DRAGONBOND

ENDLESS SAGAS



ITZA'S GUIDE TO DRAGONBONDING

THE COMPLETE DRAGON SOURCEBOOK FOR 5E



Mature Coatl dragons have mighty wingspans, resplendent in colors, patterns, eyespots, quills, and other secondary features for show or spellcraft.

Juvenile Coatl dragons begin to develop the trademark pointed flight feathers of mature dragons.

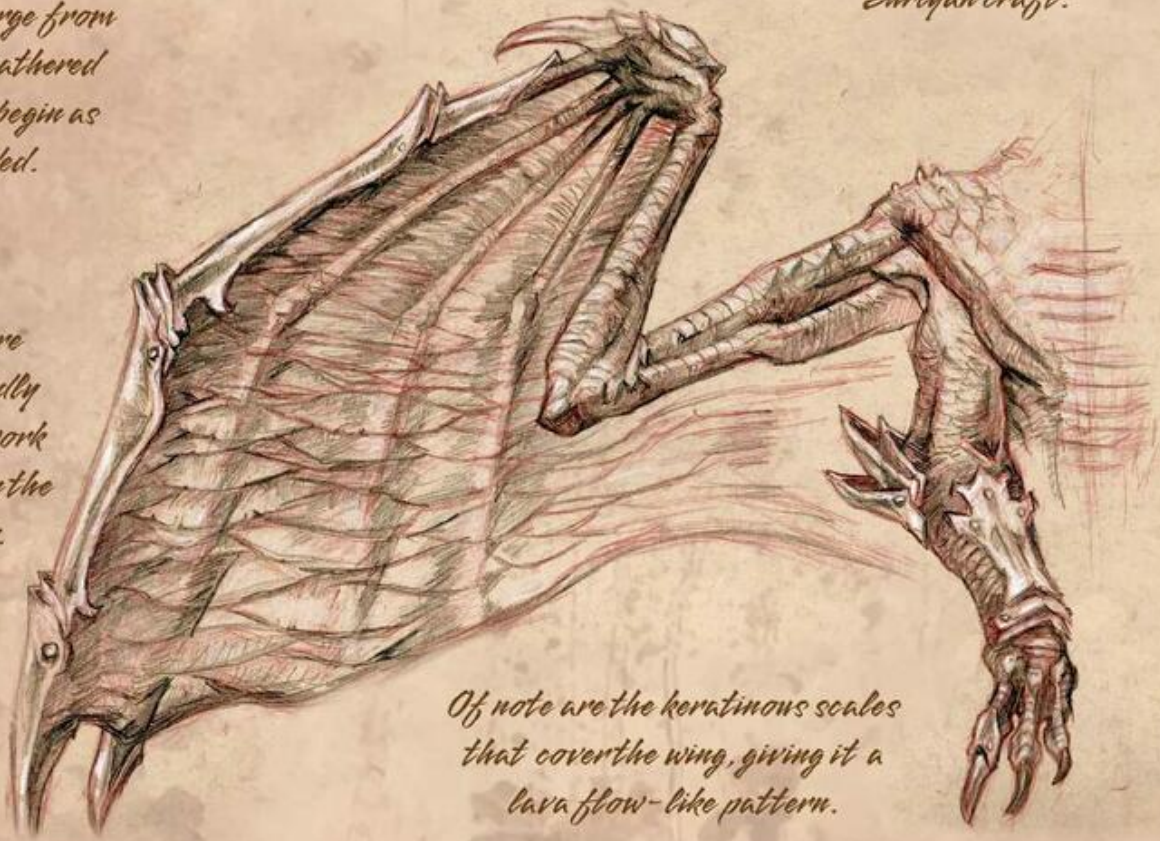


Coatl hatchlings emerge from the egg with fully feathered wings. The feathers begin as short and rounded.



The face of a Nix Dragon, formerly of the Ehrlya brood, showing the skull modifications common to both Nix magic and Ehrlyan craft.

The wing of a mature Ehrlya dragon, proudly displaying the craftwork and body modification the brood is known for.



Of note are the keratinous scales that cover the wing, giving it a lava flow-like pattern.

Valerna. A world shaped by the magic of Vaala: the threefold power of Dream, Will, and Source, which provides the potential for all things to evolve, to change.

Driven by Vaala, the greatest realms vie for supremacy.

The half-elves of Allaria, the maghyri of Tyveria, and the beast-kin of Nahuac have long been locked in a fierce rivalry. From the frozen north, pious Ysvalian knights bring their Light to a darkening world. Across a dozen kingdoms, humans, elves, dwarves, gnomes, halflings, orcs, and saurians make war upon their rivals. Yet the greatest threat in all Valerna comes not from the mortal world, but from the Red Moon, Drakha. When the Red Moon rises, the dragons descend... In the face of the draconic threat, the squabbles of mortals are as nothing. Only the mightiest heroes can stand against them. And those heroes, when circumstances are right, can win the respect of their dragon adversaries like no other. When this happens, the two become as one-dual beings, known as Dragonbonded. Beings who are needed now, more than ever.

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Many thanks to all members from our Dragonbond community! Special thanks to the Loot Tavern team!

Loot Tavern

HELIANA'S COMPATIBLE

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Welcome, Dragonbonded!

You are about to embark on the most incredible—and perhaps most terrifying—adventure of your life.

You walk in the shadow of greatness. You stand side-by-side with one of the most powerful creatures ever to live. But more than that—you stand on the precipice of a true bond with a dragon, a connection that transcends empathy and understanding, and goes far beyond even the bounds of love.

To be Dragonbonded is to share your life with something greater than yourself. To become one half of a union of souls. To cease your former life as an individual and share your innermost thoughts, feelings, ideals, and dreams with another.

(Oh—and getting to soar through the skies on dragonback is pretty amazing... Plus, a dragon can be pretty handy in a fight. Remember, this is supposed to be fun, too).

My name is Itza Chapula, late of the Xibac Necromancers, now a free citizen of Nahauc and recently bonded with the great Fulgen dragon, Reganna.

As one of the most recent of Valerna's Dragonbonded, I believe I have a unique perspective to offer, and this tome you hold is an accumulation of my notes, records, observations, and learnings from these last few years. A guide to those of you who would follow in my footsteps and have chosen to share their life with a dragon of the Red Moon.

To be Dragonbonded is to become one of the most powerful beings on Valerna. Sharing your life with one of these great creatures is a towering responsibility. Some choose a path of righteousness—to use their newfound power to protect those who cannot otherwise protect themselves. To lead others with compassion and honor. Others take a different road, looking only to destroy and profit from their union, to smite and rule with an iron fist. Others still choose to join the Covenant of Dragonbonded, comprising some of the greatest heroes and leaders of our time—a ruling cabal that guides the very fate of our world. It is a decision not to be taken lightly, and one I, myself, struggle with still.

As a Dragonbonded, you will share the incredible lifespan of your bonded dragon—unless, that is, one of you is killed. The psychological torment of such a loss will see an end to both of you. You must learn to live as one, to think as one. Only in doing so will you survive.

You shall always be treated as an outsider. One who—despite the protection you might offer, despite your good will—will never be fully trusted by those who do not understand the path you have taken.

And yet, bonding with a dragon is the greatest privilege that can be granted to a mortal in this world. To sail the skies, to share the joy of utter, unabashed freedom, to live in a manner that so few can ever truly dream of... it is the truest form of liberation.

So, I say to you now, young Dragonbonded—fly free. Learn. Grow alongside your dragons. Choose the right path for you both, and never stray.

And a final word of warning: always watch your backs. The green eye of jealousy knows no bounds, and there are those in this world who covet the bond you share more than anything else. Your enemies will always be waiting, always ready.

Follow the guidance in this book, and so shall you.

Itza Chapula

WELCOME TO DRAGONBOND!

In the Dragonbond setting, Rhaava is a world of mortals and dragons created not by capricious gods, but by Vaala, the primal force of change. Through the threefold aspects of Vaala—Fai, Id, and K'aab—all things have the potential to evolve, to change, to become more. Motivated by this primordial drive, mighty nations rise and fall, monsters prey on the unwary, proud armies march to war, and exceptional heroes ride dragons through tumultuous skies.

