenger*, *Barkskin*

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 8 (1d8 + 4) slashing damage with shillelagh.

Bow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

YV'ANDA ARMORED WARRIOR

Large monstrosity (any race), any alignment

Armor Class 18 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	17 (+3)	8 (-1)	16 (+3)	9 (-1)

Saving Throws Str +3

Skills Medicine +5, Nature +1, Perception +5, Stealth +6

Senses passive Perception 15

Languages Druidic plus any two languages

Challenge 3 (700 XP)

Spellcasting. The Yv'anda Armored Warrior is a 3rd-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They have the following druid spells prepared:

Cantrips (at will): *Druidcraft*, *Shillelagh* (can be cast on the Sword Arm)

1st level (3 slots): *Entangle*, *Speak with Animals*, *Thunderwave*

2nd level (2 slots): *Animal Messenger*, *Heat Metal*

Magic Resistance. The Yv'anda Armored Warrior has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Yv'anda Armored Warrior makes two Sword Arm attacks, or one Sword Arm attack and one Vine Strike.

Sword Arm. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) slashing damage, or 8 (1d8 + 4) slashing damage with shillelagh.

Vine Strike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) slashing damage. The target is grappled (escape DC 14) if the Yv'anda Armored Warrior isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of their turns.

ANCIENT DRYAD

Medium fey (any race), any alignment

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	12 (+1)	20 (+5)	12 (+1)

Saving Throws Wis +8

Skills Animal Handling +11, History +7, Medicine +8, Nature +7, Perception +8

Condition Immunities blinded, charmed, restrained

Senses passive Perception 18

Languages Druidic plus any two languages

Challenge 6 (2,300 XP)

Spellcasting. The Ancient Dryad is an 11th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). They have the following druid spells prepared:

Cantrips (at will): *Druidcraft, Dancing Lights, Shillelagh*

1st level (4 slots): *Faerie Fire, Thunderwave, Fog Cloud, Goodberry*

2nd level (3 slots): *Animal Messenger, Heat Metal, Enhance Ability, Barkskin*

3rd level (3 slots): *Plant Growth, Dispel Magic*

4th level (3 slots): *Confusion, Hallucinatory Terrain, Locate Creature*

5th level (2 slots): *Mass Cure Wounds, Greater Restoration*

6th level (1 slot): *Wall of Thorns*

Tree Stride. Once on their turn, the Ancient Dryad can use 10 ft. of their movement to step magically into a living tree within their reach and emerge from another living tree within 60 ft. of the first one, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

Speak with Beasts and Plants. The Ancient Dryad can communicate with beasts and plants as if they shared a language.

Magic Resistance. The Ancient Dryad has advantage on saving throws against spells and other magical effects.

ACTIONS

Vine Strike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 12 (2d8 + 3) slashing damage. The target is grappled (escape DC 14) after the attack. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of their turns. The Ancient Dryad can grapple up to two creatures at the same time.

LEGENDARY ACTIONS

The Ancient Dryad can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Ancient Dryad regains spent legendary actions at the start of their turn.

Attack. The Ancient Dryad makes one attack.

Spell (2 Actions). The Ancient Dryad casts one spell.





Ancient Protectors

The Ancient Protectors stand as stalwart guardians, bound by their eternal duty to safeguard the delicate balance of nature and preserve the sacred essence of magic in its purest form.

While neutral at first, Fey from the Kallonia decided to join the Redoe Alliance after witnessing what Dragsa created with their newfound magic. They never named themselves in the tongue of mortal races, but the people of the Alliance started to call them the Ancient Protectors. United by a shared purpose, they work tirelessly to counteract the destructive ambitions of the Dragsa and safeguard the natural way of magic. Through their combined efforts, they strive to maintain harmony between the mortal and the magical realms, ensuring that the beauty and power of nature endure for generations to come. As they march forth, the Ancient Protectors embody the spirit of nature and the way of the Fey as a living example, a beacon of hope for those who revere the magic that flows through the natural world.

The Fey Queen. This group is led by an enigmatic figure, one all refer to as The Fey Queen. According to legends, she is a being of immense power and wisdom, a force to be reckoned with. It is through her guidance and unwavering dedication to defend the natural world that the Ancient Protectors find their purpose and strength. The Fey Queen is said to possess an unparalleled mastery over the element of ice, wielding its chilling powers with grace and precision. Her command over the forces of nature and her deep connection to the Feywild imbue her with an ethereal presence that commands respect and awe.

The Knight of Fey. At the Queen's side, both as her right hand and personal guard, stands the devoted Knight—a warrior of unmatched skill and loyalty. This valiant knight serves as a direct extension of the Queen's will, executing her commands with unwavering resolve. Clad in armor adorned with symbols of nature and wielding weapons honed by ancient magic, the Knight of Fey stands as a stalwart defender of the natural order.

The Stone Wards. In their tireless efforts to thwart the machinations of Dragsa, the Ancient Protectors utilize a formidable asset known as the Stone Wards. These powerful golems, created under the careful guidance of the Fey Queen, are imposing guardians animated from the very earth itself. Crafted with intricate magical formulas and infused with the essence of nature, the Stone Wards stand as unwavering sentinels.

KNIGHT OF FEY

Medium humanoid (fey), lawful neutral

Armor Class 19 (studded leather, shield)

Hit Points 130 (20d8 + 40)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Str +4, Con +5, Wis +4, Cha +6

Skills Arcana +4, Investigation +7, Perception +4, Stealth +8, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Umbral

Challenge 6 (2,300 XP)

Fey Ancestry. The Knight of Fey has advantage on saving throws against being charmed, and magic can't put her to sleep.

In Tune with Magic. The Knight of Fey has advantage on Intelligence (Arcana) checks made to know about magical paths, shadow roads or magic spells or items within a one-mile radius of her. If the magic is exceptionally potent, she might sense it from an even greater distance.

Speak with Beasts and Plants. The Knight of Fey can communicate with beasts and plants as if they shared a language.

Innate Spellcasting. The Knight of Fey's innate spellcasting ability is Charisma. She can cast the following spells innately, requiring no material components.

3/day: *Misty Step*

ACTIONS

Multiattack. The Knight of Fey makes two Spear attacks.

Spear. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 9 (2d8) radiant damage.

REACTIONS

Protector. Whenever the Knight of Fey's ally that is within 20 ft. is attacked, the Knight can use her reaction to fly a short distance to either take all the damage or make a melee weapon attack.

FEY QUEEN

Medium humanoid (fey), lawful neutral

Armor Class 12 (15 with mage armor)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	14 (+2)	17 (+3)	19 (+4)

Saving Throws Dex +6, Wis +7, Cha +8

Skills Arcana +6, Perception +7, Persuasion +8, Stealth +6

Damage Immunities cold

Condition Immunities charmed, petrified, unconscious

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Umbral, telepathy 120 ft.

Challenge 9 (5,000 XP)

Magical Defense. The spell mage armor is always active on the Fey Queen and if she fails a saving throw against a spell or magical effect, she can choose to succeed it instead by spending a spell slot of 4th level or higher.

Speak with Beasts and Plants. The Fey Queen can communicate with beasts and plants as if they shared a language.

In Tune with Magic. The Fey Queen has advantage on Intelligence (Arcana) checks made to know about magical paths, shadow roads, or magic spells or items within a one-mile radius of her. If the magic is exceptionally potent, she might sense it from an even greater distance.

Spellcasting. The Fey Queen is an 11th-level spellcaster. Her spellcasting ability is Charisma (save DC 16, +8 to hit with spell attacks). She knows the following spells and can cast them requiring no material components:

Cantrips (at will): *Blade Ward, Druidcraft, Friends, Message, Ray of Frost*

1st level (4 slots): *Mage Armor, Command, Goodberry, Faerie Fire*

2nd level (3 slots): *Misty Step, Enthrall, Hold Person*

3rd level (3 slots): *Sleet Storm, Hypnotic Pattern*

4th level (3 slots): *Confusion, Dimension Door, Greater Invisibility, Ice Storm*

5th level (2 slots): *Dominate Person, Hold Monster, Cone of Cold*

6th level (1 slot): *Freezing Sphere*

ACTIONS

Frost Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage plus 14 (4d6) cold damage.

BONUS ACTIONS

Leadership (recharges after a Short or Long Rest).

The enchantress can utter a special command or warning to a creature she can see within 30 feet of her. The creature must not be hostile to the enchantress, and it must be able to hear her command (which is inaudible to all but the target creature). For 1 minute, the creature adds a d4 to its attack rolls and saving throws. A creature can benefit from only one enchantress's Leadership at a time. This effect ends if the enchantress is incapacitated.

LEGENDARY ACTIONS

The Fey Queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Fey Queen regains spent legendary actions at the start of its turn.

Cantrip. The Fey Queen casts a cantrip.

Spell (Cost 2 Actions). The Fey Queen casts a spell.

Animate Stone (Cost 3 Actions). Create a Stone Ward. You can only use this action again on the round following the destruction of the Stone Ward you previous created with this action. Each subsequent Stone Ward has its maximum Hit Points reduced by half compared to the previous one.



STONE WARD

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Immutable Form. The Stone Ward is immune to any spell or effect that would alter its form.

Magic Resistance. The Stone Ward has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Stone Ward's weapon attacks are magical.

ACTIONS

Multiattack. The Stone Ward makes two Slam attacks, one of which can be replaced by Hurl a Rock attack.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Hurl a Rock. The Stone Ward takes a part of its body and hurls it at a nearby target. Make a Ranged Weapon Attack: +3 to hit, range 60 ft., one target. Hit: 14 (4d6) bludgeoning damage.

Shaking the Ground. The Stone Ward strikes the ground with its fist, triggering a small shockwave. All creatures touching the ground in a 30-foot cone must make a DC 15 Strength saving throw. On a failed save, the creature takes 15 (3d6 + 5) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

REACTIONS

Crushing. When the Stone Ward is reduced to less than 30 Hit Points, it can dash at a target within 30 feet of it and then crumble into a pile of rocks, while burying the target underneath it. The Stone Ward's Hit Points are reduced to zero, and the target must succeed on a DC 15 Dexterity saving throw or take 21 (6d6) bludgeoning damage and be knocked prone and immobilized. The buried target is restrained and unable to stand up. The target can take an action to make a DC 12 Strength check, ending both effects on a success.



Wolfrake

An immensely aggressive creature, combining the traits of a wolf and a dragon. It only leaves a trail of destruction in its wake.

An experiment that fled the laboratories. Though Dragsa vehemently deny any connection to this abomination, the evidence clearly points to what really happened. The escape of this monstrous entity from the depths of Dragsan laboratories has left a trail of devastation in its wake, instilling fear in the hearts of those who dare to speak about it. Eyewitness accounts paint a vision of the horrors, describing a creature of grotesque form. From what I could gather between nonsensical mumbling, it combines the fierce characteristics of a wolf and the fearsome might of a dragon.

Manifestation of destruction. That's how people describe its actions. Its predatory instincts seem to be honed to perfection, matched only by its physical attributes. Razor-sharp teeth

gleaming like daggers complement its vicious claws, capable of making even the sturdiest of defenses seem like paper. Adding to its formidable arsenal, the creature possesses the ability to breathe scorching flames, reducing everyone to mere ash. What's worse, it has a keen sense of smell that it uses to hunt down its prey. The best chance of survival is to hide and hope that it will find another victim today. So far, anyone who has encountered it face to face and who looked it in the eye has not lived to share their story. Those who observed it from hiding witnessed their fellow kin being swallowed whole and disappearing into the creature's belly.

For the Wolfrake's existence serves as a reminder of the perilous boundaries that were crossed and the consequences of meddling with powers that should not be touched. As the tales spread and the legends grow, the fearsome amalgamation of a wolf and a dragon remains a haunting symbol of the dangers that lie within the shadows, a constant reminder of the unfathomable nightmares that can be unleashed when boundaries are breached and the unthinkable becomes a reality. Who knows what else awaits in the depths of Dragsa laboratories?

WOLFRAKE

Large dragon, chaotic

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	12 (+1)	11 (+0)	19 (+4)

Saving Throws Dex +6, Con +8, Wis +4, Cha +8

Skills Perception +8, Stealth +6

Damage Immunities blindsight 30 ft., darkvision 120 ft., passive Perception 18

Senses passive Perception 18

Languages Common

Challenge 10 (5,900 XP)

Keen Hearing and Smell. The Wolfrake has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Dragon Scales (2/day). If the Wolfrake fails a saving throw against a magical effect or spell, or is dealt more than 40 damage from a single spell, it can negate this outcome by absorbing the magic into its scales and then discharging it into a magical shockwave. Each creature within 60 feet must make a DC 15 Constitution or Dexterity saving throw, taking 22 (4d10) fire damage and being pushed 20 feet on a failed save or half as much damage on a successful one. After using this ability, the Wolfrake skips its next action during its turn and takes 11 (2d10) points of damage. It can still take a legendary action during

that turn.

ACTIONS

Multiattack. The Wolfrake makes two attacks: one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 17(2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Full Fire Breath (Recharge 5–6). The Wolfrake exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. It ignites flammable objects in the area that aren't being worn or carried.

LEGENDARY ACTIONS

The Wolfrake can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Wolfrake regains spent legendary actions at the start of its turn.

Attack. The Wolfrake makes one attack with its Claws.

Fire Spit (Cost 2 Actions). The Wolfrake creates a small, explosive ball of fire inside its mouth and spits it at a distance of up to 60 ft. Each creature in the area within 10 feet of that point must make a DC 14 Dexterity saving throw. The creatures take 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. It ignites flammable objects in the area that aren't being worn or carried.

Troll

Unnaturally green skin, an insatiable appetite, and incredible strength. If that were not enough, the only way to stop their flesh from regenerating is through the use of acid or fire.

With their sickly green skin and a voracious appetite, Trolls possess a formidable strength comparable to that of a small bear. These creatures dwell in the shadowy recesses of the land, shunning the light and thriving in darkness. Their predatory nature and insatiable hunger drive them to lurk in the most desolate and remote areas of the realm. With their ferocious appetites, Trolls embody the raw savagery and danger that lurks in the depths of the world.

Unnatural regeneration. Their physical prowess alone is enough to instill fear in those who encounter them. However, what truly sets Trolls apart is their uncanny ability to regenerate flesh. Only the most extreme measures can halt their regenerative abilities—acid or fire. The searing heat or corrosive properties of these elements are the only means by which one can prevent the regeneration of Trolls' damaged tissue.



TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	19 (+4)	7 (-2)	9 (-1)	7 (-2)

Saving Throws Str +7

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Keen Smell. The Troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The Troll regains 10 Hit Points at the start of their turn. If the Troll takes acid or fire damage, this trait doesn't function at the start of the Troll's next turn. The Troll dies only if it starts their turn with 0 Hit Points and doesn't regenerate or is decapitated.

ACTIONS

Multiattack. The Troll makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage. If the roll to hit was 19 or 20, the Troll almost bites off the target's leg or arm, depending on Game Master's decision:

1. Leg. The creature's movement is halved and they cannot take dash action.
2. Arm. The creature rolls all attacks with disadvantage till magically cured or taking rest after the fight.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Furious Slam (Recharge 4–6). The Troll can slam the ground so hard that it creates shockwaves in the ground and hurts the Troll in the process. All creatures touching the ground within a 15-foot radius from the Troll must make a DC 13 Strength saving throw. On a failed save, a creature takes 14 (3d6 + 4) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The Troll automatically fails this save.



Harrat Wing

The Harrat Wing is a military organization set on abolishing the slavery of beastkin and eradicating the Dragsa.

Justice or glorified violence? They welcome with open arms those who seek bloody justice for the crimes committed against the Kutura and glorify violence as a means to an end. To join their ranks, a young Kutura—or, on a rare occasion, another beastkin—must prove their worth by completing a trial of blood. To gain the most renown, one has to bring the head of a slaver, though hunting down Kobolds, Basilisks, or other dangerous monsters is also acceptable. The Harrat Wing operates from Banewood Asylum, their safe haven, though they spread further and further in-land, trying to kill as many Dragsan soldiers as they can. It's not uncommon for them to attack Woodhaven's trade routes or move towards the coastal area south of the forest. If there's a chance to free slaves or kill high-ranking Dragsan officials, the warriors will risk travelling great distances to take their revenge. North of the Banewood Asylum, The Harrat Wing took over Lake Forth and made it their unofficial fort.

Versatile and tactical. Harrat Wing squads tend to be versatile, with at least two or three regular warriors, an archer, and a druid. Hunters work more independently and get swapped around to different groups as needed. The warriors will attack in close range, dealing the most damage and taking the most hits, whereas the archers will protect the healer and pick off targets in long and medium range. Their tacticians utilize the forest or the land around them. If they can get an environmental advantage over their enemies, they will endeavor to do so. They're not above using dirty tricks or luring monsters to deal with Dragsan soldiers in their stead. They have survived and thrived for many years due to their cold calculations. Though their blood runs hot and they thirst for battle against the Dragsa, they plan beforehand and unleash their rage in a controlled manner. The captain of each squad of Kutura will scout the potential skirmish area, send spies to learn about the weaknesses of their adversaries, and order hunters to prepare traps.

Harrat Skirmishers. The members of this organization can be divided into three categories. **The Hunters** are tracking and trapping specialists. Their skills balance both magic and physical prowess, though the Kutura who choose this profession are usually the descendants of racing centaurs. Their survival instincts are beyond compare, and only the Yv'anda know more about Banewood Asylum than they do. In their favored terrain, they can sneak unnoticed and spread mayhem at the behest of their captains. **The Sharpshooters** are the biggest advantage



of Harrat Wing squads. They use bows, crossbows, and even throwing knives. Those fighters, taught by the Yv'anda how to hide their presence and aim true, are capable of wreaking havoc from the sidelines of the battlefield. Yet, it is their unique ability to craft and use healing arrows that makes them invaluable when a Druid isn't easily available. **The Warriors** are the most common soldiers of the Harrat Wing. Brutal and strong, they are masters of various weapons, from great axes, swords, and hammers to pikes and simple hand-to-hand combat. They know how to take a hit and how to stand their ground. Fighting one might be a challenge, but facing more than two is like challenging the force of nature.

HARRAT HUNTER/WARRIOR

Medium humanoid, any alignment

Armor Class 14 (leather armor)

Hit Points 77 (14d8 + 14)

Speed 45 ft.

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

Saving Throws Dex +5

Skills Nature +2, Perception +6, Stealth +7, Survival +4

Senses passive Perception 16

Languages Common

Challenge 4 (1,100 XP)

Swift as the Wind. The Harrat Hunters/Warriors are keenly aware of their environment, and it's hard to surprise them. Any opportunity attacks against them have disadvantage.

Track Them and Trap Them. The Harrat Hunters/Warriors are known for their ability to track and trap their targets, be it for dinner or revenge. The Hunters have advantage on Perception and Investigation rolls when following a trail, and on Stealth when setting up a trap.

Hunter's Attack. If their prey is trapped or unaware of their presence, the Harrat Hunter/Warrior can deal an extra 3 (1d6) damage to one creature they hit with an attack per turn. Once the element of surprise is lost or the target is free, they are no longer able to deal additional damage.

War Cry. When two or more Harrat Hunters/Warriors run together towards a battle, the sound of their hooves, combined with their battle cries is enough to sow fear even in the most hardened enemies. At the start of a battle, if there are at least two Harrat Hunters/Warriors, all hostile creatures within 60 ft. of any Harrat Hunter/Warrior need to succeed on DC 14 Wisdom saving throw or be frightened till the end of their next turn.

Red Rage (1/day). When the Harrat Hunter/Warrior sees their ally

take a critical hit or fall in battle, they can burst into a frenzy of rage. For their next turn they can make one Hooves attack as a bonus and reroll damage rolls on all their hits, but at the same time they open themselves to attacks. All enemies have advantage on attack rolls against them.

Innate Spellcasting. Some of the Harrat Wings members learned magic from the Yv'anda. The Harrat Hunter/Warrior's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

At will: *Detect Poison and Disease*, *Speak with Animals*
1/day each: *Entangle*, *Fog Cloud*, *Goodberry*

ACTIONS

Multiattack. The Harrat Hunter/Warrior makes two attacks with their Favorite Weapon, both of which can be replaced with the Trusted Bow attack or Hooves attack.

Favorite Weapon. Choose one weapon for the Harrat Hunter/Warrior from the list below:

1. Spear, deals 13 (2d10 + 2) piercing damage.
2. Shortsword, deals 11 (2d8 + 2) slashing damage.
3. Handy Knife, deals 10 (2d6 + 3) slashing damage.

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: deal damage of chosen weapon.

Trusted Bow. Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 12 (2d8+3) piercing damage. It's common for the Kutauri Hunters to carry enchanted arrows, though they might not want to waste them on adversaries not outright connected with the Dragsa. The most common types of additional damage are: acid, poison, fire, and lightning. Usually, the enchanted arrows deal 1d4 + 3 damage.

Hooves. Melee Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d12+2). The Kutauri Hunters are not strong enough for their hooves to be effective weapons, though they can save a life in a pinch. They tend to use them only in desperate moments or unexpected close combat. A creature hit by the hooves needs to succeed on a DC 12 Strength saving throw or be knocked prone.



HARRAT SHARPSHOOTER

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5

Skills Acrobatics +5, Medicine +4, Perception +6, Stealth +5

Senses passive Perception 16

Languages Common

Challenge 4 (1,100 XP)

Hidden in the Trees. The Harrat Sharpshooter has mastered the art of staying hidden and motionless. While they remain in one place and are actively hiding, they gain advantage on all Stealth and Perception checks.

ACTIONS

Multiattack. The Harrat Sharpshooter makes two Handy Knife attacks, both of which can be replaced by the Trusted Crossbow attack or the Healing Bolt attack.

Handy Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Trusted Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Healing Bolt (3/day). In most squads, at least one Sharpshooter carries Healing Bolts. Make a ranged attack: +5 to hit, range 30/120 ft., one target. Hit: heals 6 (1d6+3) Hit Points. The Sharpshooter has advantage on attack rolls to hit their comrades with the Healing Bolt. On a critical fail, the bolt heal one of their enemies.

BONUS ACTIONS

Swift Hooves (2/day). Harrat Sharpshooters have access to the Misty Step spell. They usually coordinate with each other using signs to maximize the efficiency of their attacks and trade places with other squad members if needed.

HARRAT COMMANDER

Medium humanoid, any alignment

Armor Class 16 (chain mail)

Hit Points 117 (15d12+20)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +6, Con +6

Skills Athletics +9, Intimidation +6, Nature +3, Survival +3

Damage Resistances bludgeoning, poison

Condition Immunities frightened

Senses passive Perception 10

Languages Common

Challenge 7 (2,900 XP)

Survival of the Fittest. Harrat Commanders are resistant to bludgeoning and poison damage and they cannot be frightened when in the midst of a battle.

Battle Cry. A good Commander can lead their troops with a firm hand and provide motivation during battle. For every turn the Commander remains uninjured on the battlefield, the remaining Harrat Wing warriors have faith in their victory and can re-roll any failed saving throw once.

ACTIONS

Multiattack. The Harrat Commander makes two attacks per turn.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage.

LEGENDARY ACTIONS

The Harrat Commander can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Harrat Commander regains spent legendary actions at the start of their turn.

Attack. The Harrat Commander makes one attack with the Greataxe.

Not On My Watch. When the Hit Points of an ally under his command drop below 15, the Harrat Commander can take this action to rush up to 30 ft. toward them. While the Commander is within 5 ft. of the ally, the damage dealt to them is split and half of it goes to the Harrat Commander. Additionally, the creature targeting that ally must succeed on a DC 14 Strength saving throw or be knocked prone.

Last Breath (Costs 2 Actions). The Commander can motivate their troops to push past the limitations of their bodies. With a loud battle cry, the Harrat Commander can heal up to 30 HP shared between willing creatures that are within 30 ft. of the Commander.



SWAMPS

Shambling Mound

In the heart of the untamed wilderness, the Shambling Mound emerges as a nightmarish embodiment of relentless vitality and rotting, natural malevolence. This vine-bodied creature remains unsatiated as it eats, regenerates, and grows stronger.

A Shambling Mound is a lumbering monstrosity formed from decaying branches, vines, rotting remains, and moss sewn together by malevolent sorceries. Its main body and legs seem to be amalgamations of unnatural growths and entwined vines, while “limbs” are created by more flexible creepers. Its size can vary, with some supposedly growing even to the height of a tall tree. Yet, the most unsettling aspect is its constantly shifting, shapeless body, pulsating with an eerie, unseen energy.

Slow but unyielding. A Shambling Mound prowls the wilds with a lumbering gait, its every movement accompanied by the stench of damp decay. It seeks living prey with an insatiable hunger. Fire, typically a bane to most creatures, does little to harm it as the creature is made of rotting plants. Getting too close to this monstrosity is perilous, as it can ensnare its victims with its strangling vines and razor-sharp thorns. If caught within its clutches, the unfortunate victim is dragged into the mound's core, where they will either be suffocated or crushed by vines. That way they later become a macabre addition to its ever-growing mass.

A fearsome encounter in the wilds. Shambling Mounds are most commonly encountered in the heart of untouched wilderness, often lurking in the darkest, most secluded corners of marshes, swamps, and dense forests. They are particularly drawn to places where nature's decay is most pronounced. Their gruesome presence is a testament to the untamed, primal forces that govern the wilds, instilling fear in those who dare to venture too deep into the realm of the unknown.

Mysterious origins. Nobody knows who or what created these beings... or even if they are beings at all. While many say that

Shambling Mounds are the embodiment of nature's anguish and anger at the ones who disrupt it, others trace their origins to a wholly unnatural source—yet another failed experiment that escaped from the Dragsa laboratories. Some even claim the creatures are the manifestations of the dark magic of the Disciples of Chaos. One thing is certain, the origins of Shambling Mounds are shrouded in uncertainty.

LESSER SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Saving Throws Str +6

Skills Stealth +1

Damage Resistances fire

Damage Immunities necrotic

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The Shambling Mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the Shambling Mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Engulf. The Shambling Mound engulfs a Medium or smaller creature it has grappled. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the Mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the Mound moves, the engulfed target moves with it. The Mound can have only one creature engulfed at a time.

SHAMBLING MOUND

Large plant, unaligned

Armor Class 16 (natural armor)

Hit Points 160 (16d10 + 72)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	5 (-3)	10 (+0)	5 (-3)

Saving Throws Str +8

Skills Stealth +2

Damage Resistances fire

Damage Immunities necrotic

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The Shambling Mound makes two Slam attacks or one Vine Grab and one Slam attack. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 16), and the Shambling Mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Vine Grab. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. Hit: 14 (1d8 + 5) bludgeoning damage. On successful hit the target becomes prone.

Engulf. The Shambling Mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 16 Constitution saving throw at the start of each of the Mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the Mound moves, the engulfed target moves with it. The Mound can have only one creature engulfed at a time.



Cordycep Mind Taker

Slow but deadly. Devoid of its humanity, it endlessly wanders the swamps in search of prey. This form is a later stage of infection by a deadly fungus. It was first spotted near Frothloch in Kallonia, but reports of sightings in other places are slowly rising.

The creature prefers the damp areas abundant in decaying plant matter and waterlogged terrain as they provide ample humidity and a decaying environment perfect for hiding.

It has the appearance of a twisted, decaying, humanoid being. Or to be more precise, one could call it a grotesque fusion of decayed flesh and a thriving fungal infection. Its body, once possibly human or perhaps elven, now seems like a wretched mockery of its former self. The entire body is fully overtaken by fungal growths, which erupt from the corpse's skin, creating images akin to feverish nightmares. The limbs are contorted into unnatural angles, and the creature seems to drag them more

than properly use them. Most Cordycep Mind Takers have no eyes, but if they do, they are clouded, milky white, devoid of any semblance of intellect.

Cordycep Mind Takers possess an uncanny ability to enter a slumber whenever there is no visible prey in sight. At such a times, they blend into the surroundings, becoming nearly invisible in the marshlands near Kallonia. Sometimes, the last thing a person sees is the milky white eyes glowing with an otherworldly malevolence as a Cordycep wakes up to immediately launch the attack. Though maybe the most unnerving aspect is the strange clicking sound Mind Takers emit whenever they try to locate their prey. It is similar to clattering sticks or unnaturally big insects, though some dwarves told me it reminded them of rusted machinery.

A fight with a Cordycep Mind Taker usually begins with an ambush. If the victim survives the attack, in the prolonged battle this creature is not particularly fast, but it possesses surprising strength and resilience. It moves with a bizarre, twitching gait, making it unpredictable and challenging to anticipate. It doesn't care about protecting itself and just continues its relentless attacks, driven by the fungal entity's insatiable hunger for more hosts.

CORDYCEP MIND TAKER

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Skills Perception +1, Stealth +6

Damage Immunities bludgeoning, necrotic, piercing, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., tremorsense 60 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 7 (2,900 XP)

Infection. If a creature was wounded during a fight with the Cordycep Mind Taker and survived, it must succeed in a DC 13 Constitution saving throw. On a failed save, it has 2d6 + their Constitution modifier days, to find a cure. On the last day, their Hit Points drop to zero, and it changes into the Cordycep Mind Taker.

Natural Camouflage. Whenever the Cordycep Mind Taker is not moving it blends into its surroundings. All Perception checks to see it while it hides have disadvantage.

Undead Fortitude. If damage reduces the Cordycep Mind Taker to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is fire, radiant, or from a critical hit. On a success, the creature drops to 1 Hit Point instead.

Infested Body. Whenever any creature attacks the Cordycep Mind Taker with a melee attack, the fungus spores scatter around. A creature that hits it must make a DC 13 Constitution saving throw or take 7 (2d6) necrotic damage.

ACTIONS

Multiattack. The Cordycep Mind Taker makes two attacks with its Slam and one with its Foul Bite.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Foul Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 14 (4d6) necrotic damage.

REACTIONS

Sneak Attack. At the beginning of the fight, if the Cordycep Mind Taker is not spotted by any creature, it makes a Foul Bite attack with advantage before anyone starts their turns. This action doesn't count toward the limit of attacks during a turn.



Dragon Huntress

The Dragon Huntress is the name of an organization formed a long time ago in Kallonia. The name stems from its foundress—a lone Huntress who was an inspiring figure, embodying both strength and grace.

When no one else stood up to the task. The Dragon Huntress Organization traces its roots back to a legendary figure in Kallonian history—a lone Huntress whose indomitable spirit and remarkable skills inspired its formation. When wars took the lives of innumerable men, forcing governors to draft even the youngest to the army, the lands beyond the reach of larger towns were left vulnerable to relentless monster attacks. At that time, a lone Huntress decided to take matters into her own hands. Her tireless efforts to slay monsters and restore peace where official governance had failed earned her the respect of the people. The title of "Dragon Huntress" itself stems from her greatest achievements—slaying and chasing away the dragons that harassed people at that time. She became a beacon of hope and a symbol of courage.

Organization with a long tradition. Today, it is an organization formed by adventurers following her path. Despite its name, it is not made entirely of women, though its foundress left a lasting impression that drives many young girls to join its ranks. It is a group that operates throughout the vast expanse of the Deuslair world, taking on perilous monster subjugation quests. Scattered around the world, their guildhalls are places where one can seek their help or try to join their ranks.

Knowledge and combat prowess. Members of the Dragon Huntress Organization are renowned for their formidable fighting style, honed through years of rigorous training and practical experience. They employ a variety of weaponry, but their signature weapon is the curved dragon-slaying sword, engraved with ancient runes that enhance its effectiveness. Moreover, the Dragon Huntresses possess the in-depth knowledge of monster anatomy, habitats, and weaknesses, providing them with a strategic edge. They excel in adapting their combat techniques to exploit the vulnerabilities of their enemies. Typically, they avoid attacking humans or other intelligent races. However, if someone does provoke them, they will employ their knowledge and skills without restraint. Expecting mercy from someone accustomed to dealing with monsters on a daily basis is simply naive.

DRAGON HUNTRESS

Medium humanoid (any race), any alignment

Armor Class 16 (scale mail)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	11 (+0)	15 (+2)	11 (+0)

Saving Throws Con +6, Wis +5

Skills Acrobatics +8, Insight +5, Investigation +3, Nature +6, Perception +8, Survival +5

Senses passive Perception 18

Languages Common, Draconic, Dwarvish, Elvish

Challenge 6 (2,300 XP)

Monster Knowledge. If the Dragon Huntress sees a non-humanoid creature, they can perform a Nature test with advantage to learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the Huntress sees only the creature's tracks, they can do the same, but will only learn what creature it is. If the creature hides its form with magic, the Dragon Huntress senses that it has no damage immunities, resistances, or vulnerabilities.

Brave. The Dragon Huntress has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The Dragon Huntress makes two melee attacks.

Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) slashing damage.

BONUS ACTIONS

Spot a Weakness. As a bonus action, the Dragon Huntress can focus on one creature they can see within 60 feet. The first time each turn that the Dragon Huntress hits that target with a weapon attack, it takes an extra 13 (3d8) damage from the weapon. The effect persists for one hour or till another target is chosen.

Suppression. As a bonus action, the Dragon Huntress can shoot a small dart or throw a knife coated in specially designed poison, to suppress some of the abilities of a non-humanoid creature. Make a ranged attack: +9 to hit, range 30/90 ft., one target. On a hit, choose one of the following effects that will persist for the next 3 rounds:

1. Whenever the creature tries to fly, its flight is changed into a jump for half of its speed.
2. The creature's speed is reduced by half.
3. The creature's AC is lowered by 2.
4. The creature cannot inflict any conditions with non-magical attacks or abilities.

One creature can be affected by this ability only once a day.

REACTIONS

Spot the Danger. Whenever a non-humanoid creature tries to cast a spell or use a magical ability within 60 ft. of the Dragon Huntress, they are able to interrupt it as a reaction. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a DC 14 Wisdom saving throw, or its spell fails and is wasted.



Warunas Outcast

A guide of the wandering souls that have lost their path or another monstrosity that escaped from Dragsan laboratories?

A **humanoid creature** with the face of a crow and birdlike fluff on the back. Seemingly blends with the shadows from which it emerges. Always alone. Always holding a lantern, casting an ominous, dim glow. As if even the light refused to reveal the creature's silhouette.

Myths and truth are mixed around this creature. It is rarely seen, but whenever one spots it, death follows. Be it a fresh battle between Kutauri and Dragsa armies, with fallen scattered on the ground, or a village ravaged by bandits. That's why people of Dragsa associate it with bad omens—it's the harbinger of death. The Kril, on the other hand, says that the Warunas Outcast must be a wandering spirit itself, looking for something in this world. Meanwhile, the citizens of Woodhaven say that the creature is just a monster who escaped from the Dragsa laboratories. Most likely feeding on the corpses as a scavenger. Who knows what horrors still lurk in their dungeons...



The truth still eludes us, but we can be sure it is real. Among the eyewitnesses, there were some brave enough—or stupid enough, depending on who you ask—to try to capture it. The creature fought back. With fast and precise strikes, it cuts the opponents lightly and then moves to the defense. It doesn't last long, as the victims faint soon after from some kind of poison or magic, I presume.

WARUNAS OUTCAST

Medium monstrosity, lawful

Armor Class 15 (padded armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	13 (+1)	15 (+2)	17 (+3)

Saving Throws Wis +4, Cha +5

Skills Intimidation +5, Perception +4, Persuasion +5, Survival +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 4 (1,100 XP)

Voices of the Dead. The Warunas Outcast only repeats voices of the dead. It tends to repeat the last words of the people who died on battlefields or remain silent. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Mysterious death. After Warunas Outcast's Hit points are reduced to 0, it falls to the ground. But the moment someone tries to touch it or looks away for a moment, it turns into a pile of black feathers.

Innate Spellcasting. The Warunas Outcast's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material or somatic components:

at will: *Minor Illusion, Chill Touch, Hex, Knock*

3/day each: *Charm Person, Darkness, See Invisibility*

1/day: *Hypnotic Pattern*

ACTIONS

Cursed Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 11 (2d10) necrotic damage. If the target is a creature, it must make a DC 14 Wisdom saving throw or start hallucinating, becoming frightened for 1 minute. The target can repeat the roll to end the condition at the end of each of their turn.

Whispers of Death. Each creature within 60 feet that can see the lantern of the Warunas Outcast must succeed on DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the roll to end the condition at the end of each of their turn.

BONUS ACTIONS

Feeling Life. As a bonus action, the Warunas Outcast can magically remember the life aura of a creature. It always knows in which direction the creature is, as long as it is on the same plane of existence.



Mimic Dragon

The Mimic Dragon, a smaller and more covert kin of dragons, dwells within partially submerged forests. Most of the time, it masquerades as a tree to lull its prey into a false sense of security.

Appearance. Despite its draconic lineage, this creature bears a unique camouflage that sets it apart from its formidable brethren. It appears as a gnarled, ancient tree, often standing at around 15 to 20 feet tall. Its bark-like scales are an intricate blend of earthy browns and greens, perfectly mimicking the surrounding trees. In this deceptive form, a Mimic Dragon remains nearly indistinguishable from the true flora, and its piercing, intelligent eyes are concealed within the patterns of its bark-like scales. It seems that it works mainly as their defensive strategy—no creature in its right mind would attack a tree, so they are left in peace. Apart from woodpeckers, at least.

Similarly, its combat strategy revolves around subterfuge and ambush. It patiently waits for unsuspecting prey to draw near, remaining motionless for days or even weeks if necessary. When the moment is right, it swiftly unfurls its wings, revealing a hidden arsenal of weaponry in the form of razor-sharp claws and serrated teeth. And when it does, winning a fight with it is a tough challenge. Once it captures its prey, a Mimic Dragon consumes it with remarkable efficiency, leaving no trace behind but an eerie quiet of the forest, as if nothing ever happened. Then, it returns to its semi-awake, semi-asleep state.

Mimic Dragons are probably the most bizarre dragons I know. And one of the many, I would like to avoid. Still, whenever I start thinking about them, I cannot stop one nagging thought. What led such powerful creatures to adopt such a cowardly way of life? What were they hiding from? And are they still hiding from it?

MIMIC DRAGON

Huge dragon, chaotic

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	14 (+2)	16 (+3)	14 (+2)

Saving Throws Dex +8, Con +9, Wis +7, Cha +6

Skills Perception +11, Stealth +8

Damage Immunities poison

Senses tremorsense 120 ft., passive Perception 21

Languages understands all

Challenge 11 (7,200 XP)

Dragon's Magic (3/day). If the Mimic Dragon fails a saving throw against a magical effect, it can choose to succeed instead by dispersing the magic into a mist that hides the Mimic Dragon. The mist fills the area surrounding the Mimic Dragon in a 40-foot radius, reducing the visibility to zero—everyone inside the area suffers from the blinded condition. Using this ability tires the Mimic Dragon, making it skip its next turn and become prone.

From the Fog. Whenever the Mimic Dragon attacks while not being noticed by the target, it deals an extra 9 (2d8) poison damage.

Natural Camouflage. Whenever the Mimic Dragon is not moving, it can make itself look like a tree. All Perception checks to see it while it hides in its lair have disadvantage.

ACTIONS

Multiattack. The Mimic Dragon makes one attack with its Bite and one with its Claws. It can replace the Bite with a Tail Slash.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage plus 18 (4d8) poison damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Tail Slash. Each creature in a 15-foot radius centered on the Mimic Dragon must make a DC 15 Dexterity saving throw. The targets take 14 (2d8 + 5) bludgeoning damage and become prone on a failed save, or half as much damage and no additional effects on a successful one.

Poison Breath (Recharge 5-6). The Mimic Dragon exhales a poisonous mist within a 40-foot radius of itself. The visibility in that area is reduced to zero—everyone inside it suffers from the blinded condition. Additionally, each creature in that area must make a DC 16 Constitution saving throw, becoming poisoned on a failed save. Poisoned creatures take 21 (6d6) poison damage at the start of their turn, and then they can repeat the saving throw to end the poison effect.

LEGENDARY ACTIONS

The Mimic Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Mimic Dragon regains spent legendary actions at the start of its turn.

Claws. The Mimic Dragon makes one attack with its Claws.

Bite (Costs 2 Actions). The Mimic Dragon makes one attack with its Bite.

Drowning (Costs 3 Actions). The Mimic Dragon slams a nearby creature of Medium or smaller size to the ground and tries to drown it in the shallow waters of a swamp. It makes a *melee Weapon Attack*: +8 to hit, reach 10 ft. against one target. On a hit, the target takes 14 (2d8 + 5) bludgeoning damage and becomes grappled. Until this grapple ends, the target is restrained and starts drowning. The grapple can be ended by making a DC 15 Strength test or if someone else attacks the leg that holds the target. Such an attack will deal only half the damage. Only one target can be grappled this way.

ACTIONS

When fighting inside its lair, the Mimic Dragon can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the Mimic Dragon can take one lair action to cause one of the following effects:

- A mist spreads from a point the creature chooses within 60 feet of it, filling a 15-foot-radius sphere. The mist lasts until the initiative count 20 on the next round. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.
- An invisible poison spreads in the air and causes hallucinations. Each creature within the 60-foot radius of the Mimic Dragon must make a DC 15 Wisdom saving throw or start to hallucinate on a failed save. Hallucinating creatures suffer from charmed and deafened conditions. They last until the initiative count 20 on the next round.
- A tree suddenly collapses on one target that the Mimic Dragon can see within 120 feet of it. The target must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and immobilized. The buried target is restrained and unable to stand up. The target can take an action to make a DC 12 Strength check, ending both effects on a success.

The Mimic Dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.



CITY DWELLERS



Undying Queendom

The Undying Queendom is a name that stuck to the inner circle of Anara's court. It consists of her loyal protectors, elite agents wielding their skills for secretive missions, and favored guests who have earned her royal recognition.

As for the intricate workings of her court, I'd love to know and tell you more, but alas, it is a place shrouded in mystery, known only to the Queen's closest confidantes. Unless you are a part of that inner circle, diving the depths of its secrets is nigh impossible. I gleaned but superficial tidbits, gathered from official pronouncements, court audiences, and the occasional lucky soul who has borne witness to it.

Wardress of Lay. Let me tell you of the Wardresses of Lay, the Queen's personal guardians, fierce warrior women who've been allowed to undergo the same immortalization process as their mighty ruler. Only the most loyal and steadfast were deemed worthy of this honor. These ladies appear like oversized pixies, tinged with a hint of demonic grace. Still, they bear an elegance that hints at the human forms they once held. Rooted deep within them is the power of the Roots of Life, granting them abilities far beyond the reach of mere mortals. They mend grievous wounds as if they were mere scratches, wield magic as naturally as they breathe, and twist the very essence of spells around them as if it were child's play. One can't help but wonder if they see the world through the same eyes as we do.

Champions of Lay. In the dim corners, you will find the Champions of Lay, the remnants of those who survived the process perfected for the Queen. Though perhaps not as gracefully as the Wardresses. Some say they are kept as captives deep within the castle, test subjects for the Queen's experiments. Their powers are volatile, but that doesn't make them any less dangerous.

The Undying Queen Anara. Then there is the Undying Queen herself, Anara. The Wardresses pale in her shadow. She



received doses of the Roots of Life in measures too great to fathom over centuries too numerous to count. She stands as a true immortal and the ultimate wielder of this potent force. Some of Dragsan folks even whisper that she is a goddess as old as the world itself, but the records speak of an age not quite as ancient. She's surely old, almost as old as the very Dragsa. Yet, her years don't quite surpass the elders of the elven kind. But, friends, let me tell you, after hearing tell of her battles, I can see why folks might mistake her for a deity. On the battlefield, she's like death incarnate, slicing and dicing her foes with a colossal halberd and showering distant enemies with emerald spears of pure energy. Her presence alone is a weight that crushes weaker souls. It is not a metaphor, lads and lasses; her magical aura is so intense, not all can stand in her presence.

The Rest of the Court. Beyond these enigmatic figures, one can find the Queen's personal agents and esteemed guests. During my stay, one particular guest left a mark—the harsh-looking, robust, and fierce Princess Ker'ubo. A distant ally of the Queen, from what I gathered. Her reputation in Anara's eyes seemed to be built upon a foundation of both wit and strength, although rumors leaned more toward the latter. Going by the whispers around her, Princess Ker'ubo had engaged in a brutal power struggle for the throne against her own siblings, with the tales surrounding her ascent insinuating quite a lot of bloodshed.

UNDYING QUEEN ANARA

Huge fey, lawful

Armor Class 17 (natural armor)

Hit Points 244 (24d12 + 88)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	18 (+4)	15 (+2)	17 (+3)	20 (+5)

Saving Throws Dex +8, Con +9, Cha +10

Skills Athletics +17, Deception +10, Insight +13, Intimidation +15, Perception +8

Condition Immunities charmed, poisoned

Senses truesight 60 ft., passive Perception 18

Languages Common, Dwarvish, Elvish, Giant, Infernal, Sylvan

Challenge 14 (11,500 XP)

Root of Life in the Veins. The power of the slain god courses through her veins granting her 4 Divinity Charges.