Since the beginning of recorded history, dragons have descended from the Red Moon every twenty-seven years to ravage Valerna, the largest continent on Rhaava. But now, thanks to the actions of the world's mightiest adventurers, a new age has begun—an age of Endless Sagas—where dragons and mortals must find their place in the world together, or do battle in the ages-old tradition. Valerna is a place of limitless adventure, high magic, and untold dangers. In this world, fame and glory await the bold, but an ignominious end awaits the foolhardy and unwary. In this world, the mightiest and wiliest adventurers can wield the power of Vaala to shape the very world. And some rare few may beat all the odds, and form the Dragonbond—becoming as one with a mighty dragon, taking their place amongst Valerna's legendary figures.

Using This Book

Itza's Guide to Dragonbonding is the ultimate introduction to the world of Dragonbond. Written for both players and GMs, this book details the peoples, cultures, conflicts and monsters of Valerna, the unique dragon broods of the Red Moon, and the rare magical unification of mortal and dragon: the Dragonbond itself!

The options here are compatible with the 5th edition rules for the world's greatest roleplaying game.

Chapter 1 illustrates some of the various peoples of Valerna and presents new ancestries and lineages, new options for familiar ancestries, Dragonbond-specific feats, and languages for any Dragonbond character.

Chapter 2 provides options for heroes, including three new classes (the dragon herald, the dragon hunter, and the Vaala adept), new subclasses, and exciting roleplaying guidelines.

Chapter 3 discusses the draconic broods of Valerna, including their habits, lairs, and hoards, and offers suggestions on roleplaying these indomitable creatures. This chapter also explores the nature of the Dragonbond, a mystical link connecting mortal to dragon, as well as rules for fighting alongside or against dragons, including rules for aerial battles in the skies!

Chapter 4 lists the details for new equipment and magic items, including items for dragons themselves.

Chapter 5 delves into the nature of Vaala, presenting new spells, new Valernian spell schools, and a new Vaala point system usable by every class.

Chapter 6 explores the realms of Valerna, recounting a brief history of the world with details about the mighty kingdoms and important personages who dwell therein.

Chapter 7 unveils a horde of new monsters that can be encountered in the world of Dragonbond, including stat blocks for the mighty dragons of the six broods.

Appendix A and B offers an optional crafting system for players so they can construct their own equipment and magical items!

Options for Every Game

Everything in this book is usable in the world of Dragonbond or in the custom setting of your home campaign. Whether you use all the options you'll find inside or just a few, the ancestries, classes, spells, items, and monsters provide a wealth of material for both GMs and players alike to enrich their thrilling and heroic adventures.







CHAPTER 1: ANCESTRIES OF VALERNA

The realms of Valerna are populated with unique peoples of all shapes, sizes, and backgrounds. Within this chapter is a cross-section of ancestries and lineages found across the continent. Some are entirely new, while others are subsets of those you may be familiar with, such as elves, dwarves, and gnomes. The ancestries presented here are allai, maghyr, and tánaid, and the lineages are nwoda (dwarf), ellari (elf), godao (gnome), púka (halfling) and obakkar (orc). Also included are several human variants based on their culture of origin: Allarian, Náhuinn, Tyverian, and Ysvalian.

Character Creation

When creating your character, you start by choosing an ancestry and lineage for them. If you choose one of the ancestries or lineages presented here, follow these rules during character creation.

Ability Score Increase

After determining your character's ability scores, if you chose an ancestry from this list, either increase one ability score by 1 point and one ability score by 2 points, or increase three different scores by 1 each. Follow this rule regardless of how you determine your character's ability scores.

If you chose an existing ancestry from another source, and chose a lineage from those listed here, increase one ability score of your choice by 1 point.

Each ancestry and lineage presented here has a set of suggested ability score increases. Use these suggestions if you wish to play a character more typical of that ancestry.

Starting Languages

Your character can speak, read, and write Common and one other language of your choice. Work with your GM to determine which languages make the most sense for your character. The languages used in Valerna and their descriptions can be found in the "Languages" section later in this chapter.



Allai

The Dragon Kingdom of Allaria, ruled by a half-elven elite, is home to most half-elves of Valerna. The allai are commonly called honor elves because they traditionally consider themselves more honorable than both the humans and ellari they come from.

Since allai do not live as long as ellari, many place great importance on their ancestry and lineage and strive to remember their history and those that came before them. Honor elves typically display a mix of human industriousness and ellari inspiration. They often like baroque arts, complex philosophy, and monumental architecture. In the Allarian military, they are strict and organized, fighting as one individual with a single purpose.

The Eliadu

The closest thing that the Allarians have to a sacred text, the Eliadu is a collection of works written during the Age of the Covenant. It warns of the dangers of unfettered Dream and cautions all Valernians against the unbridled power of dragonbonding. It also claims that the natural state of the world is the constant pursuit of order, that out of chaos comes peace, with everything eventually finding its place. According to the Eliadu, the goal is not a fixed order but the process itself. No one knows who wrote the Eliadu, and scholars debate over the identity of the author—or authors.

Place, Purpose, Passion

For the allai, the Eliadu is more than just the Rule of Law. It's so ingrained into their consciousness that it becomes a part of their being. Even those allai who don't reside within Allaria find that they innately prefer order and are only happy when they have a cause to fight for or a focus for their passion. They long to find their place in the world and to fulfill their purpose, whatever that may be.

The Allai and the Ellari

In an attempt to stave off the danger attributed to the ellari's Fai nature in the wake of the First Null War, Qan Zai, the first Dragon King of Allaria, instituted the Dreamless Treatment, forcing the ellari within the realm to consume an alchemical potion that severed them from the Fai. The Dreamless Treatment became standard for all Allarian silver elves, with even some allai taking it as a fashion trend, to "avoid nightmares." The Dreamless Treatment was still a day-to-day reality until a little over a decade ago, when the first ellari ruler of Allaria, the Dragon Queen, Qan Elyse, immediately abolished it throughout the kingdom, stopping its import cold and levying humiliating fines on anyone that bought or sold it within Allarian territory.

Now, Qan Elyse's social reforms are beginning to reverse the ellari's status as second-class citizens. While the allai have a long-standing history of prejudice against their silver elf kin, many are trying to reconcile with them and live side by side as equals.

Appearance

Most allai are distinguished by a thicker build than other elves. Their skin tones are as varied as those of humans, and some honor elves may sport beards.

Allai Names

Allai names are proud, with meanings related to abstract virtues or philosophical ideals. Like their language, their names are derived from ellari names with some syllable modifications, especially using an *n* for masculine endings and an *a* for feminine endings. Some traditional ellari names are also used by honor elves, particularly among the nobility.

Besides their proper names, allai use an honor name that reflects their role or duty in society. Placed before their proper name, an honor name typically denotes their formal position or rank, such as for a senator, but can occasionally mark their social or professional stature, such as for a noble or master smith. The practice is widespread throughout Allaria, with non-allai who hold a position of rank or honor utilizing honor names as befits their station.

Masculine Names: Adaman, Aelen, Arlan, Aun, Balin, Breon, Daraen, Eldan, Endan, Ennan, Fean, Finnan, Galan, Iannan, Idan, Kelan, Lannan, Maladin, Malen, Mannan, Menassan, Min, Qin, Taran, Valin, Zan

Feminine Names: Adysa, Alla, Alym, Anysa, Arla, Aunnea, Elya, Enda, Ennea, Gala, Ilea, Laenna, Nama, Nia, Nisa, Qia, Senia, Terya, Teryana, Ynia, Yunna, Zia, Ziella

Allarian Honor Names

Once an Allarian claims a title, that title becomes part of their identity and rarely goes unused. After a time, the term is integrated into their name, becoming an honor name. A few examples of honor names are: Fan (senator), Lai (noble, "honorable"), Lu (captain), Mon (magistrate), Qan (dragon king/queen), Qani (prince/princess), Qar (warden), and Ran (general).

When claiming an honor name, the hyphenated prefix *Ni*, meaning partial or demi, may be utilized by an Allarian to denote their limited status. For example, a warden squire would have the honor name Ni-Qar, whereas a bastard son accepted into a noble family might use Ni-Lai.

Allai Traits

Your allai character shares traits with other allai but also with both elves and humans.

Suggested Ability Score Increase. Your Intelligence, Wisdom, and Charisma scores each increase by 1.

Aspect Affinity. You are not innately tied to any particular Vaala aspect. You gain one mote of affinity in any one aspect of your choice.

Age. Allai can live up to 200 years and are considered adults by 21 years.

Size. Allai typically stand anywhere between 5½ feet and 6½ feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your elven heritage gives you the ability to see in the darkness. You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You can't see color in darkness, only shades of gray.