Stolen Godhood. If the Undying Queen Anara fails a saving throw, she can choose to succeed instead by spending one Divinity Charge.

Feel the Life Around. The Undying Queen Anara automatically senses the living beings' energy within 90 ft. and can pinpoint their locations within 30 feet.

Innate Spellcasting. The Undying Queen Anara's innate spellcasting ability is Charisma (spell save DC 18). She can innately cast the following spells, requiring no material components:

at will: *Misty Step*, *Detect Thoughts*, *Protection from Evil and Good*

3/day each: *Bestow Curse*, *Fireball*, *Hold Person*

1/day each: *Telekinesis*, *Blade Barrier*

ACTIONS

Multiattack. The Undying Queen Anara makes two attacks with her Halberd and one with Grab, or one attack with her Halberd and one with Eldritch Spear.

Grab. The Undying Queen Anara grabs one Medium or smaller target within 10 feet. The target must perform a DC 17 Dexterity or Strength saving throw. On a fail, the target is grappled. The Undying Queen Anara can hold up to two creatures this way, and each of them can repeat their saving throw at the start of their turn.

Halberd. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 12 (1d10 + 7) slashing damage.

Eldritch Spear. The Undying Queen Anara creates a spear made of crackling energy in her hand and then strikes an enemy with it. Make a ranged spell attack: +9 to hit, range 300 ft., one target. On a hit, the target takes 5 (1d10) force damage for every Divinity Charge in the Undying Queen Anara's possession. Then, she can choose to push or pull the target 20 ft.

Crushing Presence (Recharge 6). The Undying Queen Anara targets all living beings she can sense within 60 ft., trying to crush them with increased gravity. Each creature in that area must make a DC 15 Strength saving throw. On a fail, the creature takes 11 (2d10) force damage for every Divinity Charge in the Undying Queen Anara's possession and becomes restrained for this round and the next one. On a success, the creature only takes half as much damage.

BONUS ACTIONS

Undying. The Undying Queen Anara regenerates 7 (2d6) Hit Points for every Divinity Charge in the Undying Queen Anara's possession, and then she loses one Divinity Charge.

Reality Adjusting. The Undying Queen Anara can spend one Divinity Charge to end all or only the chosen magical effects within 90 ft. of her.

LEGENDARY ACTIONS

The Undying Queen Anara can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Undying Queen Anara regains spent legendary actions at the start of her turn.

Attack. The Undying Queen Anara makes one attack with the Halberd or Grab.

Throw. The Undying Queen Anara throws a grappled target up to 60 feet in the chosen direction which falls prone. If a thrown target strikes a solid surface after moving at least 20 feet, it takes 17 (5d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone. The Undying Queen cannot use Throw and the Skull Crushing actions on the same target in one round.

Skull Crushing. A grappled creature takes 25 (4d8 + 7) bludgeoning damage. If its Hit Points are reduced to zero by this attack, its skull is crushed. Cannot be used on the same target twice in one round.

Spell (Cost 2 Actions). The Undying Queen Anara casts one spell.

Hold and Crush (Cost 2 Actions). The Undying Queen Anara She rises into the air and starts crushing one target within 30 feet with an invisible force. The target must make a DC 15 Constitution saving throw. On a fail, it takes 9 (2d8) force damage for every Divinity Charge in the Undying Queen Anara's possession and becomes paralyzed. On a success, it only takes half as much damage. At the beginning of each turn, the target can repeat its saving throw to end the paralyzed condition.

Eldritch Might (Cost 3 Actions). The Undying Queen Anara creates in her hands three spears made of crackling energy and then strikes three different targets with them. Make a ranged spell attack for each of them: +9 to hit, range 300 feet. On a hit, the target takes 5 (1d10) force damage for every Divinity Charge in the Undying Queen Anara's possession. Then she can choose to push or pull all of the targets 20 ft.

WARDRESS OF LAY

Medium fey, lawful

Armor Class 15 (chain shirt)

Hit Points 93 (11d8 + 44)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	13 (+1)	16 (+3)

Saving Throws Dex +6, Con +7, Cha +6

Skills Athletics +10, Deception +6, Insight +7, Intimidation +9, Perception +4

Condition Immunities charmed, poisoned

Senses truesight 60 ft., passive Perception 14

Languages Common, Dwarvish, Elvish

Challenge 6 (2,300 XP)

Root of Life in the Veins. The power of the slain god courses through her veins, granting her 1 Divinity Charges.

Feel the Life Around. A Wardress of Lay automatically senses living beings' energy within 90 ft. but cannot pinpoint their exact locations.

Innate Spellcasting. The Wardress of Lay's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

at will: *Message*

1/day each: *Misty Step*, *Bestow Curse*, *Hold Person*

ACTIONS

Multiattack. The Wardress of Lay makes two attacks with the chosen weapon: Runic Morgenstern, Runic Sword, or Eldritch Bow.

Runic Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 9 (2d8) radiant damage.

Runic Morgenstern. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage plus 7 (2d6) force damage. Or she can target the ground to send shockwaves in all directions, forcing all creatures within 15 ft. to make a DC 14 Dexterity saving throw, taking 9 (2d8) force damage on a fail or none on a success.

Eldritch Bow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) force damage. Then the Wardress of Lay can decide to push the creature away up to 10 feet in a straight line.

Reality Adjusting. The Wardress of Lay can spend her Divinity Charge to end all or only the chosen magical effects within 30 ft. of her.

BONUS ACTIONS

Undying. The Wardress of Lay regenerates 16 (3d10) Hit Points, and then she loses her Divinity Charge.

REACTIONS

Protector. Whenever the Wardress of Lay's ally that is within 20 ft. is attacked, she can use her reaction to fly a short distance to either take all the damage or make a melee weapon attack.



CHAMPION OF LAY

Medium fey, lawful

Armor Class 16 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	11 (+0)	13 (+1)	18 (+4)

Saving Throws Dex +6, Con +6, Cha +7

Skills Athletics +10, Deception +7, Insight +7, Intimidation +10, Perception +4

Condition Immunities charmed, poisoned

Senses truesight 60 ft., passive Perception 14

Languages Common

Challenge 8 (3,900 XP)

Root of Life in the Veins. The power of the slain god courses through Champion's veins, granting them 2 Divinity Charges.

Feel the Life Around. The Champion of Lay automatically senses living beings' energy within 90 ft. but cannot pinpoint their exact locations.

Innate Spellcasting. The Champion of Lay's innate spellcasting ability is Charisma (spell save DC 15). They can innately cast the following spells, requiring no material components:

at will: *Message*

1/day each: *Misty Step*, *Bestow Curse*, *Hold Person*

ACTIONS

Multiattack. The Champion of Lay makes three attacks with their Claws, or one attack with their Claws and one with the Eldritch Discharge.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Eldritch Discharge. The Champion of Lay fires from their hand a line of energy discharge that is 30 ft. long and 5 ft. wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 13 (3d8) force damage for every Divinity Charge in the Champion of Lay's possession on a failed save, or half as much damage on a successful one. The Champion of Lay can decide to push away all the targets that failed the check up to 10 feet in a straight line.

Reality Adjusting. The Champion of Lay can spend one of their Divinity Charges to end all or only the chosen magical effects within 30 ft. of him.

BONUS ACTIONS

Undying. The Champion of Lay regenerates 11 (2d10) Hit Points for every Divinity Charge in their possession, then they lose one Divinity Charge.

PRINCESS KER'UBO

Medium humanoid

Armor Class 16 (chain mail)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Cha +5

Skills Arcana +5, Deception +8, History +5, Perception +4

Senses passive Perception 14

Languages Common, Dwarvish, Elvish, Giant

Challenge 6 (2,300 XP)

Innate Spellcasting. Princess Ker'ubo's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

at will: *Darkness*, *Invisibility*

1/day each: *Charm Person*, *Sleep*

Magic Weapons. Princess Ker'ubo's weapon attacks are magical.

ACTIONS

Multiattack. Princess Ker'ubo makes two attacks with her Greatsword.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage.

REACTIONS

Motivate Ally. Whenever Princess Ker'ubo's ally fails a saving throw or takes more than 15 damage in one hit, she uses her reaction to give them a motivational speech. This ally gets an extra 1d6 which can be rolled and added to any test except the damage roll.



COURT FORERUNNER

Medium humanoid

Armor Class 14 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	14 (+2)	12 (+1)	11 (+0)

Saving Throws Dex +5, Con +3, Cha +2

Skills Acrobatics +5, Animal Handling +5, Nature +4, Perception +3, Stealth +5, Survival +3

Senses passive Perception 13

Languages Common, Dwarvish, Elvish

Challenge 2 (450 XP)

Innate Spellcasting. The Court Forerunner's innate spellcasting ability is Wisdom (spell save DC 11). They can innately cast the following spells, requiring no material components:

at will: *Illusory Script*, *Message*

1/day each: *Disguise Self*, *Invisibility*, *Charm Person*, *Sleep*

Magic Weapons. The Court Forerunner's weapon attacks are magical.

ACTIONS

Bow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

BONUS ACTIONS

Falcon Claw. As a bonus action, the Court Forerunner can command their falcon to attack one target: +4 to hit, reach 30 feet. On a hit, the target takes 7 (2d4 + 2) slashing damage and gains disadvantage on performing attacks.

Falcon Scouting. As a bonus action, the Court Forerunner can command their falcon to scout the area, giving them the exact location of every creature within 90 ft. if they aren't magically hidden or covered.

COURT AGENT

Medium humanoid

Armor Class 15 (chain shirt)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +4, Con +5, Cha +3

Skills Arcana +2, Deception +5, History +2, Perception +3

Senses passive Perception 13

Languages Common, Dwarvish, Elvish

Challenge 3 (700 XP)

Innate Spellcasting. The Court Agent's innate spellcasting ability is Wisdom (spell save DC 11). They can innately cast the following spells, requiring no material components:

at will: *Dancing Lights*, *Message*

1/day each: *Expeditious Retreat*, *Disguise Self*, *Comprehend Languages*, *Sleep*

Magic Weapons. A Court Agent's weapon attacks are magical.

ACTIONS

Multiattack. The Court Agent makes two attacks with their Twinblade.

Twinblade. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

REACTIONS

Second Blade. Whenever the Court Agent hits a target with their first attack, they gain advantage on attacking the same target again in the same round.



Royal Guards

Dragsan Royal Guards are an esteemed group of elite soldiers who fulfill the crucial role of protecting the city and its inhabitants. Though, they do not treat all of the citizens equally.

Royal Guards. Clad in heavy armor expertly crafted and magically enhanced by skilled magic smiths, they embody strength and formidable force, which is the Fortress of Dragsa. They are handpicked from the ranks of skilled human individuals, chosen for their exceptional combat prowess and unwavering loyalty to the city and its nobility. They serve as protectors not only of the citizens but also of the noble class. In this role, they bridge the gap, maintain order, and act as intermediaries between the social classes, preserving the desired separation between the nobility and the lower castes, especially since the latter include not only humans but also many beastkin.

Royal Guards' presence instills a sense of security and stability within the city, ensuring the citizens and nobility can thrive under their vigilant watch.

Royal Commander. At the helm of this prestigious force is the Royal Commander. It is a distinguished title that comes with the responsibility for overseeing the operations and safeguarding the capital. As the commanding figure, the Royal Commander makes sure that the guards maintain the highest level of skills and readiness. All to be constantly prepared to defend the Dragsa from any threats that may arise. Be it outside or within.

Symbolizing their power, courage, and nobility, the Dragsa Guards often bear the **emblem of a lion**. This magnificent creature holds great significance within the city, appearing on family crests and coats of arms throughout the Fortress of Dragsa. The lion's image carries a deeply rooted symbolism and represents strength, leadership, and a connection to the legends. Including the Dragsa origin myth. It serves as a reminder of the noble lineage and the legacy that the Dragsa Guards uphold.





ROYAL GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain mail)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Con +4, Wis +3

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

The Lion Heart. The Royal Guard has advantage on saving throws against being frightened.

Shield. If the Royal Guard uses a shield they add 2 to their AC against melee attacks.

ACTIONS

Multiattack. The Royal Guard makes two melee attacks with the weapon they are equipped with.

Hammer/Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Great Axe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

REACTIONS

Block formation. If the Royal Guard uses a shield and has an ally within 10 feet, the Royal Guard adds 2 to their AC for the first melee attack directed at them. This doesn't apply if the Royal Guard is attacked by a surprise attack.

ROYAL COMMANDER

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Con +5, Wis +4, Cha +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 4 (1,100 XP)

The Lion Heart. The Royal Commander has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The Royal Commander makes two melee attacks with their Longsword.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

REACTIONS

Leadership. For 1 minute, the Royal Commander can utter a special command or warning whenever a nonhostile creature they can see within 30 ft. makes an attack roll or a saving throw. The creature can add a 1d6 to its roll, provided it can hear and understand the Royal Commander. A creature can benefit from only one Leadership die at a time. This effect ends if the Royal Commander is incapacitated.

Counter. If a melee attack on the Royal Commander fails to beat their AC, the Commander can spend their reaction to perform one extra attack.

Magic Smiths

Masters of crafting magical items, with unrivaled knowledge and expertise. But beware! Some of their creations can be dangerous if not wielded responsibly.

The rise to power by the Fortress of Dragsa can be easily traced back to the advancements in magical technologies facilitated by the Roots of Life. So it is no wonder that the role of a magic smith is highly respected in society—by both the masters of the craft and the ones aspiring to become them. Magic Smiths play a vital role in the advancement of magical knowledge, the creation of powerful artifacts, and the defense of Dragsa. It's important to note, though, that they are not involved in the creation of hybrid races or body modifications, and they focus solely on their research on magical technologies.

Magic Smith Apprentices are the ones under the tutelage of esteemed masters of this craft. These skilled craftsmen work diligently in the smithy, honing their skills in the creation of enchanted weapons, armor, and other magical objects. Their days are spent forging and imbuing items with powerful magical properties, while their nights are dedicated to studying the arcane theories of magic smithing. One notable workshop where they often toil is the Ironsmith Laboratory, at the forefront of developing magical technologies within the Fortress of Dragsa. With enough experience and expertise, these apprentices may be entrusted with the opportunity to create their own enchanted items. They utilize their knowledge and skill to craft powerful weapons and protective gear for the kingdom's most esteemed warriors, such as the personal elite Wardresses of the Queen or members of the revered Church of Order.

Magic Smith is a title reserved for those gifted in the art of magic smithing, the pinnacle of their achievement. These individuals have the privilege of passing on their vast knowledge and skill to the next generation of apprentices. While guiding the aspiring smiths, their main focus lies in creating new technologies for the Fortress of Dragsa and providing support to the most prominent members of Dragsa's military. Some master magic smiths even find themselves directly employed by the nobles to create exclusive magical items, catering solely to their needs. The rest of the master magic smiths dedicate themselves to crafting the finest equipment for the elite troops of Dragsa.

Hands of Steel. Although magic smiths do not involve themselves in manipulating living creatures through magic, their craftsmanship is such that they can create constructs that bear a remarkable resemblance to life, despite being wholly crafted from steel. These creations, known as the "Hands of Steel," are a testament to the magic smiths'

skill and ability to imbue inanimate objects with a sense of vitality.

Mad Goblin Scientist. However, not all who study the craft of magic smithing walk the path of stability and sanity. Those who divert from it are usually expelled from the guild to either fall into ruin or be recruited by nobles or those interested in their skills, like foreigners. One such fellow I met was a goblin who called himself a "Mad Scientist"—an apt title, if I may say so myself. With his uncanny knack for pushing boundaries and exploring uncharted territories in pursuit of magical knowledge, he showed me some of his creations and theories. A true venture into the realm of madness, blurring the line between genius and lunacy.



MAGIC SMITH APPRENTICE

Medium Humanoid (any race), any alignment

Armor Class 16 (with enhanced chain shirt)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	13 (+1)	15 (+2)	12 (+1)	11 (+0)

Saving Throws Int +4, Wis +3

Skills Arcana +4, History +4, Investigation +4

Senses passive Perception 11

Languages Common, Dwarvish, Elvish, Gnomish

Challenge 2 (450 XP)

Spellcasting. The Magic Smith Apprentice is a 5th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The Smith has the following spells prepared:

Cantrips (at will): *Fire Bolt, Light, Mending*

1st level (4 slots): *Faerie Fire, False Life, Detect Magic, Magic Missile, Shield*

2nd level (3 slots): *Branding Smite, Heat Metal, Warding Bond*

3rd level (3 slots): *Lightning Bolt, Fireball, Fly*

Technomagical Warfare. The Magic Smith Apprentice's weapon attacks are magical, and they add their Intelligence modifier to attack and damage rolls instead of Strength or Dexterity.

Enhancements. The Magic Smith Apprentice has two items infused with magical properties: their chain shirt, which provides a +1 bonus to Armor Class (included), and a backpack providing them with magical energy. If they die, these magical properties fade away 4 days later.

ACTIONS

Enhanced Magical Weapon. *Melee Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

MAGIC SMITH

Medium humanoid (any race), any alignment

Armor Class 17 (with enhanced chain shirt)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	14 (+2)	19 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +10, History +7, Investigation +7, Perception +4

Senses passive Perception 14

Languages Common, Dwarvish, Elvish, Gnomish

Challenge 5 (1,800 XP)

Spellcasting. The Magic Smith is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Smith has the following spells prepared:

Cantrips (at will): *Fire Bolt, Light, Mending*

1st level (4 slots): *Faerie Fire, False Life, Detect Magic, Magic Missile, Shield*

2nd level (3 slots): *Branding Smite, Heat Metal, Warding Bond*

3rd level (3 slots): *Lightning Bolt, Fireball, Fly*

4th level (3 slots): *Fabricate, Greater Invisibility, Ice Storm*

5th level (1 slot): *Telekinesis, Cloudkill*

Technomagical Warfare. The Magic Smith's weapon attacks are magical, and they add their Intelligence modifier to attack and damage rolls instead of Strength or Dexterity.

Enhancements. The Magic Smith has three items infused with magical properties: their chain shirt, which provides a +1 bonus to Armor Class (included), gauntlets adding lightning damage equal to 1d6 + spell modifier, and a backpack providing them with magical energy. If they die, these magical properties fade away 4 days later.

ACTIONS

Multiattack. The Magic Smith makes one weapon attack and casts a spell with a casting time of one action.

Enhanced Gauntlets. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) bludgeoning damage and 4 (1d8) lightning damage.





MAD GOBLIN SCIENTIST

Large construct (goblin), any alignment

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	18 (+4)	19 (+4)	13 (+1)	12 (+1)

Saving Throws Int +7, Wis +4

Skills Arcana +10, History +7, Investigation +7, Perception +4

Condition Immunities poisoned, restrained

Senses passive Perception 14

Languages Common, Dwarvish, Elvish, Gnomish

Challenge 7 (2,900 XP)

Spellcasting. The Mad Goblin Scientist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Mad Goblin Scientist has the following spells prepared:

Cantrips (at will): *Fire Bolt, Light, Mending*

1st level (4 slots): *Faerie Fire, False Life, Detect Magic, Magic Missile*

2nd level (3 slots): *Heat Metal, Warding Glyph*

3rd level (2 slots): *Lightning Bolt, Fireball*

4th level (1 slot): *Wall of Fire*

Magical Circuits Failure. Whenever the Mad Goblin Scientist uses his Cannon attack, one of the effects from the following list occurs (roll 1d6):

- 1-2. The cannon jams and cannot be used in the next round.
- 3-4. The cannon overcharges and deals lightning damage to everything, including itself, in a 15-foot radius. Each creature in that area must make a DC 16 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.
- 5-6. The cannon energy exceeds the predicted parameters. Each creature within 10 feet of the previous cannon attack must make a DC 16 Dexterity saving throw, taking 13 (3d8) force damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The Mad Goblin Scientist can cast one spell using a spell slot of level 3rd or higher, or cast one spell using a spell slot of level 2nd or lower and then attack with his cannon.

Cannon. *Ranged Weapon Attack:* +7 to hit, range 500/2,000 ft., one target. Hit: 26 (4d10 + 4) force damage.

HAND OF STEEL

Large construct (mechanical golem), unaligned

Armor Class 18 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	10 (+0)	16 (+3)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages understands the languages of its creator but can't speak

Challenge 6 (2,300 XP)

Magical Core. The Hand of Steel has a Magical Core inside, granting it 2 Magical Core Charges at the start of the fight and the ability to store up to 4 of them.

Magic Intake. Whenever the Hand of Steel is attacked with spells, and the damage is higher than 15 points, it can absorb some of the magical energy from the spell into its core. The Hand of Steel makes a Constitution saving throw with the DC equal to 10 + spell slot level used by the caster. On a success, it regains one Magical Core Charge.

Immutable Form. The Hand of Steel is immune to any spells or effects that would alter its form as long as it has at least one Magical Core Charge.

Magic Resistance. The Hand of Steel has advantage on saving throws against spells and other magical effects so long as it has at least one Magical Core Charge.

Magic Weapons. The Hand of Steel's weapon attacks are magical and deal an extra 4 (1d8) damage for every Magical Core Charge in its possession.

ACTIONS

Multiattack. The Hand of Steel makes two Slam attacks, one of which can be replaced with Launching Grappler.

Cannon. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Launching Grappler. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage and the target is grappled and restrained. The target can escape by making a DC 14 Strength saving throw at the start of their turn. The Hand of Steel can only grapple one target at a time.

Magical Discharge. The Hand of Steel can spend one Magical Core Charge to unleash from the core the stored magical energy in the form of electric current in a 15-foot radius. Each creature in range must make a DC 14 Dexterity saving throw, taking 27 (6d8) electric damage on a failed save.

BONUS ACTIONS

Pull. The Hand of Steel pulls the target it is grappling for 30 feet.

Reconstructing. The Hand of Steel can spend one Magical Core Charge to regenerate 14 (4d6) Hit Points.





Church of Order

The Church of Order is a centralized religion deeply rooted in the realm governed by the Fortress of Dragsa. It embodies the principles of structure, discipline, and adherence to the law. Led by a hierarchy of religious figures who play the multifaceted role of both teachers and judges. All according to the words left to them by the god of Order.

At the core of the Church's belief system is the unwavering reverence for Queen Anara. She is considered the chosen one, appointed by the god of Order, to be the undying ruler of Dragsa and its citizens. According to their teachings, her authority is divine and stems from the god of Order's blessing—the Roots of Life. The power of this magical ore is seen as a sacred manifestation of the Order's invisible hand. And as the Church views the Queen as the embodiment of Order itself, her role as the ruler is seen as integral to maintaining the harmonious functioning of the realm. However, the role of the priests extends beyond the mere shepherds guiding their flock of sheep. They also assume the responsibility of judges within the Church's judicial system. They serve as arbiters of justice, ensuring that individuals are held accountable for their transgressions and that order is maintained within the realm.

Bringer of Harmony. The highest position within the Church of Order is held by the Bringer of Harmony. This esteemed individual is tasked with the responsibility of judging the citizens and preserving the law in the most problematic cases. As the highest priest, the Bringer of Harmony acts as the moral compass. When cases of moral or ethical dilemmas arise, the priests carefully consider the circumstances and consult with him their understanding of the teachings of the Church. All to apply their wisdom to make fair and just judgments. Decisions made by the head of this religion, carry weight and are viewed as divinely guided, as they are seen as conduits of the god of Order's will. If you ask me, that sounds fishy like hell.

Paladins of Order. Supporting the Bringer of Harmony are the Paladins of Order, who are granted the authority by the Church to deal with citizens as they see fit. While priests can be viewed as judges, these paladins serve as enforcers of the law, upholding the laws and ensuring the obedience of the citizens. While pursuing those suspected of breaking any laws, they cooperate with each other and send messages using magic. It makes escaping their grasp quite hard. Since they regard judgments passed by the priests as sacred, they always try to bring criminals in using all possible means. To them, it is not only about justice but also the salvation of the souls tainted by sin. And if the crime is not



that severe, I would even advise not to resist them too much. People with access to divine healing powers can really stretch the definition of “acceptable force.” You need to remember that they fear for your soul—not your body.

It is also worth mentioning that the Church of Order operates through a centralized structure, and the Bringer of Harmony is the head of both the paladins and the priests. Of course, over all of them, reigns the Queen herself. But from what I know, she rarely deals with citizens' problems, and when she does, it rarely ends well for them.

BRINGER OF HARMONY

Medium humanoid (human), lawful neutral

Armor Class 16 (half plate)

Hit Points 123 (19d8 + 38)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Wis +6, Cha +4

Skills Arcana +4, Investigation +7, Medicine +9, Persuasion +4, Religion +7

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 13

Languages any two languages, Common

Challenge 7 (2,900 XP)

Nullification Field. The Bringer of Harmony and his within 10 ft. have advantage on saving throws against spells and magical effects, and gain resistance against damage from spells.

Spellcasting. The priest is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *Light, Sacred Flame, Thaumaturgy*

1st level (4 slots): *Command, Cure Wounds, Inflict Wounds, Shield*

2nd level (3 slots): *Hold Person, Silence, Lesser Restoration, Zone of Truth*

3rd level (3 slots): *Dispel Magic, Revivify, Magic Circle (works also on humans and beastkin)*

4th level (3 slots): *Phantasmal Killer*

ACTIONS

Multiattack. The Bringer of Harmony makes two attacks with his Holy Hammer, one of which can be replaced with casting one spell.

Holy Hammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage.

BONUS ACTIONS

Divine Eminence. As a bonus action, the Bringer of Harmony can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the Bringer of Harmony expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Leadership. The Bringer of Harmony utters a special command or warning whenever a nonhostile creature that he can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a 1d6 to its roll provided it can hear and understand the Bringer of Harmony. A creature can benefit from only one Leadership die at a time. This effect ends if the Bringer of Harmony is incapacitated.

REACTIONS

Countering Magic. Whenever a creature tries to cast a spell or use a magical ability within 60 ft. of the Bringer of Harmony, he is able to interrupt it as a reaction. The creature must succeed on a DC 13 Wisdom saving throw, or its spell or ability fails.

PALADIN OF ORDER

Medium humanoid (human), lawful neutral

Armor Class 15 (half plate)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Wis +5, Cha +3

Skills Arcana +3, Investigation +5, Medicine +7, Persuasion +3, Religion +5

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 13

Languages any two languages, Common

Challenge 4 (1,100 XP)

Spellcasting. The priest is a 5th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

The Paladin of Order has the following cleric spells prepared:

Cantrips (at will): *Light, Sacred Flame, Thaumaturgy*

1st level (4 slots): *Command, Cure Wounds, Inflict Wounds, Shield*

2nd level (3 slots): *Hold Person, Silence, Lesser Restoration, Zone of Truth*

3rd level (2 slots): *Dispel Magic, Revivify, Magic Circle (works also on humans and beastkin)*

ACTIONS

Multiattack. The Paladin of Order makes two attacks with their Holy Hammer.

Holy Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 8 (1d12 + 2) bludgeoning damage.

BONUS ACTIONS

Divine Eminence. As a bonus action, the Paladin of Order can expend a spell slot to cause their melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn.



Beastkin Army The Irregulars

Beastkin remain the staple foot soldiers of the Fortress of Dragsa. They are a diverse group made of many different hybrids of humanoids and animals. Born as slaves with the fate to fight for the Dragsa till the last breath...

"**Irregulars**" is the term for the Dragsa armies made of the Beastkin races. They owe the name mainly to the diversity of groups that comprise them. Though the citizens can endlessly list all the races making up their squads, I will stick only to the most important ones.

Tu'ur. The Vepri make up the majority of the military forces in the Fortress of Dragsa. A few Vepri experience a mutation that causes them to grow to a humongous size, possibly due to a hereditary trait or a strange reaction of their blood to the residual Roots of Life magic. These individuals are called "Tu'ur," which in their tongue means "Strong."

Due to their larger body size, they are not as agile as their smaller brethren and cannot dodge hits as effectively or move as fast. However, they more than compensate for this with their raw strength. There are rumors that even one of them is capable of ramming through castle walls or marching for several days without rest. It is important to note, however, that these claims are merely rumors overheard from drunken soldiers. What has been confirmed is that they exhibit similar keen senses to their smaller kin, allowing them to react unusually quickly and block attacks directed at their allies. This is a remarkable feat considering their overall form.

Ca'arak. A race of tiger-like beastkin. Quite similar to weretigers I saw roaming in the Southern parts of the world and even more to the infamous Rakshasa. However, unlike them, they do not exhibit the same hand deformity.

Just like in the case of the Tu'ur, their name seems to have come from a distorted word in the Elvish language. Interestingly, nobody from the Dragsa mocks or assigns any humorous names to the Ca'arak. Instead, some have developed various peculiar superstitions or rituals associated with them, such as "Do not interrupt their speech" or "Never leave a stain on their fur." These customs may be rooted in the abundance of myths surrounding feline beings in Dragsan mythology. Or simply coincidental beliefs. Nonetheless, the Ca'arak are enslaved just like the other beastkin. It's a perplexing combination, being treated with respect akin to reverence and as low as rightless slaves at the same time.

Morgu. It is the most despicable group among the beastkin, a race known for their lizard-like faces, unnaturally high bloodlust, and a seeming lack of emotions. However, it appears that this is precisely what their creators intended, as they are frequently assigned the most cruel and despicable tasks, such as assassinations, executions, and torture. Truly, nothing seems to affect them.

Kril Conscript. While the Irregulars are chiefly just beastkin from the Dragsa, it is also a perfect place to put captives from non-human races. The Kril is one of the races in Kallonia that frequently fights for their supremacy on the continent, but while in prison, they are one of the most docile inmates. And they have big and strong bodies. This makes them perfect candidates for enlisting in the army. The concept of "paying off their crimes" seems to be something they do not fully grasp, but they are still very cooperative conscripts.

TU'UR

Large humanoid (beastkin), lawful neutral

Armor Class 13 (studded leather)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Str +7, Con +6

Skills Athletics +7, Perception +7

Senses passive Perception 17

Languages Common, understands Dwarvish and Elvish

Challenge 6 (2,300 XP)

Keen Smell. The Tu'ur has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The Tu'ur makes two melee attacks, either with their Sword or Claws.

Sword. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 30/90 ft., one target. Hit: 17 (3d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be grappled by the Tu'ur. The creature grappled by the Tu'ur is also restrained. Only one creature can be grabbed at a time.

BONUS ACTIONS

Throw. If the Tu'ur is grappling a creature, they can throw it up to 60 feet in the chosen direction and make it prone. If the thrown target strikes a solid surface after moving at least 20 feet, it takes 14 (4d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

Slam to the Ground. If the Tu'ur is grappling a creature, they can slam it to the ground. The creature takes 21 (6d6) bludgeoning damage and is knocked prone.

REACTIONS

Long Reach. If any creature within 10 ft. of the Tu'ur tries to attack their ally, the Tu'ur performs an extra attack on that creature. If they hit the target, it cannot attack anyone other than the Tu'ur this turn.



CA'ARAK

Medium humanoid (beastkin), lawful neutral

Armor Class 14 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Perception +5

Senses passive Perception 15

Languages Common, understands Dwarvish and Elvish

Challenge 4 (1,100 XP)

Keen Smell. The Ca'arak has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The Ca'arak makes two melee attacks, either with their Axe or Neck Bite.

Axe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/90 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Neck Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Constitution saving throw or start to bleed. While bleeding, the creature takes 2 (1d4) piercing damage at the start of their turn till the end of the fight and every 1 minute after the fight. The effects end after a short or long rest and can be cured with magic.

BONUS ACTIONS

Double Attack. If the first attack done by the Ca'arak with an Axe hits the target, the Ca'arak can perform another Axe attack with a +2 bonus to hit.



KRIL CONSCRIPT

Medium humanoid, lawful neutral

Armor Class 18 (plate)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Con +6, Cha +6

Skills Arcana +4, Medicine +4, Perception +7

Senses passive Perception 17

Languages Common, Dwarvish, Elvish, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The Kril Conscript's spellcasting attribute is Charisma (save DC 13, +6 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

at will: *Animal Messenger*, *Silent Image*

1/day: *Dispell Magic*

ACTIONS

Multiattack. The Kril Conscript makes two melee attacks with their Axe or one with the Axe and one with the Ghost Assault.

Axe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/90 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Ghost Assault. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. Hit: 8 (1d10 + 3) psychic damage. The creature hit by it must succeed on a DC 14 Wisdom or Charisma saving throw or be pushed away from the caster 10 ft. in a straight line.

BONUS ACTIONS

Cursing Enemies. The Kril Conscript places a curse on a creature see within 60 ft. that they can see. Until the curse ends, they deal an extra 3 (1d6) necrotic damage with each attack. They can also choose one ability and make the target have disadvantage on ability checks made with it. The effects last until the Kril Conscript dispels the curse, dies, or the target goes out of range. Only one creature can be affected by it at a time.

MORGU

Medium humanoid (beastkin), lawful neutral

Armor Class 14 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Perception +5

Senses passive Perception 15

Languages Common, understands Dwarvish and Elvish

Challenge 4 (1,100 XP)

Keen Smell. The Morgu has advantage on Wisdom (Perception) checks that rely on smell.

Battle Sense. If the Morgu targets the same creature and their previous attack hit it, they gain a +2 bonus to hit it in the next attack.

ACTIONS

Multiattack. The Morgu makes two melee attacks, either with their Sword or Claws.

Sword. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/90 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

BONUS ACTIONS

Killer Instinct. When the Morgu reduces a creature to 0 Hit Points with a melee attack on their turn, they can take a bonus action to move up to half their speed toward the next target. If, after moving, the Morgu is within reach of another creature, it can make another attack with their Sword.



City Rats

City Rats is a derogatory term created for the rat-like race that escaped from the Dragsan Laboratories. Initially, they were treated as monsters that needed to be exterminated, like vermin. However, in present times, they are a fairly common sight in most cities of the Deuslair.

Cities and their slums. These are the main places where you can find them. I saw some traveling around the world but never saw one living on a farm or in a small village. Thought it might be due to people's mentality there and not the other way around. In cities, it is easier to blend in with other beastkin.

Escape from the Dragsa. It seems the Dragsa did not intend to let this race loose; rather, they just escaped from their laboratories one day. The denizens of the Fortress of Dragsa held a deep-rooted prejudice against the City Rats, perceiving them as nothing more than vile creatures to be eradicated like common vermin. The notion of accepting these seemingly monstrous beings seemed unthinkable. However, as time unfurled, this group of beastkin began to be accepted. The City Rats, once reviled and cast aside, began to find a glimmer of acceptance within the expansive embrace of the Dragsan society. Or maybe that is too much of a word. Tolerated. People started giving them the lowest jobs and buying their haphazardly made markets. They were allowed into the stores. At least if they had money. It became increasingly apparent that these creatures, once labeled as vermin, possessed a profound sense of community and resourcefulness. Soon, City Rats' unique abilities and talents emerged from the

shadows, too. They showcased their adeptness at navigating through the intricate network of tunnels and hidden passageways that crisscrossed the city, serving as invaluable guides. Mainly for the dark side of the city, the black market, and illegal activities. Including hiring for assassinations. But that is a part of society, too.

The Duvak. If we are already on the topic of grey areas, I have heard intriguing rumors about the clandestine underground society of assassins the City Rats have established. While I have never personally laid eyes on them, they exist as enigmatic creatures of legend, their presence whispered about in hushed tones throughout the darkest recesses of the Fortress of Dragsa. The Duvak are said to be masters of weapons—deftly wielding razor-sharp knives or short axes with deadly precision. They are shadows in the night, striking swiftly and silently, leaving no witnesses in their wake. Born into a world rife with violence and chaos, it is rumored that they undergo rigorous training within the brutal gladiator pits nestled amidst the beastkin slums. It is there that they refine their combat skills and hone their expertise in the art of assassination. Curiously, despite their reputation for ruthlessness, the Duvak are said to hold values of loyalty and honor dear. Once they accept a job, they are unwaveringly committed, and willing to lay down their own lives to protect their clients. They are beastkin of their word, executing their missions with unparalleled efficiency and unwavering resolve. The mere thought of their existence sends shivers down one's spine.

With their weird origins, contrary to the rest of the beastkin, they never really were slaves to the Dragsa nor rebelled against them. At the same time, they are not exactly accepted as their citizens. They are somewhere in the grey area—not exactly second-grade citizens but far away from the slaves.

DUVAK ASSASSIN

Small humanoid (rat), any non-good alignment

Armor Class 15 (studded leather)

Hit Points 88 (16d6 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	16 (+3)	12 (+1)	8 (-1)

Saving Throws Dex +6, Int +6

Skills Acrobatics +6, Deception +2, History +6, Insight +7, Perception +4, Stealth +9

Damage Resistances poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 7 (2,900 XP)

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

Evasion. If the Duvak's Assassin is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they will instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Innate Spellcasting. The Duvak Assassin's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks).

They can innately cast the following spells, requiring no material components:

At will: *Poison Spray*, *Detect Poison and Disease*, *Dancing Lights*

3/day each: *Silence*, *Knock*, *Disguise Self*

1/day each: *Expeditious Retreat*, *Darkness*

ACTIONS

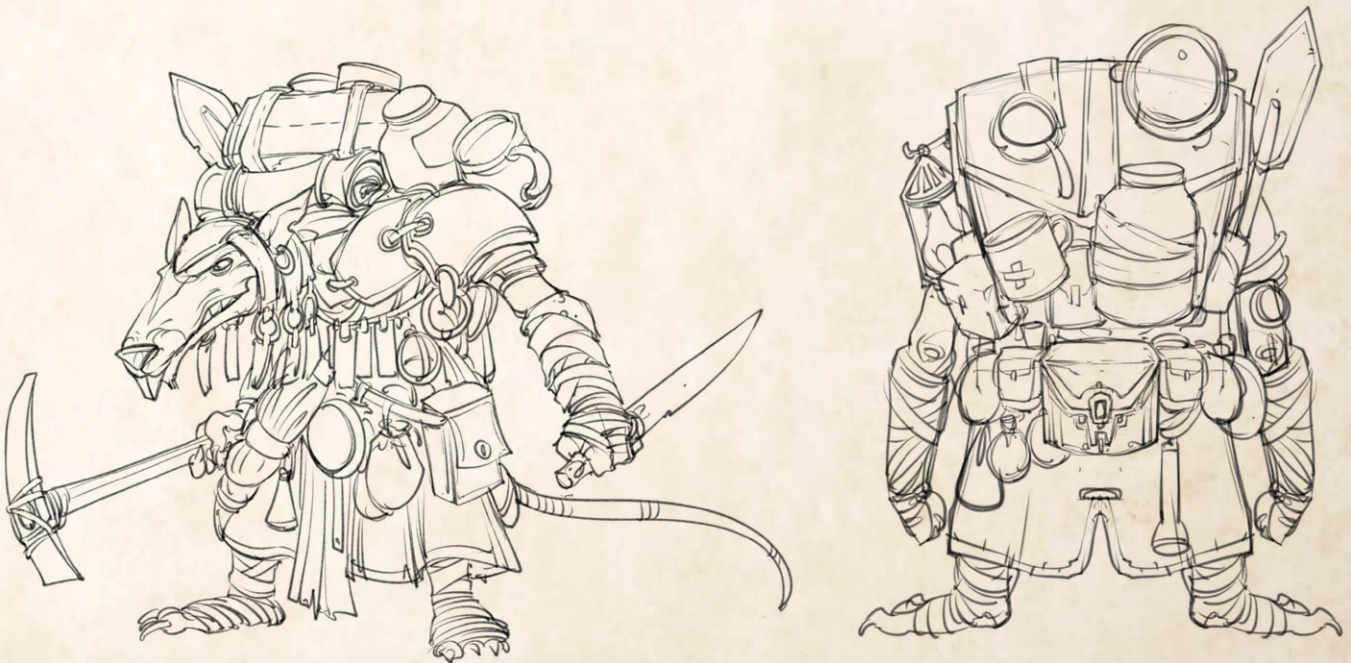
Multiattack. The Duvak Assassin makes two melee attacks.

Poisonous Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Barbed Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or start bleeding on a failed one. While bleeding, the creature takes 7 (2d6) piercing damage at the start of their turn till the end of the fight and every 1 minute after the fight. The effects end after a short or long rest and can be cured with magic.

REACTIONS

Poisonous Dart. If any creature tries to make a ranged attack against the Duvak Assassin and misses, the Duvak Assassin makes a Ranged Weapon Attack: +6 to hit, range 20/80 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage and becoming paralyzed on a failed save, or half as much damage and isn't paralyzed on a successful one. The paralysis lasts one turn.



VESHT THE MERCHANT

Small humanoid (rat), any non-good alignment

Armor Class 13 (padded armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Dex +4, Int +5

Skills Acrobatics +4, Deception +4, History +5, Insight +6, Investigation +7, Perception +4, Stealth +6

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Elvish, Giant, Gnomish, Halfling

Challenge 1 (200 XP)

Merchant Sense. Vesht the Merchant has advantage on Charisma checks to negotiate prices.

Nimble Escape. Vesht the Merchant can take the Disengage or Hide action as a bonus action on each of his turns.

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

Eye for Good Items. Vesht the Merchant can use his action to determine if an object is magical, its relative worth, and some of its capabilities. How much he is able to tell is up to the DM.

Innate Spellcasting. Vesht the Merchant's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *Poison Spray*, *Detect Poison and Disease*, *Dancing Lights*
1/day each: *Disguise Self*, *Expeditious Retreat*

ACTIONS

Multiattack. Vesht the Merchant makes two attacks, the first with the Pick and the second with the Dagger.

Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

RATASHA

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +4, Con +6

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Keen Smell. The Ratasha has advantage on Wisdom (Perception) checks that rely on smell.

Relentless Advance. The Ratasha is unaffected by difficult terrain.

Charge. If the Ratasha moves at least 20 ft. straight toward a target and then attacks on the same turn, the target takes an extra 7 (2d6) slashing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) piercing damage plus 7 (2d6) poison damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

BONUS ACTIONS

Escaper. If the Ratasha is escaping and is currently being chased, it can scarp the nearby ground, rocks, and stones while not stopping its run to toss them behind. Each creature in the 30-foot cone behind the Ratasha must make a DC 14 Dexterity, taking 8 (2d4 + 3) bludgeoning damage and becoming blinded till the end of their next turn on a failed save.

REACTIONS

Protective Instinct. If the Ratasha is mounted and the rider is hit with a melee or ranged attack, it can move its body to shelter the rider to change that outcome and take all the damage on itself.



Monsters Hiding in Cities

In the sprawling cities of the Deusleir, lurking in the shadows of the urban landscape, one can find a variety of monsters that have adapted to city life for their own sinister purposes.

These creatures are drawn to the bustling towns for various reasons—seeking refuge, sustenance, or simply a new hunting ground. In some cases, their original territory was overtaken by societies, and they simply adapted to the new circumstances to survive. Meanwhile, humans have adapted to these terrors in their own ways, employing both modern tracking methods and arcane powers to identify and deal with these creatures.

While the list of them could be made into a book of their own, let me just list a few of these creatures to show what a troublesome bunch they are.

Doppelganger. Doppelgangers are cunning shape-shifters who have infiltrated city populations for their own purposes. They use their remarkable ability to mimic the appearance of other humanoids, slipping into the lives of unsuspecting victims. They are drawn to the vast diversity of people and faces found in cities, making it easier for them to blend in. To avoid detection, they meticulously study their chosen targets, imitating not only their physical appearances but also their mannerisms. Not uncommonly, after fully learning its behavior, they kill the target and take its place.

Their constant threat made humans wary of strangers, employing a variety of methods to detect these impostors—such as secret phrases, passwords, or magical wards that reveal the true nature of a Doppelganger's disguise.

Mimic Clock. While mimics are quite a known sight in dungeons and ancient ruins, these creatures are also constantly

evolving and adapting. As a clear example of that, we start to see them not only close to human populations but right in the middle of their towns. Sometimes concealed in plain sight. These creatures have infiltrated countless households, drawn to the life force and emotions of their victims.

Among them, the Mimic Clock is one insidious creation. It appears as an ordinary timepiece until it reveals its hidden, razor-sharp teeth and thirst for blood. As they don't need to eat for years, they maintain their facade until an opportune moment arises. Then a poor soul is attacked, and not even a drop of blood is left behind. They might be responsible for many cases of missing people. In response to that, we are seeing quite a lot of protective amulets and magical enchantments sold to ward off these deadly timekeepers. Though, the effectiveness of most of them seems questionable.

Animated Gargoyle. Once mere stone statues, now animated with dark magic, these creatures boast an almost impenetrable exterior and fearsome, sharp claws. Their origins are shrouded in mystery, leaving uncertainty as to whether they were recently created by some malevolent force or relocated from ancient ruins where they may have resided in the past.

It appears these creatures are attracted to cities by the concentrated sources of arcane energy that permeate urban environments, providing the unnatural sustenance required to animate them. To elude detection, they seamlessly blend with architectural elements, often perching atop buildings and statues, masquerading as lifeless stone. Their disguises are so convincing that they can mimic the appearance of original statues with remarkable accuracy. These animated statues remain dormant until provoked or until they spot a potential victim, at which point they strike with deadly precision. The motive behind their attacks remains a mystery, as these creatures neither consume nor have any apparent need for sustenance.

MIMIC CLOCK

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid, poison

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Magic Tolerance. The Mimic Clock cannot be found using magic or spells.

Adhesive (Object Form Only). If the Mimic Clock wants, it can adhere to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary clock.

Grapppler. The Mimic Clock has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage. If the target is a living creature, it must succeed on a DC 13 Constitution saving throw or become totally mute and paralyzed till the end of their next turn.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

BONUS ACTIONS

Shapechanger. The Mimic Clock can use its bonus action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

DOPPELGANGER

Medium monstrosity (shapechanger), unaligned

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Ambusher. The Doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the Doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Falsehood (Changed Form Only). While the Doppelganger is changed into a target it was observing for more than 24 hours, they

can mimic the target's both voice and mannerisms, which makes them almost indistinguishable from the chosen target.

ACTIONS

Multiattack. The Doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The Doppelganger magically reads the surface thoughts of one creature within 60 ft. of them. The effect can penetrate barriers, but 3 ft. of wood or dirt, 2 ft. of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the Doppelganger can continue reading its thoughts, as long as the Doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the Doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

BONUS ACTIONS

Shapechanger. The Doppelganger can use its bonus action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

GARGOYLE

Medium elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Saving Throws Str +4, Con +5

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran, understands Common

Challenge 3 (700 XP)

Stone Form. If the Gargoyle did not move in the last 10 minutes, add +4 to its AC.

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The gargoyle makes two attacks: one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.





TROPICAL AND FLYING ISLANDS



Sky Pirates

With their trusty airship, these rascals roam the skies of the Scareguards Archipelago, plundering riches from unsuspecting merchant ships. They dare challenge even the mightiest of vessels—both in the skies and the seas.

Skyfarers and pirates. To understand who the Sky Pirates are, one needs to first grasp the difference between just being a skyfarer and a pirate. Skyfarers are individuals who have mastered the art of navigating the air currents, piloting airships, and surviving in the ever-changing world above the clouds. They are skilled in charting courses through treacherous winds and adapting to the unpredictable weather patterns that define life in the sky. While land-dwellers often regards both as the same, regular skyfarers can also be traders, ferrying goods and people between the islands and connecting the isolated communities.

Pirates, on the other hand, are a more renegade faction among the skyfarers. They are known for their audacious raids on other airships and island settlements. All to plunder valuable cargo, seize control of rival vessels, or even engage in sky battles for supremacy. Many of them were born and raised on the rough-and-tumble streets of Turtle Island city. There, the Sky Pirates honed their skills as masters of aerial combat and cunning tactics. Though, some of them are people picked from the raids themselves. Or even beastkin. Pirates don't care about your origins or race. Because of that, some beastkin decide to restart their lives there, hoping for a better future.

Sky Pirate Veterans. The ones who survived countless battles and skirmishes earn enough respect (or fearsome reputation) to be

called veterans. At that point, they are either some of the highest-ranking people on the ship or even have their own vessels. The crew of such ships consists of their most loyal subordinates, picked in all the years of flying. As they are ruthless and cunning leaders who will stop at nothing to claim their loot, both respect and fear follow them along with their reputation. Despite that, some Sky Pirate veterans are much more complex and enigmatic. Among them, there even are Robin Hood-like characters, taking from the rich and giving to the poor, while others forsake their own freedom and become ruthless mercenaries, serving bigger nations. Even the Disciples of Chaos... though none officially. All for the gold and treasure. Whatever the truth may be, one thing is certain: the Sky Pirates are legendary, and their names are spoken in hushed tones among the denizens of the cities of the Deuslair.

These marauders are a constant source of danger in the skies. A reminder that not all who sail the heavens have honorable intentions.



FEMALE SKY PIRATE VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (leather) with Charisma modifier

Hit Points 117 (18d8 + 36)

Speed 30 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +7, Con +5, Cha +5

Skills Acrobatics +10, Deception +5, Insight +5, Persuasion +5, Sleight of Hand +7, Stealth +7

Senses passive Perception 12

Languages any two languages

Challenge 7 (2,900 XP)

Lightfooted. The female Sky Pirate Veteran can take the Dash or Disengage action as a bonus action on each of her turns.

Suave Defense. When the female Sky Pirate Veteran is wearing light or no armor, add her Charisma modifier to her AC.

Human Shield (1/day). If the female Sky Pirate Veteran is hit by an attack or spell, she can grab a nonhostile creature within 15 feet and use it as a shield. The chosen creature takes all the damage and effects.

ACTIONS

Multiattack. The female Sky Pirate Veteran makes two attacks with the Flintlock, and then one attack with the Kick and Reload, or two attacks with a Cutlass.

Flintlock. *Ranged Weapon Attack:* +7 to hit, range 60/90 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Kick and Reload. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage and the target is pushed 15 feet.

Cutlass. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) slashing damage.

BONUS ACTIONS

Dirty Tactics. The female Sky Pirate Veteran never plays fair and at the beginning of her turn, she can choose one of the following effects (but cannot choose the same one twice in the same fight):

1. Feint. If she misses any attacks during her turn, she can perform one more attack with advantage but she must choose a different target.

2. Rope Trap. If any of the creatures within 60 feet of her moves, she can force them to make a DC 15 Dexterity saving throw, and if they fail, they are knocked prone and immobilized. The target

or any willing creature can take an action to cut the rope and end the effect.

3. Smoke. The female Sky Pirate Veteran fills her pistol barrel with a special powder, which creates smoke in a 30-foot radius around the target of her flintlock attack.

4. Throw Pepper. Every creature in a 15-foot cone must succeed on a DC 14 Dexterity saving throw or become blinded till the end of their turn and take 5 (2d4) acid damage.

5. Poison on the blade. Her Cutlass attacks during this turn force targets to take a DC 14 Constitution saving throw at the end of their next turn, or become paralyzed for one turn.

6. Scorching shot. The female Sky Pirate Veteran fills her pistol barrel with a special powder, which changes one of her attacks to a 15-foot cone of fire. Every creature in that area must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a fail or half as much damage on a success.

REACTIONS

Parry. The female Sky Pirate Veteran adds 2 to her AC against one melee attack that would hit her. If she uses this ability, she can only use her Cutlass attack in the next turn.



MALE SKY PIRATE VETERAN

Medium humanoid (any race), any alignment

Armor Class 16 (leather) with Charisma modifier

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +6, Con +6, Cha +5

Skills Acrobatics +9, Deception +5, Insight +5, Intimidation +8, Persuasion +5, Sleight of Hand +6, Stealth +6

Senses passive Perception 12

Languages any two languages

Challenge 7 (2,900 XP)

Lightfooted. The male Sky Pirate Veteran can take the Dash or Disengage action as a bonus action on each of his turns.

Suave Defense. When the male Sky Pirate Veteran is wearing light or no armor, add his Charisma modifier to his AC.

ACTIONS

Multiattack. The male Sky Pirate Veteran makes two Anchor Strike attacks.

Anchor Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 23 (3d12 + 4) bludgeoning damage.

Cannon (Recharge 4–6). *Ranged Weapon Attack:* +7 to hit, range 60, one target. Hit: 33 (6d10) bludgeoning damage and the target is pushed 30 feet.

ACTIONS

Intimidating Shout. The male Sky Pirate Veteran shouts at the chosen target within 60 feet to throw them off balance. They must succeed on a DC 14 Charisma saving throw or lose 2 points of AC and become frightened till the end of their next turn.



ROOKIE SKY PIRATE

Medium humanoid (any race), any alignment

Armor Class 15 (leather) with Charisma modifier

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Dex +4, Con +4, Cha +4

Skills Acrobatics +6, Deception +4, Insight +3, Persuasion +4, Sleight of Hand +4, Stealth +4

Senses passive Perception 11

Languages any two languages

Challenge 2 (450 XP)

Lightfooted. The Rookie Sky Pirate can take the Dash or Disengage action as a bonus action on each of their turns.

Suave Defense. When the Rookie Sky Pirate is wearing light or no armor, add their Charisma modifier to their AC.

ACTIONS

Multiattack. The Rookie Sky Pirate makes two attacks with the Cutlass.

Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Flintlock (Recharge 4–6). *Ranged Weapon Attack:* +4 to hit, range 60/90 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

REACTIONS

Parry. If the Rookie Sky Pirate is not unarmed at the moment, they add 2 to their AC against one melee attack that would hit them..



CA'ARAK PIRATE

Medium humanoid (any race), any alignment

Armor Class 15 (leather) with Charisma modifier

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	15(+2)	12(+1)	13(+1)	13(+1)

Saving Throws Str +5, Dex +4, Con +4

Skills Acrobatics +6, Deception +3, Insight +3, Persuasion +3, Sleight of Hand +4, Stealth +4

Senses passive Perception 11

Languages any two languages, understands Dwarvish and Elvish

Challenge 4 (1,100 XP)

Keen Smell. The Ca'arak Pirate has advantage on Wisdom (Perception) checks that rely on smell.

Lightfooted. The Ca'arak Pirate can take the Dash or Disengage action as a bonus action on each of their turns.

Suave Defense. When the Ca'arak Pirate is wearing light or no armor, add their Charisma modifier to their AC.

Pack Tactics. The Ca'arak Pirate has advantage on attack rolls against another creature if at least one of Ca'arak Pirate's allies is within 5 feet of the target creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The Ca'arak Pirate makes two attacks with their Claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Neck Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Constitution saving throw or start to bleed. While bleeding, the creature takes 2 (1d4) piercing damage at the start of their turn till the end of the fight, and every 1 minute after the fight. The effects end after a short or long rest, or can be cured with magic.

Flintlock (Recharge 4–6). *Ranged Weapon Attack:* +4 to hit, range 60/90 ft., one target. Hit: 13 (2d8 + 4) piercing damage.





Rashers

A native race living on the Scareguards Islands. They try to oppose pirates and get them out of their islands. They possess strong, shamanic powers, which help them create wood golems.

The **Rashers** are tiny and nasty inhabitants of the Scareguards Archipelago. My ancestors were benevolent enough to be willing to share the light of civilization with them, but they were harshly brushed aside. These primitives preferred their rocks, sacred trees, and sticks. They are an incredibly stubborn group, and, unfortunately, not as dumb as one would hope. As a result, they continue to thrive on the islands, making them inhospitable for other races. On Ragna or Turtle Island, they frequently launch attacks on innocent citizens, stealing food and tools. To compensate for their small stature, their guards always operate in pairs, and when one is injured, they both retreat. Then, from the shadows, they provide support to others while tending to the wounded. Some might consider it clever, but I personally find it to be a rather cowardly strategy. Although these troublemakers lack the skill to use proper tools or command significant levels of magical arcana, their innate magical abilities are undeniably real.

Rasher Golems are what really keeps the Republic of Misty Waters from fully conquering these islands. When a group of Rashers gathers, they are able to synchronize their magic and pour it into a nearby dead wood. It then becomes alive and forms a wooden golem, which, for lack of a better term, I refer to as the Rasher Golem. They probably have another name for it, but since it's hard to communicate with them, we do not know what it is. They are sturdy. They are strong. They are relentless. What's even worse, one needs to deal with them fast, since as long as their masters are pouring magic into them, they keep on regenerating. Their only real weakness is how nice they burn whenever you set them alight. I'm not fully sure if they are always made of dry wood, or maybe the Rashers' magic somehow drains the water from it, but I've never found one that would not burn easily with just a few sparks.

Rituals and traditions are important parts of their lives. The Rashers place shrines all over the islands and won't pursue you if you surrender your weapons. However, one should not expect that they will ever be returned. There are no clear ranks or castes among the Rashers, but those who control the golems typically remove their own ears and any head coverings. I'm not sure how it benefits them, but it seems to be a part of their traditions.

Rasher Minor Golems on the other hand, are something you see less often. While they are less dangerous, their mere existence

is a remarkable accomplishment that deserves respect. Typically, only a group of Rashers can combine their magic to create the Golem, which means that being able to create it single-handedly is a testament to one's skills and immense magical potential, even if it is a much smaller Golem.



RASHER WARDS (A PAIR)

Small humanoids (goblinoid), any

Armor Class 13

Hit Points 24 (7d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	13 (+1)	10 (+0)	10 (+0)

Skills Stealth +7, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Preparations in the Shadows. While hidden, at the beginning of their turn Rasher Wards regenerate 4 (1d6 + 1) Hit Points.

ACTIONS

Multiattack. Rasher Wards makes two attacks.

Primitive Blade. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Magic Outburst. *Ranged Spell Attack:* +2 to hit, range 60 ft., one target. Hit: 7 (2d4 + 2) radiant damage. A creature hit by it must succeed on a DC 14 Constitution saving throw or become blinded till the end of their next turn.

REACTIONS

Rashers' Escape. Whenever Rasher Wards Hit Points drop below half, they immediately stop fighting and take the Disengage and Hide actions as their reaction. If they are in a familiar habitat, they can perform it even if they are clearly seen.

RASHER GOLEM

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	3 (-4)	8 (-1)	1 (-5)

Saving Throws Str +7

Damage Vulnerabilities acid, fire

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creators but can't speak

Challenge 5 (1,800 XP)

Regeneration. The Golem regains 5 Hit Points at the start of its turn as long as it has at least 1 Hit Point and it has not taken fire, necrotic, or acid damage on its previous turn.

Flammable. Whenever the Golem takes fire damage, it becomes aflame. While in this state, it takes 4 (1d8) fire damage at the start of each turn. The Golem or other friendly creature can spend their action to put out the flames.

Immutable Form. The Golem is immune to any spell or effect that would alter its form.

Magic Resistance. The Golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Golem's weapon attacks are magical.

ACTIONS

Multiattack. The Golem makes two attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Grapple. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. Then the target must succeed on a DC 15 Strength or Dexterity saving throw or become restrained as it is being held by the Golem. The target can repeat the test at the beginning of their turn.

BONUS ACTIONS

Crushing. As a bonus action, the Golem can do 9 (1d12 + 3) bludgeoning damage to the target it is grappling.

MINOR RASHER GOLEM

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	15 (+2)	3 (-4)	8 (-1)	1 (-5)

Saving Throws Str +5

Damage Vulnerabilities acid, fire

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Regeneration. The Golem regains 5 Hit Points at the start of its turn as long as it has at least 1 Hit Point and it has not taken fire, necrotic, or acid damage on its previous turn.

Flammable. Whenever the Golem takes fire damage, it becomes aflame. While in this state, it takes 4 (1d8) fire damage at the start of each turn. The Golem or other friendly creature can spend their action to put out the flames.

Immutable Form. The Golem is immune to any spell or effect that would alter its form.

Magic Resistance. The Golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Golem's weapon attacks are magical.

ACTIONS

Multiattack. The Golem makes two attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 13 (2d10 + 2) bludgeoning damage.

Grapple. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. Then the target must succeed on a DC 13 Strength or Dexterity saving throw or become restrained as it is being held by the Golem. The target can repeat the test at the beginning of their turn.

BONUS ACTIONS

Crushing. As a bonus action, the Golem can do 8 (1d10 + 3) bludgeoning damage to the target it is grappling.



The Death Knight

A mysterious figure is occasionally sighted on the Scareguards Archipelago. No one knows their true identity or the purpose behind their enigmatic presence, but there is a prevailing sense that they are a guardian of the Rashers.

A curse or a man? Nobody is sure about the Death Knight's race or gender, though witnesses who heard them speak describe their voice as a terrifying, low bass. So, most assume the Knight is male. A male vengeful spirit, that is. Most believe it is a spirit of vengeance, born from all the wrongdoings skyfarers from the Misty Waters had committed in the past against the Rashers. The Knight's mere presence sends shivers down the spines of those who catch a glimpse of them. Cloaked in tattered, dark garments, beneath which an old armor glints in the moonlight, this masked rider is an uncanny protector of the Rasher tribe.

Moonlit attacker. The entity only shows up at night. Armed with a wickedly sharp bardiche that gleams malevolently in the moonlight, they wield it with eerie precision and a supernatural swiftness that leaves their adversaries bewildered. The Knight's movements are graceful yet hauntingly deliberate, evoking an air of supernatural prowess. With each swing of the weapon, they strike down foes with a chilling efficiency, leaving behind an unsettling silence. The Knight focuses only on certain targets and after dealing with them, disappears in the night.

The mask is Knight's most distinctive feature—a haunting visage obscuring their identity. Crafted from wood, it bears a malevolent, leering grimace that mocks the living and terrifies the dead. The eyes, hidden behind the mask's hollow sockets, burn with an otherworldly glow as if the Knight was judging your soul with their gaze. Or at least that's what the witnesses told me.

DEATH KNIGHT

Medium humanoid, lawful

Armor Class 15 (chain shirt)

Hit Points 120 (16d8 + 48)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	11 (+0)	17 (+3)	14 (+2)

Saving Throws Dex +7, Wis +6, Cha +5

Skills Intimidation +5, Perception +6, Persuasion +5, Survival +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 60 ft., passive Perception 16

Languages Gnomish, Goblin, Halfling, understands Common, Dwarvish, and Elvish

Challenge 7 (2,900 XP)

Innate Spellcasting. The Death Knight's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Death Knight can innately cast the following spells, requiring no material or somatic components:

at will: *Blur*, *Entangle*

3/day each: *Plant Grow*, *Invisibility*, *Pass Without Trace*, *Call Lightning*

1/day: *Insect Plague*

Charge. If the Death Knight moves at least 20 ft. straight toward a target and then hits it with the Bardiche attack on the same turn, the target takes an extra 11 (2d10) slashing damage.

Relentless Advance. The Death Knight is unaffected by difficult terrain, and can ride over water and other liquid surfaces.

Poisoned Blade. Each time a creature is attacked by the Death Knight in melee, the target must make a successful DC 14 Constitution saving throw or become poisoned, taking 3 (1d6) poison damage at the start of each turn or every 10 minutes if it is outside of combat. This effect lasts till cured or till performing a short or long rest. If the target was affected by this effect within the last 24 hours, it automatically succeeds the saving throw.

ACTIONS

Multiattack. The Death Knight makes two attacks with their Bardiche or performs one attack and then casts one spell.

Bardiche. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage plus 10 (3d6) poison damage.

BONUS ACTIONS

Haunting Face. At the start of its turn, if a creature can see the Death Knight's mask and is within 30 ft. of them, the Death Knight can force the creature to make a DC 14 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn.

Swift Casting. As a bonus action, the Death Knight can cast one spell from the options listed in the "at will" section in the Innate Spellcasting.

Fire Wyrms

Fire Wyrms are a newly arrived invasive species of monsters that appeared in the Scareguards Archipelago following the invasion of the Disciples of Chaos. Their origin remains shrouded in mystery, whether intentionally brought or not. However, their presence has brought considerable chaos to the once-peaceful islands.

New and troublesome enemies. These aggressive creatures, resembling lizards or wingless dragons in appearance, are very territorial and fiercely defend their nesting sites and hunting grounds. While individually they are much weaker than their distant, flame-breathing relatives, these monsters often form small groups, coordinating their attacks on prey or perceived threats. While they are not very sneaky in their attacks, they should not be taken lightly. The two major worrisome aspects of Fire Wyrms are their resistant scales and the ability to harness and project fire. It makes them formidable opponents in combat, as they can inflict severe burns and incinerate large areas. The scales also seem to provide them with a degree of natural resistance to fire-based attacks, making them highly resilient to any magic of that nature.

Territorial and devastating. As I mentioned, these monsters tend to be highly territorial so, given how fiercely they protect their nesting grounds, the best strategy is to just avoid them. Still, as they seem to be spreading to many new areas, it might not be possible in the future. What's worse, they appear to be highly adaptable and can thrive in a variety of environments. Right now, it seems that they prefer primarily hot and humid regions, with lots of prey. But they were also seen in areas with geothermal activity, and they seem to be resistant to the overwhelming heat of these places. Fire Wyrms are opportunistic feeders, consuming both flora and fauna, which has further contributed to their invasive nature. Around their nests, anything that they cannot eat is just burned away, leaving dead patches of land in places they leave. The dead areas around the nests probably serve as both a deterrent to other creatures and a way to clearly observe anyone incoming.

Young Fire Wyrms. These wyrms reproduce quite fast, considering their bigger cousins. After just a few years in the nests, they already venture out to hunt for their prey. Way before properly developing their breath or even fully hardening their scales. At that age, they form hunting groups with other younger wyrms, making it much easier to handle them. But even then, one needs to be constantly aware of their surroundings, as help from the nest might come if you are unlucky.

YOUNG FIRE WYRM

Medium dragon, chaotic

Armor Class 15 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	12 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +3, Cha +4

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Common

Challenge 3 (700 XP)

Pack Tactics. The Young Fire Wym has advantage on an attack roll against a creature if at least one of the Wym's allies is within 5 feet of the creature and that ally isn't incapacitated.

Fire Absorption. Whenever the Young Fire Wym is subjected to fire damage, it takes no damage and instead regains a number of Hit Points equal to half of the fire damage dealt.

ACTIONS

Multiattack. The Young Fire Wym makes one attack with its Bite and one with its Claws. It can replace bite with the Fire Spit attack or Tail Slash.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Tail Slash. Each creature in a 15-foot radius centered on the Young Fire Wym must make a DC 13 Dexterity saving throw. The targets take 8 (1d8 + 4) bludgeoning damage and becomes prone on a failed save, or half as much damage and no additional effects on a successful one.

Fire Spit. The Young Fire Wym creates a small, explosive ball of fire inside its mouth and spits it at a distance of up to 30 ft. Each creature in the area within 10 feet of that point must make a DC 13 Dexterity saving throw. The creatures take 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. It ignites flammable objects in the area that aren't being worn or carried.



FIRE WYRM

Large dragon, chaotic

Armor Class 18 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +6, Con +8, Wis +5, Cha +5

Skills Perception +8, Stealth +6

Senses darkvision 120 ft., passive Perception 18

Languages Common

Challenge 7 (2,900 XP)

Pack Tactics. The Fire Wyrm has advantage on an attack roll against a creature if at least one of the Wyrms' allies is within 5 feet of the creature and that ally isn't incapacitated.

Fire Absorption. Whenever the Fire Wyrm is subjected to fire damage, it takes no damage and instead regains a number of Hit Points equal to half of the fire damage dealt.

Dragon Scales (2/day). If the Fire Wyrm fails a saving throw against a magical effect or spell, or is dealt more than 40 damage from a single spell, it can negate this outcome by absorbing the magic into its scales. The second time it is used, the excess magic is discharged as a magical shockwave. Each creature in a 30-foot radius must make a DC 15

Constitution or Dexterity saving throw, taking 22 (4d10) fire damage and being pushed 20 feet on a failed save, or half as much damage on a successful one. After that discharge, the Fire Wyrm becomes prone.

ACTIONS

Multiattack. The Fire Wyrm makes one attack with its Bite and one with its Claws. It can replace Bite with the Fire Spit attack or Tail Slash.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Tail Slash. Each creature in a 15-foot radius centered on the Fire Wyrm must make a DC 15 Dexterity saving throw. The targets take 13 (2d8 + 4) bludgeoning damage and becomes prone on a failed save, or half as much damage and no additional effects on a successful one.

Fire Spit. The Fire Wyrm creates a small, explosive ball of fire inside its mouth and spits it at a distance of up to 60 ft. Each creature in the area within 10 feet of that point must make a DC 15 Dexterity saving throw. The creatures take 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. It ignites flammable objects in the area that aren't being worn or carried.

Full Fire Breath (Recharge 5–6). The Fire Wyrm exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Rock Bees

Rock Bees are massive insects, dwarfing their more common counterparts. They have adapted to the challenging conditions of the floating archipelago and build their nests below floating islands with any materials readily available around.

Deadly but remarkable creatures. They have a robust, dark exoskeletons with a metallic sheen, giving them a striking appearance. Their bodies can reach up to six inches in length, and their wings are transparent, with intricate, iridescent patterns that shimmer in the sunlight. Unlike typical bees, their middle legs specialized over the years to better suit them during combat—some bees have them form stinger-like serrated blades, while others have enlarged legs that they use to defend against attacks. All are designed for hunting and defense against larger predators. Just like their distant cousins, they have compound eyes, allowing for exceptional vision. But when that fails in the clouds and fog around the islands, they seem to rely on sensitive antennae, which help them navigate the treacherous terrains. Remarkable beings, though whenever I talk about them, some of my subordinates start to shiver and pray to their gods for some reason.

Queens and workers. They live in tightly-knit colonies, each with a highly organized social structure. Within a colony,



there are specialized roles, including worker bees, defenders, and reproductive individuals. They build complex nests using the materials readily available on the islands. Their hives, often nestled in crevices of rocky outcrops, are constructed with rock fragments, dried moss, and plant fibers, creating sturdy and well-insulated structures that provide protection from the ever-changing weather conditions of the archipelago. Rock Bees thrive in these rocky, high-altitude environments, utilizing the natural hiding spots and shelter provided by the terrain.

Ferocious defenders. When threatened, Rock Bees exhibit a remarkable level of coordination. The ones who spot danger to the colony, release pheromones that signal the mobilization for defense. Worker bees immediately barricade the hive entrances with rock fragments and use their serrated stingers to ward off intruders. The defenders, a specialized group within the colony, engage in coordinated attacks, swarming and stinging any threat with remarkable precision. Outside of the colony, they never attack alone, and if their numbers drop, they will simply leave.

ROCK BEE

Medium beast, unaligned

Armor Class 14

Hit Points 58 (9d8 + 18)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	2 (-4)	6 (-2)	3 (-4)

Saving Throws Dex +6

Skills Acrobatics +6, Perception +0

Condition Immunities prone

Senses passive Perception 10

Languages —

Challenge 3 (700 XP)

Swarm Tactics. The Rock Bee has advantage on an attack roll against a creature if at least one the Bee's allies is within 10 feet of the creature and the ally isn't incapacitated.

Shield. If the Rock Bee uses one of its legs as a shield, add 2 to its AC against melee attacks.

ACTIONS

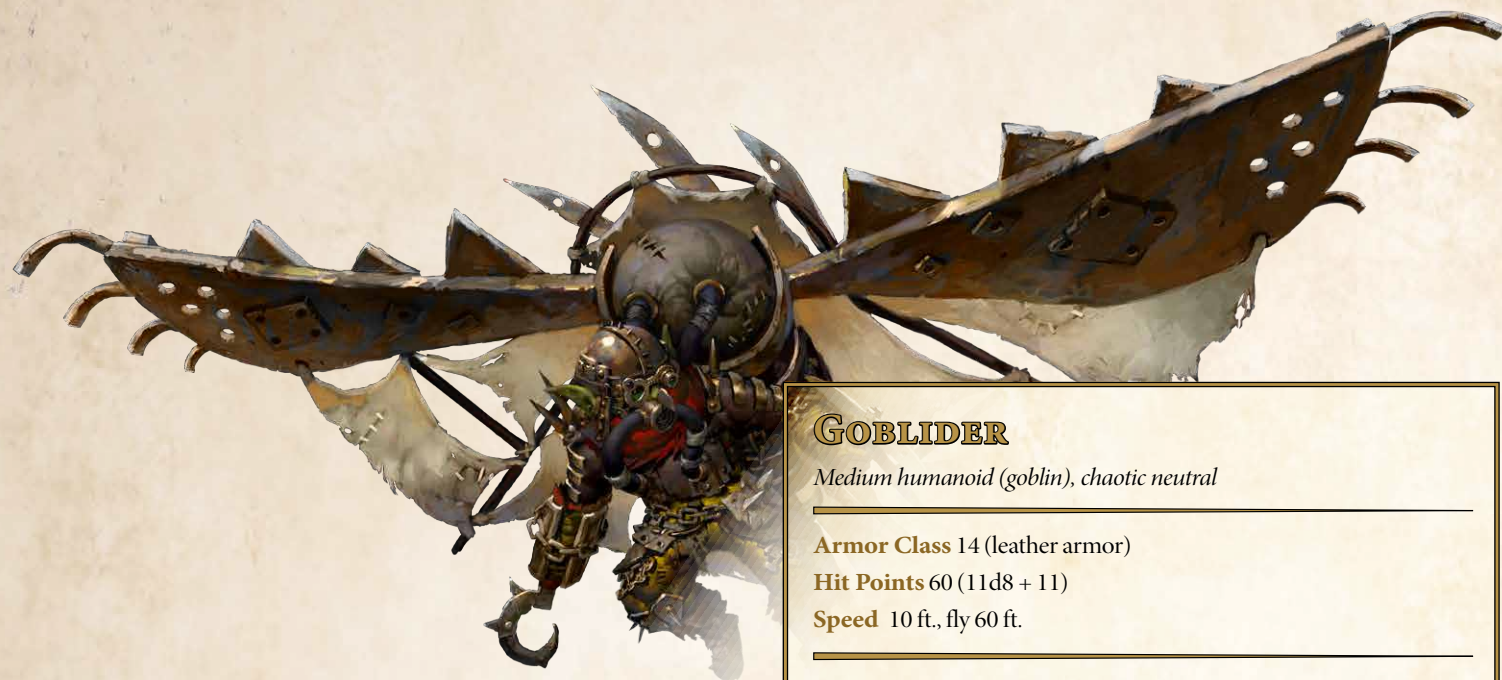
Multiattack. The Rock Bee makes two attacks with its Claws, one of which can be replaced with the Stinger attack.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw. On a failed save, it takes 5 (2d4) poison damage at the start of each of its turns or every 10 minutes if it is outside of combat. This effect lasts till cured or till performing a short or long rest.

BONUS ACTIONS

Winged Assault. The Rock Bee quickly jumps into the air, charging at one target within 10 to 40 feet of it, after which it gains +2 to rolling its first hit.



Gobliders

Goblins always find a way to take advantage of their environment. And with flying ships around, it doesn't take a genius to guess what they will attempt...

Gobliders is a name that stuck to the goblin marauders attacking other flying vessels with small gliders. These goblins often sport makeshift goggles and patched-together aviator uniforms. They've mastered the art of gliding, which is as natural to them as eating with a fork and knife (although quite a few goblins never bother with the latter skill). Their gliders vary in design, reflecting the goblin penchant for resourcefulness and innovation. Types and designs can range from the simplest models that utilize air currents to more advanced versions equipped with thrusters for greater control. Some even use small and slower ships with their own balloons for silent strikes.

Hit-and-run tactics. Gobliders excel in surprise attacks. These goblins are skilled glider pilots, capable of expertly navigating the Scareguards' warm air currents. In combat scenarios, Gobliders are dispatched from airships en masse when boarding other vessels is necessary. Armed with an assortment of tiny grenades, they rain explosives down on their targets upon reaching their intended vessel. Once the initial barrage concludes, they either get closer to check the ship or start sending boarding teams, which descend gradually, unleashing a hail of gunfire from their handguns on any survivors. The element of surprise often grants them the upper hand during these encounters.

GOBLIDER

Medium humanoid (goblin), chaotic neutral

Armor Class 14 (leather armor)

Hit Points 60 (11d8 + 11)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	8 (-1)

Saving Throws Dex +5

Skills Stealth +7, Survival +3

Damage Vulnerabilities fire, piercing

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

Weak Construction. Whenever the Goblidder is attacked with fire or piercing damage types, treat their AC as 2 points lower.

Nimble Escape. The Goblidder can take the Disengage or Hide action as a bonus action on each of their turns.

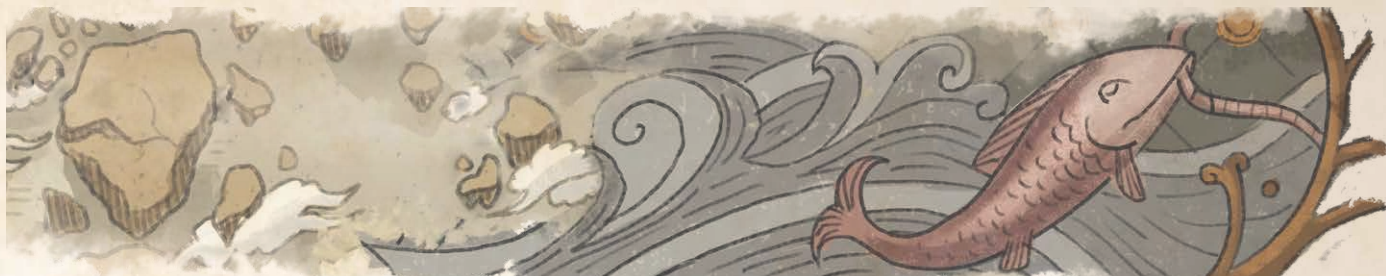
ACTIONS

Multiattack. The Goblidder makes two attacks with Darts, one of which can be replaced with Drop the Bomb.

Darts. *Melee Weapon Attack:* +5 to hit, reach 30/90 ft., one target. Hit: 6 (1d6 + 3) piercing damage and 7 (2d6) poison damage.

Drop the Bomb. If the Goblidder is in the air, it can drop different kinds of bombs within 30 feet directly below it. The bomb explodes on impact, and every creature within 15 feet of it needs to make a successful DC 12 Constitution save or suffer its effects. Whenever the Goblidder uses this attack, choose a different option from the following effects:

- Bang.** Become stunned and deafened for 1d4 rounds.
- Shards of Glass.** Deals 14 (4d6) slashing damage.
- Smoke.** Fills the area in a 30-foot radius with smoke that lasts 1 minute.
- Tear Gas.** Blinds creatures for 1d4 rounds and deals 2 (1d4) acid damage.



SEA AND WATER CREATURES



Encura The City of Merfolk

Encura, the thriving underwater kingdom created by the merfolk, stands as a testament to their unwavering spirit and resilience. In the depths of the sea, they have created a realm where individuality is celebrated, and each merfolk can forge their own path. Encura is a land of rich culture, reflecting the enduring legacy of the Slithers' rebellion and their pursuit of freedom.

Merfolk Shaman was the figure closest to the one governing the merfolk during the time of my visit. Though he bears the title of a shaman, his role within Encura is akin to that of a commanding officer. All important decisions in the kingdom are decided by votes from the council representing all of the groups. A messy and weird idea. And what's worse, quite slow. That's why in case of warfare, the Shaman takes the lead of the troops. With a deep understanding of magic and strategic prowess, he stands as their defender, ensuring the safety and sovereignty of the underwater kingdom against any trespassers or threats.

Talking with water animals. Contrary to popular belief, in the realm of Encura, only a handful of merfolk possess the unique ability to communicate with or even control water beasts. From them, the citizens select a few individuals and bestow upon them the title of Waterbeast Summoners. They are regarded as divine messengers and are often revered as priestesses and priests within the merfolk society. Their connection to majestic sea creatures grants them a sacred role in the spiritual and ceremonial aspects of Encura.

The soldiers of Encura comprise a diverse group, primarily consisting of the Slithers, the dominant race within the nation. Even so, the soldiers' appearance is in no way uniform, reflecting the diverse nature of the Slithers themselves. But for sure, they are united if we are talking about their dedication to protecting Encura. These soldiers embody the strength and determination



of their people, defending their homeland with unwavering loyalty.

Sea Jellymaids. Among the merfolk soldiers of Encura, one of the more unique groups are the Sea Jellymaids. Renowned for their exceptional swiftness, they are often chosen for scouting the waters surrounding Encura. Despite their delicate appearance, they are still formidable foes who excel in the usage of paralyzing poisons produced by their bodies. Touching one of them while she was coated in it is something I will not forget for the rest of my life... Yes, formidable foes. Truly the incarnation of beauty and death in one body. Their grace and unmatched accuracy make them deadly in battle.

Encura outcasts. But even in the welcoming social fabric of Encura, there are those who find themselves as outcasts. These individuals are often the product of unconventional unions between different beastkin races and thus are not fully accepted by any of them. I myself met one such creature—a mix between a Slither and a Medusa, a fascinating individual showing the best traits of both worlds. These outcasts continue to search for their place in the world, seeking to carve out their own identities and roles within merfolk society.

ENCURA SOLDIER

Medium humanoid (merfolk), any alignment

Armor Class 15 (hide armor, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +3, Cha +2

Skills Athletics +5, Nature +2, Perception +3, Survival +3

Damage Resistances cold

Senses passive Perception 13

Languages Aquan, Common

Challenge 1 (200 XP)

Amphibious. The Encura Soldier can breathe air and water.

Slippery Skin. The Encura Soldier has advantage on saving throws against being grappled or restrained.

ACTIONS

Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage or 9 (1d8 + 5) slashing damage if held in both hands.

WATERBEAST SUMMONER

Medium humanoid (merfolk), any alignment

Armor Class 13 (hide armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	14 (+2)	19 (+4)	15 (+2)

Saving Throws Wis +7, Cha +5

Skills Animal Handling +7, Arcana +5, History +8, Medicine +10, Religion +5

Damage Resistances cold

Senses passive Perception 14

Languages Aquan, Common

Challenge 6 (2,300 XP)

Amphibious. The Waterbeast Summoner can breathe air and water.

Speak with the Sea. The Waterbeast Summoner can communicate with amphibious and water-breathing creatures as if they shared a language.

Spellcasting. The Waterbeast Summoner is a 9th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC +17, +7 to hit with spell attacks). The Waterbeast Summoner has the following spells prepared.

Cantrips (at will): *Light, Sacred Flame, Spare the Dying, Thaumaturgy*

1st level (4 slots): *Create or Destroy Water, Cure Wounds, Guiding Bolt, Protection from Evil and Good, Sanctuary*

2nd level (3 slots): *Hold Person, Lesser Restoration, Darkness*

3rd level (3 slots): *Water Breathing, Water Walk, Dispel Magic, Protection from Energy, Spirit Guardians*

4th level (3 slots): *Control Water, Guardian of Faith*

5th level (1 slot): *Flame Strike*

ACTIONS

Multiattack. The Waterbeast Summoner makes two attacks with their weapon or casts one spell.

Trident/Glaive. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing.

Voice of the Sea (Recharge 5-6). The Waterbeast Summoner speaks with a thunderous voice audible within 300 feet. Up to five creatures of the Waterbeast Summoner's choice that can hear the voice must succeed on a DC 17 Wisdom saving throw or be charmed by the Summoner for 1 hour. The Waterbeast Summoner can use their bonus action to give order to the creature. It must be a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction, it defends and preserves itself to the best of its ability. Until the end of the Waterbeast Summoner's next turn, the creature takes only the actions that fit its order and doesn't do anything that is not allowed. Each time the creature takes damage, it makes a new Wisdom saving throw against the effect. If the saving throw succeeds, the effect ends. Using it again resets effects on previous targets.

BONUS ACTIONS

Divine Eminence. As a bonus action, the Waterbeast Summoner can expend a spell slot after their weapon attack to magically deal an extra 7 (2d6) radiant damage to the target. If they expend a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above the 1st.



SEA JELLYMAID

Medium humanoid (merfolk), any alignment

Armor Class 14 (hide armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

Saving Throws Wis +4, Cha +3

Skills Acrobatics +5, Animal Handling +4, Athletics +3, Investigation +5, Perception +6, Stealth +5

Damage Resistances cold

Senses passive Perception 16

Languages Aquan, Common

Challenge 1 (200 XP)

Amphibious. The Sea Jellymaid can breathe air and water.

Slippery Skin. The Sea Jellymaid has advantage on saving throws against being grappled or restrained.

ACTIONS

Trident. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Bow. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

BONUS ACTIONS

Paralysing Tentacle. As a bonus action, the Sea Jellymaid makes a melee attack +5 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) bludgeoning damage and the target must succeed on a DC 14 Constitution save or suffer 2 (1d4) poison damage and become paralyzed until the end of its next turn.

Jet (recharge 5–6). The Sea Jellymaid has a swimming speed of 120 feet this round.



MERFOLK SHAMAN

Medium humanoid (merfolk), any alignment

Armor Class 14 (hide armor)

Hit Points 157 (21d8 + 63)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	13 (+1)	15 (+2)	12 (+1)

Saving Throws Wis +5, Cha +4

Skills Animal Handling +5, Arcana +4, Athletics +7, Intimidation +4, Religion +4

Damage Resistances cold

Senses passive Perception 12

Languages Aquan, Common

Challenge 6 (2,300 XP)

Amphibious. The Merfolk Shaman can breathe air and water.

Spellcasting. The Merfolk Shaman is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC +15, +5 to hit with spell attacks). The Merfolk Shaman has the following spells prepared.

Cantrips (at will): *Light, Sacred Flame, Spare the Dying*

1st level (4 slots): *Shield of Faith, Bane, Divine Favor, Guiding Bolt, Protection from Evil and Good*

2nd level (3 slots): *Hold Person, Lesser Restoration, Silence, Aid*

3rd level (2 slots): *Dispell Magic, Protection from Energy*

ACTIONS

Multiattack. The Merfolk Shaman makes three attacks with the Sickle and Blade.

Sickle and Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage.

BONUS ACTIONS

Divine Smith. As a bonus action, the Merfolk Shaman can expend a spell slot after his weapon attack to magically deal an extra 9 (2d8) radiant damage to the target. If he expends a spell slot of 2nd level or higher, the extra damage increases by 4 (1d8) for each level above the 1st.

ENCURA OUTCAST

Medium humanoid (merfolk), any alignment

Armor Class 14 (hide armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	15 (+2)

Saving Throws Wis +6, Cha +5

Skills Animal Handling +6, Arcana +5, History +8, Medicine +9, Religion +5

Damage Resistances cold

Condition Immunities blinded, charmed

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Common

Challenge 7 (2,900 XP)

Indomitable. If the Encura Outcast or any of their allies fails or succeeds on a saving throw, the Encura Outcast can reverse this outcome. Whenever used, the Encura Outcast takes 21 (6d6) psychic damage.

Amphibious. The Encura Outcast can breathe air and water.

Speak with the Sea. The Encura Outcast can communicate with amphibious and water breathing creatures as if they shared a language.

Spellcasting. The Encura Outcast is a 9th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC +16, +6 to hit with spell attacks). The Encura Outcast has the following spells prepared.

Cantrips (at will): *Light*, *Sacred Flame*, *Spare the Dying*, *Thaumaturgy*

1st level (4 slots): *Create or Destroy Water*, *Cure Wounds*, *Guiding Bolt*, *Protection from Evil and Good*, *Sanctuary*

2nd level (3 slots): *Hold Person*, *Lesser Restoration*, *Darkness*

3rd level (3 slots): *Water Breathing*, *Water Walk*, *Dispel Magic*, *Protection from Energy*, *Spirit Guardians*

4th level (3 slots): *Control Water*, *Guardian of Faith*

5th level (1 slot): *Geas*

ACTIONS

Multiattack. The Encura Outcast makes two attacks with their weapon or casts one spell.

Bow. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. Hit: 13 (2d6 + 6) piercing damage.

Voice of the Sea (Recharge 5–6). The Encura Outcast speaks with a thunderous voice audible within 300 feet. Up to five creatures of the Outcast's choice that can hear the voice must succeed on a DC 16 Wisdom saving throw or be charmed by the Outcast for 1 hour.

The Encura Outcast can use their bonus action to give order to the creature. It must be a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction, it defends and preserves itself to the best of its ability. Until the end of the Encura Outcast's next turn, the creature takes only the actions that fit its order and doesn't do anything that is not allowed. Each time the creature takes damage, it makes a new Wisdom saving throw against the effect. If the saving throw succeeds, the effect ends. Using it again resets effects on previous targets.

BONUS ACTIONS

Paralyzing Gaze (2/day). As a bonus action, the Encura Outcast can target a creature within 60 feet. If the target is able to see the Encura Outcast, it must make a Wisdom saving throw with a DC 13. Failure results in the target becoming paralyzed until the end of its next turn.

Divine Eminence. As a bonus action, the Encura Outcast can expend a spell slot after their weapon attack to magically deal an extra 7 (2d6) radiant damage to the target. If they expend a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above the 1st.





Krakens

The Kraken, a legendary deep-sea monster that dwells in the dark, uncharted waters. It is known for its massive size and ferocious appetite for all manner of sea creatures or ships. Though, this one is still too young for the latter.

These colossal cephalopods are known for their ever-increasing size and strength as they age, making them some of the most formidable denizens of the deep. Their body resembles an octopus or squid but of colossal proportions. They possess ten powerful tentacles, each lined with rows of razor-sharp suckers, capable of easily ensnaring and crushing prey. Their eyes are said to be as large as a human, glowing eerily in the inky blackness of the abyss.