Fervent Focus. When you create your allai, work with your GM to choose a goal, passion, or purpose for your character to pursue. Once per day, when you make an attack roll, ability check, or saving throw in pursuit of your chosen focus, you can reroll it and use your choice of the two results. Once you use this ability, you cannot use it again until you finish a long rest. When you gain a new level, you can change your character's chosen focus, at your GM's discretion.

Forced Order. As an allai, you have the ability to impose your will on your surroundings. You know the *resistance* cantrip. When you reach 3rd level, you can cast the *aid* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *counterspell* spell as a 3rd-level spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Versatile Proficiency. You gain proficiency in one skill and with one tool of your choice.



Orc

The term "orc" is often used to refer to a strong, hardy people who were fractured and scattered across Valerna.

Broken but Reforged

Orcs had a thriving civilization centuries before the rise of the first human realms, now remembered only as the Old Realm. Eventually, they were decimated by the Altanesi Empire, a massive human civilization that quickly rose to rule the known world for a thousand years. The Altanesi cast a deadly curse on the Old Realm, known as the Lessening, which robbed the orcs of their sense of self and memories of their culture. In the chaos that followed, the orcs turned on one another, slaughtering each other until they were a shadow of who they once were.

Orc Traits

Your orc character shares some traits with other orcs.

Suggested Ability Score Increase. Your Strength or Wisdom score (your choice) increases by 2.

Speed. Your base walking speed is 30 feet.

Darkvision. 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. In darkness, everything appears in shades of unsaturated red.

Lineage. Once scattered across Valerna, the orcs have since reformed into three known lineages. One of them, the obakkar, is found below.

Obakkar

The orc diaspora reformed into scattered tribes, searching for a way to

restore their lost ancestral memories. Those who would become the obakkar discovered bakka amber and, through this substance, began to remember who they once were. Obakkar orcs are typically lean and strong, embracing a stoic martial culture.

Bakka Amber

Bakka amber is pure Source given substance, a honey-colored resin formed from the lava created by the elemental djaat. The djaat's lava held vast untapped power until the obakkar devised a method of refining it, creating bakka and a tar-like byproduct of pure Will called djaati oil. The amber, the obakkar keep for themselves, and they gift the djaati oil to the boaab to use in their rites, which in turn fuel the djaat. In this manner, these three peoples sustained and empowered one another, forming a society known as the Scourge Triumvirate in the southern land of Sabaar.

Over time, the obakkar perfected their methods of working bakka amber. While originally they wore small pieces of the amber as simple trinkets, the obakkar now use bakka to craft weapons, art, and jewelry, which in turn bolster them with its power. By working with and connecting to Source in this solid form, they are able to forge strong connections with other living things. On rare occasions, bakka amber is further concentrated and used in obakkar rituals, connecting them to the pride, power, and purpose of their ancestors.

Sacred Life

The amber orcs came out of the Lessening with a renewed focus on the value of life, birth, and community. Children are very important for the obakkar people, and they consider every new birth a blessing. Children are raised communally and are considered the responsibility of every member of their tribe.

Obakkar society is a lawful and organized warrior hierarchy, which holds life as its utmost ideal and honor and bravery as its highest virtues. The amber orcs saw a drastic reduction in their families during the Lessening, which gives them a unique outlook on the value of life, birth, and community. Obakkar leaders are known as war-mothers, and they hold parents, particularly mothers, in high esteem. Non-obakkar that voluntarily join their ranks to bear children for them are welcomed as *bula'ma*, or sacred mothers, and are given a blessed status.

Bindings

When two or more amber orcs wish to join their households, they can declare a Binding with each other, becoming one in the eyes of society. The great deeds of one reflect well on the other, and dishonor on one is dishonor on both. Bindings are considered lifelong alliances and may be done for romantic, strategic, or political reasons. If two orc bands wish to join, two of their war-mothers may declare it so, marking their tribes as one for eternity.

Appearance

Obakkar are muscular, tusked humanoids with golden skin, black or amber eyes, and black to reddish-blonde hair.

The *naka*—obakkar clans or tribes—of the Scourge Triumvirate each have a particular pattern of brandings that they receive to memorialize their achievements and stoke their inner flame. An obakkar has their first brand seared into their skin when they reach adulthood, and then another for each accomplishment throughout their life. They model their clothing, hierarchy, towns, and buildings after the organization of bees and other hive insects.

Obakkar Names

All obakkar have a personal name followed by the name of their naka. Orc war-mothers are often given the title of *ma* to indicate their status and rank. A war-mother's chosen consorts have the right to add the war-mother's title and name to the end of their own as a matronym, to indicate their association with an influential warrior.

Personal Names: Aara, Akka, Daara, Ebel, Kaman, Matu, Saba, Sodaar, Ubakka, Uura

Naka Names: Aat, Bat, Bog, Kamat, Laog, Mabab, Saan, Tokh, Ub, Yog

Obakkar Traits

Your obakkar character shares the following traits with other orcs of their kind.

Suggested Ability Score Increase. Your Constitution score or your Charisma score (your choice) increases by 1.

Aspect Affinity. You are a creature of Source. You gain one mote of affinity in K'aab.

Age. Due to the Lessening, obakkar have shorter lifespans than many other people of Valerna. Their average lifespan is 70 years, and they are considered mature by their late teens.

Size. You are tall and muscular, averaging 6 to 7 feet in height. Your size is Medium.

Empowered by Amber. Bakka amber connects you to your people, bolstering you and allowing you to harness ancestral memories that were once forgotten. As long as you have even a small trinket of bakka amber in your possession, you gain the following benefits:

- You gain advantage on all Strength and Constitution saving throws.
- You can attempt to draw on your ancestral memories to recall lore you do not know, making an Intelligence (History) check relying on the collective and ancient knowledge of the orcs. Once you use this feature, you can not benefit from it again until you finish a long rest.

Purging Flame. You have resistance to poison and fire damage.



Tánaid

Tánaid are human shapeshifters with a strong connection to K'aab, the Source aspect of Vaala, known to guide life and death.

Source-Gifted

Many humans display a particular affinity for K'aab, and such a tie manifests in many ways. These people develop nature-related powers as they grow, from speaking with animals to healing others. Source-gifted humans are seen as blessed children in most places they're born, but some cultures shun them as witch-spawn and force them to hide their powers or flee their homeland.

Wild-Kin

The tánaid's affinity for Source gives them the ability to take on an animal form. This animal form remains the same throughout a tánaid's life, representing an individual's personal, specific guardian tána spirit. In some regions, tánaid tend to live together according to their tána spirit, forming jaguar-kin cities or deer-kin towns. While there are communities for almost every animal in Valerna, the best-known tánaid societies include the ocelinn jaguar-kin, cúhinn canid-kin, maame deer-kin, and mun kisuut bat-kin of Nahuac; the langa wolf-kin of the Fai woods; and the ríma elk-kin of Ysval.

Appearance

Many tánaid appear as typical humans, but their skin can be much darker or much paler than the typical spectrum. They may also have bestial features, such as slitted pupils, pronounced canines, or antlers.

Tánaid Names

The tánaid use the human names common to the region or culture to which they were born. Most tánaid originate in Nahuac, so they typically possess names from this realm.

Tánaid Traits

Your tánaid character's heritage manifests in a number of traits.

Suggested Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Aspect Affinity. You are a creature of Source. You gain one mote of affinity in K'aab.

Age. Tánaid mature slowly, being considered adults by 21 years and living up to 300 years.

Size. Tánaid stand as tall as average humans, typically between 4 feet and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

The Gift. You have proficiency in one Wisdom-related skill of your choice.

K'aab Power. When you reach 5th level, you can cast the *enhance ability* spell on yourself once per day. You need no material components to cast this spell in this manner.

Tána Spirit. As a tánaid, you have awakened your tána spirit, allowing you to take on the shape of an animal. Choose one animal from the Tána Spirit table. You gain an additional benefit from your chosen spirit, as shown in the table.

As an action, you can shift from your own form to the form of your chosen animal, though you may retain animalistic features when you are not in your animal form. This transformation lasts up to a number of hours equal to your Wisdom modifier (minimum of 1), but you can revert to your normal appearance sooner as a bonus action. Any equipment you're wearing or carrying does not transform and falls to the ground around you. You regain the use of this ability when you finish a long rest.