Growing in size and power. One of the unique characteristics of these magnificent creatures, which I had the privilege to learn about during my stay in Encura, is that they

never cease to grow. As they continue to expand in size, their strength proportionally increases, turning them into even more formidable inhabitants of the deep. The ones spoken of by sea dwellers have been known to reach sizes as colossal as several ships combined. However, they also occasionally come across young Krakens, which can be as small as a small cow or, more fittingly, a shark. Yet, legends suggest that deep in the ocean's abyss, one can encounter Krakens of titanic proportions, beyond our comprehension. Perhaps one day, I will have the opportunity to witness their awe-inspiring magnificence.

Hunting method. Their primary method of attack is to use their powerful tentacles to constrict and immobilize their victims, crushing them with brute force. They can also tear apart ships or prey if they so wish. Krakens are known for their exceptional intelligence and cunning strategies they use to disable vessels and drag them beneath the waves. When Krakens feel threatened, they can also expel massive clouds of dark, inky fluid. This ink cloud creates a dense, disorienting smokescreen allowing them to escape the danger or confuse their prey, making them nearly impossible to track or target.



KRAKEN

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	22 (+6)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Str +10, Dex +6, Con +10, Wis +8

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 14

Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

Challenge 12 (8,400 XP)

Amphibious. The Kraken can breathe air and water.

Freedom of Movement. The Kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The Kraken deals double damage to objects and structures.

Tentacle Block. If the Kraken fails a saving throw, it can choose to succeed instead by sacrificing one of the Kraken's Tentacles.

ACTIONS

Multiattack. The Kraken makes three Smash attacks, each of which it can replace with one use of the Bite and Swallow attack or the Ink Spit attack.

Smash. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Bite and Swallow. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target which is either grappled or prone. Hit: 15 (2d8 + 6) bludgeoning damage. On a hit, the target is swallowed, which ends the grapple or prone condition. While swallowed, the target is blinded

and restrained, and it has total cover against attacks and other effects outside the Kraken, and it takes 21 (6d6) acid damage at the start of each of the Kraken's turns. Whenever one of the Kraken's Tentacles is reduced to zero Hit Points or the Kraken takes a critical hit, or takes damage equal to or greater than 1/5 of its total Hit Points in a single round from creatures inside it, the Kraken must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Kraken. If the Kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Ink Spit. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be blinded. The blind lasts until it is removed by spending one action, the target moves, or similar effect occurs.

LEGENDARY ACTIONS

The Kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Kraken regains spent legendary actions at the start of its turn.

Coordinated Attack. Choose the Kraken's Tentacle. That Tentacle makes an additional attack. If the Kraken or another of its Tentacles is within 20 ft. of the chosen Tentacle, that attack gains advantage.

Fling. Choose one of the Kraken's Tentacles that is grappling a creature. That Tentacle throws the creature at a distance of up to 60 feet in the chosen direction and makes it prone. If the thrown target strikes a solid surface after moving at least 20 feet, it takes 14 (4d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Ink Cloud (Costs 3 Actions). The Kraken creates an ink cloud with a radius of 60 feet in water. The covered area is heavily obscured to creatures other than the Kraken. Each creature other than the Kraken that ends its turn there must succeed on a DC 14 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. Creating a strong water current disperses it and prevents it from being created. It disappears at the end of the Kraken's next turn. It cannot be used if it was used in the previous round.



YOUNG KRAKEN

Huge monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	13 (+1)	17 (+3)	16 (+3)

Saving Throws Str +7, Dex +5, Con +7, Wis +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 13

Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

Challenge 6 (2,300 XP)

Amphibious. The Kraken can breathe air and water.

Freedom of Movement. The Kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The Kraken deals double damage to objects and structures.

Tentacle Block. If the Kraken fails a saving throw, it can choose to succeed instead by sacrificing one of the Kraken's Tentacles.

ACTIONS

Multiattack. The Kraken makes three Smash attacks, each of which it can replace with one use of the Bite and Swallow attack or the Ink Spit attack.

Smash. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

Bite and Swallow. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target which is either grappled or prone. Hit: 16 (2d8 + 7) bludgeoning damage. On a hit, the target is swallowed, which ends the grapple or prone condition. While swallowed, the target is blinded and restrained,

and it has total cover against attacks and other effects outside the Kraken, and it takes 16 (4d6) acid damage at the start of each of the Kraken's turns. Whenever one of the Kraken's Tentacles is reduced to zero Hit Points or the Kraken takes a critical hit, or takes damage equal to or greater than 1/5 of its total Hit Points in a single round from creatures inside it, the Kraken must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Kraken. If the Kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Ink Spit. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. Hit: 9 (2d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be blinded. The blind lasts until it is removed by spending one action, the target moves, or similar effect occurs.

LEGENDARY ACTIONS

The Kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Kraken regains spent legendary actions at the start of its turn.

Coordinated Attack. Choose the Kraken's Tentacle. That Tentacle makes an additional attack. If the Kraken or another of its Tentacles is within 20 ft. of the chosen Tentacle, that attack gains advantage.

Fling. Choose one of the Kraken's Tentacles that is grappling a creature. That Tentacle throws the creature at a distance of up to 60 feet in the chosen direction and makes it prone. If the thrown target strikes a solid surface after moving at least 20 feet, it takes 10 (3d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Ink Cloud (Costs 3 Actions). The Kraken creates an ink cloud with a radius of 60 feet in water. The covered area is heavily obscured to creatures other than the Kraken. Each creature other than the Kraken that ends its turn there must succeed on a DC 14 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. Creating a strong water current disperses it and prevents it from being created. It disappears at the end of the Kraken's next turn. It cannot be used if it was used in the previous round.

BABY KRAKEN

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	11 (+0)	11 (+0)	13 (+1)

Saving Throws Str +5, Dex +3, Con +5, Wis +2

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 10

Languages understands Primordial but can't speak, telepathy 120 ft.

Challenge 3 (700 XP)

Amphibious. The Kraken can breathe air and water.

Freedom of Movement. The Kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

ACTIONS

Smash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Ink Spit. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. Hit: 9 (2d8) poison damage, and the target must succeed on a DC 11 Constitution saving throw or be blinded. The blind lasts until it is removed by spending one action, the target moves, or similar effect occurs.

KRAKEN'S TENTACLE

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +7, Dex +2, Con +5, Int +2, Wis +2

Condition Immunities blinded, charmed, deafened, frightened, prone, unconscious

Senses truesight 120 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Freedom of Movement. The Kraken's Tentacle ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

One Body. The Kraken's Tentacle is a part of the Kraken's body, so it does not need to breathe, and if the Kraken dies, it also dies. At any point in the battle, the Kraken's Tentacle needs to stay within 30 feet of Kraken. If the Kraken moves outside this reach, move the Kraken's Tentacle accordingly during the Kraken's turn.

Shared Pain. Whenever one of the Kraken's Tentacles is reduced to zero Hit Points or the Kraken takes a critical hit, end the grapple with the creature it holds.

ACTIONS

Tentacle Smash. *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. Each of Kraken's Tentacles can grapple one target.

BONUS ACTIONS

Tentacle Crush. As a bonus action, the Kraken's Tentacle can deal 15 (3d6 + 5) bludgeoning damage to the target it is holding with grapple.

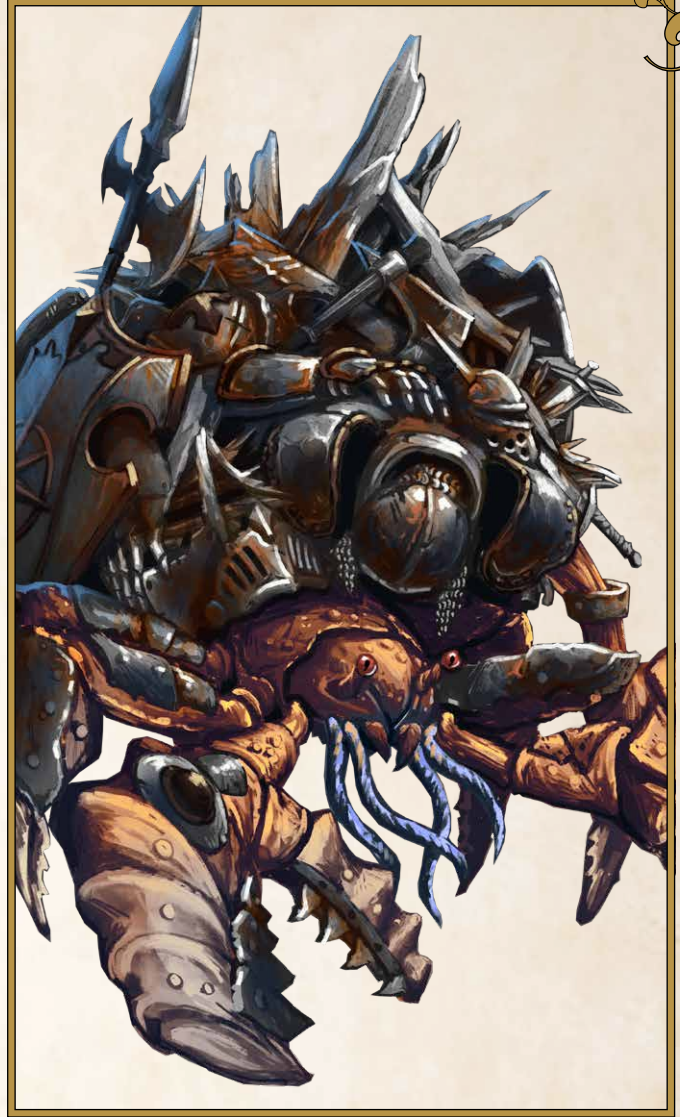


Husk Hermit

The Husk Hermit is a unique and eerie creature that closely resembles a massive crab. What sets it apart is its peculiar habit of repurposing discarded armor and equipment of fallen adventurers as makeshift shells.

Unique habits. When adventurers die at sea, their armor and equipment are lost. And as they say, nothing can be wasted in nature. Husk Hermits make their homes within the armors left by unlucky adventurers. These creatures are typically found along remote, rocky shorelines and cavernous coastal areas, where the remnants of fallen adventurers are washed ashore. Their scavenging behavior often brings them into contact with humans and other coastal travelers. Husk Hermits are usually not aggressive, but during mating season, they do tend to be more territorial and see anyone who ventures too close to their scavenging grounds as a potential threat.

Fighting style. In terms of combat, Husk Hermits are surprisingly agile for their size. They use their massive claws to great effect, both for defense and offense. When threatened or provoked, they can clamp down with incredible force, easily shattering bones and armor. Their preferred fighting style involves ambushing unsuspecting prey that comes close to their scavenged armor, not recognizing that it is not as empty as it seems.



HUSK HERMIT

Medium beast, unaligned

Armor Class 17 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	6 (-2)	9 (-1)	3 (-4)

Skills Athletics +5, Stealth +6

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Amphibious. The Husk Hermit can breathe air and water.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). The Husk Hermit has two claws, each of which can grapple only one target.

BONUS ACTIONS

Hoarder of Items. As a bonus action, the Husk Hermit can attempt to disarm one creature within 5 ft. Doing so does not provoke an opportunity attack.

REACTIONS

Casting off Armors. Whenever the Husk Hermit takes more than 15 damage from a single melee attack, it can take half of it instead then lower its AC by 1. This effect is stackable.

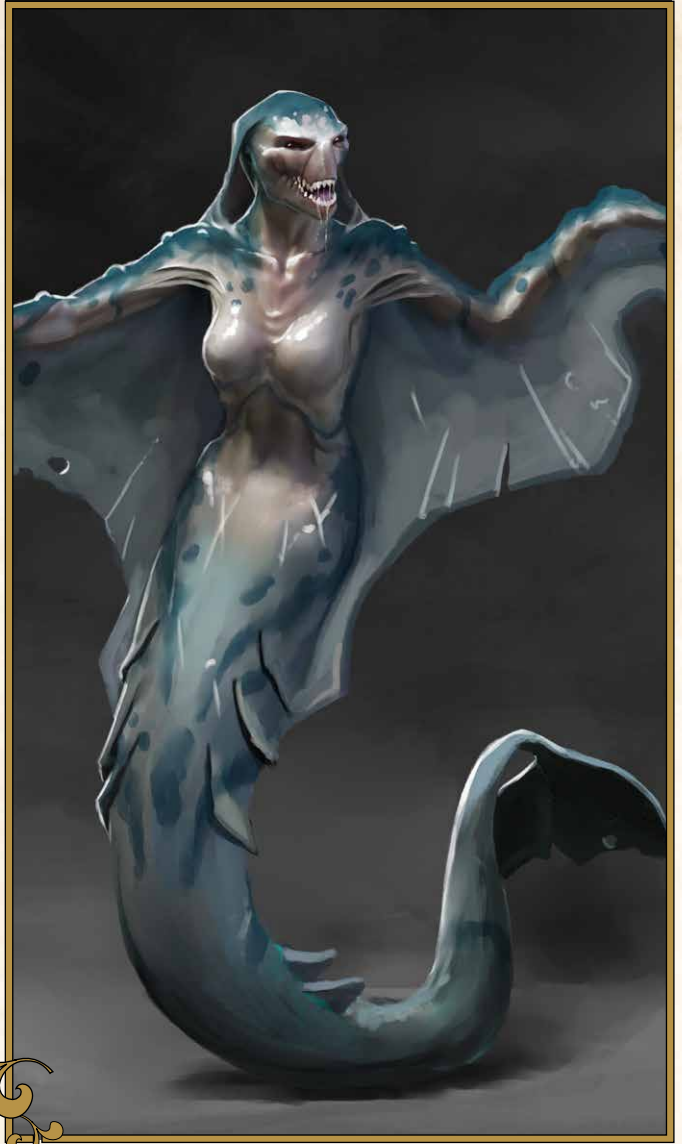
Sea Harpies

Sea Harpies are creatures with a humanoid appearance but devoid of higher intelligence or compassion. What drives them is pure instinct and a hunger for meat.

Unlike their land-dwelling counterparts, these beings have adapted to both aerial and aquatic environments. Their bodies feature bat-like wings, which are connected to their upper limbs, and powerful lower limbs designed for swimming.

Fast and out of sight. They are known to launch sudden attacks from the water, leaping out to target unsuspecting individuals aboard ships, whether they are standard vessels or flying airships. If that initial attack fails, they use their gliding ability to approach from above, making it difficult for their victims to escape. They are also skilled divers and can swiftly maneuver underwater to catch fish and other aquatic creatures.

Waters and coastlines. Sea Harpies are typically encountered near coastal areas, especially around rocky cliffs, seaside caves, and open waters. They attack people and creatures as part of their predatory behavior, exhibiting no mercy or remorse. They are opportunistic hunters and tend to attack anything that ventures too close. While they primarily prey on fish and other sea creatures, they are known for attacking humans and monsters who stray into their hunting grounds.



SEA HARPY

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 49 (9d8 + 9)

Speed 25 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Saving Throws Dex +4

Skills Athletics +4, Insight +2

Damage Resistances cold

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Amphibious. The Sea Harpy can breathe air and water.

ACTIONS

Multiattack. The Sea Harpy makes two attacks with Claws or one with Claws and one Nosedive attack.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Nosedive. While in the air, the Sea Harpy can nosedive toward a creature of Medium or smaller size within 40 ft. The target must succeed on a DC 13 Dexterity or Strength saving throw or be grabbed. After the attack, the Sea Harpy will try to fly with the creature to open air and drop it from a height. While still grabbed, the creature can repeat the Strength saving throw with a DC 13 to free itself or use other actions.



Dragon Turtle

Dragon Turtles are magnificent creatures that swim gracefully through the waters. They boast colossal sizes.

The older individuals' shells amass minerals and moss from the sea. Together, they create swirls of iridescent opals and glimmering crystals, peeking out from the centuries-old moss. Truly a sight to behold, mesmerizing many who see it for the first time.

Life cycle. Adult Dragon Turtles make appearances only every few years, but their legacy is secured through the hatching of their offspring's eggs on the sandy beaches of Encura. There, they lay dozens of eggs. They are pretty massive, which makes them an easy prey to other animals. So, to safeguard their offspring, adult Dragon Turtles bury the eggs deep within the sandy shores. However, nature blends beauty with danger. When the eggs hatch, the beaches come alive with the birth of the young Dragon Turtles. These cow-sized creatures resemble adorable miniatures of their future grandeur, filled with a longing for adventure.

Small but deadly. However, this awe-inspiring natural process is not without its perils, as just after hatching, they are stricken with hunger. And as numerous Dragon Turtle

hatchlings emerge simultaneously, there's fierce competition for food—they voraciously attack and consume everything in sight, which turns the initial marvel at their appearance into chaos along the coastline.

Big but gentle. While the hatchlings are driven by primal instincts that lead to fierce battles for food and survival, the adult Dragon Turtles are more gentle and peaceful beings. Most of the time, these gentle giants seem indifferent to the presence of humans and other humanoid species. They pay little attention to ships or coastal settlements, often allowing sailors to marvel at their sheer size from a distance. Some local legends and folklore speak of adult Dragon Turtles as protectors of the seas, watching over the delicate balance of marine life. It is said that they possess an innate connection with the ebb and flow of the tides, and their presence is believed to bring harmony to the ocean ecosystems. Thus, it is no surprise that they are generally considered a sign of good luck by sailors and are respected as iconic symbols of the sea.

The Wrath of a Gentle Giant. Still, despite their generally placid disposition, adult Dragon Turtles are not to be underestimated. Enraging one of these colossal creatures can have catastrophic consequences. When provoked or threatened, they can react with surprising speed and force, unleashing powerful strikes with their massive jaws and formidable claws.

DRAGON TURTLE

Huge dragon, neutral

Armor Class 18 (natural armor)

Hit Points 287 (25d12 + 125)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +5, Con +10, Wis +7

Damage Resistances cold, fire

Senses darkvision 120 ft., passive Perception 12

Languages Aquan, Draconic

Challenge 13 (10,000 XP)

Ancient Shield (2/day). Whenever the Dragon Turtle fails a saving throw or is attacked, it can hide in its shell to negate the saving throw or attack results. When used, the Dragon Turtle skips its next turn, becomes frightened of the source of that test, and gains +4 AC till it takes an action.

Amphibious. The Dragon Turtle can breathe air and water.

ACTIONS

Multiattack. The Dragon Turtle makes one attack with its Bite and one with its Claws, or it can make one Tail attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 19 (2d12 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. Hit: 25 (3d12 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the Dragon Turtle and knocked prone.

LEGENDARY ACTIONS

The Dragon Turtle can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon Turtle regains spent legendary actions at the start of its turn.

Detect. The Dragon Turtle makes a Wisdom (Perception) check.

Claw Attack. The Dragon Turtle attacks with its Claws.

Tail Attack (Costs 2 Actions). The Dragon Turtle attacks with its Tail.

Shell's Smash (Costs 2 Actions). The Dragon Turtle hides in its shell and jumps 20 ft. in any direction. On impact, it slams everyone in a radius of 10 ft., dealing 19 (2d12 + 6) bludgeoning damage. It also gains +4 AC till it takes an action or moves again. This action cannot be used if it was used in the last round.

Steam Breath (Costs 3 Actions). The Dragon Turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.



DESERTS



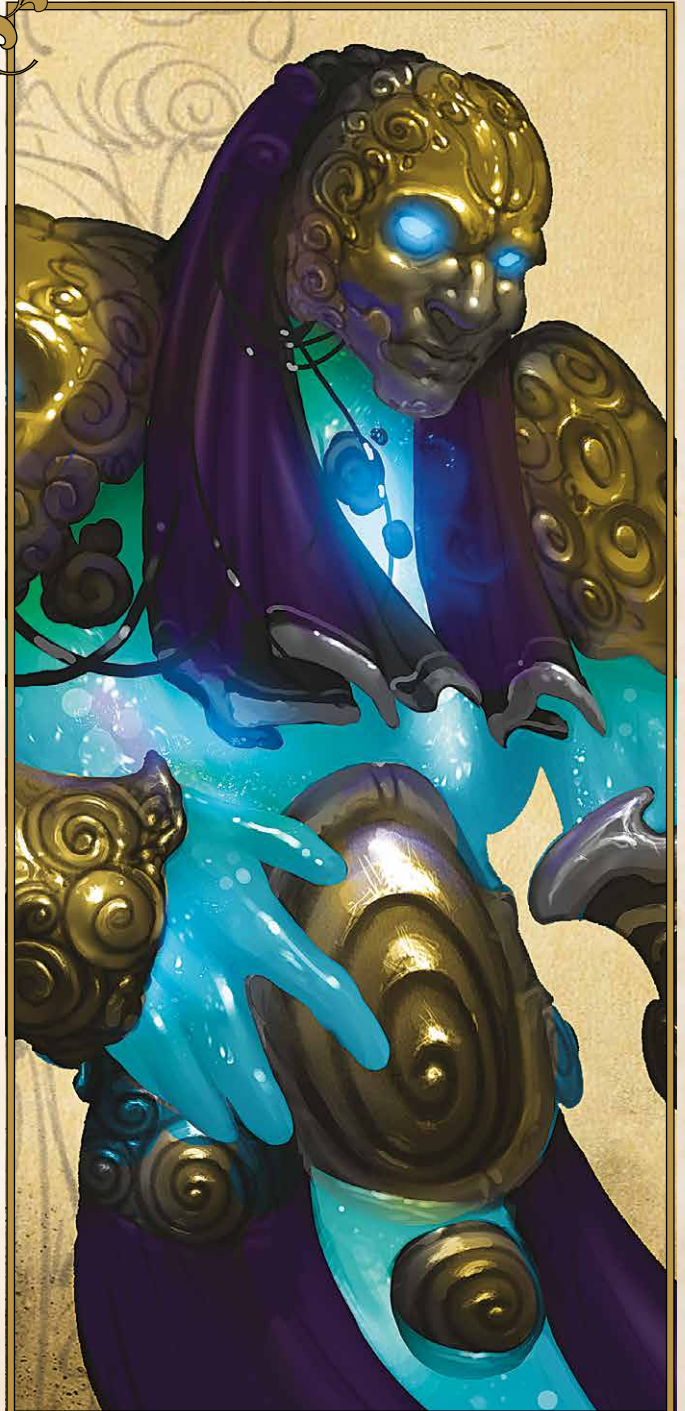
Jannah

The Jannah are a tribe of powerful mages that have discarded their flesh and bone in favor of transforming into elementals. Not many know how long they've been living in this land, but they're not going anywhere any time soon.

The Jannah are able to take the form of their surroundings, but they typically appear as sand elementals, as it's the most abundant resource in the Desert of Kartagis. They retain their individuality, and as such, they don various clothes, be it ritual garbs or ancient armor.

Originally a tribe of human mages with the gift of Soul Magic, they sought to gain **immortality at any cost**. As such, they abandoned their physical bodies in favour of a purely magical form. With functionally immortal bodies, all they need is a steady supply of souls to keep themselves bound to the physical plane. This is done through an artifact that they keep in their stronghold—The Book of Soulkeepers. This same artifact is what keeps them within the Desert of Kartagis, as if they stray too far, their link will sever, causing them to fade away into nothingness.

Their unique **Soul Magic** allows them to manipulate souls, whether they are dead or alive. If an adventurer is unfortunate enough to be targeted by a Jannah, they will feel a stronger and stronger urge to let go of their weapons and slowly walk in the direction of the Jannah, where they are promptly dispatched. The Jannah can still use conventional weapons such as swords, but they generally prefer to channel the souls of the dead in order to blast their enemies with unholy power. Anything that interrupts their grip on reality can be lethal—this includes sudden changes to their elemental body, which makes almost any offensive magic a good weapon against them.



JANNAH

Medium elemental, neutral

Armor Class 13 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	18 (+4)	10 (+0)	10 (+0)

Saving Throws Str +5, Con +6, Wis +3, Cha +3

Skills Arcana +10, History +10, Perception +3, Religion +7

Damage Vulnerabilities cold, fire, force, lightning, psychic

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 30 ft., passive Perception 13

Languages Abyssal, Common, Draconic, Dwarvish, Elvish, Giant, Primordial, Sylvan

Challenge 6 (2,300 XP)

Ethereal Form. The Jannah can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Hovering. While not unconscious, the Jannah is not actually touching the ground but hovering over it. It maintains an altitude between a half and two feet above the ground.

Immortal. After Jannah's Hit Points are reduced to 0, their body turns into sand and scatters in the desert wind. Their souls return to a faraway place, to the artifact held by their master, and they need to be given a physical body again.

Spellcasting. The Jannah is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Jannah has the following spells prepared and can use them without any components:

Cantrips (at will): *Fire Bolt, Light, Mage Hand, Prestidigitation*

1st level (4 slots): *Detect Magic, Magic Missile, Shield*

2nd level (3 slots): *Misty Step, Scorching Ray*

3rd level (3 slots): *Fireball, Vampiric Touch, Wind Wall*

4th level (3 slots): *Phantasmal Killer*

5th level (1 slot): *Raise Dead, Dominate Person*

ACTIONS

Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) Slashing damage.

Sands Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage.

BONUS ACTIONS

Unholy Surge. As a bonus action, the Jannah can expend a spell slot to cause its melee weapon attacks to magically deal an extra 9 (2d8) psychic damage to a target on a hit. This benefit lasts until the end of the turn. If the Jannah expends a spell slot of 2nd level or higher, the extra damage increases by 4 (1d8) for each level above the 1st.

LAIR ACTIONS

When fighting inside its lair, the [Jannah] can invoke the ambient Soul Magic to take lair actions. On initiative count 20 (losing initiative ties), it can take one lair action to cause one of the following effects:

- The Soul Magic starts to affect the minds of nearby people and causes them to hallucinate that they are inside an oasis. Each creature in a 60-foot radius around the Jannah must make a DC 14 Wisdom saving throw or start to hallucinate on a failed save. Hallucinating creatures suffer from charmed, blinded, and deafened conditions. They can repeat saving throws at the end of their turn and any time they take any damage.
- The Soul Magic starts to affect the minds of nearby people and causes them to lose any will to fight. Each creature in a 60-foot radius around the Jannah must make a DC 14 Wisdom saving throw. On a failed save, they drop any weapons they hold and are forced to only move toward the point chosen by the Jannah in their next action. Creatures under this effect suffer from the charmed condition. They can repeat saving throws at the end of their turn and any time they take any damage.
- The Soul Magic creates a quicksand: 15-foot-radius area within 60 ft. of the Jannah. All creatures in the area, including the ones that step into it, are immediately pulled 2 feet into the sand. The creatures that are not completely submerged can escape from the quicksand on a successful DC 13 Strength saving throw made at the beginning of their turn, or sink another 2 feet if they fail the save. If a creature sinks so deep that there is less than 2 feet of its body over the surface, the DC of the Strength saving throw increases to 15.
- The Jannah uses their Soul Magic to focus on one chosen creature within 60 feet, and crush its mind. The target must make a DC 14 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. If the creature's Hit Points are reduced to zero during the round this action affected them, the creature instead becomes the Jannah's will-less puppet with 20 Hit Points. In this state, their actions are dictated by the Jannah, and they can only move or attack with basic action or grapple. If the creature's Hit Points are reduced to zero again, or the Jannah dies, the creature drops unconscious with 1 Hit Point.

The Jannah can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row. If any of the Jannah has used a Lair Action, no Jannah can use that action this round.



The Eternal Empire

An ancient empire that once spanned the entire Desert of Kartagis. There are only a few individuals who know what led to their demise, and they're all buried 6 ft. under.

The Eternal Empire was once a flourishing human nation, rich in wildlife and natural resources. A terrible disaster descended upon the empire, essentially wiping it off the map and turning the entire land into a massive desert. Many wasteland cities can still be found across the desert, populated by undead citizens.

The King of Gates was the first and only one to drink the full Elixir of Life, and as such, the effects that it had on his body were drastically stronger. He is capable of immense magical feats, with the entire Eternal City being a playground to test his new spells. Not a single corner of the city is blind to his sight, and he is capable of telepathically communicating with his soldiers in order to inform them of the exact location of any intruders. Four magical wards have been placed in each of the cardinal directions of the city, and they must be disabled in order for the outsiders to be able to cast spells at their full strength. The King of Gates primarily uses arcane magic to twist reality within the city as he sees fit—you can expect to deal with many impossibly shaped rooms and vertigo-inducing sights just on your way to his chamber. Once inside, prepare to face his guards and guard yourself from his pure arcane attacks.

The Eternal Regiment are the soldiers who distinguished themselves in the field of battle or through public service and were given a single drop of the Elixir as a reward. They have become vastly stronger than the average citizen and naturally gifted in magic, which allows them to call spirits to their side. They fight using a variety of weapons, including sickles, swords, shields, staves, and arcane magic. Although, since the fall of the Eternal Empire, they have become undead, they have managed to retain their will. Ultimately, they have decided to follow the Emperor, despite the sin that he bears. This has also allowed them to train their skills to the peak of their respective fields.

Mummies are what remains of the populace that only consumed a trace amount of the Elixir that was spread among the entire land through the use of the Immortal Spire. They have entirely lost their will, and mindlessly roam the cities that they used to live in, attacking anything that is foreign. They still seem to follow some sort of schedule and will attempt to visit the places that they used to frequent while they were still alive and well. As they consumed part of the Elixir, even if it was only in trace amounts, they were still able to train in magic and become stronger than the average human, but as their bodies have deteriorated, so have their skills.

Efreeti are spirits that are bound by contract to serve the summoner until the summoner passes away. Without any outside interference, such a contract is unlikely to expire quickly. They are summoned by members of the Eternal Regiment to assist them in battle and do their bidding. As users of elemental magic, the Efreeti channel the natural properties of the world to create miracles, like raining fire from above or having the earth close in on their enemy and slowly devour them. They may only be sent back to the spirit realm temporarily, and will come back unless the summoner is killed.

ETERNAL SOLDIER

Medium undead, lawful neutral

Armor Class 14 (armor scraps)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	10 (+0)	8 (-1)	14 (+2)

Damage Vulnerabilities psychic, radiant

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, poisoned, stunned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 4 (1,100 XP)

Immortal. The Eternal Soldier is bound to this realm by a powerful magic. Whenever its Hit Points are reduced to zero, the Eternal Soldier just loses the power to hold its body together. After 2d6 days, the body returns to its original form.

Beyond One's Form. If the Eternal Soldier dies without expending a 3rd-level spell slot, and there is at least one other Eternal Soldier still in the fight, the Eternal Soldier casts Spirit Guardians. The spell lasts for two rounds, until dispelled, or until all other Eternal Soldiers are removed from the fight.

Spellcasting. The Eternal Soldier is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The Eternal Soldier has the following spells prepared:

Cantrips (at will): *Chill Touch*, *Dancing Lights*

1st level (4 slots): *Bane*, *Magic Missile*, *Sanctuary*, *Shield of Faith*

2nd level (3 slots): *Detect Thoughts*, *Pass Without Trace*

3rd level (2 slots): *Bestow Curse*, *Phantom Steed*, *Protection from Energy*

ACTIONS

Multiattack. The Eternal Soldier makes two attacks with the Blade or one with the Crescent Axe.

Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Crescent Axe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) slashing damage.

BONUS ACTIONS

Unholy Smite. As a bonus action, when the Eternal Soldier hits with a melee weapon attack, it can expend a spell slot to deal additional necrotic damage to the target. The extra damage is 9 (2d8) for a 1st-level spell slot, plus 4 (1d8) for each spell level above the 1st.

KING OF GATES

Medium undead, lawful neutral

Armor Class 16 (natural armor)

Hit Points 162 (25d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +7, Int +10, Wis +7

Skills Arcana +15, History +15, Insight +7, Perception +7, Persuasion +8, Religion +10

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages Common plus up to five other languages

Challenge 14 (11,500 XP)

Telepathic Bond. The King of Gates has forged a telepathic link with all of his subjects. He can communicate telepathically through the bond over any distance, though it can't extend to other planes of existence.

Sealed Magic. The King of Gates' magic was too powerful to keep safely around, so he sealed it. Before using The First Seal, the King of Gates cannot use spells stronger than 3rd level.

Spellcasting. The King of Gates is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *Mage Hand*, *Prestidigitation*, *Ray of Frost*

1st level (4 slots): *Detect Magic*, *Magic Missile*, *Shield*, *Thunderwave*

2nd level (3 slots): *Detect Thoughts*, *Invisibility*, *Acid Arrow*, *Mirror Image*

3rd level (3 slots): *Counterspell*, *Dispell Magic*, *Fireball*

4th level (3 slots): *Banishment*, *Black Tentacles*, *Blight*

5th level (2 slots): *Cloudkill*, *Scrying*

6th level (1 slot): *Disintegrate*, *Chain Lightning*

Immortal. The King of Gates is bound to this realm by a powerful magic. Whenever his Hit Points are reduced to zero, the King of Gates just loses the power to hold his body together. After 2d6 days, the body returns to its original form.

Turn Resistance. The King of Gates has advantage on saving throws against any effect that turns undead.

ACTIONS

Invisible Walls. The King of Gates lifts one of his keys and creates invisible walls around the chosen creature, then starts to crush it. Make Melee Spell Attack: +8 to hit, reach 60 ft., one creature. Hit: 18 (4d8)

force damage. The target must succeed on a DC 15 Constitution saving throw or be grappled till the end of their next turn.

The First Seal (1/day). The King of Gates uses his keys to break the seal placed on a portion of his magical abilities, which creates fractures in reality all around him. Cracks appear on all objects and beings within a 120-foot radius. Each creature in that area must make a Constitution saving throw, taking 35 (10d6) slashing damage on a failed save, or half as much damage on a successful one. Casters can expend 4th-level or higher spell slots to turn their failed rolls into successful ones.

REACTIONS

Sealing Power. Whenever the King of Gates is a target of a spell or magical ability, he can expend a spell slot of 4th level or higher to absorb this magic and seal it. A spell or ability sealed this way cannot be used by anyone during this fight. This can also be used after failing a saving throw.

LEGENDARY ACTIONS

The King of Gates can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The King of Gates regains spent legendary actions at the start of his turn.

Cantrip. The King of Gates casts a cantrip.

Door. The King of Gates creates two-dimensional doors connecting any unoccupied spaces he can see up to 120 feet away from him. After one being uses them, they disappear. As a part of this action, he can use the doors. Any equipment he is wearing or carrying is also taken.

Spell (Costs 2 Actions). The King of Gates casts a spell.

Casting Away (Costs 2 Actions). The King of Gates opens a door to another plane of existence. The door opens within 120 feet of him, near a creature that has already ended its turn. The creature must make a DC 15 Dexterity saving throw, or be pulled into another dimension. The creature returns at the end of its next turn. While inside, it lives for a few weeks in a different world full of dangerous creatures, but with the same physics and natural laws. The creature needs to succeed on three consecutive DC 12 Wisdom saving throws, taking 14 (4d6) necrotic damage on each failed one.

Spell Replication (Costs 3 Actions). The King of Gates intercepts the ambient magic left over from a just-used spell. If it was a spell of 6th level or lower that was not summoning any creatures, he replicates it and casts it himself without any cost. It must be used at the end of the turn of the caster who used that spell.

LAIR ACTIONS

When fighting inside his lair, the King of Gates can invoke his magical influence over his dominion to affect reality inside it, using the following lair actions. On initiative count 20 (losing initiative ties), he can take one lair action to cause one of the effects:

Melting Reality. Within 120 feet of the King of Gates, a 15-foot-radius area of the ground starts to melt and suck in anyone who touches it. All creatures in the area, including the ones that step into it, are immediately pulled 2 feet into the ground. The creatures that are not completely submerged can escape from it on a successful DC 14 Strength saving throw made at the beginning of its turn, or sink another 2 feet if they fail the save. If a creature sinks so deep that there is less than 2 feet of their body over the surface, the DC of the Strength saving throw increases to 16.

Hands of the City. The King of Gates focuses the magic in the city on one chosen creature within 60 feet of him, making stony hands emerge from all the walls and solid surfaces around it. The target must make a DC 14 Dexterity saving throw, taking 28 (8d6) bludgeoning damage and becoming immobilized on a failed save, or only half as much damage on a successful one.

Hailstorm. The King of Gates takes hold of the gravity of all inanimate objects within a 50-foot-radius area he can see. All objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area. Then, at a moment's notice, all of them fall to the ground. All creatures hostile to the King of Gates need to make a DC 15 Dexterity saving throw, taking 14 (4d6) bludgeoning damage and becoming prone on a failed save, or only half as much damage on a successful one.

Rearrangement. The King of Gates takes hold over the city structure itself. He can freely create or move walls of up to 60 ft. in length, creating up to 4 new structures of objects within 120 feet of himself. The moving terrain cannot directly harm anyone nor completely immobilize them.

The King of Gates can't repeat an effect until all of them have been used, and he can't use the same effect two rounds in a row.



EFREETI

Medium elemental, lawful neutral

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Int +5, Wis +4, Cha +6

Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 11

Languages Ignan, the language of the summoner

Challenge 6 (2,300 XP)

Fire Form. The Efreeti can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Hovering. While not unconscious, the Efreeti is not actually touching the ground but hovering over it. It maintains an altitude between a half and two feet above the ground.

Elemental Demise. If the Efreeti dies, its body disintegrates in a flash of fire and a puff of smoke, leaving behind only the equipment it was wearing or carrying.

Innate Spellcasting. The Efreeti's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately

cast the following spells, requiring no material components:

At will: *Detect Magic*

3/day each: *Enlarge/Reduce*, *Spike Growth*, *Stone Shape*, *Tongues*

1/day each: *Gaseous Form*, *Invisibility*, *Major Image*, *Move Earth*, *Wall of Fire*

ACTIONS

Multiattack. The Efreeti makes two Blade attacks, both of which can be replaced by Hurl Flame.

Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. Hit: 17 (5d6) fire damage.

Rain of Fire (Recharge 5–6). The Efreeti summons a storm made up of sheets of roaring flames within 120 feet. The area of the storm is a 30-foot-radius circle. Each creature in the area must make a DC 14 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. If you choose, plant life in the area is unaffected by this spell.

REACTIONS

Playing with Fire. The Efreeti's body is made of flames, forcing anyone who tries to attack it in melee to risk getting burned. Whenever a creature attacks the Efreeti in melee, it must succeed on a DC 13 Dexterity saving throw, taking 9 (2d8) fire damage on a failure or half as much on a success.

MUMMY

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities necrotic, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 2 (450 XP)

Immortal. The Mummy is bound to this realm by a powerful magic. Whenever its Hit Points are reduced to zero, the Mummy just loses the power to hold its body together. After 2d6 days, the body returns to its original form.

Spreading the Curse. If a creature was wounded during a fight with the Mummy but survived it, it must succeed a DC 13 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain Hit Points, and its Hit Point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's Hit Point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the Remove Curse spell or other magic.

ACTIONS

Multiattack. The Mummy can use its Dreadful Glare and makes one attack with its Rotting Fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage.

Dreadful Glare. The Mummy targets one creature it can see within 60 ft. of it. If the target can see the Mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the Mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the duration of the effect. A target that succeeds on the saving throw is immune to the Dreadful Glare of all Mummies for the next 24 hours.



Lamia A'sakir

The Lamia A'sakir live for the hunt. They will stop at nothing to relieve you of your possessions... and your innards.

The Lamia A'sakir are a race of sentient snake people that roam the Desert of Kartagis. As cold-blooded animals, they have naturally adapted to the heat and prefer to wear light clothes to be able to move their many arms more easily. They immigrated to the desert after the fall of the Eternal Empire and quickly became the dominant force in the Desert of Kartagis. As a race of hunters, they live for the hunt and take great joy in being able to kill for sport. They are masters of their craft, able to both create and wield a variety of weapons with their many hands.

The only currency that the Lamia accept is **Fresh Blood**. Through the use of a Hemoforge, they are able to infuse their weapons with the blood of various creatures. Blood is also seen as a delicacy in their society. The Lamia can be found anywhere in the Desert of Kartagis. They travel together in their own warbands and are usually neutral towards other sentient races but will not hesitate to immediately attack anyone if they sense a moment of weakness.



A Lamia warband typically consists of two dozen warriors that travel the desert together. They usually hunt larger monsters that have been monstified, as they usually have higher quality blood. Through the use of pack tactics, they have become very efficient at taking down larger beasts, and will tend to immobilize their prey through the use of a long rope, which then allows them to go in for the kill.

LAMIA

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Con +4

Skills Deception +7, Insight +4, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Pack Tactics. The Lamia has advantage on attack roll against a creature if at least one of the Lamia's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Hemoforge Enhancing. The Lamia has advantage on melee attack rolls against any creature is below its maximum Hit Points.

Innate Spellcasting. The Lamia's innate spellcasting ability is Charisma (spell save DC 13). They can innately cast the following spells, requiring no material components.

At will: *Disguise Self* (any humanoid form), *Major Image*
3/day each: *Charm Person*, *Mirror Image*, *Scrying*, *Suggestion*
1/day: *Geas*

ACTIONS

Multiattack. The Lamia makes three attacks with Many Hands or makes one attack with Many Hands and then casts one spell.

Many Hands. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: choose one option:

- Slash.** 12 (2d8 + 3) slashing damage.
- Smash.** 7 (1d8 + 3) bludgeoning damage. If the roll to hit was 19 or 20, the target is stunned.
- Stab.** 7 (1d8 + 3) piercing damage. If the roll to hit was 19 or 20, the target takes 7 (2d6) poison damage.
- Grab.** Deal no damage, but the target is grappled and immobilized (escape DC 13, Strength saving throw).

BONUS ACTIONS

Intoxicating Touch (2/day). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.



Lamassu

As ancient as they are, they're not the ones that fall prey to the passage of time. You'd better watch yourself around them.

The Lamassu are beasts that have the face of a man, the body of a lion, and large black wings that protrude from their back. They are native to the land of Kartagis and have lived there even before everything turned into a desert. Any wounds made by their unique claws will cause that area to age rapidly. The wound might close and leave a scar almost instantly, but the skin will age and decompose. Not many have dared to disturb them, as not even the citizens of the Eternal Empire

were immune to such attacks. They are mostly peaceful unless provoked first and will not hesitate to ferociously defend their nests. They mostly reside in the abandoned cities of the Eternal Empire but can sometimes be in conflict with a local Lamia warband or a division of the Forces of Chaos.

The Nests of the Lamassu have time-altering properties, which makes walking close to them quite difficult but not impossible. Their nests always have a massive sandstorm barrier protecting them, and the closer a person comes to their nest, the older they become, until they die of old age. This has caused some to speculate whether or not the Lamassu have time-altering artifacts in their possession, although no definite proof has been found yet. Walking out of the sandstorm dispels this effect, but spellcasters may also employ a variety of barriers in order to protect themselves and remain unaffected.

LAMASSU

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	13 (+1)	18 (+4)	15 (+2)

Saving Throws Wis +7, Cha +5

Skills Perception +10

Condition Immunities charmed, frightened

Senses passive Perception 20

Languages All

Challenge 7 (2,900 XP)

Time Resistance (2/day). If the Lamassu fails a saving throw, it can choose to succeed instead. Each use slows down Lamassu: its speed is halved, and it takes a –2 penalty to AC and Dexterity saving throws. The effect is cumulative.

Magic Weapons. The Lamassu's weapon attacks are magical.

Magic Resistance. The Lamassu has advantage on saving throws against spells and other magical effects.

Keen Mind. The Lamassu has advantage on all Wisdom checks.

Foresight. The Lamassu can see a few seconds into the future, which prevents it from being surprised.

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

At will: *Detect Evil and Good*, *Mage Hand*, *Magic Circle*, *Sacred Flame*

3/day each: *Slow*, *Bless*, *Calm Emotions*, *Command*, *Create Food and Water* (can create wine instead of water), *Thunderwave*

1/day: *Banishment*, *Flame Strike*, *Glyph of Warding*

ACTIONS

Multiattack. The Lamassu makes two attacks with its Claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage and 5 (2d4) necrotic damage. The target can't regain Hit Points lost due to the necrotic damage by means other than magical, and they decrease their maximum Hit Point.

Timestorm (Recharge 6). A cloud of sand swirls about in a 20-foot radius centered on a point the Lamassu can see within 120 feet of it. Each creature in that area must succeed on a DC 15 Constitution saving throw. A creature that fails the save can't use reactions, has its speed halved, and can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute or till magically dispelled.

LEGENDARY ACTIONS

The Lamassu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lamassu regains spent legendary actions at the start of its turn.

Detect. The Lamassu makes a Wisdom (Perception) check.

Sandstorm Dust. Sand swirls magically around the Lamassu, and each creature within 10 feet of it must succeed on a DC 15 Constitution saving throw or be blinded until the end of the creature's next turn.

Pounce (Costs 2 Actions). The Lamassu leaps straight toward a target 10–20 feet away, and then hits it with claws on the same turn. The target takes an extra 16 (3d6 + 6) slashing damage. The target must succeed on a DC 14 Strength saving throw or be knocked prone.

Spell (Costs 3 Actions). The Lamassu casts a spell from its list of prepared spells.

REGIONAL EFFECTS

The region containing the Lamassu's lair is warped by the creature's presence, which creates one or more of the following effects:

- Never-ending sandstorm surrounds the area. Every creature can see only within 60 feet.
- The flow of time within 1 mile of the lair is increased. Every creature within this range ages 1d8 years every 10 minutes. To avoid this effect, any spellcaster can expend a spell slot of level 3rd or higher to shield their party, then after every 10 minutes, they need to perform an Arcana check to see if their protection still holds. On a failed check, they can spend another spell slot, or the aging takes effect. A greater restoration spell can restore a creature's age to normal.

If the artifact in the center of the nest is taken, the effects fade over the course of 3d10 days.

Sandwyrm

It causes destruction wherever it roams, and ever since the collapse of the Eternal Empire, it's only been getting bigger...

The Sandwyrms were originally just minor creatures that burrowed underground, but ever since the fall of the Eternal Empire, they have become monstrified by the elixir and have grown to gargantuan proportions. Their growth isn't limited either—Sandwyrms continue to grow as long as they have a source of food or until they are eventually slain. The Lamia warbands often group together to hunt a Sandwyrm that has grown too large and threatens their safety. Some say that one of the Sandwyrms could potentially devour the entire world if it grew large enough. If you ask me, this is unlikely to happen. They are still quite vulnerable once you pierce their hide, and the bigger they get, the easier it is to hit them. Despite this, who's to say that there isn't a massive Sandwyrm burrowed and waiting underground...



SANDWYRM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	20 (+5)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +10, Wis +4

Condition Immunities blinded, deafened

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 14 (11,500 XP)

Magic Overflow (3/day). The Sandwyrm is filled to the brim with magical energy thanks to consuming magic found underground. If it fails a saving throw against a magical effect, it can choose to succeed instead by absorbing the magic into itself. But whenever it does so, the Sandwyrm takes 33 (6d10) force damage.

Tunneler. The Sandwyrm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The Sandwyrm attacks three times with Smash or once with Smash and once with Bite and Swallow.

Smash. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Bite and Swallow. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed. A swallowed creature is blinded and restrained, and it has total cover against attacks and other effects outside the Sandwyrm, and it takes 21 (6d6) acid damage at the start of each of the Sandwyrm's turns. If the Sandwyrm takes a critical hit or takes damage equal to or greater than 1/5 of its total Hit Points in a single round from creatures inside it, the Sandwyrm must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Sandwyrm. If the Sandwyrm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tremors (Recharge 6). The Sandwyrm releases magical energy stored inside it creating intense tremors that rip through the ground in a 100-foot-radius circle around it. Each creature on the ground in the area must make a DC 17 Dexterity saving throw. On a fail, the creature takes 33 (6d10) bludgeoning damage and is knocked prone. On a success, it only takes half as much damage.

LEGENDARY ACTIONS

The Sandwyrm can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Sandwyrm regains spent legendary actions at the start of its turn.

Smash. The Sandwyrm attacks once with Smash.

Tail Stinger (Costs 2 Actions). *Melee Weapon Attack:* +14 to hit, reach 30 ft., one creature. Hit: 17 (3d6 + 7) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.



Basilisk

Making eye contact with a dangerous beast is the last thing you want to do, doubly so if that beast is a Basilisk. Once a part of you has been turned to stone, there's no getting away from this terrifying beast.

The **Basilisks** were among the numerous creatures that underwent monstrification due to the influence of the Eternal Empire and that developed new traits. These reptile-like beings have reinforced scales, and their gaze can temporarily

turn others into stone. This ability has caused Basilisks to develop poor eyesight, which is why they rely on other senses to find their prey. Objects turned to stone eventually return to their original form, and Basilisks use this to their advantage. Their strong jaws allow them to devour stone and break it down, after which the prey is returned to its original form, and the raw nutrients are absorbed.

Basilisk's eye is a valuable ingredient and has many uses, from rituals to potions to curses. Both the Lamia and the forces of Chaos that reside in the Desert of Kartagis often hunt these creatures for their eyes. Some confident adventurers also venture into the desert in order to hunt them, although not many make it back.

BASILISK

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	8(-1)	15(+2)	2(-4)	8(-1)	7(-2)

Condition Immunities blinded

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

REACTIONS

Petrifying Gaze. When a creature within 30 ft. of the Basilisk misses them with an attack, it must make a DC 12 Constitution saving throw if the Basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. The effect can be removed with the Greater Restoration spell or other magic.



ICY MOUNTAINS AND BOREAL FORESTS



Knights of Tidor

You hear their boisterous laugh first. A mish-mash group of bizarre individuals—a dwarf, an elf, a centaur, and... you aren't sure what the rest of them are. They sit at the biggest table in the tavern, as if they owned the place. Their weapons shine in the light of the fireplace, and their cups are filled with ale. You can see the truth in their dead eyes, the murder in their smiles. Once the alcohol runs out and the tavern quiets down, their cheerful facade will reveal monsters lurking inside. Hunting for justice.

The Clan & The Mission. The Knights of Tidor are knights in name only—or perhaps, it's simply a mockery of the noble title granted to dwarves of high standing in Hyste Talma. None of the members of this shady yet strangely honorable organization can call themselves a knight. If one were to define the Clan, I imagine words like rogues and vigilantes would be used. Anyone willing to give themselves for the cause is welcome amongst the Knights of Tidor. Warriors, merchants, healers, teachers, and priests. Men, women, and children. If they're willing to work to change the world, they're valued by the tight-knit community of outcasts with hard eyes and soft hearts.

The Knight's self-assigned Mission is to rid the world of slavery. They preach that freedom is the fundamental right of every living being and that taking it away from people is a sin so great, it can only be punished by death. That puts the Knights of Tidor in direct opposition to the Dragsa and Queen Anara and as the allies of the Harrat Wing.

Tidor the Mountain Lord. At the helm of this formidable group stands Tidor, a dwarf of unmatched strength and determination. Known as the "Mountain Lord," he is not only a seasoned warrior but also a respected leader. Though his bizarre behaviors and even more questionable decisions have raised many eyebrows over the recent years. Mounted upon his

massive bear, Tidor exudes a commanding presence, instilling both fear and admiration among his foes and comrades alike.

The Clan of a Thousand Skills. There are no criteria on which the members are accepted, other than willingness to help the helpless and to free the world from the chains of slavery. Thus, the Knights of Tidor can be fighters, wizards, rangers, rogues, or clerics. Any profession can prove to be useful. Any background is an asset. Resourcefulness and variety of skills are the biggest strengths of the Knights. They have a widespread network of connections, spies in Dragsan cities, and friends in places all over the world. Whenever something is needed, it usually finds its way into the right hands.

The Champions of Freedom. The strongest of warriors in the Clan are given the title of a Champion. No one is sure about the origin of it—though most think it must have started at a tavern, somewhere along the line—but the purpose of such a Champion is close to that of actual champions. Those mighty fighters are the ones sent on the most dangerous missions. They lead teams of Knights of Tidor and are responsible for planning and executing operations.

Battle Tactics. The Knights of Tidor used to focus on information gathering and extraction missions. They'd prepare well to care for the freed slaves and make sure their informants safely disappeared into the north. More recently, however, their modus operandi began to change. More often than not, the Knights take unnecessary risks and kill more and more Dragsan soldiers. Spurred into action by the tension building on the continent and the precarious friendship with the Harrat Wing, they turn more violent.

That being said, the Knights have their honor. They don't kill innocent people, human children, or servants equally exploited by the nobles. They neither torture nor capture, and when they do take lives, they are not cruel about it. They are willing to lay down their lives if it means helping the slaves escape their masters.

The Knights of Tidor usually have an exit strategy prepared in advance. Whether in the shape of reinforcements, a well-placed explosive distraction, or a transportation spell. Once they have their target freed, they flee.

TIDOR'S GUARD

Medium humanoid, any alignment

Armor Class 17 (half plate)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	15 (+2)

Saving Throws Dex +6, Con +6

Skills Insight +3, Intimidation +8, Investigation +3, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish, Elvish

Challenge 6 (2,300 XP)

Strength in Numbers. The Tidor's Guards are never alone. They live together, they fight together, and they die together. If more than one of them is attacking the same enemy, they all gain advantage on their attack rolls.

Clan of a Thousand Skills. Over the years of their service, the Tidor's Guards learn many useful tricks. Each Tidor's Guard can pick

one cantrip (of any class) to keep as their ace in the hole and use it as an action as needed. By default, use Guidance, Spare the Dying or Message. The Tidor's Guard's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

ACTIONS

Multiattack. The Tidor's Guard makes two Sharp Blades attacks or two Shocking Accuracy attacks.

Sharp Blades. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 18 (4d6+4) of piercing damage.

Shocking Accuracy. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. Hit: 11 (2d6+4) piercing damage and 9 (2d8) lightning damage.

REACTIONS

Camaraderie. The Knights of Tidor are a Clan. A family forged in blood and hard work. If a Knight sees their brother or sister is about to die, fuelled with adrenaline, they can jump in (5 ft.) as a reaction and take that hit, reducing its damage by half.

TIDOR'S CHAMPION

Medium humanoid, any alignment

Armor Class 16 (chain mail)

Hit Points 157 (21d8 + 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +8, Con +7

Skills Athletics +12, Intimidation +4, Perception +5

Damage Resistances force; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish, Elvish

Challenge 9 (5,000 XP)

Impenetrable Armor. The Champions of Tidor are resilient by nature but also well-equipped. It is that combination that grants them their extraordinary resistance to a variety of damaging effects.

Enhanced Blades. The Champion's weapons are magical.

ACTIONS

Multiattack. The Tidor's Champion makes three attacks with the Flaming Sword of Justice.

Flaming Sword of Justice. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage and 4 (1d8) fire damage.

BONUS ACTIONS

Intimidating Presence (1/day). The Champion can use their renowned and intimidating presence at the beginning of their turn and frighten an opponent within 60 feet. The targeted creature needs to succeed on a DC 16 Wisdom saving throw or be frightened till the end of its next turn.

VINDU ASSASSIN

Medium humanoid, any alignment

Armor Class 15 (chain shirt)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +7, Con +5

Skills Insight +3, Perception +3, Sleight of Hand +10, Stealth +10

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 13

Languages Thieves' cant, Common, Dwarvish, Elvish

Challenge 7 (2,900 XP)

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

Hit and Run. After hitting the target, the Vindu Assassin's base movement increases to 45 ft. till the start of their next round. Reduce their available movement by the number of feet they already moved before hitting the target.

Stealth Masters. While stalking their target, if the Vindu Assassin becomes motionless behind at least partial cover, all perception checks made to spot them gain +5 DC. Additionally, the Vindu Assassin has advantage on Wisdom (Perception, Insight) checks.

Resilient. The Vindu Assassin is used to the harsh conditions of their realm and is resistant to cold.

Spellcasting. The Vindu Assassin is a 4th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell

attacks). The Vindu Assassin has the following spells prepared:

Cantrips (at will): *Ray of Frost*, *Message*

1st level (3 slots): *Burning Hands*, *Charm Person*, *Feather Fall*, *Disguise Self*

2nd level (2 slots): *Scorching Ray*, *Knock*, *Darkness*

ACTIONS

Multiattack. The Vindu Assassin makes three Poisoned Daggers attacks or casts one spell and a cantrip.

Poisoned Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 13 (2d8 + 4) piercing damage. At the beginning of its turn, the creature that has been hit by the poisoned dagger must make a DC 15 Constitution saving throw. On a failed save, the creature takes 7 (2d6) poison damage and is paralyzed. On a successful one, it only takes half as much damage. The paralysis lasts one turn.

BONUS ACTIONS

Run and Hide. After the Vindu Assassin kills an opponent, their movement does not provoke opportunity attacks, and the Hide action can be taken as a part of this bonus action.

REACTIONS

Poisonous Dart. If any creature tries to make a ranged attack at the Vindu Assassin and it does not hit, the Vindu Assassin makes a Ranged Weapon Attack: +6 to hit, range 20/80 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the creature must make a DC 15 Constitution saving throw. On a fail, the creature takes 7 (2d6) poison damage and is paralyzed. On a success, it only takes half as much damage. The paralysis lasts one turn.



TIDOR THE DWARF CHIEFTAIN

Medium humanoid, chaotic good

Armor Class 18 (half plate, shield)

Hit Points 212 (25d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	12 (+1)	10 (+0)	14 (+2)

Saving Throws Str +9, Con +8

Skills Athletics +9, Intimidation +6, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 14

Languages Common, Dwarvish, Elvish

Challenge 12 (8,400 XP)

Blood Frenzy. Tidor the Dwarf Chieftain has advantage on melee attack rolls against any creature that doesn't have all its Hit Points.

Corruption. Tidor has been infected by Chaos' terrible corruption. As a result, every time he kills a humanoid creature, he needs to make a DC 14 Wisdom saving throw or suffer from the Chaotic Frenzy.

Chaotic Frenzy. When Tidor loses control, his next attack is directed at the creature closest to him, regardless if the target is hostile or nonhostile to him. Infected by Corruption, he does not differentiate between them.

Not Today. Tidor doesn't break under pressure. When he takes more than 30 damage in one round, he regains 15 Hit Points at the beginning of the next round.

ACTIONS

Multiattack. Tidor the Dwarf Chieftain makes two Spear attacks.

Spear. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

BONUS ACTIONS

Corrupted Soul. After making a Spear attack, Tidor can reach for the Chaos energy within him and allow the Corruption to grow. His attack deals an extra 11 (2d10) necrotic damage, but he also takes 5 (1d10) necrotic damage and suffers from the effects of the Chaotic Frenzy.

LEGENDARY ACTIONS

Tidor the Dwarf Chieftain can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

Attack. Tidor the Dwarf Chieftain makes a Spear attack.

Bear Charge. Tidor the Dwarf Chieftain charges at any target within 30 ft., and then the bear hits it with its claws. Make melee attack: +9 to hit, reach 5 ft., one target. Hit: 15 (4d4 + 5) slashing damage. If the target is a creature of Medium or smaller size, it additionally must succeed on a DC 16 Strength saving throw or be knocked prone.

One Dwarf Army (Costs 2 Actions). Tidor can spin his spear around, hitting all creatures within 10 feet of him. Every hit creature must make a DC 16 Dexterity saving throw. On a failure, the creature takes 12 (2d6 + 5) slashing damage and is pushed 5 feet. On a success, it only takes half as much damage.





Knights of Ruth



You've heard the tales thousands of times. A damsel in distress, an honorable knight, a terrible dragon. Have you ever wondered as to their source? Have you ever questioned where the idea of chivalry and honor, of protecting the meek and loyally serving the king came from? Surely, not from the Dragsa. If you dig deep enough, if you read tomes of ancient wisdom, you will eventually uncover one name—Ruth.

The Loyal Servants of the Crown. The Knights of Ruth are the perfection many attempt to reach in their lifetime, yet only so few manage. Their armor always shines, their bodies are machines trained to withstand extreme conditions, their minds are sharp, and their hearts are kind. There's no room for imperfection, no place for hesitation. The Knights of Ruth are an order of warriors serving the Ruler of Hyste Talma, and they do not compromise on excellence.

They stand as a stark opposite to the Knights of Tidor, and as a matter of fact, often oppose their knightly status, claiming that they disgrace the title. Whereas Tidor's Clan is a ragtag group of skilled individuals from many walks of life, the Knights of Ruth are carefully handpicked from the best that the dwarven race has to offer.

With carefully trimmed and braided beards, clean faces and immaculate manners, they present a united front. You would find it difficult to differentiate between the individual Knights, as they wear the same style of clothing and use the same style of armor. Their weapons range from swords to greataxes, but even the most specialized of warriors do not stray from the staple of the dwarven armaments.



Ruth the Terrible. The dwarf whose name the annals of history remember as the founder of the order is Ruth the Terrible. His fearsome name isn't, however, an indicator of his ineptitude or flawed character. On the contrary, 'the Terrible' alludes to his last moments of life. Ruth lived and died as a knight should, preaching and practicing honor and power. He died protecting an innocent dwarven child from the terrible fate of being burned alive in one of the Hyste Talma's forges. As he burned however, he did not yell or cry. He bore the pain with dignity, yet the sight of his silent suffering filled the hearts of his kinsmen with so much dread, that the name 'the Terrible' stuck. Tidor, at least, finds it hilarious.

Following Ruth the Terrible, every other head of the order took the name 'the Terrible' to emphasize their readiness to follow in their forefather's footsteps and sacrifice themselves if the situation is dire enough. Currently, Ruth VII the Terrible stands as the Head Knight, and though his political views are exactly the same as all his predecessors, he is perhaps the only leader of the order who does not merely echo the opinions of the Ruler of Hyste Talma but instead offers his own perspective.

Honor in Death. The Knights have established a tradition of passing down the name to their descendants. Except for 'the Terrible', all other names, such as 'the Black', 'the Merciful', 'the Brave', etc., are worn by the sons of their original bearers. In the evenings, when there's a chance to rest and unwind, the dwarves share stories of their mighty ancestors and add their own deeds to long, long tales of their name. A new name might be earned, but it rarely happens that a dwarf without a proper pedigree is accepted into the ranks of the Knights.

A stone shall withstand any storm. The Knights of Ruth fight with perfect synchrony. They train until they've reached perfection and most often enter confrontations in a controlled manner. They do not show much emotion during battle, instead opting to channel what they feel into the strength of their blows. No matter the opponent, no matter the atrocities and horrors in front of them, they do not show fear or anger. Like well-oiled machines, they move forward in units until their enemies are ground to dust.

The usual unit counts five Knights, all heavily armored and carrying shields. As a group, they can gain advantage over their enemy, and though they prefer to stick together, they're not above dispersing and flanking their opponents.

While morality and honor play a significant role in their choices—and a Knight of Ruth would rather give their mortal enemy a weapon to defend himself than stab them in the back—the word of the Ruler is sacred and must be followed promptly. It had happened, regrettably, that the King or Queen had misused the enormous power of the Knight of Ruth to deal with political opponents.

KNIGHT OF RUTH

Medium humanoid (dwarf), lawful good

Armor Class 17 (Winter armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Str +7, Con +6, Wis +3

Skills Athletics +10, History +3, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened

Senses passive Perception 13

Languages Common, Dwarvish, Elvish

Challenge 6 (2,300 XP)

Brave. The Knight is immune to being frightened.

Practiced Formation. If there are more than two Knights in the fight, they can communicate to target the strongest enemy or the weakest link, gaining an advantage on attack rolls against them.

ACTIONS

Multiattack. The Knight makes two melee attacks or one melee attack and one attack with their shield. (Choose one weapon type for each Knight your PCs face.)

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 23 (3d12 + 4) slashing damage.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) slashing damage, or 26 (4d10 + 4) slashing damage if used with two hands.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 21 (5d6 + 4) slashing damage.

Shield. The Knight can use their shield to push an enemy up to 15 ft. The targeted creature must succeed on a DC 16 Strength saving throw in order to resist it. On a fail, the creature is moved and has disadvantage on its next attack roll.

REACTIONS

Block. The Knight adds 2 to their AC against one melee attack that would hit them. To do so, the Knight must see the attacker and wield a shield.





Din Huine

The snow falls in hushed whispers, each delicate flake pirouetting through the frigid air. When they move, their magic keeps them from disturbing even one of the snowflakes, allowing them to fall with a soft, muffled sigh. Cloaked in white, they resemble vengeful wraiths more than the Vindu. Yet, the world holds its breath when they draw their blades.

Din Huine are a secretive network of the Vindu, the snow elves. They specialize in hunting and tracking. Most of them take assassination jobs as a side hustle, especially during colder months when most animals and monsters near Hyste Talma hibernate. Din Huine have no particular political agenda, nor formal structure, besides following their sharp instincts.

Most of the Din Huine are women, though men are welcome in their ranks. Daughters, sisters, and mothers find immense pleasure in the power they hold over the life and death of their prey. Quiet on their feet, with deadly reflexes, they have no equal outside of the warm halls of Hyste Talma. The mark of Din Huine is a piece of jewelry made from Yeti's bones or clothes adorned with its white fur.

Elite Assassins. The Vindu elves are capable and lethal in battle, but Din Huine are the elite amongst them. If you need a job done quickly and discreetly, look for the subtle marks of Yeti's paws painted on the corners of the Middle Circle of Hyste Talma. Or, if you are unfortunate enough to be outside the city, search for small bone beads hanging from trees. They will not lead you to Din Huine, but following them will bring their attention to you.

Morbid Mementos. Perhaps it has to do with the gender disproportion amongst them, but the Din Huine love to keep mementos of their victims. Whether it's a particularly nasty monster that they've managed to hunt or a corrupted politician, they turn parts of their prey into rings, necklaces, earrings, bracelets, or even clothes. If you manage to garner their respect, the Din Huine are known to gift their unique trinkets.

Poison Specialist. Not many are brave enough to share a meal with a member of the Din Huine. They are infamous for the potions they ingest in their meals in order to become immune. However, should you, by any chance, happen to have a rare or exotic potion on you, you'd quickly find out how sociable and charming those Vindu can be to get what they want. The Din Huine often coat their weapons in poison and love to sneak it into their victim's food or drinks.

Battle Tactics. The Din Huine value their lives and don't often fight till their last breath. They have many reasons to live for and as much fun as hunts and assassinations may be, they aren't worth their lives. The Din Huine prefer to work alone, though if the job requires it, they'll pair up or even organize into more numerous groups. They prefer to hit fast and hide from their opponents.



DIN HUINE

Medium humanoid

Armor Class 15 (chain shirt)

Hit Points 149 (23d8 + 46)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +7, Con +5

Skills Insight +3, Perception +3, Sleight of Hand +10, Stealth +10

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarvish, Elvish

Challenge 6 (2,300 XP)

Hit and Run. After hitting the target, the Din Huine's base movement increases to 45 ft. till the start of their next round. Reduce their available movement by the number of feet they already moved before hitting the target.

Stealth Masters. While stalking their target, if the Din Huine becomes behind at least partial cover, all perception checks made to spot them gain +5 DC. Additionally, the Din Huine has an advantage on Wisdom (Perception, Insight) checks.

Resilient. The Din Huine is used to the harsh conditions of their realm and is resistant to cold.

Spellcasting. The Din Huine is a 4th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The Din Huine has the following spells prepared:

Cantrips (at will): *Ray of Frost*, *Message*

1st level (3 slots): *Burning Hands*, *Charm Person*, *Feather Fall*

2nd level (2 slots): *Scorching Ray*, *Knock*, *Flame Blade*

ACTIONS

Multiattack. The Din Huine makes three Poisoned Daggers attacks, or two Sword and Chain attacks or casts one spell and a cantrip.

Poisoned Daggers. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. At the beginning of its turn, the creature that has been hit by the poisoned daggers must make a DC 14 Constitution saving throw. On a failed save, it begins to take 3 (1d6) poison damage at the end of each of its turns. Every subsequent hit with this attack adds the stacking effect of 3 (1d6) poison damage. The effect ends when the combat ends, when an antidote is used, or when magically cured.

Sword and Chain. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. Hit: 11 (2d6 + 4) piercing damage and then either knock the target prone or deal an additional 11 (2d6 + 4) slashing damage and pull the target 15 ft. toward the Din Huine.

BONUS ACTIONS

Run and Hide. After the Din Huine kills an opponent, their movement does not provoke opportunity attacks, and the Hide action can be taken as a part of this bonus action.

COEURL

Medium monstrosity

Armor Class 15 (natural armor)

Hit Points 110 (17d8 + 34)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +8, Con +5

Skills Athletics +8, Perception +3, Stealth +9, Survival +3

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages understands Common and Elvish

Challenge 5 (1,800 XP)

Termosense. The Coeurl is a dangerous predator that doesn't need to depend only on its keen sense of smell or eyesight to hunt. In closer range, the Coeurl is capable of sensing the body heat of its prey.

Displace Matter. The Coeurl is known for its innate ability to Displace Matter that it uses to misdirect attacks made at it. The Coeurl begins to blur in the eyes of its enemies, creating an illusion that it is standing 5–10 ft. away from its actual location, causing any attack rolls against it to have disadvantage.

ACTIONS

Multiattack. The Coeurl makes three attacks with its Tentacles.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

Predator and the Prey (Recharge 4–6). A hunting Coeurl jumps towards its prey, knocks it to the ground, and attacks it with all three tentacles. The Coeurl jumps toward the target within the Coeurl's speed, then makes a melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: 27 (5d8+5) bludgeoning damage. The targeted creature must make a DC 15 Strength saving throw or take an additional 14 (2d8 + 5) piercing damage and be knocked prone.

VINDU CASTER

Medium humanoid

Armor Class 11 (14 with mage armor)

Hit Points 130 (20d6+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	13 (+1)	18 (+4)	8 (-1)

Saving Throws Dex +4, Con +5

Skills Arcana +7, Medicine +7, Perception +7

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 17

Languages Common, Dwarvish, Elvish

Challenge 6 (2,300 XP)

Magic Resistance. The Vindu who chose to dedicate their life to studying magic has developed resistance to its effects. The Vindu Caster has advantage on saving throws against spells and other magical effects.

Spellcasting. The Vindu Caster is a 7th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The Vindu Caster has the following spells prepared:

Cantrips (at will): *Ray of Frost*, *Mage Hand*, *Message*

1st level (4 slots): *Charm Person*, *Mage Armor*, *Find Familiar*

2nd level (3 slots): *Darkness*, *Shatter*, *Knock*

3rd level (3 slots): *Counterspell*, *Lightning Bolt*

4th level (1 slot): *Ice Storm*

ACTIONS

Multicasting. The Vindu Caster makes three attacks with the Thunderous Bow or casts one spell and one cantrip.

Thunderous Bow. The Vindu Caster takes the bow from their back and creates a magical string made of lightning. Make a ranged spell attack: +7 to hit, range 150/600 ft., one target. Hit: 13 (2d8 + 4) lightning damage.

BONUS ACTIONS

Trusted Companions. The Vindu Caster tends to have their familiar with them at all times and to use them to distract their enemies. As a bonus action, the Vindu Caster can send the familiar to a chosen enemy to gain advantage on all attack rolls till they use this action again.

REACTIONS

Lucky (1/day). The Vindu Caster is favored by magic and can avoid one critical hit a day.



Mountain Monsters



If you sit in a tavern and listen long enough, you'll surely hear some snow elves telling stories about Yetis and "Bears from the Deep." Those hulking monstrosities prowl the frozen mountain peaks and seamlessly blend in with the snow. To hunt one down is a feat worthy of a ballad, and there are, in fact, a few good songs written just about that.

Yeti. These ape-like creatures are said to inhabit the mountainous regions, where snow never melts. They have shaggy, white or gray fur, and a large, humanoid frame with a broad face and sharp teeth. These majestic beasts are admired for their tenacity and viciousness—they can stalk their prey for days on end and hold a grudge for generations. Yet, if you try to find them yourself, they are one of the most elusive creatures to find.

Intelligent enemies. Yetis, though treated by most races as simple animals, are scarily intelligent. They know when to attack and when to back down. It's not uncommon for a Yeti to harass someone for a long period of time, disappearing into the snow to recuperate and returning when their victim least expects it. Being underestimated works in their favor as well.

Hunted for their pelts. Yetis have a special place in the Vindu culture. Vindu children are often presented with a swaddle made from Yeti's underbelly fur, and hunting one down is a mark of becoming a warrior. Other parts of their bodies are also used in healing and potion-making. Only the mightiest of Vindu warriors are brave enough to wear Yeti's fur as parts of their armor or cloaks, as it is known that once these creatures smell their kin on you, you will be relentlessly pursued.

Bear from the Deep. Hyste Talma's underground mining shafts are full of things that go bump in the night, yet there's one tale that strikes fear into the hearts of the mightiest of knights. The creature that lurks in the darkness of the caves, in the stillness of abandoned tunnels, and waits for its prey to lose their way. Bears from the Deep, as they call them. The monsters born out of rage and yearning for revenge. White or grey hair covering their entire bodies with towering and muscular forms. These nightmares can be found in endless caverns all over Kallonia. They travel in packs and may sometimes wear clothing picked up from their victims, but otherwise are treated like animals.

Unsettling origin. In Hyste Talma, it is said that the first Bear from the Deep wasn't a monster at all. The legend says that he was born a dwarf and became a vicious warrior in his prime. One day, he fell in love with a woman who rejected his advances. Unable to cope with a broken heart, he killed her, her family, and then ran into the caves underneath Hyste Talma. There, he had found only madness and magic so dark that it twisted not only his soul but his body as well. How much of that tale is a true story passed from generation to generation, and how much of it is mere fiction? Hopefully, you will never have to find out.

Terrible Shriek. Bears from the Deep have an unsettling ability to imitate sounds and speech. They stalk their victims, learn of their weaknesses, and lure them into the darkness using familiar voices. Then, they knock their prey out with an impossibly loud shriek that echoes up to the Inner Circle of Hyste Talma.

Insatiable Hunger. Regardless of how the creatures came to be, they have always felt a hunger for flesh. Though other humanoids rarely feature in their diet, they are a delicacy no Bear from the Deep could resist. Thus, if a Bear catches your scent, it will do anything in its power to sink its teeth into you.

YETI

Huge monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 161 (19d12 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +7, Con +5

Skills Athletics +10, Perception +7, Stealth +3, Survival +7

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities grappled

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 8 (3,900 XP)

Protective Fur. The Yeti's white fur is its best protection. It provides the creature not only with insulation sufficient to survive harsh winter nights but also with immunity to cold damage and resistance to all nonmagical attacks. The Yeti's only weakness is fire.

Keen Instincts. The Yeti's keen instincts make it a lethal predator. Its Darkvision reaches 120 ft., and it has advantage on Wisdom (Perception) rolls based on vision and smell.

Persistent Hunter. Though they are solitary creatures, Yetis can recognize fur and weapons made out of their kin. They can hunt Yeti-killers, track their movement, and pursue them for days on end. They gain advantage on Survival and Stealth checks when pursuing a target.

Charge and Bite. If the Yeti moves at least 20 ft. straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 9 (2d6 + 2) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The Yeti makes two Claw attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage and 6 (1d6 + 3) cold damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) piercing damage and 21 (6d6) cold damage.

BEAR FROM THE DEEP

Medium humanoid, chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	8 (-1)	11 (+0)	9 (-1)

Saving Throws Str +6, Dex +5, Con +5

Skills Deception +5, Stealth +8, Survival +3

Senses darkvision 120 ft., passive Perception 10

Languages Common, Dwarvish, Elvish

Challenge 5 (1,800 XP)

Voice from the Deep. Bears from the Deep have an unsettling ability to mimic the voices they've heard and use them to lure their victims.

Home Turf. Bears from the Deep live in the places where no one dares venture, in tunnels and caves underground. They know their surroundings, and if they hunt on their home turf, they gain advantage on any rolls, including attack or saving rolls, that somehow depend on the environment.

ACTIONS

Multiattack. The Bear from the Deep makes two attacks with its Claws or one Shriek attack and one attack with its Claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Shriek. *Ranged Spell Attack:* +6 to hit, range 5/25 ft., one target. Hit: 14 (2d10 + 3) psychic damage. The targeted creature must make a DC 14 Constitution saving throw or be knocked prone.





AREAS TAINTED BY CHAOS



Soul Seekers

Ghost Knights hailing from a distant world. A group bound by both a tragic destiny and an unyielding sense of duty. Torn by the inner battle against their own guilt and duty. To save their homeland from certain doom, they swore their very souls and eternal loyalty to the god of Chaos. They stand before us as ethereal wraiths, their forms like ghostly whispers.

Soul Seekers. On one of my journeys, I stumbled across a group of refugees from the continent of Herja who told me about a peculiar group of Disciples of Chaos. Whether one considers the Soul Seekers a part of that group or not is up to one's perspective. According to their stories, these gallant knights hail from a distant world, where they were part of a noble Order. To save their homeland from the maw of annihilation, they made a pact. One that should never be done. They pledged their very souls and eternal loyalty to the god of Chaos and his Disciples.

As the years passed, their blades struck down innumerable foes and their bodies shielded more wounds than some countries received in all of history. Their flesh withered away. Their memories clouded with the numbing weight of years. Yet their service did not end. Now, they are reduced to naught but empty suits of armor. And a will to carry on their oath. The powers of Chaos that binds them remain undiminished, keeping their souls forever tethered to their armored husks.

Guilt and duty. The Soul Seekers bear a heavy burdens—while others under the influence of Chaos lose all of their sanity and turn mad, the Soul Seekers carry on their conscience and all the guilt it brings to them, bound by an unbreakable compulsion to heed the commands of the Disciples. No matter what they ask for. Forever yearning to break their otherworldly chains, yet with the grim realization that the wish will never be granted.

The Wraiths and the Soulless. Within their ranks, two distinct factions can be seen. Remnants of what were once

two separate orders. First, we have the Wraiths, phantom knights whose unyielding willpower keeps them bound to their armored shells. The very same they wore on the day they made the pact. Slaying one of these specters is no trifling matter, for they possess a tenacity that defies even the cold embrace of death. Then, there are the Soulless—a dreaded group of apparitions devoid of physical forms. These eerie beings blend into shadows and wield their magic with ease. They use armor like clothes, mere tools enabling them to move, and they can freely leave or change them. They might sow terror in the hearts of even the stoutest warriors who dare to face them in battle.

Mahazeal. Among the ranks of the Soul Seekers, one figure with greater importance can be pointed out—the knight known as Mahazeal. He is one of the rare few who cling to the tattered shreds of their former memories, a stalwart leader of both the Wraiths and the Soulless. Remarkably, he retains a stringent code of honor from his previous existence. Akin to a glimmer of rebellious flame that keeps his morality undiminished even in the service of the capricious god of Chaos. Yet, the relentless embrace of Chaos has left an indelible mark upon his visage, rendering his body a most monstrous sight to behold.



MAHAZEAL

Large undead (*Shadow of Soul*), lawful neutral

Armor Class 16 (scale mail)

Hit Points 231 (22d10 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Str +10, Dex +7, Con +9

Skills Acrobatics +7, Athletics +10, History +10, Investigation +6, Perception +5, Religion +6

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 60 ft., passive Perception 15

Languages All

Challenge 12 (8,400 XP)

Branching Help. If Mahazeal fails a saving throw against a magical effect, he can choose to succeed instead, by redirecting the magic into the branches on his back. Doing so makes them crumble, and Mahazeal takes 22 (4d10) necrotic damage.

Immortal. When Mahazeal's Hit Points are reduced to 0, he falls unconscious to the ground. But he does not die. If left on the ground, Mahazeal regains 1/4 of his Hit Points each day, and regains consciousness on the second day.

Spellcasting. Mahazeal is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). Mahazeal has the following spells prepared:

Cantrips (at will): *chill touch* (the hand is made of shadows), *dancing lights*

1st level (4 slots): *Magic Missile* (the darts are made of shadows), *Entangle*, *Sanctuary*, *Shield of Faith*

2nd level (3 slots): *Detect Thoughts*, *Silence*, *Pass without Trace*

3rd level (3 slots): *Bestow Curse*, *Darkness*, *Dispelling Magic*

4th level (2 slots): *Blight* (the target is surrounded by shadows that drain water from it)

ACTIONS

Multiattack. Mahazeal makes two Grim Axe attacks, one of which can be replaced with casting a cantrip or 1st-level spell.

Grim Axe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Branching out (1/day). Mahazeal stomps harder with one of his feet and the branches from his body starts to crawl and burrow in the ground, targeting all living creatures in a 60-foot radius. Each creature in that area must make a successful DC 16 Dexterity saving throw or become restrained. At the beginning of each turn, the trapped

creatures take 22 (4d10) piercing damage and can repeat their saving throws to end the condition.

BONUS ACTIONS

Rebuke. Mahazeal points his finger at the creature that damaged him in this fight, and the branches growing from his back extend to strike the creature back. The target must make a DC 17 Dexterity saving throw, taking 11 (2d10) slashing damage on a failed save or half as much damage on a successful one.

REACTIONS

Leadership. Mahazeal can utter a special command or warning whenever a nonhostile creature that he can see within 60 ft. makes an attack roll or a saving throw. The creature can add a d4 to its roll. The creature can benefit only from one Leadership die at a time. This effect ends if Mahazeal is incapacitated.

LEGENDARY ACTIONS

Mahazeal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mahazeal regains spent legendary actions at the start of his turn.

Attack. Mahazeal attacks with the Grim Axe.

Cast (Costs 2 Actions). Mahazeal casts a spell.

Axe Swirl (Costs 2 Actions). Mahazeal swirls his axe around him, slashing everything within 15 feet. Each creature in that area must make a DC 16 Dexterity saving throw, taking 17 (2d10 + 6) slashing damage and being knocked prone on a failed save, or only taking half as much damage on a successful one.

Withering (Costs 2 Actions). Mahazeal can expend a 2nd- or 3rd-level spell slot to hit the ground with his weapon, sending a wave of death energy in a 60-foot cone. Each creature in that area must make a DC 14 Dexterity or Constitution saving throw, taking 18 (4d8) necrotic damage and reducing their Strength score by 1d6 on a failed save, or only taking half as much damage on a successful one. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.



SOULLESS

Medium undead (*Shadow of Soul*), lawful neutral

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +6, Con +4

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Immortal. After the Soulless' Hit Points are reduced to 0, they fade into the air and return to the rest of the group as an immaterial ghost. After two days, they regain enough energy to possess another armor and gain their full Hit Points.

Beyond One's Form. If the Soulless dies without expending a 3rd-level spell slot, and there is at least one other Soulless still in the fight, it casts Spirit Guardians. The spell lasts for two rounds, until dispelled, or until all other Soulless are removed from the fight.

Spellcasting. The Soulless is a 5th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The Soulless has the following spells prepared:

Cantrips (at will): *Chill Touch* (the hand is made of shadows), *Dancing Lights*

1st level (4 slots): *Magic Missile* (the darts are made of shadows), *Sanctuary*, *Shield of Faith*

2nd level (3 slots): *Detect Thoughts*, *Silence*, *Pass without Trace*

3rd level (2 slots): *Bestow Curse*, *Darkness*

ACTIONS

Multiattack. The Soulless makes two Blade attacks one of which can be replaced by casting a cantrip.

Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

BONUS ACTIONS

Strength Drain. As a bonus action, after their weapon attack, the Soulless can expend a spell slot to magically deal an extra 9 (2d8) necrotic damage and lower the target's Strength score by 1d4. If they expend a spell slot of 2nd level or higher, the extra damage increases by 4 (1d8) for each level above the 1st. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Hiding in Shadows. While in dim light or darkness, the Soulless can take the Hide action as a bonus action.

WRAITH

Medium construct (*Soul Attached to Armor*), lawful neutral

Armor Class 12 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	11 (+0)	14 (+2)

Saving Throws Str +6, Con +5

Damage Vulnerabilities acid

Damage Immunities cold, lightning, poison, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Antimagic Susceptibility. The Wraith is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute (10 turns) or till attacked.

Immortal. After the Wraith's Hit Points are reduced to 0, it falls unconscious to the ground. It can be lifted from the ground by any other Wraith as a bonus action. While doing so, the lifting Wraith shares some of its energy and Hit Points with the lifted one. Up to 20 HP can be transferred this way. If left on the ground, the Wraith regains 1/4 of their Hit Points each day, and regains consciousness on the second day.

ACTIONS

Multiattack. The Wraith makes two Sword attacks or two Soul Discharge attacks.

Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Soul Discharge. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. Hit: 7 (1d10 + 2) psychic damage. A creature hit by it must succeed on a DC 12 Dexterity saving throw or become paralyzed till the end of their next turn.

REACTIONS

Parry. The Wraith adds 2 to its AC against one melee attack that would hit it. To do so, the Wraith must see the attacker and be wielding a melee weapon.



The Betrayers

They are a group of individuals who chose the path of betrayal, forsaking their countrymen in the lands of Herja.

They hail from various Herja kingdoms, but for reasons ranging from ambition to desperation, they betrayed their homelands and joined the ranks of the Disciples. There are quite many of them, so I am sure I will not cover all the groups you can find there, but let me talk about a few of the most famous ones.

Kala the Fallen Queen. Kala, the late queen of one of the Herja kingdoms, mysteriously disappeared before the onslaught of the Disciples. Her motivations for siding with the enemy remain unclear. Her choice might have been driven by a desire to protect her people or, perhaps, her ambitions and thirst for power led her down this treacherous path.

The Corrupted Mages. Many young and brilliant mages with a thirst for power found themselves ensnared by the temptations of Chaos. Eager to wield dark magic and attain unimaginable might, they fell victim to the allure of the Disciples. As they delved deeper into the forbidden arcane, their once noble intentions twisted into malevolence. They wield the dark arts with an understanding of both the destructive and the manipulative aspects of magic. Their combat strategies are often characterized by an amalgamation of spells from both their previous countries and the ones they learned from their new friends—curses and strange enchantments. Overall, it makes them unpredictable and deadly on the battlefield.

The Corrupted Knights. They were once honorable knights from distant realms, but corruption swallowed their souls. Now, they serve the darkness they once fought. Endowed with tactical and battle experience, they often act as the commanders of the Goborc Troopers, complementing the mages' and Kala's destructive powers with strategic brilliance on the battlefield. When they need to fight, they become impenetrable shields for the marching troops, making it close to impossible to penetrate their frontlines.

Goborc Troopers. Their ranks are filled with the members of a hybrid race created from the goblins and orcs captured on the Herja. It might sound weird to include them here, but from my knowledge, it was actually the ex-royal mages from these kingdoms who created them—the Goborc Troopers have come into existence through unnatural means. The fusion of orcs and goblins might typically result in the birth of dead offspring. However, wielding the magic of the god of Chaos has defied the laws of nature. It seems corruption by Chaos doesn't need lots of time.



KALA THE FALLEN QUEEN

Medium fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +11, Insight +7, Perception +7, Persuasion +11, Stealth +10

Damage Resistances cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 7 (2,900 XP)

Souls Ash Armor (3/day). If Kala fails a saving throw, she can choose to succeed instead, by redirecting the energy from the attack or magic into her armor. It makes the armor break, and she loses 2 AC each time the ability is used.

Charge. If Kala the Fallen Queen, moves at least 30 ft. while flying straight toward a target and then hits it with a Spear attack on the same turn, the target takes an extra 9 (2d8) piercing damage.

Telepathic Bond. The Fallen Queen ignores the range restriction on her telepathy when communicating with one chosen ally. The two don't even need to be on the same plane of existence.

ACTIONS

Multiattack. Kala the Fallen Queen, makes two Spear attacks.

Spear. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

BONUS ACTIONS

Tail. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

CORRUPTED KNIGHT

Medium humanoid (corrupted), lawful evil

Armor Class 18 (scale mail, shield)

Hit Points 133 (14d8 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +6, Con +8

Skills Acrobatics +6, Athletics +7, History +6, Investigation +3, Perception +4, Religion +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, lightning, poison, thunder

Condition Immunities frightened, poisoned

Senses passive Perception 14

Languages Common, Dwarvish, Elvish, Orc

Challenge 7 (2,900 XP)

Souls Ash Armor (3/day). If the Corrupted Knight fails a saving throw, they can choose to succeed instead by redirecting the energy from the attack or magic into their armor. It makes the armor break, and they lose 2 AC each time the ability is used.



ACTIONS

Multiattack. The Corrupted Knight makes two Flail attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

Suffocate. The Corrupted Knight puts the chain of their Flail around the grappled target's neck and starts to suffocate it. The target takes 25 (6d6 + 4) bludgeoning damage for the first time, and if the Suffocate is repeated on the subsequent round, the target's Hit Points are reduced to 0.

REACTIONS

Leadership. The Corrupted Knight can utter a special command or warning whenever a nonhostile creature that the Knight can see within 60 ft. makes an attack roll or a saving throw. The creature can add a d4 to its roll. The creature can benefit only from one Leadership die at a time. This effect ends if the Corrupted Knight is incapacitated.

Parry. The Corrupted Knight adds 2 to their AC against one melee attack that would hit them. To do so, the Corrupted Knight must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

The Corrupted Knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Corrupted Knight regains spent legendary actions at the start of their turn.

Attack. The Corrupted Knight attacks with their Flail.

Shield Bash. The Corrupted Knight attacks with their shield. Make a melee weapon attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Insulting Rebuke. At the end of a turn of a nonhostile creature within 60 feet of the Corrupted Knight, the Knight shouts to it and compels it to immediately make an extra attack against the target it attacked during this turn. After the attack, the creature gains disadvantage on its next saving throw, regardless of whether the attack hits or misses. This action can be used only on creatures whose attack missed in this round.

Knock and Suffer. The Corrupted Knight makes a melee weapon attack with his shield: +7 to hit, reach 5 ft., one target. On a hit, the target is knocked prone and grappled by the Corrupted Knight with the chain of their Flail. At the beginning of the target's round, it can make a DC 14 Strength saving throw to end the grapple.