While in animal form, you gain darkvision within 60 feet, your unarmed attacks deal 1d6 piercing or slashing damage, and you gain the trait listed alongside your animal form in the Tána Spirit table. The rest of your statistics remain the same. If the table offers you a choice of traits, make that choice during character creation.

Tána Spirit

Tánaid often group together by tána spirit, forming communities based on their guardian. Below are the most common types of shapeshifters and their descriptions.

Cúhinn Canid-Kin. The canid-kin have their own state, Cucáinn, a very small ápal in East Nahuac. Every cúhinn, from the rare and robust wolf-kin to the wise and nomadic coyote-kin, can be found throughout Nahuac, living in harmony with their neighbors within and outside their ápal.

Maame Deer-Kin. The mysterious deer-kin live somewhat apart from Náhuinn society, rarely interacting outside their ápal, a bare and arid plain along the eastern coast of the Sea of Nahuac. There, they live as isolated, hardened tribes that hunt, forage, and live even closer to nature than other Náhuinn peoples.

Mun Kisuut Bat-Kin. The bat-kin live in a remote ápal in the thickest forests of East Nahuac. They are often adopted as spies, messengers, and aerial troops by the armies of other states.

Ocelinn Jaguar-Kin. The mightiest and most numerous tánaid in Nahuac are the ocelinn, who rule three of the five largest Náhuinn cities, including the capital.

TÁNA SPIRIT	BENEFIT
Cúhinn canid-kin	You gain advantage on all Wisdom (Perception) checks that rely on sight or smell.
Maame deer-kin	Your movement speed increases to 60 feet.
Mun kisuut bat-kin	You gain a fly speed of 40 feet.
Ocelinn jaguar-kin	You gain advantage on either all Dexterity (Acrobatics) checks or all Strength (Athletics) checks (your choice).

Kaabstone Amulets

Most tánaid are given a *Kaabstone amulet* during a special ceremony when they reach adulthood. This amulet allows them to mystically store their equipment when they transform, with only the amulet remaining around the neck or wrist of the tánaid when in their animal form. At your GM's discretion, you may gain a *Kaabstone amulet* at character creation.

See chapter 4 for more information on *Kaabstone amulets*.





Maghyr

A human blessed with a particularly powerful tie to the Will aspect of Vaala can become something else entirely: a maghyr, gifted with increased physical and mental abilities as well as an extended lifespan. This gift manifests as the ability to manipulate and empower blood, minds, and emotions, making them a terrifying force both in the throne room and on the battlefield. Such great power comes with a downside, however; within each maghyr resides a vindictive spirit, known as a kadhah, with but one goal: destroy the maghyr that houses it.

Vaala Vampires

Most maghyri, and another type of exceptionally powerful Will-chosen known as the vampyri, can exert some degree of control over minds or emotions. But all vampyri and maghyri must power their abilities—and their very essences—by consuming blood and the Vaala it contains.

They are justly feared for this reason, and many maghyri are forced to hide their nature and abilities—except in Tyveria, where they are in fact the ruling elite. In turn, Tyverian maghyri and vampyri are expected to pledge their service to a maghyr house.

Many maghyri content themselves with reduced powers, being almost the equal of normal humans, save for what seems to be excellent health. But even these "contained" Will-chosen find it hard to maintain a balance and often seek out positions of power.

Kadhah

A vengeful spirit born of their maghyr's own power, a kadhah is an ever-present danger in the life of their maghyr. It demands that their maghyr embrace who they are, accepting their power but also not using it for trivial things. The kadhah is fickle but patient, waiting eagerly for the moment their maghyr stumbles. It is a precarious and deadly balancing game—if a maghyr

overextends their power, or if they attempt to renounce their nature and never utilize their innate abilities, their kadhah may manifest and attempt to strike them down. Some more dominant maghyr bloodlines face an even more potent challenge, as a maghyr's kadhah is made all the more powerful by their family's centuries of refined skills.

Defeating a kadhah is only a temporary reprieve, however, as the kadhah cannot be completely destroyed until their maghyr is dead. As the maghyr increases in strength and power, so does their kadhah. Many a maghyr has searched for a way to control or destroy their kadhah, but none have succeeded. All maghyri know it's only a matter of time until they lose the battle and fall to their kadhah. See chapter 7 for more information on the kadhah.

Blood Pacts

The maghyri have learned to manipulate their kadhah in one very important way: in the creation of blood pacts. By overseeing an agreement between two or more parties, a maghyr can tie their kadhah to the pact. If anyone involved breaks the pact, they find themselves facing down the maghyr's manifested kadhah. The threat of such a punishment is often enough to keep all parties in line, making a blood pact something that should not be entered into lightly.

However, the more complicated an agreement, the more difficult it is for a blood pact to be cemented by a maghyr without the ritual going awry. To these ends, the blood mages of Tyveria have formed an entire sect of blood priests whose primary purpose is to oversee rituals involved in crafting complicated blood pacts.

Awakened Blood

A maghyr has the ability to awaken blood—to infuse it with the Will aspect of Vaala until it becomes more potent. Though a maghyr can subsist on mundane blood, most prefer to consume awakened blood and use it for their rituals, as it is far more nourishing and powerful than normal blood. For those who aren't Will-chosen, awakened blood acts as a powerful elixir, providing healing or strength.

Some extremely powerful maghyri can awaken the blood within a living creature and create a vampyr, but the process is extremely difficult for both the maghyr and the would-be vampyr. More often than not, the initiate simply dies, and the weakened maghyr may be left facing their manifested kadhah.

Appearance

Born human, a maghyr can come from any of the cultures of Valerna, and their appearance can be just as varied. Once a maghyr comes into their power, however, their body often becomes lean and muscular. Many maghyri grow deathly pale as they become more powerful, and they may develop fangs or blackened claws after years of feeding on others.

Maghyr Names

Maghyri use the human names common to the region or culture to which they were born. Maghyri in Tyveria, or those outside Tyveria who pledge loyalty to a Tyverian maghyr house, take the name of their house as a surname, adding the term *id* before it, in the style of the noble houses of that realm.

Maghyr Traits

Your maghyr character has the following traits.

Suggested Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Aspect Affinity. You are a creature of Will. You gain one mote of affinity in Id.

Age. Maghyri age like typical humans and are considered adults by their late teens or early twenties. But as a maghyr increases in power, their aging slows, until they cannot die of old age.

Size. Maghyri vary in height, from 4 feet to over 6 feet tall. Your size is Small or Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. As a maghyr, you have honed your senses with Id. 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. You can't discern color in darkness, only shades of gray.

Awaken Blood. You have the ability to awaken blood, which you need for your powers. You can use an action to create one dose of awakened blood by empowering fresh blood within 15 feet of you. To do so, you need blood freshly drawn from a living creature within the past hour. This can be blood spilled in the heat of battle or blood drawn from a creature for this express purpose. If drawing blood from a willing creature, the creature takes 1 hit point of damage for each dose of blood drawn. You can craft a dose of awakened blood a number of times equal to your proficiency bonus, and regain all expended uses to do so when you finish a long rest. Awakened blood can be used as a spellcasting focus for your blood sorcery, and you can cast through any awakened blood within 15 feet of you as if you were in its space.

Additionally, you can use awakened blood to push past the limits of your abilities. As a bonus action, you can consume any number of doses of awakened blood and gain one of the following benefits:

- For the next minute, you can add the same number to any one attack roll, saving throw, or ability check as the number of doses you consumed.
- You regain one spell slot of a level equal to the number of doses you consumed.

If you use your awakened blood in either of these manners, you must immediately roll for a Kadhah Manifestation (see below), subtracting a penalty from the roll equal to the number of doses of awakened blood you consumed.





Blood Sorcery. As a maghyr, you have some innate blood mastery. You know the *blood whip* cantrip. When you reach 3rd level, you can cast the *blood pact* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 7th level, you can cast the *dominate person* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Bite. You can make a Bite attack, an unarmed strike that deals 1d4 piercing damage. If your Bite hits a living creature, you can choose to deal an additional 1d4 necrotic damage to consume the same number of doses of blood from the creature. The creature's hit point maximum is reduced by an amount equal to the necrotic damage taken until it finishes a long rest. If you are consuming blood from a willing creature, for each subsequent round that you use your action to continue to feed, you can deal your Bite's necrotic damage without making an attack roll.

Maghyr Weakness. Despite your many abilities as a maghyr, you have a number of weaknesses:

Bloodlust. You must drink blood to maintain yourself and your power and to hold your kadhah at bay. When you utilize any of your blood sorcery, if you have not consumed a dose of blood within the past 24 hours or a dose of awakened blood within the last 48 hours, you immediately roll for a Kadhah Manifestation (see below). For each additional 48 hours you have gone without consuming blood, you suffer a –1 penalty on the roll.

Compelled Sorcery. When you complete a long rest, if you have not used your blood sorcery within the past 24 hours, you must immediately roll for a Kadhah Manifestation (see below). For each additional 48 hours you have gone without using your blood sorcery, you suffer a –1 penalty on the roll.

Kadhah Manifestation. Each maghyr's kadhah is constantly watching and waiting for the opportunity to strike them down. When the GM calls for it, roll percentile dice. If you roll a number equal to or lower than your character level, your kadhah immediately appears in an unoccupied space within 15 feet of you. Once a kadhah manifests, it attacks you and your allies relentlessly until you die or it dies.

GM Guidance: The Maghyr and the Kadhah

The relationship between a maghyr and their kadhah is a careful dance of power and control. As the GM, you may call for a Kadhah Manifestation roll any time you think it's appropriate, including when you think a maghyr character is abusing their powers or rejecting their nature. Examples of this include casual, flippant use of blood sorcery (like using a blood whip to reach a goblet across the room instead of walking) and a refusal to accept blood freely given.

Halfling

The smallest of humanoid peoples, halflings are a common sight everywhere in Valerna, mostly as an integral, almost symbiotic part of human cultures.

Halflings are often looked down upon for their smaller size and unassuming attitudes. Yet their main strength lies in their closeness to the small things, the crucial details that larger creatures overlook.

Eternal Children

One legend maintains that halflings came about when thousands of orphaned human, dwarven, and gnomish youths across Valerna were touched by the Dreambleed, giving them a sense of childlike wonder—and stature—forever. Many halflings often take comfort in being curious, playful, and lighthearted, never quite losing the joy of childhood.

Halfling Traits

Your halfling character has a number of traits in common with all other halflings.

Suggested Ability Score Increase. Your Dexterity score increases by 2.

Speed. Your base walking speed is 25 feet.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lineage. Numerous and plentiful, halflings are found in almost every realm in Valerna and have diversified into different lineages to suit their new homes. One such lineage, the púka, is listed below.

Púka

Púka, or bright halflings, are the most common type of halflings found in Valerna. Affable lovers of quality and comfort, púka are the best cooks, blacksmiths, and bakers on the continent, and their inns, smithies, and taverns are renowned in every realm.

The highest concentration of bright halflings resides in the Holy Alliance of Ysval, in the Northerlands, where they have become an integral part of the Ysvalian culture of home, hearth, and hard work. But they have established their inns, taverns, and workshops in every corner of Valerna, always greeting their neighbors with a smile and a freshly cooked meal.

Tall Tales

The only thing that púka like almost as much as food and crafts is a good story, whether composing, reading, or listening to one. They know many of the songs and the tales of Valerna and never tire of sharing or hearing them, often eager to learn the tales of other peoples and cultures. And every so often, a bright halfling will take to the road, intent on living the stories firsthand.

Appearance

Valernian halflings look like small, pointy-eared humanoids with wide eyes of deep red, white, brown, or dark blue, with no visible sclera or pupil. Their skin color runs from tan to indigo. Of all halflings, púka appear the most like human children, with round faces and joyful eyes.

Púka Names

Púka use the naming customs of the human culture or realm they belong to (see the "Human" section later in this chapter).

Púka Traits

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Aspect Affinity. You are a creature of Source. You gain one mote of affinity in K'aab.

Age. Púka live up to 150 years and are considered mature by 21.

Size. Púka stand at about 3 feet tall and weigh around 40 pounds. Your size is Small.

Cook and Craft. You have proficiency with two sets of artisan's tools of your choice.

Friends of the Hearth. When you take a short rest, you can spend your Hit Dice to heal another character.

Cartwright. You have proficiency with vehicles (land).

Food and Travel. You have advantage on Wisdom (Survival) checks to forage for food, to avoid becoming lost, and to find a safe route through the wilds.





Dwarf

Dwarves are stout and short creatures of the earth. They have a strong inner connection to Vaala, manifesting its aspects in their natural, physical form.

Forged from Vaala

According to dwarven legend, whereas most mortal peoples began their existence spontaneously when they were born from the essence of the Protogons after the Second Age, dwarves were made (forged, they would say) by an unnamed, surviving Protogon during the Age of Mortals. The purpose of their creation is unknown, and debate about the nature of their existence is a favorite pastime of dwarven scholars.

Dwarf Traits

Your dwarf character has an assortment of inborn abilities, part and parcel of your dwarven nature.

Suggested Ability Score Increase. Your Constitution score increases by 2.

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

Darkvision. All dwarves originated as subterranean creatures and, thus, have superior vision in dim lighting. 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. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Combat Training. You have proficiency with the battleaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Lineage. There are several lineages of dwarves across Valerna. One of them, the nwoda, is found below.

Nwoda

Sky dwarves, or nwoda, are Fai beings, with more access to the Dream aspect of Vaala than most peoples other than the elves.

When the Dreambleed swept through Valerna, it destroyed the lush and teeming region of Enkhara, decimating the kingdoms of the sphinxes and leaving behind a parched and arid desert. In the wake of this catastrophic change, however, a great floating crystal was formed, later known to legend as the Apa Una'jawahm—the Great Birthstone. From this birthstone, the nwoda emerged, establishing cities on the ideals of freedom and order based on the rule of law.

Birthstones

Called *una'jawahm'a*, birthstones are sacred to sky dwarves, for they cannot be born outside of them. The nwoda clans once lived together in the Great Birthstone, until the tyranny of the ruling Amasi dwarves ended in a rebellion that culminated in the splitting of the Great Birthstone by the Zumari clan. When the Great Birthstone was split, its fragments were scattered across the Enkharan Desert and beyond. The remaining four clans each claimed a cluster as their own: the sapphire Kuti clan, the ruby Yaku clan, and the amethyst Yuman clan all remained in the Enkharan Desert, while the emerald Zumari clan exiled themselves and their birthstone to Tyveria out of shame after the destruction of the Apa Una'jawahm.

Beneath the scattered birthstone clusters, the desert began to flourish. Gemstone forests grew, and with them came water, fertile ground, and strange beasts. Nomadic peoples of all types were drawn to these oases and formed great cities, each with a clan's birthstone floating in the sky above.

Now, the nwoda have a rich, far-ranging society based on flying, trade, and exploration, which reaches every corner of Valerna thanks to their floating ships.

Crystal Flight

Birthstones give the nwoda their innate ability to levitate by rejecting gravity through Fai. They call this power *yahum* (floating), and it is the same magic that they use to make their shard-ships fly.

Appearance

Nwoda are taller than the average dwarf and tend to be more stout and muscular than humans. Their heads are ringed with gems and crystals instead of hair or beards. Their skin is darker than those of other dwarves, ranging from a sunkissed gold to a deep, ruddy brown.

Nwoda Clans

Today four major nwoda clans remain.

The **Yaku**, or the Ruby Clan, have reddish crystal growths in their bodies and are known for their flamboyant style and dedication to self-expression.

The **Kuti**, or the Sapphire Clan, sport crystalline hair and beards of brightest blue and are famous for their exploration and discoveries.

The **Yuman**, or the Amethyst Clan, are known for their deep purple body crystals and for their wisdom and leadership abilities.

The **Zumari**, or the Emerald Clan, bear greenish crystals and live in the Blood Empire of Tyveria as pirates and smugglers.

Nwoda Names

Sky dwarves respect the clan naming customs of standard dwarves.

Masculine Names: Aabu, Abumbulu, Adebu, Adege, Ademe, Adetu, Adisu, Alatu, Amada, Amatuma, Anza, Awalu, Ayebu, Ayoku, Bara, Binkeke, Ghaliya, Gwanu, Kiku, Kumaru, Mahamu, Moa, Mosu, Oku, Olala, Olalu, Oluwaru, Pasu, Saba

Feminine Names: Abido, Abisi, Adaso, Alemosi, Anuwo, Arasi, Aymo, Ayoto, Bawo, Dami, Damo, Daso, Hajaro, Hajjo, Jawamo, Kyado, Lolo, Maho, Momo, Momoso, Olo, Pasai, Paso, Shado, Taeo, Tosi

Clan Names: Kuti, Yaku, Yuman, Zumari

Nwoda Traits

Suggested Ability Score Increase. Your Dexterity score increases by 1.