Chain Spin (Costs 2 Actions). The Corrupted Knight spins their weapon around, hitting and pushing everything within 15 feet. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 9 (1d10 + 4) bludgeoning damage and is knocked prone. On a successful one, it only takes half as much damage.

CORRUPTED MAGE

Medium humanoid (corrupted), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	17 (+3)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Str +3, Dex +5, Con +6

Skills Acrobatics +5, Athletics +3, History +10, Investigation +7, Perception +4, Religion +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities frightened, poisoned

Senses passive Perception 14

Languages Common, Dwarvish, Elvish, Orc

Challenge 6 (2,300 XP)

Souls Ash Robe (2/day). The Corrupted Mage has a Mage Armor automatically cast on themselves. If the Corrupted Mage fails a saving throw, they can choose to succeed instead, by redirecting the energy from the attack or magic into their robe. The first time it happens, the Corrupted Mage loses the Mage Armor's protection. On the use, they take 11 (2d10) necrotic damage.

Spellcasting. The Corrupted Mage is a 9th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): *Eldritch Blast, Light, Mage Hand*

1st level (4 slots): *Detect Magic, Magic Missile, Shield*

2nd level (3 slots): *Acid Arrow, Barkskin*

3rd level (3 slots): *Counterspell, Fireball, Fly*

4th level (3 slots): *Greater Invisibility, Ice Storm*

5th level (1 slot): *Cloudkill*

ACTIONS

Staff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

REACTIONS

Leadership. The Corrupted Mage can utter a special command or warning whenever a nonhostile creature that they can see within 60 ft. makes an attack roll or a saving throw. The creature can add a d4 to its roll. The creature can benefit only from one Leadership die at a time. This effect ends if the Corrupted Mage is incapacitated.

Bringing Bad Luck. The Corrupted Mage can utter a curse whenever a nonhostile creature that they can see within 60 ft. is being attacked and target the curse at the attacker. The target needs to subtract a d4 from its roll. A creature can be affected by only one such effect at a time.

GOBORC TROOPER

Medium humanoid, chaotic evil

Armor Class 15 (chain shirt)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Dex +4

Skills Intimidation +1, Stealth +4, Survival +3

Damage Resistances poison

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin, Orc

Challenge 1 (200 XP)

Chaos Tactic. Even fallen allies can be used as a diversion when you attack as a horde. If the Gorbrc Trooper's ally was killed in this or the previous round, the Trooper gains advantage on attacks against all creatures that are within 5 ft. of the ally's corpse.

ACTIONS

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Blade. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Fury (1/day). When the Gorbrc Trooper drops to half of their Hit Points, they can make two Blade attacks.

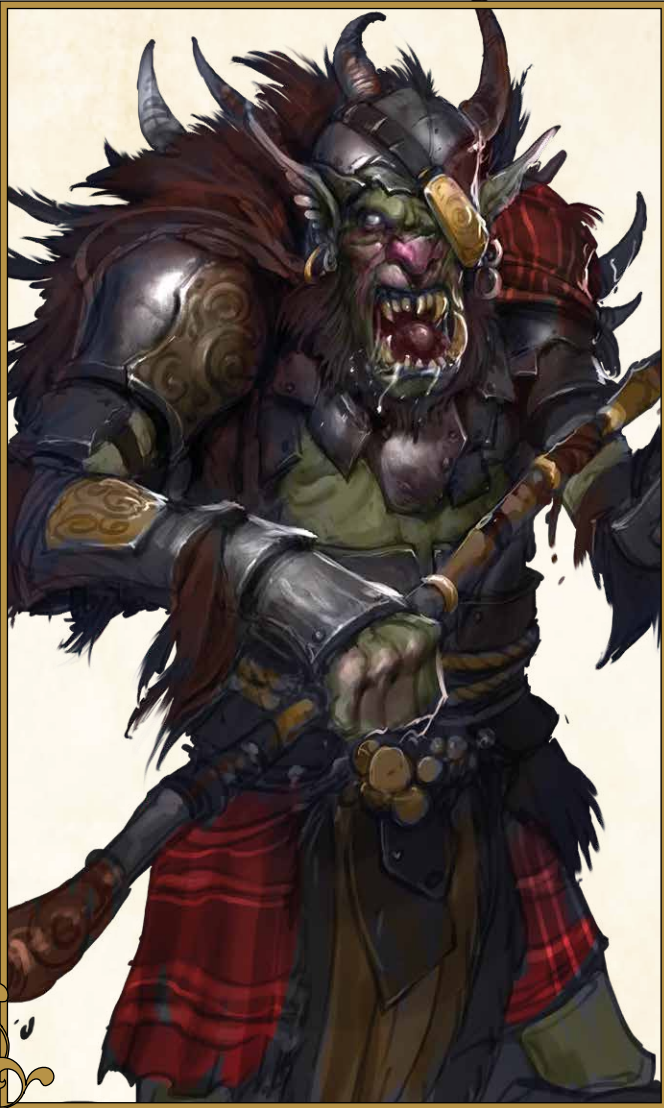
BONUS ACTIONS

Maddening Influence. As a bonus action, the Gorbrc Trooper can move up to their speed toward a hostile creature they can see.





The Tainted



Once prominent religious figures, they are now shadows of their former selves. Or maybe grotesque caricatures. As shamans hailing from one of the nations conquered by the Disciples of Chaos, they wield formidable magical powers. They serve Chaos both through their mystical abilities and as commanders of Orc Slaves battalions.

The fall of the Elishu cult. Before the Disciples of Chaos arrived on the continent of Herja, there were several kingdoms and religions present on these lands. All living in relative peace with just occasional skirmishes related to the boundaries of their kingdoms. Among them, the cult of Elishu was one of the prominent ones. The shamans devoted to this deity, called Hands of Elishu, were once revered religious figures commanding respect and devotion. But in the wake of the Disciples of Chaos' devastating campaign across the continent of Herja, they have

been reduced to pitiable remnants of their former selves. These once-prominent leaders are now grotesque caricatures of their past glory. When their kingdom fell victim to the chaos and terror wrought by the Disciples, their formidable foresight and magical abilities proved insufficient against the overwhelming power of their adversaries.

A gruesome transformation. Instead of death, they suffered a fate worse than imaginable—torture and the corroding madness inflicted by the malevolent influence of Chaos. As their minds shattered, the corrupting magic seeped into their very beings, contorting their physical forms and making additional hands sprout from their bodies. While they are not entirely devoted to the Disciples' cause, they are driven by a need to protect their fellow countrymen still enslaved within Chaos' territories. This sentiment remains in them even on the edge of madness. Today, they walk alongside Disciples' armies as harbingers of destruction, wielding their tainted magic to spread sorrow and extinguish all opposition. As the armies they are commanding are marching, they support them with their divination magic to warn and give orders from afar. Their horrifying transformation serves as a chilling warning of the horrors that await others if the forces of Chaos are not halted.

The Bishop of Elishu. Even the highest-ranking members of the Elishu religion were not spared from the clutches of corruption. In fact, some believe that they were even more profoundly affected by the malevolent forces at play. Among them, the Bishop of Elishu stands as a prime example. I've heard that he struggled the most in the torture chambers, enduring more than all the rest. Perhaps this is also why he was kept for much longer there, which in turn resulted in an overwhelming infusion of Chaos magic. Or, as some dare not utter in the presence of any remnants of the Elishu's cult, perhaps he was more compatible with this magic from the beginning. Regardless of the reason, his body was transformed beyond recognition, growing to an enormous size with numerous hands sprouting from his torso, and his entire physique twisting in unnatural ways. Even gazing upon him is a trial only the bravest souls can withstand. Much like the other Hands of Elishu, he provides support to the armies, but his transformed body allows him also to stand at the forefront, wielding magic to rain destruction upon their enemies and shield the advancing troops.

Chaos Orc Slaves. As commanding officers of the armies, the Hands of Elishu are each granted control over battalions composed of slaves. The most common ones given to them are the Orc Slaves from other worlds. Over many generations within the lands of the Disciples of Chaos, their original culture has been lost, and they've been stripped of all the values they might have held in the past. Now, they have become nameless meat shields within the armies. These Orc Slaves have been conditioned to endure more than others, obey orders without hesitation, and even die if commanded to do so.

CHAOS ORC SLAVE

Medium humanoid, chaotic evil

Armor Class 14 (chain shirt)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (-2)	14 (+2)	8 (-1)

Saving Throws Str +6, Con +6

Skills Athletics +8, Intimidation +1, Survival +4

Damage Resistances poison

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin, Orc

Challenge 1 (200 XP)

Apathy. The Chaos Orc Slave has advantage on any rolls against effects that would make them charmed.

Chaos Tactic. Even fallen allies can be used as a diversion while attacking as a horde. If the Chaos Orc Slave's ally was killed in this or the previous round, the Orc Slave gains advantage on attacks against all creatures that are within 5 ft. of the ally's corpse.

ACTIONS

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Fury (1/day). When the Chaos Orc Slaves are dropped to half of their Hit Points, they can make two Blade attacks.

REACTIONS

Death Charge. Whenever the Chaos Orc Slave's Hit Points drop below 10, they charge toward the enemy. Move up to twice the Chaos Orc Slave's speed, then make a melee attack. This attack gains advantage, but so do any subsequent attacks on the Chaos Orc Slave.

HAND OF ELISHU

Medium humanoid, any alignment

Armor Class 13 (hide armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	14 (+2)	19 (+4)	15 (+2)

Saving Throws Wis +7, Cha +5

Skills Animal Handling +7, Arcana +5, History +8, Medicine +10, Religion +5

Damage Resistances cold

Senses passive Perception 14

Languages Abyssal, Aquan, Celestial, Common, Dwarvish, Halfling, Orc, telepathy 120 ft.

Challenge 5 (1,800 XP)

Knowledge of Magic. The Hand of Elishu has advantage on saving throws against spells and other magical effects.

Spellcasting. The Hand of Elishu is a 9th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 17, +7 to hit with spell attacks). The Hand has the following spells prepared:

Cantrips (at will): *Light, Eldritch Blast, Spare the Dying, Guidance*

1st level (4 slots): *Cure Wounds, Detect Magic, Guiding Bolt, Protection from Evil and Good, Sanctuary*

2nd level (3 slots): *Hold Person, Lesser Restoration, Darkness*

3rd level (3 slots): *Dispel Magic, Protection from Energy, Spirit Guardians, Clairvoyance*

4th level (3 slots): *Arcane Eye, Guardian of Faith*

5th level (1 slot): *Flame Strike*

ACTIONS

Multiattack. The Hand of Elishu can cast two cantrips or one cantrip and one spell.

REACTIONS

Future Warning. Whenever an ally within the reach of the Hand of Elishu's telepathy fails a saving throw, they can repeat the roll thanks to the special warning given by the Hand of Elishu.

LEGENDARY ACTIONS

The Hand of Elishu can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. They regain spent legendary actions at the start of their turn.

Cast Cantrip. The Hand of Elishu casts a cantrip.

Insulting Rebuke. At the end of a turn of a nonhostile creature within 60 feet of the Hand of Elishu, they telepathically compel that creature to immediately make an extra attack against the target it attacked during this turn. After the attack, the creature gains a disadvantage on its next saving throw, regardless of whether the attack hits or misses. This action can be used only on creatures whose attack missed in this round.

Cast Spell (Costs 2 Actions). The Hand of Elishu casts a spell.

BISHOP OF ELISHU

Large humanoid, any alignment

Armor Class 17 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	14 (+2)	22 (+6)	15 (+2)

Saving Throws Wis +10, Cha +6

Skills Animal Handling +10, Arcana +6, History +10, Medicine +14, Religion +6

Damage Resistances cold

Senses passive Perception 16

Languages Abyssal, Aquan, Celestial, Common, Dwarvish, Halfling, Orc, telepathy 120 ft.

Challenge 9 (5,000 XP)

Chaos in the Veins. The maddening power of Chaos courses through his body, corrupting his very soul but also granting him the ability to store up to 2 Divinity Charges. He starts the fight with 2 Charges.

Knowledge of Magic. The Bishop of Elishu has advantage on saving throws against spells and other magical effects.

Foresight. All attacks directed at the Bishop of Elishu are made with disadvantage if the Bishop of Elishu sees the attacker.

Reality Adjusting. If the Bishop of Elishu or any of his allies within 60 feet fails a saving throw, they can choose to succeed instead by spending one Divinity Charge.

Spellcasting. The Bishop of Elishu is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 20, +10 to hit with spell attacks). The Bishop has the following cleric spells prepared.

Cantrips (at will): *Light*, *Eldritch Blast*, *Spare the Dying*, *Guidance*

1st level (4 slots): *Cure Wounds*, *Detect Magic*, *Guiding Bolt*, *Protection from Evil and Good*, *Sanctuary*

2nd level (3 slots): *Hold Person*, *Lesser Restoration*, *Darkness*

3rd level (3 slots): *Dispel Magic*, *Protection from Energy*, *Spirit Guardians*, *Clairvoyance*

4th level (3 slots): *Arcane Eye*, *Guardian of Faith*

5th level (1 slot): *Arcane Hand*

ACTIONS

Multiattack. The Bishop of Elishu can cast two cantrips or one cantrip and one spell.

REACTIONS

Future Warning. Whenever an ally within the reach of the Bishop of Elishu's telepathy fails a saving throw, they can repeat the roll thanks to the special warning given by the Bishop of Elishu.

LEGENDARY ACTIONS

The Bishop of Elishu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. He regains spent legendary actions at the start of his turn.

Cast Cantrip. The Bishop of Elishu casts a cantrip.

Insulting Rebuke. At the end of a turn of a nonhostile creature within 60 feet of the Bishop of Elishu, he telepathically compels that creature to immediately make an extra attack against the target it attacked during this turn. After the attack, the creature gains disadvantage on its next saving throw, regardless of whether the attack hits or misses. This action can be used only on creatures whose attack missed in this round.

Cast Spell (Costs 2 Actions). The Bishop of Elishu casts a spell.





Heralds of Hunger



Feast or famine, which side will you be on when they arrive? The demons hunger and nothing will stop them from getting their meal. Whether it is the wild Devourers or the sly Yog-Vour, the people will suffer all the same.

The Heralds of Hunger are a group within the Disciples of Chaos, and they are among the most bloodthirsty and foul creatures, even in comparison to other demons. They are split into a distinct caste system. The Yog-Vour is a name for demons belonging to the nobility. They often take great delight in the

suffering of others and are more selective with the flesh that they eat. Their favorite pastime is to play various games with their captives and promise them freedom if they win, only to mercilessly cut their ambitions short as soon as they have any hope of actually getting out. The Yog-Vour have various tentacle-like appendages growing out of their body. From what I managed to gather, nobody is sure what is concealed behind their sinister skeletal masks. But as tentacles sprawl from every corner of them, one can imagine what they hide. They specialize in casting mutation magic for both offense and defense, leaving the frontlines to lesser beings. The Yog-Vour are able to change the physiology of both allies and enemies alike, enhancing their natural strength or crippling their bodies and minds. These transformations rarely leave the targets sane.

The Devourer demons are of a lower caste, and are subservient to the Yog-Vour. The only thing they know, is the taste of flesh and will stop at nothing to get one last bite. Used on the frontlines, they are the perfect meatshield for their masters, though it is hard to expect any form of organized attack from them. Devourer demons cannot regenerate their bodies naturally—only by eating the flesh of prey can they heal their wounds or restore lost limbs. An exception to this is when a Yog-Vour alters their body through the use of their unique magic, causing grotesque limbs to grow out of their bodies. Devourers often act like wild beasts and are treated as such by the Yog-Vour, as seen by the chains that they wear and the spiked armor that they use when hunting.

The Carnival of Flesh is a ritual that is performed under the guise of a party. Various demons from the Yog-Vour are invited, and some captives are given the opportunity to be transformed into a Devourer demon. Those who reject this offer are starved and later fed to any newly created Devourers. Given the choice, I cannot say which of the two fates is worse. During the Carnival of Flesh, a variety of other attractions are also available. Some captives are left for the various sick games that the harbingers enjoy watching.

HERALD OF HUNGER

Herald of Hunger. Each creature within the range of this aura experiences mild hallucinations, perceiving the ground as if it were moving. The affected targets inside this area have disadvantage on Wisdom saving throws, negating all possible bonuses. The first time they fail a saving throw, they become strangely hungry, then from the second failed save onwards, an additional effect from the list below occurs (after failing the save, roll a d20 at the beginning of the creature's next turn):

- 1–5. The creature experiences an overpowering urge to eat its own flesh, making it spend the bonus action to bite its own limb. It takes piercing damage equal to $2d4 +$ the creature's Strength modifier.
- 6–10. The creature hallucinates the true form of its opponent. It only uses its bonus action to attack enemies with a bite. If it's not possible, choose the previous effect.
- 11–15. The creature experiences an overpowering urge to eat something strange that is within their sight, such as dirt, ash, slime, or offal. It forces the creature to spend the bonus action on its next turn doing it.
- 16–20. It bites its own lips while holding in the urge.

YOG-VOUR

Medium aberration, chaotic evil

Armor Class 14 (studded leather)

Hit Points 120 (16d8 + 48)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	17 (+3)	14 (+2)	10 (+0)	18 (+4)

Saving Throws Wis +3, Cha +7

Skills Arcana +5, History +5, Medicine +6, Perception +3, Persuasion +7

Damage Resistances necrotic, psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Infernal, Primordial, telepathy 60 ft.

Challenge 6 (2,300 XP)

Amphibious. The Yog-Vour can breathe air and water.

Magic Resistance. The Yog-Vour has advantage on saving throws against spells and other magical effects.

Tentacle Reach. All spells or effects requiring touching have their reach set to 15 feet.

Herald of Hunger. Any creature within 60 feet of the Yog-Vour is affected by the Herald of Hunger Aura.

Innate Spellcasting. The Yog-Vour's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

Cantrips (at will): *Barkskin*, *Enlarge/Reduce*, *Ray of Enfeeblement*, *Resistance*, *Vicious Mockery*, *Entangle* (with fleshy tentacles sprouting from a willing creature or nearby corpse)

3/day each: *Black Tentacles*, *Blight*, *Confusion*, *Haste*, *Inflict Wounds*, *Freedom of Movement*, *Spider Climb*

ACTIONS

Multiattack. The Yog-Vour attacks two times with the Tentacle Slam or once with the Tentacle Slam and then casts one spell.

Tentacle Slam. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained.

BONUS ACTIONS

Body Modification. As a bonus action, the Yog-Vour can modify the body of the creature it is grappling. These alterations persist until the creature's next long rest or until dispelled using a Greater Restoration spell. This effect can be used only once on the same creature. The Yog-Vour can choose effects from the following options:

- 1. Leg Crippling.** The creature has its movement halved.
- 2. Twisting Hands.** The creature suffers disadvantage on its first melee attack roll each turn.
- 3. Milking Vision.** The creature can only see up to 10 feet.
- 4. Deforming Limbs.** The creature's limbs bend in an unnatural way, lowering its Dexterity bonus to AC by 2 points (but not lower than 0).
- 5. Mouth sewing.** The creature cannot speak.

LEGENDARY ACTIONS

The Yog-Vour can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. All spent legendary actions are regained at the start of the Yog-Vour's turn.

Cast a Lesser Spell. The Yog-Vour casts one of the "at will" spells.

Cast a Spell (Costs 2 Actions). The Yog-Vour casts one spell.

Insulting Rebuke. At the end of a turn of a nonhostile creature within 60 feet of the Yog-Vour, they telepathically compel that creature to immediately make an extra attack against the target it attacked during this turn. After the attack, the creature gains a disadvantage on its next saving throw, regardless of whether the attack hits or misses. This action can be used only on creatures whose attack missed in this round.

Maddening Vision (Costs 2 Actions). The Yog-Vour chooses a creature within 60 feet and focuses their magic on it. It must succeed on a DC 14 Wisdom saving throw or become charmed. At the beginning of its turn, it takes 7 (2d6) psychic damage and then can repeat Wisdom saving throw to end this effect. Creatures immune to being charmed cannot be targeted by this ability. On each of its turns, the charmed creature can move only after using its action to make a melee attack against a target, other than itself, that the Yog-Vour mentally chooses. If the chosen target is restrained, grappled, or cannot defend itself due to other effects, the charmed creature will try to eat the target, making a bite attack and dealing 2d4 + its Strength modifier on hit. If the target is out of the creature's way, the creature will move toward it.

Mind Wave (Costs 3 Actions). The Yog-Vour sends a psychic wave all around them. All creatures within 60 feet of the Yog-Vour must make a DC 14 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed save or half as much damage on a successful one.

DEVOURER

Medium aberration, chaotic evil

Armor Class 12 (leather armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	1 (-5)	8 (-1)	8 (-1)

Saving Throws Con +5

Skills Acrobatics +3, Athletics +5

Damage Resistances necrotic, psychic

Condition Immunities charmed, frightened

Senses darkvision 30 ft., passive Perception 9

Languages understands their master's language

Challenge 2 (450 XP)

Amphibious. The Devourer can breathe air and water.

Savage Leap. If the Devourer moves at least 10 ft. straight toward a target and then hits it with any of their melee attacks on the same

turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Herald of Hunger. Any creature within 30 feet of the Devourer is affected by the Herald of Hunger Aura.

ACTIONS

Tentacle Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained.

Organic Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. If the roll to hit was 19 or 20, repeat the attack.

BONUS ACTIONS

Bite. As a bonus action, the Devourer can bite a restrained or prone target within 5 feet of them. They deal 6 (1d6 + 3) piercing damage to then regenerate 6 (1d6 + 3) Hit Points.





Heralds of Night

Once the sun is gone, there's nowhere to hide and nowhere to go. The werewolves and the shamans will chase you to the ends of the earth once you catch their interest.

The **Heralds of Night** is a group of ex-paladins from the Kingdom of Herja, corrupted by the werewolf curse and forced to serve the Disciples of Chaos. They are supervised by shamans who have vast knowledge of curses. The shamans, otherwise known as the P'aqo, use their curses to inhibit their enemies in a variety of ways, so that the Heralds of Night can finish them off.

The **P'aqo** are a group of Warrior Shamans that swear by their quarterstaff to fight off the enemies of the Disciples of Chaos. Despite specializing in magic, they prefer to fight at close range, where they are able to put a variety of curses on their enemies. These curses can range from losing all feeling in your legs to not being able to stop bleeding once a wound is opened. Of course, the best way to remove these curses is to remove the caster, but with the werewolves that often accompany them, this is easier said than done.

The **werewolf curse** was forced on the Paladins of Herja by the P'aqo, and the end result is terrifying beasts that use both light and dark magic. The unique blend between these two elements is commonly referred to as Twilight magic and is able to purify most things into nothingness. The werewolf curse causes them to become especially aggressive at night, a fact that is further compounded by the fact that the P'aqo are able to artificially blot out the sun in an area around them.

DARK LUPUS

Medium humanoid (human), chaotic neutral

Armor Class 12 in humanoid form, 13 (natural armor) in wolf or hybrid form

Hit Points 82 (11d8 + 33)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Con +5, Wis +3

Skills Perception +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses blindsight 60 ft., passive Perception 15

Languages Common (can't speak in wolf form)

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The Dark Lupus has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Howling. While in the non-human form, the Dark Lupus can use their howls to communicate with any other Dark Lupus (or even all of them) in a 120-foot radius.

Shapechanger. The Dark Lupus can use their action to polymorph into a wolf-humanoid hybrid, into a wolf, or back into their true form, which is humanoid. Apart from their AC, their statistics are the same in each form. Any equipment they are wearing or carrying isn't transformed. When the Dark Lupus dies, they revert to their true form.

Spellcasting. The Dark Lupus is a 5th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Dark Lupus has the following spells prepared:

Cantrips (at will): *Guidance*, *Spare the Dying*

1st level (4 slots): *Shield of Faith*, *Detect Magic*, *Guiding Bolt* (but it deals necrotic damage)

2nd level (3 slots): *Lesser Restoration*, *Aid*

3rd level (2 slots): *Dispel Magic*, *Protection from Energy*

ACTIONS

Multiattack. The Dark Lupus makes three attacks with their Claws or two with any weapon they are wielding.

Claws (wolf or hybrid form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) slashing damage.

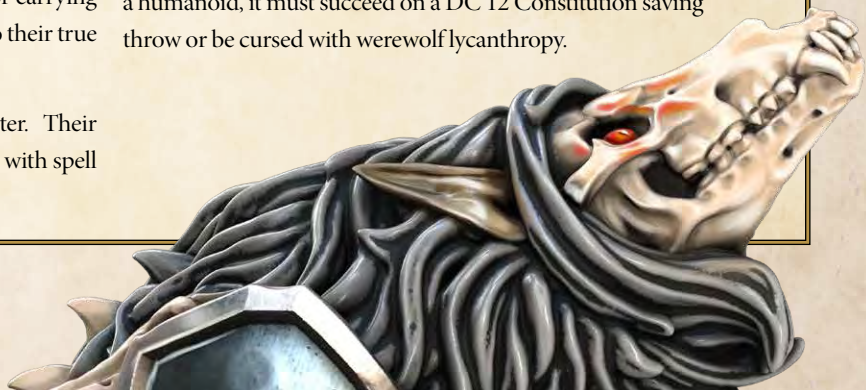
Axe (hybrid or humanoid form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage.

Blades (hybrid or humanoid form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) slashing damage. If the attack hits the target, the Dark Lupus can spend a bonus action to perform another attack with a +2 bonus to hit.

BONUS ACTIONS

Twilight Strike. As a bonus action, the Dark Lupus can expend a spell slot after their weapon attack to magically deal an extra 7 (2d6) necrotic damage to the target. If they expend a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above the 1st.

Bite (wolf or hybrid form only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.



P'AQU

Medium humanoid, neutral

Armor Class 13 (16 with Mage Armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	15 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7

Skills Arcana +3, Deception +7, History +3, Insight +5, Perception +5, Religion +6

Condition Immunities blinded, charmed

Senses blindsight 60 ft., passive Perception 15

Languages Common, Goblin, Infernal, Orc, Primordial

Challenge 7 (2,900 XP)

Life Energy Detection. The P'aqu sees all creatures within the Herald of Night's aura as if it had Blindsight.

Innate Spellcasting. The P'aqu spellcasting attribute is Charisma (save DC 15, +7 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

Cantrips (at will): *Mage Armor (can only cast it on themself)*, *Nondetection*

1/day each: *Geas*, *Phantasmal Killer*, *Wall of Thorns*

Spellcasting. The P'aqu is a 6th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The P'aqu has the following spells prepared:

3rd level (2 slots): *Blink*, *Slow*, *Hellish Rebuke (upcasted with a 3rd level slot)*

ACTIONS

Multiattack. The P'aqu makes two attacks with Quarterstaff or one with the Quarterstaff and one with the Cursed Push.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage. The quarterstaff is a magical weapon.

Cursed Push. *Ranged Spell Attack:* +7 to hit, range 10 ft., one target. Hit: 8 (1d8 + 4) force damage. A creature hit by it must make a DC 14 Dexterity or Strength saving throw. On a failed save, the P'aqu can decide to either push the target 20 feet directly away from them or disarm it and push the weapon 20 feet away.

Herald of Night (Recharge 5–6). The P'aqu fills the air around them with cursed energy. Each creature within 60 feet must make a DC 14 Dexterity saving throw, taking 13 (3d8) force damage on a failed save or half as much damage on a successful one. Additionally, the P'aqu activates the Herald of Night's aura and fixes it to this area. Using this action again removes the Herald of Night aura from the previous area.

LEGENDARY ACTIONS

The P'aqu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The P'aqu regains spent legendary actions at the start of their turn.

Attack. The P'aqu makes one attack with the Cursed Push.

Cursing Enemies. The P'aqu places a curse on a creature that they can see within 60 ft. Until the curse ends, the creature has disadvantage on attack rolls against the caster. Additionally, it suffers from one of the effects chosen from the list below:

- 1. Bleeding.** Whenever the target is dealt with slashing damage, it takes an extra 4 (1d8) slashing damage.
- 2. Silence.** The target becomes deafened.
- 3. Numbing Pain.** The target gains advantage on Dexterity and Strength saving throws, but whenever it rolls results other than critical success, it takes an extra 4 (1d8) bludgeoning damage.
- 4. Sense Deprivation.** At the end of any turn, if the target has performed a movement action, it needs to succeed on a DC 14 Dexterity saving throw or fall prone.

These effects last till the P'aqu dispels them as a bonus action or dies. Up to three creatures can be affected at a time, and only one curse can be used per target. Casting above this limit ends the curse of one of the targets already affected.

Spell (Costs 2 Actions). The P'aqu casts one spell.

Dark Ritual (Costs 3 Actions). The P'aqu collects cursed energy from their surroundings within 60 feet. Each creature affected by a curse is lifted in the air, becoming restrained till the end of their next turn. During the creatures' turns, they can use their bonus actions to make a DC 14 Wisdom or Strength saving throw. The effect can be also dispelled with magic. If the condition does not end, the creatures take 14 (4d6) necrotic damage, and the caster regains one 3rd-level spell slot.

HERALD OF NIGHT

Herald of Night. Inside the area covered by this aura, all light is dimmed, and darkness fills the space. Normal light, as well as magical light created by spells, can't illuminate it. All creatures within the area suffer from the blinded condition while targeting creatures that are more than 10 feet away from them. Additionally, all creatures within the area that are hostile to the aura's creator are unable to remove any curses, and the curses do not end or expire unless the creator of the aura is willing to allow them to.



Heralds of Frost

The icy touch of winter is sure to keep you up at night... or for all eternity if you become a frost lich. They travel from world to world, leaving only a frosty wasteland behind.

The Herald of Frost are among the most powerful troops the Disciples of Chaos have in their ranks. Thankfully, I was told that there aren't many of them. Of course, the frost liches can easily make up for this fact by summoning many golems, known as Crystal Draconids, under their control. They are not native to the Deuslair, and like many creatures under the control of the Disciples of Chaos, they come from another world. One that was destroyed when the Queen of Winter unleashed world-altering magic, covering the entire world in an eternal veil of frost. As servants of the Queen of Winter, the undead and the ice elementals were the only ones to survive. Even today, whenever they appear, their mere presence changes the surroundings—frost shows around while the air cools down, chilling everyone to their very bones.

The Queen of Winter is an Ice Witch who is said to have surpassed all reason in terms of power and strength. Not only is she able to freeze the blood of anyone who stands in her way, but she can also smash her enemies to pieces with her frozen mace. A fierce woman, contrary to what most believe. After the heroes of her world failed to stop her, the Disciples of Chaos took note of her and decided to recruit her into their ranks. She now roams across different planes, moving from one world to the another, freezing everything as she goes.

The Bringers of Frost are the elite undead liches that protect their Queen at any cost. Their icy weaponry is personally made by the Queen of Winter. Some say that the Bringers of Frost are amalgamations chiseled from the bodies of great heroes that fell at the hands of the Queen herself, and have been transformed into powerful undead creatures since then. Whenever they are in battle, they summon a type of golems or maybe ice elementals known as Crystal Draconids. They use them both as meatshields and perfectly loyal soldiers. As their bodies are made entirely of glimmering, frozen crystals, they are as hard as diamonds. And on top of that, they possess razor-sharp claws and fangs that can shred their enemies to pieces.



QUEEN OF WINTER

Medium humanoid, lawful evil

Armor Class 14 (chain shirt)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	12 (+1)	20 (+5)	15 (+2)

Saving Throws Str +7, Wis +9, Cha +6

Skills Arcana +5, Athletics +7, Perception +9, Persuasion +6

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities charmed, petrified

Senses truesight 60 ft., passive Perception 19

Languages Celestial, Common, Elvish, Primordial, Sylvan

Challenge 9 (5,000 XP)

Ice in the Veins. The Queen of Winter starts the fight with 2 Ice Magic Charges and can hold up to 6 of them.

Absolute Zero. If the Queen of Winter fails a saving throw, she can choose to succeed instead by spending 2 Ice Magic Charges.

Herald of Frost. All of the Queen's spells and effects dealing cold damage create magical Ice Crystals that emit the Herald of Frost Aura in a 10-foot radius. Area of Effect spells create one spot with magical Ice Crystals in the center of their starting effect and at the point where they hit any target. These Ice Crystals spot can be destroyed using any action or spell dealing fire damage.

Magic Resistance. The Queen of Winter has advantage on saving throws against spells and other magical effects.

Spellcasting. The Queen of Winter is a 9th-level spellcaster. Her spellcasting ability is Wisdom (save DC 17, +9 to hit with spell attacks). She knows the following spells and can cast them, requiring no material components:

Cantrips (at will): *Dancing Lights*, *Ray of Frost*

1st level (4 slots): *Detect Magic*, *Magic Missile* (the darts are made of ice and deal cold damage)

2nd level (3 slots): *Hold Person*, *Spike Growth* (the spikes are made of ice)

3rd level (3 slots): *Sleet Storm*

4th level (2 slots): *Confusion*, *Fabricate* (creates an object from ice), *Ice Storm*

5th level (0 slots): *Cone of Cold*

ACTIONS

Multiattack. The Queen of Winter can cast two cantrips or cast one cantrip and attack with the Mace.

Mace. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

BONUS ACTIONS

Frosting. As a bonus action, the Queen of Winter can expend a spell slot after her weapon attack to magically deal an extra 7 (2d6) cold damage to the target. If the Queen of Winter expends a spell slot of 2nd level or higher, she can send cold waves dealing 3 (1d6) cold damage to one more target, within 15 ft. of the previous one, for each spell slot level above the 1st. If the creature's Hit Points are lowered to 0 with this attack, it becomes frozen, and any damage dealt to it next will shatter it into small pieces.

Gliding on Ice. As a bonus action, the Queen of Winter can take the Dash action while leaving a trail of ice behind her. Put 3 Ice Crystal spots on the path of her dash. She does not provoke attacks of opportunity while using this action.

Freezing. The Queen of Winter makes ice gather around the feet of a target within 60 feet. It must succeed on a DC 14 Strength saving throw or become restrained. At the beginning of its turn, it takes 3 (1d6) cold damage and then can repeat the saving throw to end this effect. Creatures not touching the ground cannot be targeted by this ability.

LEGENDARY ACTIONS

The Queen of Winter can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. All spent legendary actions are regained at the start of her turn.

Freezing. The Queen of Winter makes ice gather around the feet of a target within 60 feet. It must succeed on a DC 14 Strength saving throw or become restrained. At the beginning of its turn, it takes 3 (1d6) cold damage and then can repeat the saving throw to end this effect. Creatures not touching the ground cannot be targeted by this ability.

Ice Collecting. The Queen of Winter touches one Ice Crystal and absorbs it, making it disappear. She gains one Ice Magic Charge. After that, she can spend 2 Ice Magic Charges to gain one 5th-level spell slot.

Ice Explosion. The Queen of Winter chooses up to 2 Ice Crystal spots and makes them explode. Each creature in the area of a 10-foot radius of each spot must make a DC 14 Dexterity saving throw. The creature takes 9 (2d8) thunder damage on a failed save or half as much damage on a successful one. After that, the Queen gains one Ice Magic Charge per destroyed spot.

Ice Wall. The Queen of Winter chooses two spots with Ice Crystals not further away from each other than 40 feet. Then she spends one Ice Magic Charge to create an ice wall between them. Anyone standing on the path of the newly created wall must move aside. The wall has AC 10 and 30 Hit Points per 10-foot section and is vulnerable to fire damage. Reducing a 10-foot section of the wall to 0 Hit Points destroys this fragment and leaves behind a sheet of frigid air in the space the wall occupied.

BRINGER OF FROST

Medium undead, lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

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

Saving Throws Str +5, Wis +6, Cha +4

Skills Arcana +4, Athletics +5, Perception +6, Persuasion +4

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened, petrified, poisoned

Senses passive Perception 16

Languages Celestial, Common, Elvish, Primordial, Sylvan

Challenge 7 (2,900 XP)

Ice in the Veins. The Bringer of Frost starts the fight with 4 Ice Magic Charges and can hold up to 4 of them.

Herald of Frost. All of the Bringer's spells and effects dealing cold damage create magical Ice Crystals that emit the Herald of Frost Aura in a 10-foot radius. Area of Effect spells create one spot with magical Ice Crystals in the center of their starting effect and at the point where they hit any target. These Ice Crystals spot can be destroyed using any action or spell dealing fire damage.

Magic Resistance. The Bringer of Frost has advantage on saving throws against spells and other magical effects.

Turn Resistance. The Bringer of Frost has advantage on saving throws against any effect that turns undead.

Spellcasting. The Bringer of Frost is a 7th-level spellcaster. Their spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). They know the following spells and can cast them, requiring no material components:

Cantrips (at will): *Dancing Lights*, *Ray of Frost*

1st level (4 slots): *Detect Magic*, *Magic Missile* (the darts are made of ice and deal cold damage)

2nd level (3 slots): *Hold Person*, *Spike Growth* (the spikes are made of ice)

3rd level (3 slots): *Sleet Storm*

4th level (1 slot): *Ice Storm*

ACTIONS

Multiattack. The Bringer of Frost makes two Ice Sword attacks, one of which can be replaced with casting a cantrip.

Ice Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Draconid Creation (Recharge 6). The Bringer of Frost spends 2 of their Ice Magic Charges and creates one Crystal Draconid within 20 feet of themself.

BONUS ACTIONS

Cold Embrace. Immediately after hitting a target with the Ice Sword, the Bringer of Frost can use their bonus action to try to pierce the target and spread the ice into it. Make another attack with the Ice Sword with advantage. This time, it deals 5 (1d10) cold damage and makes the target grappled, paralyzed, and resistant to fire damage while it is paralyzed. The target stays paralyzed till the magic is dispelled with Lesser Restoration, Greater Restoration, or Dispel Magic spell, or the target is hit with fire damage. Any willing creature within 5 feet can spend the bonus action to end the grappled effect by getting the target off the sword. The Bringer of Frost cannot attack anyone with the Ice Sword while it is grappling a creature.

Kick off. At the end of their turn, the Bringer of Frost can spend their bonus action to put their leg against the creature pierced with the Ice Sword and kick it off the blade to the ground, ending the grappled condition.

LEGENDARY ACTIONS

The Bringer of Frost can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. All spent legendary actions are regained at the start of their turn.

Ice Sword. The Bringer of Frost makes an attack with their Ice Sword.

Freezing. The Bringer of Frost makes ice gather around the feet of a target within 60 feet. It must succeed on a DC 14 Strength saving throw or become restrained. At the beginning of its turn, it takes 3 (1d6) cold damage and then can repeat the saving throw to end this effect. Creatures not touching the ground cannot be targeted by this ability.

Freezing Drain. The Bringer of Frost drains all the heat and life force from the target they have pierced with their Ice Sword. The target must make a DC 14 Constitution saving throw, taking 11 (2d10) cold damage on a failed save, or half as much damage on a successful one. The Bringer of Frost gains 1 Ice Magic Charge after this action and cannot use it twice in the same round.

Chill of Death (Costs 2 Actions). The Bringer of Frost drains the life from the surroundings, leaving only the ice and cold air within 20 feet of themself. All creatures in that area must make a DC 14 Constitution saving throw against this magic, taking 7 (2d6) cold damage on a failed save or half as much damage on a successful one. The Bringer of Frost gains 1 Ice Magic Charge per 15 damage dealt with this action.

Draconid Creation (Costs 2 Actions). The Bringer of Frost spends 2 of their Ice Magic Charges to create one Crystal Draconid within 20 feet of themself.

CRYSTAL DRACONID

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	6 (-2)	10 (+0)	1 (-5)

Saving Throws Str +6, Con +6

Skills Athletics +6

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

Immutable Form. The Crystal Draconid is immune to any spell or effect that would alter its form.

Herald of Frost. The Crystal Draconid is considered a Magical Ice Crystal and emits the Herald of Frost Aura in a 10-foot radius.

Magic Weapons. The Crystal Draconid's weapon attacks are magical.

Extension of One's Magic. Crystal Draconids are not separate beings but extensions of their creator's magic. If their creator is dead, unconscious, or away from them by more than 120 feet, their Hit Points immediately drop to 0. If they are introduced to a fight and not created during it, choose their creator at the start of the fight.

ACTIONS

Multiattack. The Crystal Draconid makes two Slam attacks or two attacks with its Claws. It can replace one of these attacks with one Bite attack or one Icicle Attack.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Icicle. *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and if the target is of Medium or smaller size, it is grappled (escape DC 14). Until this grapple ends, the target is restrained. The Crystal Draconid can only have one target grappled at a time.

BONUS ACTIONS

Stone Cold Jaws. The Crystal Draconid can spread ice into the target it has pierced with its jaw. It deals 5 (1d10) cold damage and then throws the target up to 20 feet in the chosen direction, ending the grapple but making the target land prone. If the thrown target strikes a solid surface after moving at least 20 feet, it takes 7 (2d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

REACTIONS

Shattering Death. When the Crystal Draconid is reduced to fewer than 15 Hit Points, it can choose to shatter in an explosion. Each creature in the area of a 10-foot radius of the Crystal Draconid must make a DC 14 Dexterity saving throw. The creature takes 9 (2d8) thunder damage on a failed save or half as much damage on a successful one.

HERALD OF FROST

Herald of Frost. Any surface inside this aura is slowly getting covered by white frost while the air becomes unbearably cold. The elemental balance in that area is disturbed, making any creature entering it vulnerable to cold. If the creature has resistance to cold from any source, this effect negates it, making the creature vulnerable.



Heralds of Underworld



The mighty Scarabeus soldiers fully devoted themselves to serving the god of Chaos and now roam the Deuslair in search of something. The race that would eventually become the undead legion was originally hostile to the idea of serving the Disciples of Chaos and was, thus, killed and revived in order to serve them for all eternity. The Sphinx Warriors still aren't fully convinced of serving Chaos, but they are willing to do so if it means that they are able to live in a world that they find comfort in.

The Heralds of Underworld are a very numerous force within the Disciples of Chaos. They all hail from the same world—Titas. It is a world in which the desert spans endlessly, and the races there are in a constant state of war. The core of the world requires a constant amount of deaths in order to keep everything from falling apart. To procure them, it taints the minds of all living beings that reside on the planet, making them naturally inclined towards indiscriminate violence and waging wars. Even today, whenever one gets closer to a Herald of the Underworld, one feels as if one's life was seized by some presence. A presence that does not want to let go.

The Scarabeus Soldiers share a mind, but they still retain some sense of individuality. The stronger the soldier, the stronger their ego, and the weaker their mind link to everyone else. Due to their tough and heavy shell, they do not wear any armor outside of ornaments that display their rank. By using their pure physical strength and tough defense, they are able to overpower most of their enemies, but their shell isn't effective at stopping magic, which makes it a very good tool against them.

The Undead Legion consists of soldiers from an empire on Titas. They were poached, killed, and raised as undead, meaning they were forced to serve the god of Chaos. Even though they were removed from their homeland, their sense of pride remained, and they immediately became hostile to the Disciples of Chaos. The easiest solution was to turn them into undead. Using the summoner's pact, the Disciples allowed them to retain their memories with all the combat experience and knowledge to cast spells, while being fully sure that they would never betray the god of Chaos. No matter how hard they wish for it.

The Sphinx Warriors are simply looking for a new home, and they're willing to serve as long as their desires are fulfilled. After being removed from their world, they could start thinking more reasonably and ultimately decided that they would do anything to not return to their world. As they are already used to living in a desert, they are more than happy to remain in the desert of Kartagis and carry out their orders. They are very nimble cat-like creatures that utilize a variety of physical weapons.



UNDEAD LEGIONNAIRE

Medium undead, lawful evil

Armor Class 15 (+2 if using shield)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (-2)	10 (+0)	14 (+2)

Saving Throws Str +6, Con +6

Skills History +0, Nature +0, Perception +2, Religion +0, Survival +2

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Dwarvish, Elvish

Challenge 3 (700 XP)

Herald of Underworld. Any creature within 60 feet of the Undead Legionnaire is affected by the Herald of Underworld aura.

Turn Resistance. The Undead Legionnaire has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the Undead Legionnaire to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 + the damage taken unless the damage is radiant or from a critical hit. On a success, the Undead Legionnaire drops to 1 Hit Point instead.

Innate Spellcasting. The Undead Legionnaire's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *Inflict Wounds*

3/day each: *Acid Arrow*, *Bestow Curse*

1/day each: *Darkness*, *Insect Plague*

ACTIONS

Multiattack. The Undead Legionnaire makes two attacks with the Halberd or Blade.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

REACTIONS

Rage of the Dead. Whenever the Undead Legionnaire is damaged, it can direct its cursed energy to the target, making it suffer as well. The target must make a DC 14 Wisdom saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

SPHINX WARRIOR

Medium monstrosity, lawful evil

Armor Class 17 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +7, Con +4

Skills Acrobatics +9, Nature +2, Perception +3, Survival +3

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Dwarvish, Elvish

Challenge 3 (700 XP)

Herald of Underworld. Any creature within 60 feet of the Sphinx Warrior is affected by the Herald of Underworld aura.