Aspect Affinity. You are a creature of Dream. You gain one mote of affinity in Fai.

Age. Nwoda live up to 300 years and are considered mature by 21.

Size. Nwoda are the tallest of the dwarves, with most standing at about 5 feet tall. Your size is Medium.

Natural Flight. You have a flying speed of 20 feet. Additionally, you can hover; if your speed is reduced to 0 while flying, you continue to float in place. If you are knocked prone, you can stand without using your movement.

Sky Traveler. You have proficiency with vehicles (air) and navigator's tools.



Elf

Elves claim to be the first people of Valerna, born from the magic of the Protogons during the earliest ages of history. They ruled western Valerna from their fabled Ellari Kingdoms, enchanted realms built out of Dream magic, and their wizard-lords wrote reality as they saw fit through their ancient art of Dreamshaping. For millennia these realms withstood dragon incursions, human invasions, and monster attacks, until a magical cataclysm known as the Dreambleed destroyed the ancient world and elven civilization with it.

After the Dreambleed struck, many elves escaped Valerna, by sea or by the dark paths of the subterranean world, and were lost to history. The few surviving ellari kingdoms were forced to strike a truce with their human neighbors, founding the joint human-elf states that would become the Dragon Kingdom of Allaria. Today, no large-scale elven nations remain on Valerna outside of Allaria in the Westerlands and the Arkane Dominion of Sikaria in the North Sea, but elves can be found everywhere as traveling artists, daring explorers, dedicated researchers, or mighty wizards.

Elf Traits

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

Suggested Ability Score Increase. Your Dexterity score increases by 2.

Speed. Your base walking speed is 30 feet.

Darkvision. Elves spend much of their time beneath the stars and the moon. 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. You can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Ancient Ancestry. You have proficiency in the History skill.

Lineage. Once, there was only one elven people. Across the eras, they diverged into separate branches. The oldest of these branches, the ellari, are listed below.

Ellari

The ellari, or silver elves, were the first of their people, and so perhaps, if their claims are true, the first of all Valernian peoples. According to legend, they were dreamed into being by the lingering power of the Protogons and established rich and harmonious cities across the realm.

Once, glorious ellari kingdoms dotted Valerna, each more splendorous and peaceful than the last. But they fell during the cataclysm known as the Dreambleed, and they dwindled as other peoples rose to power. Today most ellari live in human or allai realms, save for small forest clans that retain their ancestral identity at a greatly reduced scale.

The Curse of Dreams

All ellari have the ability to share their dreams with others of their kind, a gift they once used to communicate and establish bonds across their civilization. The elven magic of Dreamshaping is, in fact, based on this ability.

The ellari sleep, and dream, like other mortal creatures. However, ellari, by their very nature, are more in control of the dream and are aware of where it begins and reality ends. They can often bend their dreams to their will and can cast magic that affects the dream realm as if it were the waking world. An ellari is comfortable in their dreams and can actively choose their focus, using them to gain insights into their allies, their foes, and even themselves.

Sadly, dreams were the primary gateway for the devastating force known as the Null to manifest into the world. After the global conflict known today as the First Null War, the Allarian Dragon King, Qan Zai, blamed silver elves, both for the Null invasion and for the Dreambleed itself, using the ellari's pupil-less "null-eyes" as so-called proof of an alleged, innate tendency toward nightmare and unlife. Thus, most silver elves in Valerna were forcefully subjected to the Dreamless Treatment, a magical drug that cut off their connection to Fai and inhibited their ability to communicate through dreams. This practice lasted for centuries until the rise of the ellari Dragon Queen, Qan Elyse, who abolished the treatment and restored rights to the oppressed ellari.

Rebellion and Tradition

While they can be found all across the Westerlands, ellari are most numerous in Allaria, where they are free citizens by law but often still vassals in practice. Allarian silver elves generally live as and among humans, and many still carry the effects of the Dreamless Treatment across generations of their ancestry.

A few silver elves managed to establish hidden forest communities during Allarian rule and never submitted to the allai's civilization or their Dreamless Treatment. Today, the people of these settlements are no longer considered outlaws, though they still refuse Allarian rule, and many urban-dwelling ellari are seeking their freedom in these remote communities rather than in the cities where their ancestors suffered.

Appearance

Most ellari have pale skin and white hair, which they traditionally decorate with natural dyes. Their eyes are light-colored, ranging from silver to a pale yellow, and have white pupils or, more commonly, no discernable pupils at all.

Ellari Names

Silver elves retain the naming customs of the ancient ellari kingdoms. They prefer descriptive names, with meanings such as bright star or blade of grass. Some have adopted or received allai names.

Masculine Names: Adamai, Aelei, Arlaii, Aunai, Bali, Breonai, Daraei, Ei, Endu, Feali, Finnai, Galai, Hanai, Iannai, Idai, Kelai, Lannai, Malei, Malekei, Mali, Manali, Mannai, Menassai, Minei, Nai, Qai, Qi, Taei, Tarai, Vali, Yi, Ynai

Feminine Names: Adyse, Aie, Alde, Allae, Alyme, Anyse, Arle, Aunne, Edae, Ende, Ennae, Galae, Hannae, Ile, Laenne, Malae, Manise, Mawe, Namae, Nie, Qie, Senide, Terye, Ynise, Yunne, Xe, Zie, Zielle

Ellari Traits

Suggested Ability Score Increase. Your Wisdom score increases by 1.

Aspect Affinity. You are a creature of Dream. You gain one mote of affinity in Fai.

Age. Ellari can live up to 400 years and are considered mature by 50 years.

Size. Ellari tend to be slender, standing around 5 feet tall. Your size is Medium.

Dreamsharing. While sleeping, your dreams become gateways to the minds of others. You can cast the *dreamwalking* spell once as a 1st level spell using this trait and regain the ability to do so when you finish a long rest.

Dreaming in Valerna

In the world of Dragonbond, dreams are not merely nightly distractions but are a potential avenue for connection and interaction. For those with the aptitude for Dreamshaping, dreams are doorways to step through and windows into the minds of dreamers. Elves such as the ellari and the faari, as well as some other Fai-based creatures, can manipulate their dreams and those of others in order to communicate, uncover secrets, or even travel via the Dreamspace and emerge far across the realms.

The average Valernian may go their entire life without feeling the touch of Dreamshaping on their slumbering mind. But adventurers are not average mortals and would do well to guard their dreams from prying eyes and grasping fingers.



Gnome

Gnomes are short, slight humanoids, naturally gifted for planning and building.

An Inspired People

Small, energetic, and focused, gnomes typically love crafts and invention. The gnomes were the first people to choose to live underground, for they were drawn to the inner workings, the mysteries, and origins of things. There in the deepest darkness, while seeking answers to their own existence in the world, gnomes ignited the Spark in the Dark—a connection to Fai they saw as the source of curiosity, ingenuity, and creativity, bringing light to a world that had never known it.

Gnome Traits

Your gnome character has certain characteristics in common with all other gnomes.

Suggested Ability Score Increase. Your Intelligence score increases by 2.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life underground, you have superior vision in 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. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Lineage. Gnomes have spread far and wide across Valerna, diverging into different peoples. One such people, the godao, appears below.

Godao

The first gnomish people to appear in the world, the godao, or golden gnomes, are known for their creative, active minds and their knack for networking and engineering.

It was the godao who lit the Spark in the Dark that would become their peoples' magical creativity. Then, as they have done ever since, they harnessed this power, this Spark, in a real, working artifact, creating the first arcane lanterns that would allow them and their descendants to travel and populate the underground.

Most godao live in the Dragon Kingdom of Allaria, whose civilized environment furthers their entrepreneurial outlook and engineering ventures. They own and run the Grand Guild of Allaria, a continent-wide consortium focused on developing, building, and selling machines.

Ancestral Allies

Originally the neighbors and allies of the silver elves, the gnomes built a network of underground dwellings and workshops below the elven kingdoms, providing the ellari with impressive devices and artifacts that rivaled their own fabulous dreams. This era was recorded as the Time of Two Treasures, with silver on the surface and gold hidden below.

The friendship between silver elves and golden gnomes is the oldest surviving covenant between two Valernian peoples. Even in this latest millennium, in which the ellari were subjugated by the Dragon Kingdom, the godao remained near, their innate creativity drawn to the dreams of silver elves, diminished as they were by the Dreamless Treatment. It was under the auspices of the Dragon Kingdom that the godao built their Grand Guild of Allaria, the massive trade organization that provides the raw supplies they need to work with from every corner of Valerna and handles the distribution of their inventions to every realm.