Naturally Stealthy. The Sphinx Warrior can attempt to hide even when it is obscured only by a creature that is at least one size larger than itself.

ACTIONS

Multiattack. The Sphinx Warrior makes two attacks with the Greataxe, Blade, or Whip.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

Whip. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

BONUS ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage.

Nimble Escape. The Sphinx Warrior can take the Disengage or Hide action as a bonus action on each of its turns.

SCARABEUS SOLDIER

Medium monstrosity, lawful evil

Armor Class 17 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., burrow 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Str +6, Con +4

Skills Athletics +8, Nature +0, Survival +1

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, Common, Dwarvish, Elvish

Challenge 3 (700 XP)

Herald of Underworld. Any creature within 60 feet of the Scarabeus Soldier is affected by the Herald of Underworld aura.

Shared Mind. If one of the Scarabeus Soldiers sees a target, all of them see it. Effects that blind or deafen the Scarabeus Soldier are ineffective if they do not affect all of the Scarabeus Soldiers in the battle.

One Mind, One Body. The Scarabeus Soldier can time its hit with other Scarabeus Soldiers to strike when the enemy is unable to effectively defend. After at least one Scarabeus Soldier hits the target, the rest of the Scarabeus Soldiers attacking in this round have advantage on all of their attack rolls against the same target.

ACTIONS

Multiattack. The Scarabeus Soldier makes two attacks with the Greataxe, Greatblade, or Claws.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

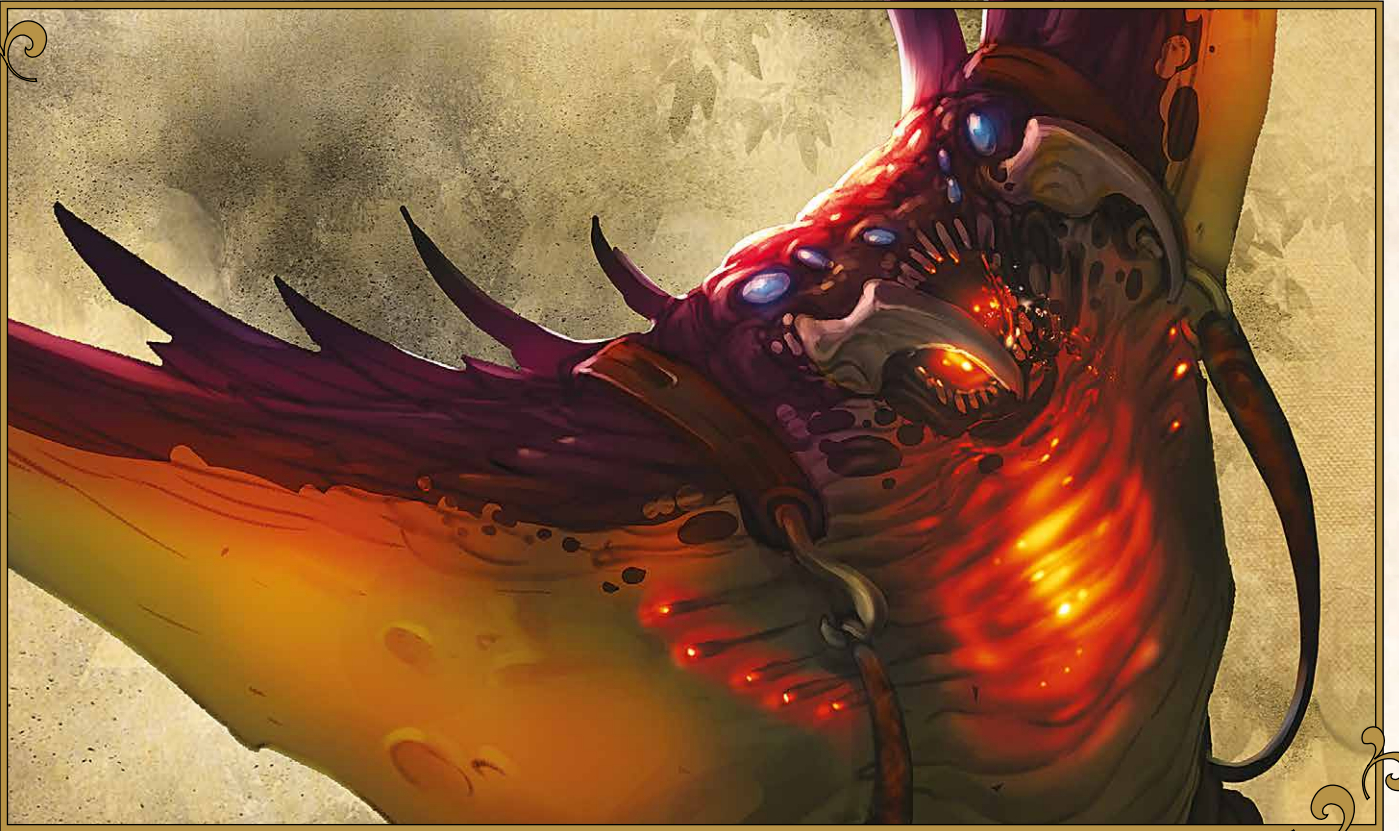
Greatblade. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

HERALD OF UNDERWORLD

Herald of Underworld. The creatures inside this aura feel as if something is trying to sap the life energy from them. They cannot regenerate any Hit Points by any means—neither magical potions, abilities, nor spells work. The effect lingers for one hour after getting outside of the aura.





Heralds of Plague

The Heralds of Plague are an ancient and insidious flying race originating from a distant realm. The details of their origins remain shrouded in mystery, but wherever they emerge, devastation inevitably follows. These creatures are only bringing ruin, turning thriving worlds into desolate wastelands.

The ruin follows. They are a primeval race called Azath. While their bodies are covered with feathers, their anatomy is closer to the insects. By the looks of their bizarre bodies, it is not hard to guess that their world cannot be similar to ours. The Heralds of Plague display an unsettling adaptability to various environments. They are notorious for infiltrating and conquering a wide range of habitats. Their capacity to thrive in both arid deserts and lush, fertile lands is a testament to their uncanny resilience. The only thing they truly need is food. They are drawn to places teeming with life, where they can freely feed their “children.”

Never-ending cycle. Their life cycle is a grim spectacle. It commences within the pits of flesh. Adult Azaths gather all the dead bodies they can find and then lay eggs among them. After several days, when the flesh begins to rot, the eggs hatch, and Azath Nymphs crawl out from them. These disgusting creatures are carrion eaters and are fully obedient to their parents. The

Nymphs are always hungry, seeking their next meal to gather enough nutrients and energy for their metamorphosis into adult Azaths. Meanwhile, the adults seem to barely eat at all. They often stop their children's feasts and drive them out from the pits to use for their own goals. Like conquering some city or massacring an army. Some of the younglings die, but the adults do not seem to care as much as they are commanding enormous hordes of their younglings.

The strategy of attack. As a part of the Heralds of Plague, many include the Swarm Warriors. They are members of a different race, though I've never learned the name of it. But because of similar insectoid origins and because their flesh is inedible to Azaths, they often cooperate. As their name implies, they are a significant threat when the Heralds of Plague wage a war. These insectoid warriors are infamous for their ferocity in combat and their preference for launching coordinated group attacks. Where the Nymphs' attacks hinge on sheer numbers and relentless assaults, swarming their foes with an unrelenting wave of insectoid aggression, which adult Azaths just redirect, these warriors plug any holes in their attack strategies. They possess sharp and serrated blades and make quick work of flesh, allowing them to overwhelm and annihilate their enemies. When combined with the leadership of the Azath adults, the Swarm Warriors present a force that is challenging to overcome. In essence, the Heralds of Plague are an insectoid scourge that heralds nothing but ruin. Their ability to adapt to diverse environments, coupled with their relentless life cycle and swarm tactics, makes them a formidable and unwavering force of destruction that leaves nothing but desolation in its wake.

AZATH

Medium beast, chaotic evil

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Dex +6

Skills Acrobatics +6, Perception +6, Stealth +6, Survival +3

Damage Resistances necrotic, poison

Condition Immunities frightened, prone

Senses blindsight 60 ft., passive Perception 16

Languages understands Common

Challenge 6 (2,300 XP)

Absolute Control. The Azath can command any Azath Nymph within 120 feet of it using ultrasounds.

ACTIONS

Multiattack. The Azath makes two Bite attacks, one of which can be replaced with the Acid Spit.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Acid Spit. *Ranged Weapon Attack:* +6 to hit, range 60/90 ft., one target. Hit: 7 (2d6) acid damage.

REACTIONS

Absolute Obedience. Whenever the damage is about to reduce the Azath to 0 Hit Points, if there is any Azath Nymph within 10 feet of it, the Azath can use its reaction to make the Nymph take the damage instead.

LEGENDARY ACTIONS

The Azath can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Azath regains spent legendary actions at the start of its turn.

Attack Command. The Azath chooses an Azath Nymph and then commands it to attack one target. The chosen Nymph immediately performs this attack with advantage outside of its turn. After the attack, no matter if it succeeds or not, the chosen Azath Nymph gains disadvantage on its next saving throw.

Fly and Bite. The Azath performs the Dash action while flying and attacks one target on the path of its flight with the Bite attack.

Marking. The Azath spits at one target. Make a ranged weapon attack: +6 to hit, range 60/90 ft., one target. On a hit, the target is marked with a smell attracting other Azaths and starts to emit the Herald of Plague aura within 30 feet. The target is also affected by this aura.

Acid Barrage (Costs 2 Actions). The Azath makes a barrage of Acid Spits. Perform three Acid Spit attacks.

AZATH NYMPH

Small beast, chaotic evil

Armor Class 14 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 15 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Dex +5

Skills Acrobatics +5, Perception +4, Stealth +5, Survival +2

Damage Resistances necrotic, poison

Condition Immunities frightened, prone

Senses blindsight 60 ft., passive Perception 14

Languages understands Common

Challenge 2 (450 XP)

Swarm Tactic. The Azath Nymph has advantage on an attack roll against a creature if at least one other Azath (or Azath Nymph) is within 5 ft. of the creature and that Azath (or Azath Nymph) isn't incapacitated.

ACTIONS

Multiattack. The Azath Nymph makes two Bite attacks, one of which can be replaced with the Nosedive.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Nosedive. While in the air, the Azath Nymph can nosedive toward a creature within 45 ft. The target must succeed on a DC 13 Dexterity or Strength saving throw or be knocked prone.

BONUS ACTIONS

Paralyzing Venom (2/day). After the Azath Nymph hits a target with the Bite, it can use a bonus action to inject venom into the victim. The target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage and become paralyzed.



SWARM WARRIOR

Medium monstrosity, lawful evil

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft., burrow 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	14 (+2)	10 (+0)

Saving Throws Dex +7, Con +6, Wis +5

Skills Athletics +7, Nature +5, Perception +5, Survival +5

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Dwarvish, Elvish

Challenge 5 (1,800 XP)

Naturally Stealthy. The Swarm Warrior can attempt to hide even when it is obscured only by a creature that is at least one size larger than itself.

Ambusher. The Swarm Warrior has advantage on attack rolls against any creature it has surprised.

ACTIONS

Multiattack. The Swarm Warrior makes two attacks with the Blade or Claws.

Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) slashing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (4d4 + 4) slashing damage.

BONUS ACTIONS

Aggressive. As a bonus action, the Swarm Warrior can move up to its speed toward a hostile creature that it can see.

Hiding in the Crowd. While the Swarm Warrior is within at least three other allies, it can use them to hide their presence in the middle of the fighting and take the Disengage or Hide action as a bonus action.

HERALD OF PLAGUE

Herald of Plague. The area affected by this aura is filled with swarming and biting mosquitoes, flies, and other bugs. If a creature that has taken damage this round ends its turn within this area, it must succeed on a DC 14 Constitution saving throw taking 11 (2d10) piercing damage on a failed save or half as much damage on a successful one.



Pandemonium



Pandemonium, the highest echelon of the Disciples of Chaos. They are generals commanding armies. Sovereigns of Disciples' realms. Heralds and prophets leading followers of Chaos. Little is known about their exact numbers, as only a select few have traversed into this world. Let us delve into the tales of a few I've heard about.

Kaoz The Soul Harvester. With a name that echoes through realms, Kaoz stands as a powerful mage, consumed by fanatical devotion and dark sorcery. Infused with the essence of the god of Chaos, his corporeal form borders on the ethereal, rumored to be an avatar of Chaos itself. Revered as a high priest, Kaoz spreads

the gospel and teachings of Chaos across the worlds. And on these unwilling to listen, he bestows death and destruction. His mastery over necromancy allows him to raise undead armies and harvest souls. He leaves nothing alive whenever he fights. Because the power of Chaos is too thin for him, he cannot fully manifest in this realm, which also limits his magical abilities. However, I have heard that he is close to finding a solution for this minor problem.

The Apostles of Fire. This elusive cadre of powerful sorceresses hails from a faraway world. They are tamers of fire wyrms, and some even command lesser dragons with immensely powerful mind magic. Unlike many other creatures, they seem to obey Chaos willingly and even channel its maddening influence as a form of mind-corrupting power. That power alone would put them high as potential threats, but on top of that, they are also masters of the arcane arts, specializing in devastating fire magic. Within the faction, they are both feared and respected, even though they are rather reclusive figures, preferring to spend time with their fire wyrms or on missions. And yes... the fire wyrms. Most of the Apostles are accompanied by a small group of human-sized fire wyrms at all times. Each member of this clan forms a telepathic link with them, keeping the closest one wrapped around her body. Because of that, she can flawlessly coordinate their attacks and support them with magic—be it tampering with someone's senses or just incinerating them with fire before the wyrms are able to. This combination makes for a formidable team, able to take on even the most powerful of foes. Surviving a meeting with them is a tale few can tell. The rest scatter on the wind as ash.

The Prophet of Chaos. The last in the group is an ex-paladin from lands conquered by Chaos in a faraway world. Endowed with tactical and battle experience, she often acts as the right hand of Kaoz, complementing the mage's destructive power with strategic brilliance on the battlefield. In the long past, she was a devout servant of a god forgotten by the time. Now, her form has been twisted by centuries of Chaos influence. She embodies the relentless march of darkness across dimensions. It is said that she is one of the most sane commanders in Pandemonium, somehow still adhering to her own morals. Or at least whatever was left of them.

Chaos Troopers. The most common members of the Chaos armies are usually referred to as Chaos Troopers. It is hard to say exactly from what world or race each one of them comes, as the influence of their god is slowly deforming them into more and more grotesque forms. They are the most numerous in the armies commanded by the Prophet of Chaos. She prefers to march along with their armies and attack from the frontline, staying with her troops no matter how harsh the battle becomes. It surely earned her respect, even from the enemies. Yet, I can't help but wonder if the reason is not much simpler. Maybe, somewhere deep down, she pushes herself into the fiercest of battles exactly because of what they offer—a promise of death.

KAOZ THE SOUL HARVESTER

Large undead, lawful neutral

Armor Class 16 (natural armor)

Hit Points 209 (22d10 + 88)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	19 (+4)	22 (+6)	14 (+2)	18 (+4)

Saving Throws Con +9, Int +11, Wis +7

Skills Arcana +16, Deception +14, History +16, Insight +7, Perception +7, Persuasion +14, Religion +11

Damage Resistances necrotic, poison

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses passive Perception 17

Languages Abyssal, Celestial, Common, Deep Speech, Draconic, Dwarvish, Elvish, Gnomish, Goblin, Orc, Primordial, Sylvan, telepathy 120 ft.

Challenge 15 (13,000 XP)

Chaos in the Veins. The power of the slain god courses through his veins, granting him the ability to store up to 6 Divinity Charges. He starts the fight with 1 Charge.

Telepathic Bond. Kaoz the Soul Harvester has forged a telepathic link with all of his subjects. He can communicate telepathically through the bond over any distance, though it can't extend to other planes of existence.

Turn Resistance. Kaoz the Soul Harvester has advantage on saving throws against any effect that turns undead.

Immortal. Kaoz's presence in this realm is unstable. Whenever his Hit Points are reduced to zero, Kaoz the Soul Harvester just loses the power to hold his body together and gets sent to the realm from which he came.

Spellcasting. Kaoz the Soul Harvester is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *Chill Touch*, *Mage Hand*, *Prestidigitation*
1st level (4 slots): *Detect Magic*, *Magic Missile*, *Shield*
2nd level (3 slots): *Detect Thoughts*, *Invisibility*, *Acid Arrow*
3rd level (3 slots): *Dispel Magic*, *Fireball*, *Phantom Steed*, *Vampiric Touch*
4th level (3 slots): *Banishment*, *Black Tentacles*
5th level (2 slots): *Cloudkill*, *Scrying*, *Modify Memory*
6th level (0 slots): *Chain Lightning*, *Circle of Death*, *Disintegrate*, *Harm*

Soul Grab. Whenever someone makes a melee attack on Kaoz the Soul Harvester the masses of souls beneath him retaliate. Make a Melee Spell Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) necrotic damage, and the target is grappled. At the beginning of its turn, the target can try to escape with a successful DC 15 check. Each time the target fails, it takes 8 (1d8 + 4) necrotic damage again.

ACTIONS

Multiattack. Kaoz the Soul Harvester makes two Chain Slam attacks and then casts a cantrip.

Chain Slam. *Melee Spell Attack:* +9 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) necrotic damage.

Summoning Souls (1/day). Kaoz the Soul Harvester focuses on the chaos of souls inside him and chooses a few of them. Then the souls emerge from the mass below him. Choose four creatures up to CR 2 or two up to CR 4. The creatures summoned this way have only half of their Hit Points and are ethereal: their bodies are semi-transparent, gain immunity to nonmagical attacks, but also become vulnerable to radiant damage.

BONUS ACTIONS

Give Back. Kaoz the Soul Harvester unleashes one of the spells or magical abilities stored in his orbs.

REACTIONS

Unstable Magic. Kaoz the Soul Harvester has still not fully manifested in this realm, which blocks him from accessing some of his magic. Whenever he casts a spell, he can spend one Divinity Charge instead of a spell slot of 5th level or higher. If he does, the spell is always cast as if it were cast using the 6th level spell slot.

Absorbing Power. Whenever Kaoz the Soul Harvester is a target of a spell or magical ability, he can expend a Divinity Charge to absorb its magic into one of his orbs. This ability can also be used after failing a saving throw. He can store up to 4 spells this way to unleash them later.

LEGENDARY ACTIONS

Kaoz the Soul Harvester can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kaoz the Soul Harvester regains spent legendary actions at the start of his turn.

Cantrip. Kaoz the Soul Harvester casts a cantrip.

Spell (Costs 2 Actions). Kaoz the Soul Harvester casts a spell.

Life Force Drain (Costs 2 Actions). Kaoz the Soul Harvester drains the life force within 30 feet of him. Each non-dead creature must

make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. Kaoz the Soul Harvester regains Hit Points equal to half the amount of damage dealt, or he can instead regain one Divinity Charge if the Hit Points he would regain amounts to at least 30.

Melting Reality (Costs 3 Actions). Kaoz the Soul Harvester spends one Divinity Charge to make the area within 120 feet of him "melt" and suck in anyone who touches it. All creatures in the area, including the ones that step into it, are immediately pulled 2 feet into it. The creatures that are not completely submerged can escape on a successful DC 16 Strength saving throw made at the beginning of their turn, or take 14 (4d6) bludgeoning damage and sink another 2 feet if they fail the save. If a creature sinks so deep that there is less than 2 feet of its body over the surface, the DC of the Strength saving throw increases to 18.



CHAOS TROOPER

Medium humanoid, chaotic evil

Armor Class 14 (chain shirt)

Hit Points 34 (4d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Skills Intimidation +0, Survival +3

Damage Resistances poison

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin, Orc

Challenge 1 (200 XP)

Without Pain (Recharges after a Short or Long Rest).

The Chaos Trooper doesn't feel pain and sometimes still fights after sustaining grave injuries. When their Hit Points are reduced to 0 in a single attack that dealt less than 10 damage, the Chaos Trooper is reduced to 1 HP instead.

ACTIONS

Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Blunt Weapon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

BONUS ACTIONS

Maddening Influence. As a bonus action, the Chaos Trooper can move up to their speed toward a hostile creature that they can see.

PROPHET OF CHAOS

Medium humanoid, chaotic good

Armor Class 19 (half plate, shield)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	12 (+1)	10 (+0)	17 (+3)

Saving Throws Str +9, Wis +4, Cha +7

Skills Athletics +9, Intimidation +7, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 14

Languages Abyssal, Common, Draconic, Dwarvish, Elvish, Giant, Goblin, Halfling, Orc

Challenge 12 (8,400 XP)

Souls Ash Armor (3/day). If the Prophet of Chaos fails a saving throw, she can choose to succeed instead by redirecting the energy from the attack or magic into her armor. It makes the armor break, and she loses 2 AC each time it is used.

Blood Frenzy. The Prophet of Chaos has advantage on melee attack rolls against any creature that doesn't have all its Hit Points.

Spellcasting. The Prophet of Chaos is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *Light, Sacred Flame, Thaumaturgy*

1st level (4 slots): *Command, Inflict Wounds, Shield*

2nd level (3 slots): *Hold Person, Silence, Zone of Truth*

3rd level (2 slots): *Dispel Magic, Nondetection, Vampiric Touch*

4th level (1 slot): *Black Tentacles*



ACTIONS

Multiattack. The Prophet of Chaos makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

BONUS ACTIONS

Corrupted Soul. After making a melee attack, the Prophet of Chaos can reach for the Chaos energy within her and allows the Corruption to grow, adding an extra 11 (2d10) necrotic damage.

Corrupted Body. A writhing, fleshy tentacles grow from the Prophet of Chaos's hand and grab a target within 15 feet. The target must succeed on a DC 16 Strength or Dexterity saving throw or be restrained by them. The target can repeat the saving throw at the end of its next turn.

LEGENDARY ACTIONS

The Prophet of Chaos can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

Attack. The Prophet of Chaos makes a Greatsword attack.

Corrupting Others. The Prophet of Chaos forces the tentacles restraining a target to start invading its body. The target takes 11 (2d10) piercing damage, then it can repeat the DC 16 Strength or Dexterity saving throw to end the condition.

Cast (Costs 2 Actions). The Prophet of Chaos casts a spell.

Corrupted Field (Costs 2 Actions). The Prophet of Chaos can expend a spell slot of 2nd or 3rd level to hit the ground with her weapon, from which a mass of writhing, fleshy tentacles grow, creating a 20-foot square. Each creature in that area must make a DC 16 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save or half as much damage on a successful one. The area stays covered with tentacles for the rest of the fight, until dispelled by magic, or until burned by fire. The ground in the area is treated as difficult terrain, and entering it provokes the same test that is made to determine damage when the field is created. Using this action again removes the previous area with this effect.

APOSTLE OF FIRE

Medium humanoid, lawful evil

Armor Class 15 (studded leather)

Hit Points 104 (19d8 + 19)

Speed 30 ft., fly 15 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +6, Cha +7

Skills Arcana +4, Deception +7, Perception +6, Persuasion +7, Stealth +6

Damage Vulnerabilities cold

Damage Resistances fire

Condition Immunities blinded, charmed

Senses truesight 60 ft., passive Perception 16

Languages Common, Elvish, Infernal, Primordial, telepathy 60 ft.

Challenge 7 (2,900 XP)

Traveler of Skies. While in the air, the Apostle of Fire has advantage on Wisdom (Perception) checks regarding her surroundings.

Spellcasting. The Apostle of Fire is a 9th-level spellcaster. Her spellcasting ability is Charisma (save DC 15, +7 to hit with spell attacks). She knows the following spells and can cast them, requiring no material components:

Cantrips (at will): *Fire Bolt*, *Produce Flame*, *Vicious Mockery*

1st level (4 slots): *Faerie Fire*

2nd level (3 slots): *Enthrall*, *Hold Person*

3rd level (3 slots): *Fear*, *Hypnotic Pattern*

4th level (3 slots): *Compulsion*, *Confusion*, *Phantasmal Killer*, *Dimension Door*

5th level (1 slot): *Flame Strike*

ACTIONS

Multiattack. The Apostle of Fire can cast two cantrips or cast one cantrip and use the Elemental Deprivation.

Elemental Deprivation. The Apostle of Fire chooses one point within 60 feet of her and then one of the following damage types: cold, fire, or lightning. The elemental balance in the 30-foot radius from the chosen point becomes disturbed, making anyone entering it vulnerable to this element. If the creature had resistance to it from any source, this effect negates it, making the creature vulnerable. Additionally, any creature entering or starting their turn in that area must succeed on a DC 14 Constitution saving throw or take 7 (2d6) damage of that type. This area effect ends when the Apostle leaves the 60-foot range.

REACTIONS

Leadership. The Apostle of Fire can utter a special command or warning whenever a nonhostile creature that she can see within the range of her telepathy makes an attack roll or a saving throw. The creature can add a d4 to its roll. A creature can benefit from only one Leadership die at a time. This effect ends if the Apostle of Fire is incapacitated.

LEGENDARY ACTIONS

The Apostle of Fire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. All spent legendary actions are regained at the start of her turn.

Insulting Rebuke. At the end of a turn of a nonhostile creature within 60 feet of the Apostle of Fire, the Apostle telepathically compels that creature to immediately make an extra attack against the target it attacked during this turn. After the attack, the creature gains disadvantage on its next saving throw, regardless of whether the attack hits or misses. This action can be used only on creatures whose attack missed in this round.

Mind Intrusion (Costs 2 Actions). The Apostle of Fire invades the mind of a target within 60 feet. It must succeed on a DC 14 Wisdom saving throw or become restrained. At the beginning of its turn, it takes 14 (4d6) psychic damage and then can repeat the Wisdom saving throw to end this effect. Targets immune to being charmed cannot be targeted with this ability.

Mind Wave (Costs 3 Actions). The Apostle of Fire sends a psychic wave all around her. All creatures within 60 feet of her must make a DC 14 Wisdom saving throw, taking 14 (4d6) psychic damage on a failed save or half as much damage on a successful one.





Impalers

The Impalers are a group of winged demons that serve the god of Chaos, and they are infamous for their cruel and sadistic nature. They strike their foes from the air, rarely giving them a fair chance to fight.

Death is just the ending. The Impalers are creatures of malice. They take pleasure in the suffering of others, finding joy in the anguish they inflict. They find mere killing to be a mundane pursuit, a dull crescendo to the symphony of chaos they yearn. These sinister entities are deeply entrenched in the maddening influence of the god of Chaos, their very essence infused with the malevolent magic that drives them not just to seek death but to relish in the agony and suffering that accompany it. For the Impalers, murder is an act to be savored. Prolonged to make the torment inflicted upon their hapless victims as long as possible as they delight in playing cruel games with them. My long life has shown me that there exists an endless array of methods to annihilate someone, so I can only imagine what anyone captured by them might be faced with.

Origins of madness. One time, I stumbled across an individual who, having escaped from an encampment of the Disciples of Chaos, shared an intriguing story with me. This escapee had served as a scribe for the army and had managed to get hold of the annals of the Disciples of Chaos. The documents detailed the origins of most groups, tracing them back to the worlds the

Disciples had conquered. However, there was a conspicuous absence of information regarding the Impalers. Some whispered that their homeland had been razed to ruin eons ago, while others speculated that they hailed from a myriad of realms, each transformed into a similar form by the inexorable grip of Chaos. There are even some dubious rumors that they might be the mad god's own spawn, twisted and molded by his chaotic whims. Attempts to converse with them yield little insight, for each Impaler provides a different answer, often responding with unintelligible riddles, as if they were mocking the question rather than offering a genuine response.

Loyal but driven by desires. The Impalers are cunning and manipulative beings, often luring their prey into carefully crafted traps where they can savor every moment of suffering. At the same time, they sometimes halt whatever they're doing just to observe the suffering of others or spontaneously start inflicting it. On occasion, they don't even reveal themselves, striking their foes from the shadows, only escaping to attack again when the opportunity arises. They are sure to play dirty just for the joy it brings them. One certainty about these beings is their unwavering loyalty to the god of Chaos. They are compelled to sow discord wherever they tread, never contemplating betrayal of their malevolent deity. However, when it comes to following the orders of their fellow Disciples, a different story unfolds. Treacherous intrigues and sinister ambitions often reign among the ranks of the Disciples, but the Impalers are different. They are driven by the essence of Chaos itself, making them, in some ways, easier to understand than other Disciples.

They are, in essence, Chaos incarnate.

VOLARD

Large fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	20 (+5)	10 (+0)	16 (+3)

Saving Throws Dex +7, Cha +6

Skills Acrobatics +7, Deception +6, History +8, Intimidation +9, Perception +6, Performance +9, Persuasion +9

Damage Resistances fire

Damage Immunities psychic

Condition Immunities frightened, prone

Senses darkvision 60 ft., passive Perception 16

Languages All

Challenge 7 (2,900 XP)

Sight from Above. The Volard has advantage on Wisdom (Perception) checks while in the air.

ACTIONS

Multiattack. The Volard makes two attacks with their Claws.

Claws (while in the air). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage. If the roll to hit was 19 or 20, the Volard can grab the target and then lift it into the air with their movement (escape DC 15).

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 60/90 ft., one target. Hit: 16 (2d10 + 5) piercing damage. If the weapon was thrown, it magically flies back to the Volard. If the roll to hit was 19 or 20, while the spear is flying back, repeat the attack on the same target as the spear is attacking it again, from the behind.

BONUS ACTIONS

Jump into the Air. The Volard jumps into the air and moves up to their maximum movement as a bonus action.

Fly and Grab. While moving in the air, the Volard can try to grab a target while passing it. The target must succeed on a DC 15 Dexterity or Strength saving throw or be grabbed. After the attack, the Volard will try to fly with the creature into the open air and drop it from a height. While still grabbed, the creature can repeat the Strength saving throw with the DC 15 to free itself, or use other actions.

LEGENDARY ACTIONS

The Volard can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Volard regains spent legendary actions at the start of their turn.

Attack. The Volard attacks with the Spear.

Confusing Riddles. The Volard can tell a confusing riddle that comments on the current situation and has some subtle enchantments woven into it. All creatures within 60 feet who can hear the riddle must succeed on a DC 15 Intelligence saving throw or take 9 (2d8) psychic damage and have disadvantage on their next saving throw or attack roll during this turn.

Make Them Fall. If the Volard is at least 60 feet above the ground and is grabbing a creature, they can drop it. The moment it hits a solid surface, it takes 14 (4d6) bludgeoning damage. If the creature drops on another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

Spear Throw (Costs 2 Actions). While in the air, the Volard hits a target within 120 with their spear, which then sends waves through the ground within 30 feet of the strike. If the target is a creature, it must succeed on a DC 15 Dexterity saving throw, taking 14 (2d8 + 5) piercing damage on a failed save or none on a successful one. Then, each creature on the ground in the area affected by the tremors must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 14 (4d6) bludgeoning damage and is knocked prone, and on a successful one, it only takes half as much damage.



IMPALER

Medium fiend, chaotic evil

Armor Class 13

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	18 (+4)	10 (+0)	15 (+2)

Saving Throws Dex +5, Cha +4

Skills Acrobatics +5, Deception +4, History +6, Intimidation +6, Perception +4, Performance +6, Persuasion +6

Damage Resistances fire

Damage Immunities psychic

Condition Immunities frightened, prone

Senses darkvision 60 ft., passive Perception 14

Languages All

Challenge 2 (450 XP)

Sight from Above. The Impaler has advantage on Wisdom (Perception) checks while in the air.

ACTIONS

Multiattack. The Impaler makes two attacks with their Claws.

Claws (while in the air). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the roll to hit was 19 or 20, the Impaler can grab the target and then lift it into the air with their movement (escape DC 13).

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 60/90 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the weapon was thrown, it magically flies back to the Impaler. If the roll to hit was 19 or 20, while the spear is flying back, repeat the attack on the same target as the spear is attacking it again, from the behind.

Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage.

Grab and Drop. While in the air, the Impaler can nosedive toward a creature of Medium or smaller size within 40 ft. The target must succeed on a DC 13 Dexterity or Strength saving throw or be grabbed. After the attack, the Impaler will try to fly with the creature into the open air and drop it from a height. While still grabbed, the creature can repeat the Strength saving throw with the DC 13 to free itself or use other actions.

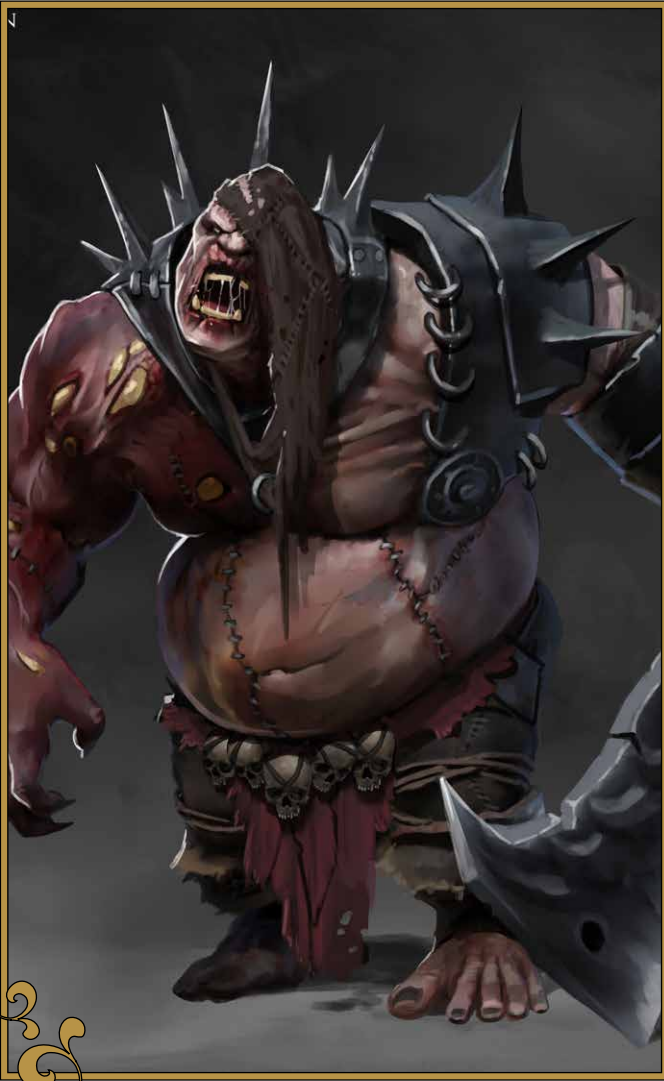
BONUS ACTIONS

Confusing Riddles. As a bonus action, the Impaler can target one character who can hear them and utter a confusing riddle commenting on their current situation. The character feels a supernatural compulsion to answer the riddle and must succeed on a DC 14 Intelligence saving throw or gain disadvantage on their next saving throw or attack roll during this turn.





Gorgers



Beware of the ones who desire not only your life but also your flesh. The strong eat. The weak are eaten.

Hungry and envious. Among the Disciples of Chaos, there exists a vile faction known as the Gorgers, a bloodthirsty group whose insatiable hunger knows no equal. I was told that they hail from a world newly conquered by the Disciples. It seems that soon after they have fallen under the sinister influence of the Heralds of Hunger and embraced their savage way of life. Unlike the Heralds with their distinct caste system, the Gorgers lack noble lineages—their hierarchy is dominated by the brutal principle of survival of the fittest. Or, more accurately, the strongest. They feed on the weaker members, a macabre feast where strength dictates who is the prey and who is the predator. While Herald's nobility, represented by the Yog-Vour demons, display a selective palate when it comes to the flesh they consume, the Gorgers revel in indiscriminate gluttony, gorging on any available meat. Hence the name they've been given.

Bodies that should have died. Bodies of most Gorgers bear scars resulting from mutilation beyond recognition and enduring the brutal consequences of their chaotic existence—marking both savage feasting attempts of others and one's overeating after getting strong enough to be the feasting one. Chaos' power sustains them, preventing their demise. Many among them have become fiends driven by an unquenchable thirst for flesh. They do not care about any wounds during fights, as long as they can quench their hunger. Though they serve on the frontlines, one should not expect organized strategies from these hordes. They excel as meatshields for their demonic masters but lack the capacity for anything more coordinated.

Gourmets. At the apex of their chain of command reside the Gourmets, an ironic moniker given their grotesque habits. They are among the few within the Gorgers who can be negotiated with, though their methods are ruthless. Their position demands both fear and an insatiable hunger—keeping their subordinates in line with the cruel duality of dread and ravenous appetite. They enjoy toying with their captives, promising freedom through a twisted game, only to cruelly extinguish any glimmer of hope the moment their prey comes close to escaping. In a gruesome attempt to emulate the Heralds of Hunger's "Carnival of Flesh," the Gorgers have concocted their own event. However, unlike the Heralds' ritualistic guise, the Gorgers turn their gatherings into feasts. These gruesome festivities, characterized by the consumption of flesh of various races, are a nightmarish show of their perverse revelry. Some captives are given the chance to join the ranks of the Gorgers, provided they survive and are willing to partake. Meaning they need to eat their fellow captives. A mere thought of that sends chills to the very marrow of my bones. It would be hard for me to find a group better depicting the madness and darkness that lurks in the Disciples' depravity.



GORGER

Medium humanoid, chaotic evil

Armor Class 14 (natural armor)

Hit Points 85 (9d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +2, Con +7

Skills Athletics +8, Perception +4

Condition Immunities exhaustion

Senses passive Perception 14

Languages Common, Gnomish, Goblin, Orc

Challenge 4 (1,100 XP)

Seen Scarier Things. The Gorgor has advantage on saving throws against being frightened.

Without Pain (recharges after a short or long rest).

The Gorgor doesn't feel pain and sometimes still fights after sustaining grave injuries. When its Hit Points are reduced to 0 in a single attack that dealt less than 10 damage, the Gorgor is reduced to 1 HP instead.

Hunger Frenzy. Whenever the Gorgor hits a target and smells its blood, the growing hungersends the Gorgor into a frenzy. After dealing damage to the target in the previous round, the Gorgor can perform one more attack in this round. This effect stacks up to four times. If the Gorgor stops attacking the same target for a round or the target falls unconscious, this effect resets.

Chop and Eat. Whenever the Gorgor rolls a 19 or 20 on the roll to hit, it also grabs the target if it is Medium or smaller. The target is grappled. The Gorgor can hold up to one creature this way. At the start of the target's turn, it performs a DC 14 Dexterity or Strength saving throw to end the condition.

ACTIONS

Giant Axe. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 4) slashing damage. The Gorgor cannot use this weapon to attack the target it is grappling.

Blade. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 4) slashing damage. The Gorgor cannot use this weapon to attack the target it is grappling.

Spear. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 4) piercing damage. The Gorgor cannot use this weapon to attack the target it is grappling.

BONUS ACTIONS

Consume. If the Gorgor is grappling a creature, it can bite its body and start eating. The target takes 13 (3d6 + 3) piercing damage while the Gorgor regenerates 11 (2d10) Hit Points.

REACTIONS

You Cannot Escape. Whenever a hostile creature tries to leave the Gorgor's range of attack, the creature must perform a DC 14 Dexterity or Strength saving throw. On a failure, the creature is grappled. The Gorgor can hold up to one creature this way. At the start of the creature's turn, it can repeat the saving throw to end the condition.

Shield. If the Gorgor is using a shield, it adds 2 to its AC against one melee attack that would hit it.



GOURMET

Large humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Dex +4, Con +10

Skills Athletics +15, Perception +7

Condition Immunities exhaustion

Senses passive Perception 17

Languages Common, Gnomish, Goblin, Orc

Challenge 9 (5,000 XP)

Seen Scarier Things. The Gourmet has advantage on saving throws against being frightened.

Without Pain (recharges after a short or long rest).

The Gourmet doesn't feel pain and sometimes still fights after sustaining grave injuries. When its Hit Points are reduced to 0 in a single attack that dealt less than 10 damage, the Gourmet is reduced to 1 HP instead.

Chop and Eat. Whenever the Gourmet rolls a 19 or 20 on the roll to hit, it also grabs the target if it is Medium or smaller. The target is grappled. The Gourmet can hold up to one creature this way. At the start of the target's turn, it performs a DC 14 Dexterity or Strength saving throw to end the condition.

You Cannot Escape. Whenever a hostile creature tries to leave the Gourmet range of the Chopper attack, the creature must perform a DC 17 Dexterity or Strength saving throw. On a failure, the creature is grappled. The Gourmet can hold up to one creature this way. At the start of the creature's turn, it can repeat the saving throw to end the condition.

ACTIONS

Multiattack. The Gourmet makes two Chopper attacks.

Chopper. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 18 (2d10 + 7) slashing damage.

REACTIONS

You Cannot Escape. Whenever a hostile creature tries to leave the Gourmet's range of attack, the creature must perform a DC 14 Dexterity or Strength saving throw. On a failure, the creature is grappled. The Gourmet can hold up to one creature this way. At the start of the creature's turn, it can repeat the saving throw to end the condition.

Meatshield. If the Gourmet fails a saving throw against an effect of an attack or spell, it can grab any ally within 15 feet and redirect all the effects to the ally.

LEGENDARY ACTIONS

The Gourmet can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Gourmet regains spent legendary actions at the start of its turn.

Attack. The Gourmet makes a Chopper attack.

Consume. If the Gourmet is grappling a creature, it can bite its body and start eating it. The creature must succeed on a DC 17 Constitution saving throw, taking 29 (4d10 + 7) piercing damage on a failed save or half as much damage on a successful one. Meanwhile, the Gourmet regenerates 11 (2d10) Hit Points. Cannot be used two times in same round.

Chopper Spin (Costs 2 Actions). The Gourmet spins its Chopper around, hitting everyone within 15 feet. Each creature must make a DC 17 Dexterity saving throw. On a fail, it takes 18 (2d10 + 7) slashing damage and is pushed 20 ft. away. On a success, it takes only half as much damage.





The Unloved

The Unloved is a legion of undead females under the direct command of a powerful vampire, Esme. Neither ghouls nor true vampires—they wander the lands seeking revenge on the ones who wronged them.

Tragedy born from a pure heart. To talk about the Unloved, we need to start with the story of Esme. The one who commands this legions with her dark charisma. In the past, she was a valiant general defending one of the kingdoms of Herja. Even when all her men were falling, and she was left with scraps of her initial army, she remained undefeated. Her bravery and fierceness while defending the land and the noble castle of her high-ranking lover is a tale of the legends. She endured until the last moment, till she was sure that her loved one safely escaped along with his people. Only then did she succumb to capture. But even while in prison, her spirit was unbroken—no matter the tortures brought on her body, her soul and mind remained clear. Sadly, this is not the end of this story.

Her lover was captured in the subsequent battle and during torturous captivity revealed the sad truth—he betrayed her. He was unable to escape that first siege as the path he was trying to take was taken by the Disciples' forces. While still remaining unnoticed, he opened a passage to the castle, making all gathered enemies flood the stronghold and leave the passage unattended and safe. All the while fully aware it would grant them unfettered access to her. Esme's spirit, unbroken by all the atrocities done to her so far... shattered.

Esme's transformation into a vampire marked a dark turning point. Her first act after becoming a vampire was to impale her former love on a colossal palisade stake.

Esme the Vampire. Now, as a harbinger of revenge, Esme traverses battlefields, collecting forsaken females left in the wake of conflict. She extends to them a unique proposition: a chance for retribution against those who abandoned them. Those who accept find themselves transformed into strigas, creatures that are not true vampires but also not mere ghouls. Their minds are shackled to their mistress's will, their bodies fortified by the potent blood magic of Esme. She herself is a fearsome commander who excels in both tactics and brutal power. But it is not her mastery over blood magic nor the unnatural strength bestowed upon her by her vampiric transformation that makes her truly terrifying. Not even the ability to control blood or regenerate any injuries. What makes her so fearsome is the cold flame burning inside whenever you meet her gaze, and you are sure that there is no mercy in her.

The Unloved traverse the night following Esme's dark charisma. All have tasted the bitterness of abandonment. All were offered a perverted redemption. All led by a vampire queen twisted by betrayal. All with hearts that died way before they became one with the night.

STRIGA

Medium undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Str +5, Cha +1

Skills Perception +2, Stealth +3

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages All she spoke when she was alive and the words spoken by her mistress.

Challenge 3 (700 XP)

Blood is Life. The life force of all her victims courses through her veins, granting her 1 Blood Charge.

Feel the Life Around. The Striga automatically senses living beings' energy within 90 ft. and can pinpoint their locations within 30 feet.