The Spark

The godao are very close to the Fai aspect of Vaala, which they call the Spark in the Dark or the Inspiration. Through the Spark, golden gnomes have developed a magical engineering ability that allows them to create fantastic contraptions and artifacts without necessarily understanding how they do so. Most golden gnomes have some kind of knack for crafts, and those that develop it may create true magic items. Any artifact created in this way is known as a glinting gadget, or simply a glint. The creation of these gadgets is the gnomes' best-known cultural trait and the main service provided across Valerna by their Grand Guild.

Appearance

Golden gnomes are diminutive creatures, with roughly the same skin and hair color variation as humans.

Godao Names

Golden gnomes use a proper name and a family name, placing the family name first.

Godao are fond of boastful or whimsical nicknames, such as Lady Clocksprocket, Gearlock Genius, or Professor Precision. They often use their nicknames instead of a family name or personal name.

Masculine Names: Andao, Arao, Babo, Dondo, Endo, Fip, Gamao, Gano, Gap, Hubo, Hup, Pamo, Pap, Peno, Pilao, Sanno, Sasao

Feminine Names: Ao, Bao, Cao, Dao, Do, Eo, Fio, Gio, Lio, Loi, Pao, Pio, Ro, So, Tai, Tao, Ti

Family Names: Anelli, Bobani, Candelli, Delli, Ettani, Fanneri, Ganni, Mozanni, Panni, Romi

Godao Traits

Suggested Ability Score Increase. Your Dexterity score increases by 1.

Aspect Affinity. You are a creature of Dream. You gain one mote of affinity in Fai.

Age. Godao live up to 300 years and reach adulthood at 20.

Size. Godao stand around 3 feet tall and average around 75 pounds. Your size is Small.

Inspired Crafter. You have proficiency with two artisan's tools of your choice.

Magic of the Spark. You have advantage on any ability check made to craft or repair an item. When you craft an item using artisan's tools that you're proficient with, the time required to craft the item is halved.

When creating a magic item, you need no formula or spellcasting abilities; the item can have any ability or property that your GM approves, regardless of your own access to spells or effects.

Human

Humans are the most populous people in Valerna and are as diverse as the lands they inhabit. Like all of the other creatures of the world, save for dragons, humans are filled with and shaped by Vaala. Each culture has its own values, which influence those raised within them. The human variants below reflect the average human found in each listed realm.

Human Traits

Humans in Valerna are diverse and varied but have many traits in common with one another.

Age. Humans reach adulthood in their late teens and live less than a century.

Size. Humans vary widely in height and build, from 4 feet to well over 6 feet tall. Your size is your choice of Small or Medium.

Speed. Your base walking speed is 30 feet.

Feat. You gain one feat of your choice.

People. Choose one of the following cultures: Allarian, Náhuinn, Tyverian, and Ysvalian.



Allarian

Humans from the Dragon Kingdom are typically hardworking, unassuming, and law-abiding. Most Allarian humans find themselves in the trades or a crafting profession and, therefore, tend to gather in large cities for easy access to materials and customers, where they occupy the middle and upper classes. Their complexion typically varies from pale to light or medium tan, and they often have dark hair. But Allaria is a melting pot of Valernian ethnicities, allowing for wildly variant physical characteristics.

Humans make up the majority of the population in Allaria. They come from a wide range of towns, tribes, and cultures that established themselves around the city-states of half-elven rulers, having accepted allai rule in exchange for the protection and resources of the realm. Allarian humans are often Dream-touched, due to their close proximity to the Fai Woods and ellari magic.

Allarian Names

Allarians use no surnames, but many use the name of their province, city, town, or even neighborhood to fill the same role, for example Brendis of Chaen or Valen of Southpoint. They may also use an honor name (see the "Allai" section earlier in this chapter) if they hold a significant rank or position.

Masculine Names: Annas, Aulas, Caen, Cannen, Caven, Lacen, Marcen, Markas, Valen, Velas

Feminine Names: Artis, Astis, Atilis, Catis, Mesis, Persis, Ramis, Tanis, Velis, Vitis

Allarian Traits

Suggested Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Aspect Affinity. You are a creature of Dream. You gain one mote of affinity in Fai.

Náhuinn

Humans from Nahuac are stoic and proud, and they place heavy weight on the importance of community and working together. They excel at team activities and like to boast about their orderly and holistic society, their ability to endure hardship, and their close connection to nature. Their skin tones vary from a lighter tan to deep brown or copper, and their hair is often shades of brown or black.

Tána spirits are an important part of Náhuinn culture. Each Náhuinn citizen, even those who are not Source-gifted, choose a tána spirit that guides their life. As a Náhuinn human, choose an animal, plant, or other nature-based element, such as earth or lightning, to be your tána spirit.

Náhuinn Names

Náhuinn have a personal name, followed by their place of origin or one of their parents' names.

Masculine Names: Arod, Baat, Buuc, Cháac, Garran, Húnac, Kaaxu, Nuuntac, Tuulat, Xuulin

Feminine Names: Abal, Abarri, Arial, Cinna, Enáati, Gwaláin, Itzal, Láinal, Muyal, Ródin, Taal

Náhuinn Traits

Suggested Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Aspect Affinity. You are a creature of Source. You gain one mote of affinity in K'aab.

Tyverian

The Blood Empire of Tyveria claims to be the mightiest and most affluent realm of Valerna, and its people reflect that fact. Tyverians are often loud, flamboyant, hedonistic, and cutthroat, worshiping beauty, pleasure, and power as a rule. Though they tend to be dark-haired, a Tyverian human can have any hair color found across Valerna, with anywhere from the palest to darkest skin tones.

The majority of Tyverians are humans, though most of them retain the potential to become vampyri thanks to the Id magic practiced across the land. A powerful minority of Will-chosen humans make up the Blood Empire's ruling maghyr and vampyr elites. The rest are the bulk of the Tyverian population and are mostly made up of free citizens, including farmers, merchants, criminals, and adventurers. As a Tyverian human, you can dream of one day achieving the greatness of a vampyr or content yourself with a more mundane life.

Tyverian Names

Tyverian names are simple and sharp, with only noble houses using a surname, consisting of their house name after their personal name, with the term *-id* placed between them, meaning "by the will of."

Masculine Names: Arraka, Batuka, Hamaj, Karpajan, Nadrael, Rajan, Savros, Semra, Taeran, Voreal, Xir

Feminine Names: Alina, Chamra, Darei, Dasmeda, Erianna, Karima, Kyra, Radmana, Sagla, Verina

House Names: Bassara, Dasmedi, Graven, Harga, Maruul, Radjekul, Sajari, Wernega

Tyverian Traits

Suggested Ability Score Increase. Your Strength score increases by 2, and your Charisma increases by 1.

Aspect Affinity. You are a creature of Will. You gain one mote of affinity in Id.

Ysvalian

Ysvalians are pious, simple, and neighborly people who like to gather around the hearth, eat good food, and lead a virtuous life by the teachings of the Light. Through their faith and determination, they learned to survive in harsh conditions and turn their tundra lands into fertile valleys. The Holy Alliance of Ysval was founded by pilgrims and settlers from across Valerna, so their humans look like any other. They dress in furs, leather, crude jewelry, and verdigris shell armor.

The majority of the realm's human population are descended from the cultists that first settled it. Very few Ysvalian humans develop any aspect-specific potential, but instead depend on their direct approach to Vaala through their faith in the Galadyan Temple of Light rather than the magical power of a specific aspect.

Ysvalian Names

Ysvalian names are simple and short, with surnames consisting of the first syllable of one of their parents' names followed by the suffix *san* (son of) or *enda* (daughter of). For example, Alek, the son of Alyana, would be Alek Alsan, and Ilyda, the daughter of Hallan, would be Ilyda Halenda.

Masculine Names: Andren, Endre, Halen, Lucan, Marek, Mordan, Pentek, Sieyan, Uryan,Vegran

Feminine Names: Allyna, Beyel, Gutel, Ildel, Karel, Kyrena, Paia, Reiel, Yarosel, Ysel.

Ysvalian Traits

Suggested Ability Score Increase. Your Wisdom score increases by 2, and your Strength score increases by 1.

Aspect Affinity. You have no tie to any one aspect of Vaala. You gain one mote of affinity in the aspect of your choice.