Spider Climb. The Striga can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. As a vampire's spawn, the Striga shares the same weaknesses:

Forbiddance. The Striga can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The Striga takes 20 acid damage if she ends her turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the Striga's heart while the Striga is incapacitated in her resting place, the Striga is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The Striga takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The Striga makes two Claws attacks. She can replace one of them with the Consume attack.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 12 (2d8 + 3) slashing damage. Instead of dealing damage, the Striga can also grab the target. She can hold up to one target this way.

Consume. If the Striga is grappling a creature she can bite its body and start eating it. The creature takes 13 (3d6 + 3) piercing damage while the Striga regenerates 11 (2d10) Hit Points.

She can also use this ability on a corpse. If done so, the corpse disappears after two usages of this ability by any creature.

BONUS ACTIONS

Regeneration. The Striga concentrates on enhancing her life force and regenerates 11 (2d10) Hit Points, then she loses one Blood Charge.

Mist Travel. The Striga partially changes into mist and moves up to her speed without provoking opportunity attacks.



ESME THE VAMPIRE

Medium undead (shapechanger), lawful evil

Armor Class 15 (natural armor)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +8, Wis +6, Cha +8

Skills Arcana +7, Perception +6, Stealth +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Elvish, Gnomish, Halfling, Sylvan

Challenge 10 (5,900 XP)

Blood is Life. The life force of all her victims courses through her veins, granting her the ability to hold up to 2 Blood Charges. She starts the fight with 2 Blood Charges.

Using Others' Life. If Esme the Vampire fails a saving throw, she can choose to succeed instead by spending one Blood Charge.

Feel the Life Around. Esme the Vampire automatically senses living beings' energy within 90 ft. and can pinpoint their locations within 30 feet.

Shapechanger. If she isn't in sunlight or running water, she can use her action to polymorph into a swarm of bats or back into her true form.

While in the swarm of bats form, she cannot speak and can fly with the speed of 30 feet. Her statistics, other than the size and speed, are unchanged. Anything she is wearing transforms with her, but nothing she is carrying does. She can enter a hostile creature's space and stop there. While in the swarm form, she cannot be targeted by attacks that do not attack the whole area and no conditions can be imposed on her apart from the effects of magic.

She can still be affected by Vampire Weaknesses and reverts to her true form if she dies.

Spider Climb. Esme the Vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check:

Vampire Weaknesses. As a vampire, Esme has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

The Vampire Lord. All creatures under Esme's command cannot disobey her orders and can telepathically hear all her commands within 120 feet.

ACTIONS

Multiattack (vampire form only). Esme the Vampire makes two attacks with Claws, one of which can be replaced with the Bloody Spear attack.

Bloody Spear (vampire form only). From her back, Esme the Vampire takes a spear made of wood infused with her blood and then strikes the enemy with it. Make a ranged attack: +8 to hit, range 300 ft., one target. On a hit, the target takes 15 (2d10 + 4) piercing damage. After the hit, the blood from the spear mixes with the target's blood, which affects several of its abilities.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) slashing damage. If she is in her vampire form, instead of dealing damage, Esme can also grab the target. She can hold up to one target this way.

Vengeful (1/day). It can be used only when Esme's Hit Points drop below half. She regains all her Blood Charges and immediately makes 4 attacks with her Claws and up to 4 Mist Travels.

BONUS ACTIONS

Regeneration. Esme the Vampire concentrates on enhancing her life force and regenerates 21 (6d6) Hit Points, then she loses one Blood Charge.

Mist Travel. Esme the Vampire partially changes into mist and moves up to her speed without provoking opportunity attacks.

Charm. Esme the Vampire targets one humanoid she can see within 30 ft. If the target can see her, it must succeed on a DC 14 Wisdom saving throw against this magic or be charmed. If the target was hit with the spear and her blood mixed with its blood, the target has disadvantage on the first saving throw against this ability. A charmed target regards Esme the Vampire as a trusted friend to be heeded and protected. Although the target isn't under her control, it takes Esme's requests or actions in the most favorable way it can. It will also willingly become grappled (fail the Claws attack, which deals no damage).

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. Each subsequent saving throw after the first one gains advantage. Otherwise, the effect lasts until 24 hours have passed, until Esme is destroyed, until she and the target are on the same plane of existence, or until she takes a bonus action to end the effect.

LEGENDARY ACTIONS

Esme the Vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

Move. Esme the Vampire uses Mist Travel.

Attack. Esme the Vampire makes one Claws attack.

Blood Sucking. If Esme the Vampire has 2 or fewer Blood Charges, she can target a creature she is grappling. She bites its neck and starts sucking its blood. The target takes 10 (3d6) necrotic damage while Esme the Vampire regenerates 11 (2d10) Hit Points and gains one Blood Charge. Then, she releases the target from the grapple.

The target's Hit Point maximum is reduced by the amount of damage caused by this action until the target finishes a long rest. If the target dies due to this effect reducing its Hit Point maximum to 0, then it rises the following night as a vampire spawn under Esme's control.

Blood Slash. Esme the Vampire can spend one of her Blood Charges to gather blood around her hand and then strike everything in a 30-foot cone. Each creature in the area must succeed on a DC 14 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save or half as much damage on a successful one.

Blood Control (Costs 2 Actions). Esme the Vampire targets a creature she had previously hit with a spear. She spends one Blood Charge to make her blood inside the target coagulate and form deadly spikes. The target takes 21 (6d6) piercing damage and becomes stunned till the end of its next turn.

Spear Frenzy (Costs 2 Actions). Esme the Vampire spends one of her Blood Charges to magically lift two of her spears and make two Blood Spear attacks simultaneously.





Demonic Reinforcements



The Demonic Reinforcements are various creatures and demons that don't belong to a specific group, but they serve the god of Chaos all the same.

The Devourers of Sanity are terrifying monsters that send their prey into a deep nightmare, while feasting on their brain. They are just one of the many creatures that the Disciples of Chaos enlist, but they are known through the ranks as some of the most gruesome soldiers. They are able to send their target into a nightmare, and if that person dies in their nightmare, their body falls to the ground and becomes listless. After this, the Devourers of Sanity are able to safely feast on the living person's brain. If their initial attack fails, they resort to crude weapons like daggers, although as spellcasters, they are not very proficient with these weapons.

The Possessed Mass of Flesh is an amalgamation of various sacrifices and dead bodies, all combined in order to summon this demon. It has two heads, each with a spiked mouth and a long tongue. It is almost exclusively summoned by necromancers and can only last up to an hour before breaking down into nothingness, as its physical form cannot sustain itself in the world like the Deuslair.

Augmented Demons are the Disciples of Chaos' response to the Fortress of Dragsa creating new races with their technology. A runaway researcher was captured and forced to augment the demons to make them stronger, and the end result speaks for itself. They are infused with newfound dark energy, but they are only able to either increase their physical strength or their magical prowess at a time.

AUGMENTED DEMON

Medium fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	10 (+0)	11 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Goblin, Orc, understands Common

Challenge 4 (1,100 XP)

Magic Resistance. The Augmented Demon has advantage on saving throws against spells and other magical effects.

Spellcasting. The Augmented Demon is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *Eldritch Blast*, *Mage Hand*

1st level (4 slots): *Detect Magic*, *Magic Missile*, *Shield*

2nd level (3 slots): *Acid Arrow*, *Barkskin*

3rd level (2 slots): *Fireball*

ACTIONS

Multiattack. The Augmented Demon makes two attacks with its Claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

BONUS ACTIONS

Might Enhancing. The Augmented Demon focuses dark energy coursing in its body to enhance its strength. All Claws attacks in this turn gain advantage and deal an extra 5 damage.

Magic Enhancing. The Augmented Demon focuses dark energy coursing in its body to enhance its magic. During this round, its ranged spell attacks gain advantage, and the targets of its spells gain disadvantage on saving throws.

DEVOURER OF SANITY

Medium aberration, lawful evil

Armor Class 16 (breastplate)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	19 (+4)	17 (+3)	15 (+2)

Saving Throws Int +7, Wis +6, Cha +5

Skills Arcana +10, History +7, Intimidation +5, Medicine +6, Stealth +5

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common, Deep Speech, Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP)

Magic Resistance. The Devourer of Sanity has advantage on saving throws against spells and other magical effects.

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

At will: *Detect Thoughts*, *Levitate*

3/day each: *Phantasmal Killer*

1/day each: *Dominate Monster*, *Dream*, *Plane Shift* (self only)

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. Then, the Devourer sends its psychic energy to the target, making it take another 15 (2d10 + 4) psychic damage.

Tentacle Grab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. On a hit, if the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

BONUS ACTIONS

Feasting on the Brain. Can be used only on a grappled target. The target must make a DC 15 Constitution saving throw, taking 33 (6d10) piercing damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 Hit Points, the Devourer of Sanity kills the target by extracting and devouring its brain.

Cunning Action. On each of its turns, the Devourer of Sanity can use a bonus action to take the Dash, Disengage, or Hide action.



POSSESSED MASS OF FLESH

Large aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 299 (26d10 + 156)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	18 (+4)	17 (+3)	22 (+6)

Saving Throws Con +10, Wis +7, Cha +10

Skills Intimidation +10, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion

Senses darkvision 120 ft., passive Perception 13

Languages All, telepathy 120 ft.

Challenge 12 (8,400 XP)

Unstable Absorption (3/day). The Possessed Mass of Flesh's body is barely stitched together with magic, so any external magic energies are instantly absorbed but also disrupt its body even further. If it fails a saving throw from a magic effect, it can choose to succeed instead by absorbing the magic. This makes it gain an additional Tentacle during its next turn, but the Possessed Mass of Flesh will also suffer double damage from the Falling Apart effect.

Falling Apart. The Possessed Mass of Flesh was summoned forcefully into an amalgamation of various bodies—a container that is inadequate and way too small. It is not stable in this state and constantly deteriorates. At the end of each turn, it takes 33 (6d10) radiant damage.

Magic Resistance. The Possessed Mass of Flesh has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Possessed Mass of Flesh's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *Detect Magic*, *Major Image*

3/day each: *Dispel Magic*, *Fear*, *Telekinesis*

1/day each: *Insect Plague*, *Project Image*

ACTIONS

Multiattack. The Possessed Mass of Flesh makes two attacks with its Tentacle.

Tentacle. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. On a hit, the target takes 18 (4d8) bludgeoning damage. If it is Medium or smaller, it is grappled (escape DC 16).

LEGENDARY ACTIONS

The Possessed Mass of Flesh can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Attack. The Possessed Mass of Flesh makes a Tentacle attack.

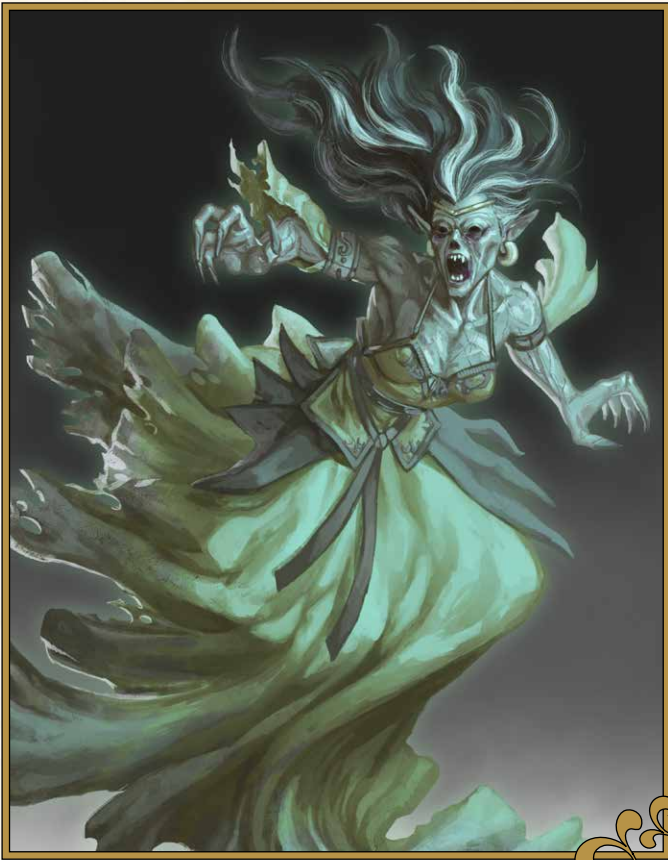
Head Crushing. Can be used only on a grappled target. The Possessed Mass of Flesh envelops the target's head with its mouth and starts crushing it. The target must make a DC 16 Constitution saving throw, taking 22 (4d10) bludgeoning damage on a failed save or half as much damage on a successful one. If this damage reduces the target to 0 Hit Points, the Possessed Mass of Flesh kills the target by crushing and eating its head.

Spell (Costs 2 Actions). The Possessed Mass of Flesh casts a spell.



DUNGEONS, CAVES AND RUINS

Banshee



Banshees, the harbingers of dread in the dark realms. Concealed within the guise of a common female spirit, they pose a mortal threat to those who fail to discern their true nature in time.

Banshees. They are among the most horrifying entities that roam the lands. Their dangerousness lies in their deceptive appearance, as they can guise themselves as common female spirits. They can truly pose a mortal threat to those who fail to discern their true nature in time. The resonance of their bone-chilling screams renders even the stout-hearted vulnerable, making them easy prey.

Anguish of the departed. These spectral entities thrive on the sorrows of the departed souls. Their strength burgeons in proportion to the depth of suffering, initially presenting an unassuming visage akin to an ordinary spirit. However, this likeness is swiftly dispelled, revealing the ominous reality that lurks beneath.

Banshee bond to tragedies. Banshee encounters often happen in locations steeped in tragedy. They appear solitary in nature, but the scale of a calamity can influence their numbers, with larger tragedies correlating to a heightened amount of them. Manifesting as translucent female spirits, they easily deceive from a distance, their ethereal forms hovering mere inches above the ground.

Possessed by a malevolence born from trauma, Banshees exhibit extreme aggression toward any intruders within their designated territory, especially the living ones. Banshees are confined to specific locations, providing an opportunity for evasion. Entering their territory triggers their relentless pursuit.

The haunting wail emitted by a Banshee, once in close proximity to its prey, is a mournful symphony that pierces the very soul. The intensity of this sound, unbearable to the living, induces unconsciousness in most creatures after mere seconds. The proximity of the Banshee magnifies this effect, ensuring the dire consequences of its wail.

Operating exclusively under the cover of darkness, Banshees are creatures of the night. Their existence remains elusive during the day, rendering them undetectable in the light of the sun.

Widespread throughout the whole Deuslair, Banshees lurk in every corner, drawn to the remnants of devastation. Burned villages, long-forgotten battlefields, and the whispers of malevolent deeds serve as beacons for their presence. Should you chance upon such ominous signs, be forewarned and prepare to face the relentless terror that is the Banshee.

BANSHEE

Medium undead, any alignment

Armor Class 13

Hit Points 54 (12d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	11 (+0)	14 (+2)	17 (+3)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages any languages it knew in life

Challenge 4

Ethereal Sight. The Banshee can see at a distance of 60 ft.

Incorporeal. The Banshee can move through other creatures and objects as if they were difficult terrain. It takes 6 (1d12) force damage if it ends its turn inside an object.

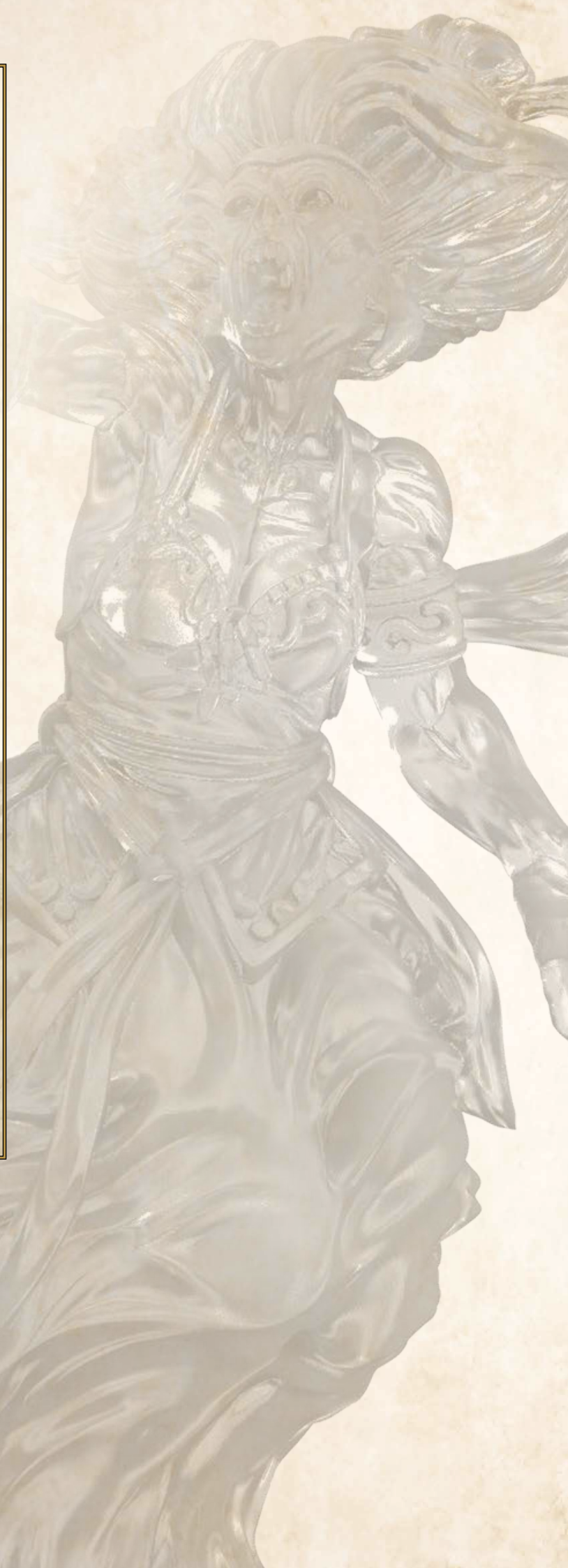
Night Shift. The Banshee enters the Material Plane from the Ethereal Plane at night. It can't affect or be affected by anything while in the Ethereal Plane.

ACTIONS

Multiattack. The Banshee makes two Banshee Touch attacks, one of which can be replaced with the Visage.

Banshee Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Visage. Each living creature within 60 ft. of the Banshee that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 2 minutes. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature becomes immune to the Visage until the next rest.



Brain Squid



Prepare yourself, adventurer, as you embark on your quest through the uncharted territories where the elusive Brain Squids lurk in the shadows. These peculiar entities sport heads of meager dimensions, while the bulk of their formidable physique is composed of sprawling tentacles that possess the strength to elevate even a grown human.

Initially, they look fragile, but in the passage of years, they produce a cranial armor impervious to the thrusts of even the most finely honed blades. Deep within the darkness of rarely traversed woodlands, they establish their sanctuaries diligently safeguarding their nests from prying eyes and potential threats.

The delicate heads of the Brain Squid's offspring belie their eventual transformation into stalwart adults. That is why it is essential for them to mature within the safety of their secluded abodes before their cranial fortification against external perils.

Adult specimens, distinguished by robust physiques and formidable tentacles, wield the strength to effortlessly ensnare prey as substantial as a juvenile deer. Remarkably skittish by nature, they seldom engage in aggressive behavior towards other creatures, opting for retreat unless directly provoked. However, should one venture too close to their nest, the guardianship of at least one vigilant adult is ensured.

The younger Brain Squids exhibit a recklessness born of youth, typically confined within the vicinity of their nesting grounds. Caution is advised, for at least one watchful adult remains in close proximity. Do not underestimate the sturdiness and muscular prowess of their tentacles, comparable to those of their fully-grown counterparts.

Legends speak of winged variants of Brain Squids, but such tales are often dismissed as fanciful ramblings of inebriated witnesses. Discovery of these beings typically occurs serendipitously, as adventurers lose their bearings in the woods or follow ominous trails of blood left by prey that a Brain Squid carried to its nest. The aftermath of their presence is a testament to the chaos they leave behind. Enter the territory of Brain Squids with the utmost caution, for encountering these elusive creatures may result in an unintended and potentially perilous confrontation.

BRAIN SQUID

Medium beast, any alignment

Armor Class 16 (natural armor)

Hit Points 121 (22d8 + 22)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	14 (+2)	16 (+3)	11 (+0)

Saving Throws Str +5

Damage Resistances acid, cold, fire, lightning, necrotic, poison, thunder

Condition Immunities blinded, charmed, frightened, grappled, restrained

Senses passive Perception 11

Languages —

Challenge 7 (2,900 XP)

Grappler. The Brain Squid has advantage on attack rolls against any creature it is grappling.

Spider Climb. The Brain Squid can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The Brain Squid makes two Bite attacks and one Bind attack if it is not already grappling any target.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) piercing damage.

Bound. *Melee Weapon Attack:* +5 to hit, reach 25 ft., one creature. Hit: The target is grappled (escape DC 16). Only one creature can be bound at a time. If, at the end of its turn, the creature is still grappled, it takes 7 (2d6) bludgeoning damage.

BONUS ACTIONS

Squeeze. If the Brain Squid is grappling a creature, it can try to squeeze it. The creature must make a DC 14 Strength saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much on a successful one.



Skull Magus

You can find Skull Magi of very different types. It all depends on the strongest type of magic around a trinket.

The best way to get rid of a Skull Magus is to cut it off from the magical power it uses.

If a Skull Magus is isolated from its source of magic, it can be easily transported or even worse—mistaken for jewelry! At least until it can use its powers again.

SKULL MAGUS

Small elemental, neutral evil

Armor Class 13

Hit Points 63 (18d6)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	4 (-3)	16 (+3)	6 (-2)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities blinded, charmed, exhaustion, frightened, grappled, incapacitated, invisible, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common, Primordial

Challenge 2 (450 XP)

Hidden Appearance. While the Skull Magus isn't affected by any specific magic, it is indistinguishable from a normal trinket.

Magic Absorb. The strongest magic around the Skull Magus during its creation is absorbed, and the Skull Magus gains immunity to this magic. Choose one damage type other than radiant (acid, cold, fire, force, lightning, necrotic, psychic, thunder). This Skull Magus gains immunity to this damage type.

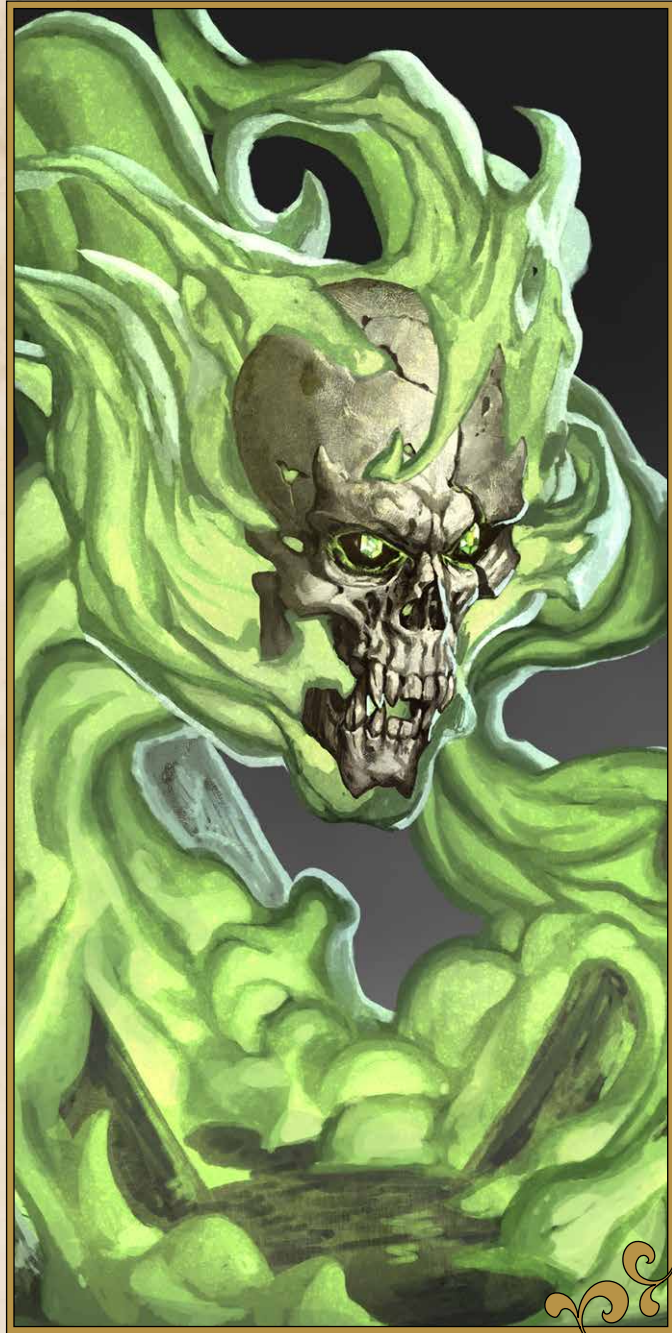
Trinket Mimic. The Skull Magus shows its true form when the magic that matches its type is used around it.

ACTIONS

Multiattack. The Skull Magus makes two Zip attacks on different creatures.

Zip. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

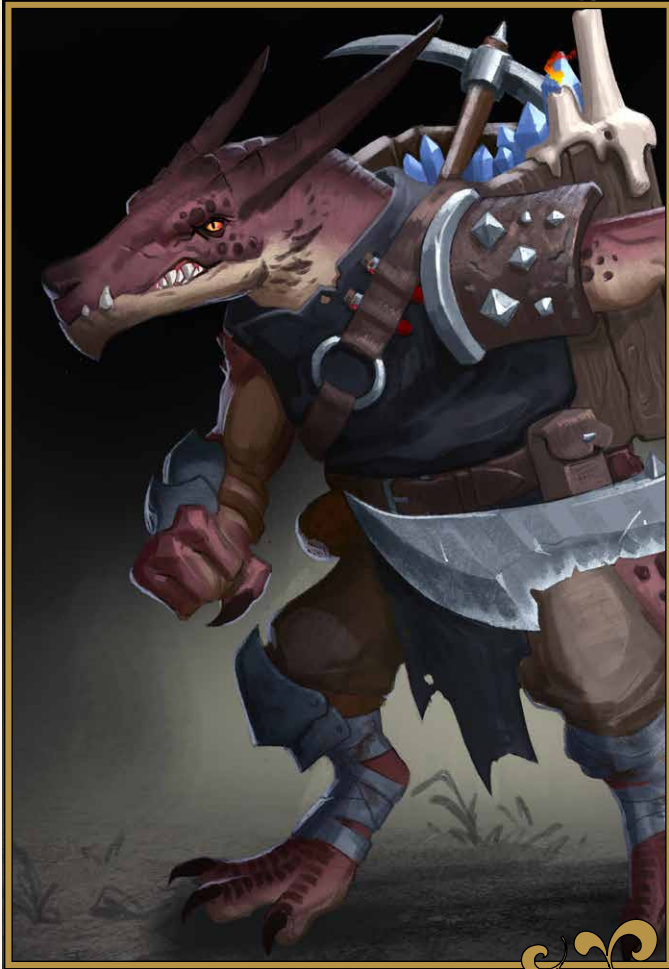
Blast. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. Hit: 10 (2d4 + 5) damage of the Skull Magus' type.



There are many mages that seek a way to extend their lives. It all happens just because the life of the living is too short to study world knowledge. That is why many of them try to bypass their living limits and put their souls into a mere trinket.

Skull Magus. It is just a part of the souls that belonged to a mage before they died. Thanks to this, they can “live” longer, much longer. The only problem is that their consciousness doesn't stay long, and right after they lose it, that thing becomes really aggressive toward any living creature.

Kobold



Kobolds are reptilian humanoids. You can mostly find them in dungeons, caves, or sewers, especially if the places are rarely visited.

Kobolds are known for their cowardly nature, which is the main reason you may not see them. Don't misjudge them because of their lack of strength. They are very skilled tinkers, especially when it comes to crafting traps. They have impeccable orientation, so you need to be careful, especially when you do not know where you are going.

Kobolds prefer to avoid combat if possible—when they are chased, they will try to hide eventually, but if they are on their territory, they will try to lure you into a trap. They are aggressive when they are pinned down or have no way to escape.

There is a rumor that sometimes people disappear in dark alleys, and only a trenchcoat is left of them. Some intelligent Kobolds find a way to sneak into cities without being noticed. So, three Kobolds jump one onto the other and wear a trenchcoat. Thanks to this, they can move around a city without being noticed, especially in the dark of the night or in the rain. If danger occurs, they run into a dark alley and disappear into the night, only a trenchcoat left behind.

KOBOLD

Small humanoid, lawful neutral

Armor Class 13 (leather)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	16 (+3)	13 (+1)	8 (-1)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

Tinkerer. The Kobold is a master of the art of creating traps. Detecting, disarming, and avoiding their traps require successful DC 14 checks.

Pit with Spikes. This trap is full of spikes hidden beneath a pressure plate that one falls into. Attack: +4 to hit, reach 0 ft., one creature. Hit: 7 (2d6).

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Vial of Poison (2/day). Add 9 (2d8) poison damage to any type of attack.

Ogre



Ogres, formidable creatures renowned for their imposing stature and brawny physiques, are notorious for the turbulent tempests that rage within them. Possessed of quick tempers that can erupt into a ferocious maelstrom of frustration, these hulking giants are known to unleash their wrath upon the world in a relentless tantrum, leaving a path of destruction in their wake. Towering over the landscape with brutish strength, an ogre's tantrum is not quelled until every available object and unfortunate creature within its reach has been reduced to rubble. It is this unrestrained fury that defines these formidable beings, marking them as both a force to be reckoned with and a cautionary tale for those who would dare provoke their volatile wrath.

Abnormal Strength. Ogres are renowned for their raw physical power. Muscular and tall as two average humans, they can throw large objects or even small creatures with remarkable accuracy. Their mighty physique allows Ogres to wield huge weapons such as oversized axes or even trees. Extremely aggressive by nature, they can be avoided if one stays quiet. Do not provoke them unless you wish to know their rage.

As their dwelling place, Ogres tend to choose mountains and abandoned forests, but they also occupy caves. Nevertheless, they do not stay in one place for long. You can easily spot the area deserted by an Ogre by the path of destruction they left behind.

OGRE

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	6 (-2)	8 (-1)	7 (-2)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

Regeneration. The Ogre regains 2d6 Hit Points at the start of their turn.

Rage. At the start of the Ogre's turn, roll a d20:

1–10: During the next action, the Ogre makes one attack: *Bite, Smash, or Throw.*

11–20: During the next action, the Ogre makes three attacks: *Bite, Smash, and Throw.*

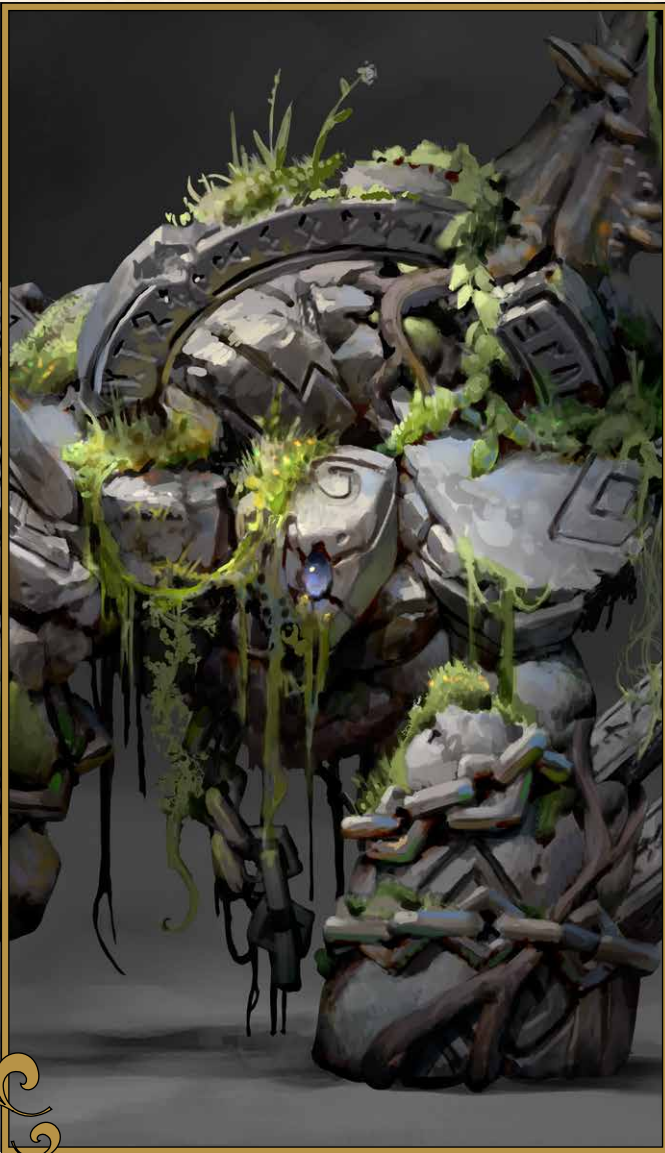
ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Smash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Throw. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. Hit: 11 (3d4 + 4) bludgeoning damage.

Runic Golem



Within the annals of ancient civilizations lie hidden treasures guarded by timeless sentinels—the Runic Golems.

Runic Golems. Crafted with mysterious mastery, these towering constructs bear countless glowing mystical runes. Animated by arcane power, they awaken to defend the enigmatic riches left behind by long-lost societies. With an aura of ancient authority, these formidable guardians fuse artifice and magic, becoming conduits of esoteric energy. Approaching seekers witness pulsating runic patterns—a warning and a challenge. Only those with insight can unravel the secrets, unlocking the mysteries guarded by silent sentinels of epochs past.

Near the Ruins. Runic Golems can be found near ruins of ancient civilizations. They have a mission to protect treasures left by the ancients. Somehow, the type of Golem depends on the place and the treasure they protect.

Protectors. Runic Golems activate only if they have to guard something nearby. If you find an activated one, you can be sure that there must be something that is protected. Their mission is to protect, so they are not aggressive until you come too close to the zone they are watching over.

They are enchanted by some kind of ancient magic, which makes them immune to almost all types of effects. To attack, they use their massive hands that deliver devastating blows against any living beings.

RUNIC GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	4 (-3)	14 (+2)	1 (-5)

Skills Perception +6

Damage Resistances piercing, slashing

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses 120 ft., passive Perception 16

Languages —

Challenge 7 (2,900 XP)

Immutable Form. The Runic Golem is immune to any spell or effect that would alter its form.

Magic Resistance. The Runic Golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Runic Golem's weapon attacks are magical.

ACTIONS

Multiattack. The Runic Golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

BONUS ACTIONS

Runes (1/rest). The Runic Golem targets one or more creatures it can see within 30 ft. Each target must make a DC 18 Wisdom saving throw against this magic. On a failed save, the target's AC is reduced by 1, and the Runic Golem's AC is increased by 1 for every creature affected. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Scarecrow



Sometimes, wandering spirits with lingering grudges in the living world attach themselves to scarecrows in fields in search of a physical form to inhabit. It never ends well for the living.

Scarecrows and wandering spirits. When someone dies holding grudges in the living world, a new evil spirit is created. Wandering spirits usually do not cause any trouble, but sometimes, when a spirit has lingering grudges against the living, it can attach itself to a physical object like a scarecrow. When a spirit with a grudge possesses a physical form, it starts attacking living beings.

Crows. Scarecrows can summon swarms of crows to aid them in battle. These summoned creatures can harass and distract enemies.

Gaze of Dread. Scarecrows possess a gaze attack that induces fear.

Due to their nature, Scarecrows are really aggressive toward any living beings, especially humanoids. They are like hunters in their territory. Usually, they try to disturb their prey before a direct attack.

SCARECROW

Medium construct, any alignment

Armor Class 16 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	14 (+2)	14 (+2)	12 (+1)

Skills Deception +4, Perception +5, Stealth +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Magic Resistance. The Scarecrow has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Scarecrow's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *Invisibility*

3/day: *Gust Of Wind*

Mimicry. The Scarecrow can mimic the sounds of creatures it has heard. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Silence. The Scarecrow walks lightly and silently across any type of surface, never leaving tracks.

ACTIONS

Multiattack. The Scarecrow makes three Scythe attacks.

Change Shape. The Scarecrow polymorphs into a Small or Medium humanoid or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The Scarecrow reverts to its true form if it dies.

Scythe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage. If the target is a creature, it must make a successful DC 12 Constitution saving throw or become poisoned.

Crownado. The Scarecrow generates crows made of ethereal fire that start circling around in a 20-foot radius. Each creature in the area must succeed on a DC 14 Constitution saving throw. On a failure, the creature takes 14 (4d6) slashing damage and 7 (2d6) fire damage and becomes blinded. On a success, it only takes half as much damage. At the end of each of the creature's turns, it can repeat the saving throw to end blindness.

BONUS ACTIONS

Invisibility. As a bonus action, the Scarecrow can cast *Invisibility* to turn invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell).

Gaze of Dread. The Scarecrow targets one creature it can see within 30 feet. If the target can see the Scarecrow, it must succeed on a DC 13 Wisdom saving throw or be magically frightened until the end of the Scarecrow's next turn. The frightened target is paralyzed. Gaze of Dread doesn't work against blinded targets.



Murderous Cube



In the shadowy depths of subterranean caverns or dank dungeons, the Murderous Cube lurks. A gelatinous menace embodying the essence of a voracious, living ooze.

Its transparent, pulsating form belies the peril it poses, as this creature seamlessly blends into its environment, awaiting the unsuspecting wanderer. Acid inside its soft body is capable of melting even solid metal.

Transparent Body: In caves, the Murderous Cube can be nearly invisible, which allows it to lie and wait undetected amidst the surroundings. This camouflage grants it the element of surprise, making it a formidable ambush predator.

Corrosive Acid. The Murderous Cube's touch is corrosive, capable of breaking down armor, weapons, and magical protections. This ability not only inflicts physical harm but also diminishes the effectiveness of the victim's equipment.

Murderous Cubes are non-aggressive and really slow, so if you spot them in time, you can easily avoid them. But if you come too close, you will be attacked, and if a Cube absorbs you inside its body, it is almost impossible to get out by yourself.

MURDEROUS CUBE

Large ooze, unaligned

Armor Class 10

Hit Points 147 (14d10 + 70)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	20 (+5)	2 (-4)	8 (-1)	2 (-4)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 6 (2,300 XP)

Transparent Body. When it doesn't move, the Murderous Cube is almost transparent. Make a successful DC 16 Wisdom (Perception) check to spot the Murderous Cube. The creature who is unaware of the Cube's presence and tries to enter the Cube's space is surprised by the Cube's Swallow action.

Body of Ooze. The creature within 5 feet of the Murderous Cube can take an action to pull a creature or object from the Murderous Cube's body. This requires a successful DC 11 Strength check. The creature that makes the roll takes 7 (2d6) acid damage.

Immutable Form. The Murderous Cube is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The Murderous Cube makes three Slam attacks or one Swallow attack.

Swallow. The Murderous Cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the Cube enters a creature's space, the creature must make a DC 14 Dexterity saving throw.

On a successful save, the creature can be pushed 5 ft. in any direction. The creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the Murderous Cube enters the creature's space, and the creature takes 14 (4d6) acid damage. The creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the Murderous Cube's turns. When the Murderous Cube moves, the swallowed creature moves with it.

To escape, the creature can take an action to make a DC 11 Strength check. Upon success, the creature escapes and enters any space within 5 feet of the Murderous Cube.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

Xorn Monstrosity

The Xorn live deep underground, where the earth's crust gives way to the hidden recesses of the unknown world below our own. They are typically known for their exclusive appetite for rocks, but some undergo a peculiar deviation in behavior. Unlike their mundane counterparts, Xorn Monstrosities exhibit an uncharacteristic openness to alternative diets, particularly when the allure of their next meal manifests in delectable layers of metal.

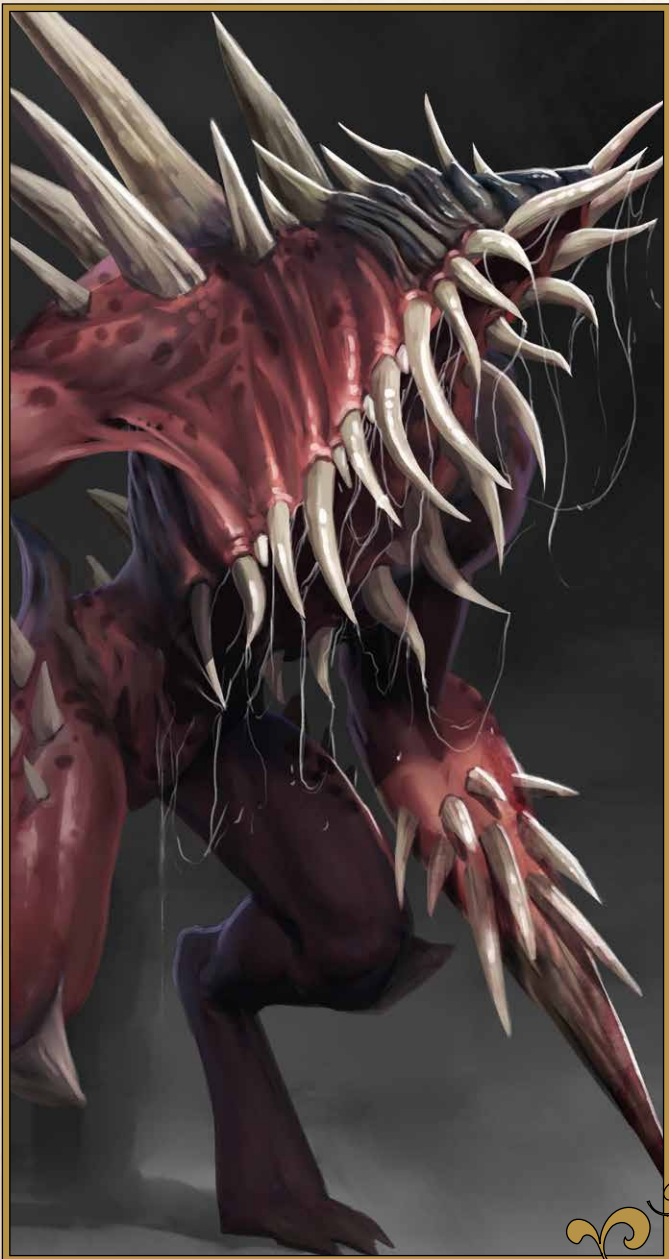
Xorn Monstrosities usually stay deep underground, but every now and then, some of them can be found in deep caves or dungeons. They do not have eyes but have excellent hearing.

They are covered with hard spikes that can be very dangerous. Their bodies are designed to destroy rocks so no armor can withstand their strength.

Metallic Body. Xorn Monstrosities have the uncanny ability to temporarily assimilate properties of the metallic layers they consume. This mimicry grants them enhanced resilience against attacks and may imbue their strikes with a metallic, corrosive edge.

Spiked Body. Being covered by spikes, they can use any part of their body to attack with an element of surprise, making them formidable ambush predators.

Xorn Monstrosities are very aggressive creatures, but they are also solitary. Only in the depths of the earth one can find them in groups. Do not underestimate them, however—with almost perfect hearing, they usually know about your presence long before you can realize that they are nearby.



XORN MONSTROSITY

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	8 (-1)	10 (+0)	6 (-2)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, frightened, grappled, restrained

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 4 (2,900 XP)

Corrosive. The Xorn Monstrosity's Bite action causes any hit armor to corrode, each time taking a -1 penalty to AC. If the armor's AC drops below 0, the armor is destroyed.

ACTIONS

Multiattack. The Xorn Monstrosity makes two Bite attacks and one Spike attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 7 (2d6) bludgeoning damage and 9 (2d6 +2) acid damage.

Spike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (3d6) piercing damage.

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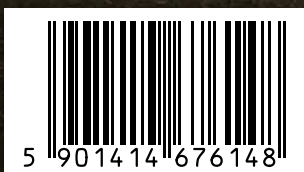
DUNGEONS & LASERS®

Forged in the eternal dance between two deities, Chaos and Order, the world of Deuslair is rife with danger at every turn. As a humble servant to your curiosity, I've faced these perils, meticulously chronicling them for your enlightenment.

This bestiary captures only a fraction of the wonders witnessed during my numerous travels across this land. Yet, each entry, filled with my knowledge, serves as a testament to the horrifying existence of these creatures—their anatomy, primal instincts, and the terrors unleashed upon hapless souls who cross their path.

I present to you the Deuslair Bestiary.

The Best Sailor of the Misty Waters,
Alchemist, Cartographer, Scholar,
and a humble chronicler of History,
Van Kler



Deuslair Bestiary

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