Languages

Each of the different realms, cultures, and peoples of Valerna have their own languages and distinct dialects. Below are many of the languages found across the continent.

Common Languages

These languages are often heard throughout Valerna or are the official languages of their respective realms.

LANGUAGE	DESCRIPTION
Common	A simplified offshoot of Late Altanesi. Spoken in all settled realms of Valerna.
Allai	The official language of Allaria. A very complex, musical-sounding variation of Ellari. Spoken by Allarians, allai, bucentauri, ellari, and godao.
Bakkai	The primary orcish language. Spoken in the Scourge Triumvirate by boaab, obakkar, flame djaat, and Sabaari humans.
Ellari	The elven tongue, and the first language spoken by mortals.
Gellan	Spoken among the Gellanor League.
Godao	The first gnome tongue. Spoken by godao and their allies.
Late Altanesi	The modern form of Old Altanesi. The native tongue of the Altanesi and most humans in the Primalian mountains.
Náhuinn	The human tongue of Nahuac. Spoken by Náhuinn humans, ocelinn, buunkun, and bendavee.
Nwoda	The language of the nwoda clans.
Sabaari	The common language of the Scourge Triumvirate and residents of the region of Sabaar. A variation of the Boa'a tongue, modified so that humans and orcs can speak it.
Tyverian	The imperial language of Tyveria.
Ysvalian	A dialect of Common. Spoken by Ysvalians and Gellans.

Generic Languages in Valerna

If you're playing a character with an ancestry from another source, you may have more generic language options, such as Elvish, Gnomish, or Dwarvish instead of Valerna-specific ones. In this case, your character can speak, read, and understand the following languages.

Dwarvish: Nwoda or Sjóda
Elvish: Ellari or Sikarian
Giant: Hmyrya
Gnomish: Godao
Halfling: Allai, Náhuinn, Tyverian, or Ysvalian
Orc: Bakkai, Ogerri, or Orlaai

Rare Languages

These languages are not often heard and are typically harder to learn, either because of the complexity of the language itself or because it is only spoken by small or insular groups. Check with your GM before taking any of these languages.

LANGUAGE	DESCRIPTION
Boa'a	The native tongue of most saurians, especially the boaab and bendavee. Hard to learn for humans. Spoken in Nahuac and Sabaar.
Buka	Native language of the bucentauri.
Buun	The native tongue of buunkun saurians. Spoken only in Nahuac.
Djaataki	A primordial language of the djaat. Nearly impossible to learn for non-djaat.
Draconic	The native language of the dragons of Drakha.
Hmyrya	The common tongue of giants.
Ikoi	An ancient tongue with elements of Ancestral Boa'a and Old Altanesi. Spoken only by iko'ob and some Altanesi and ikini.
Iuuta	The language of uutabai. Spoken by their tribes and some Sikarians.
Magy	The secret, elite tongue of maghyri. Derived from Old Altanesi, and taught only to Tyverian nobles and their vampyri.
Ogerri	A dialect of Bakkai spoken by Tyverian ogerron.
Old Altanesi	The language of the ancient Altanesi Empire, from which many current Valernian languages evolved. Now spoken in the Altanesi Ascendancy.
Oneiric	The language of dreams, and the common tongue of all feydh creatures.
Orlaai	A northern variation of the Bakkai tongue. Spoken by orlar and some Gellans.
Primordial	The language of the Protogons and other primal beings.
Sikarian	A dialect of Ellari. Spoken by sikari and piramai.
Sjóda	The first dwarven tongue. Spoken by sjóda and their allies.
Wadeep	The language of the waada people, and adopted as a native tongue by most citizens of the Hollowdepths. Spoken by mo'da dwarves, deepdwellers, and z'aari.

Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once unless that feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat again until you regain the prerequisite.

Cultural Feats

These feats are limited by your ancestry, lineage, or place of origin.

Alki Psion

Prerequisite: maghyr or Tyverian human

You are an Alki, a type of Will-chosen human with a psychic gift. Choose two 1st-level enchantment or illusion spells from any list. You can cast each of these spells innately once, using Charisma as your spellcasting ability, without using verbal, somatic, or material components. You regain the use of both spells after finishing a long rest.

Altruist

Prerequisite: púka halfling or Ysvalian human

You are a true Galadyan, always ready to share with and protect your people, and the Light has blessed you for it. You gain the following benefits:

- You know the *light* cantrip.
- When you finish a short rest, you can spend your own Hit Dice to heal other characters within 30 feet of you.
- Every time you use a healing effect on a creature other than yourself (including spending your Hit Dice to heal others), you regain half the amount of hit points granted by the healing effect.

Bloodthirsty

Prerequisite: maghyr or Tyverian human

You embody the Tyverian values of ruthless competition and being invigorated by the defeat of your enemies. You gain the following benefits:

- Increase your Strength or Charisma score by 1 point, to a maximum of 20.
- When a creature within 5 feet of you is reduced to 0 hit points, you can use your reaction to immediately spend one Hit Die to regain hit points. You can use this ability a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Eliadu Empowered

Prerequisite: allai, ellari elf, godao gnome, or Allarian human

Like the Allarian ideal, you have a keen mind, perfect poise, and unwavering honor. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You gain advantage on saving throws against enchantment and illusion spells.

Heart of the Battle

Prerequisite: nwoda dwarf, obakkar orc, or Ysvalian human

You thrive on the thrill of combat, bolstered by being at the center of the fray. You have advantage on weapon attack rolls when you have 3 or more hostile creatures within 5 feet of you.

Kaabac Healer

Prerequisite: Náhuinn human or tánaid

The Source gifted you with the power of life, which allows you to heal yourself and others. You gain the following benefits:

- If you or any friendly creatures within 15 feet of you regain hit points by spending Hit Dice at the end of a short rest, each of those creatures regains extra hit points equal to your Wisdom modifier (minimum of 1 additional hit point).
- If you spend 10 minutes in quiet meditation, when your meditation is complete, you can remove one condition or disease from yourself or a living creature within 5 feet of you. The condition can be blinded, deafened, paralyzed, or poisoned. Alternatively, if you spend 1 hour in meditation, you can reduce the target's exhaustion level by one or end an effect reducing either the target's ability scores or its hit point maximum. You regain this ability after you finish a long rest.

Kaabac Unity

Prerequisite: Náhuinn human, tánaid, or obakkar orc

You have achieved a deep understanding of how the service and sacrifice of the individual is vital to the success of the greater whole.You gain the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You can use the Help action as a bonus action.
- When you succeed on an attack roll, ability check, or saving throw, you can choose one creature other than yourself within 30 feet of you. This creature can add a number equal to your proficiency bonus to its next attack roll, ability check, or saving throw. You regain this ability after you finish a long rest.

Skilled Crafter

Prerequisite: nwoda dwarf, godao gnome, púka halfling, or Ysvalian human

You are a master artisan. You gain proficiency with two sets of artisan's tools of your choice. Additionally, you double your proficiency bonus for any tools you are proficient in, provided you have not gained this benefit from another source.

Dragonbonded Feats

The feats below empower you and your bonded dragon. See chapter 3 for dragonbonding rules.

Bonded Survival

Prerequisite: dragonbonded

Your bond is so strong that it transcends death, allowing one of you to fight on when you would otherwise succumb to oblivion. When you or your bonded dragon is reduced to 0 hit points, whoever took the damage—you or the dragon—falls unconscious, while the other drops to 1 hit point instead. If the unconscious character dies, you both die. Once you benefit from this feat, you can not benefit from it again until you finish a long rest.

Bonded Defense

Prerequisite: dragonbonded

Your bond allows you to gain protection from each other's presence. You gain the following benefits:

- When you and your bonded dragon are within 10 feet of each other, both of you gain a +2 bonus to AC.
- When a creature you can see within 10 feet of you attacks your bonded dragon, you can use your reaction to impose disadvantage on the attack roll. Similarly, when a creature your dragon can see within 10 feet of it attacks you, the dragon can use its reaction to impose disadvantage on the attack roll.

Bonded Magic

Prerequisite: dragonbonded

Your entwined Vaala responds to any magic you and your dragon cast on yourselves. Once per day, when you cast a spell targeting yourself, or your bonded dragon casts a spell targeting itself, the spell can target both of you. You regain the use of this ability once you finish a long rest.

Bonded Senses

Prerequisite: dragonbonded

Your bond extends across great distances. As long as you and your bonded dragon remain on the same world, you can communicate telepathically across any distance.

Additionally, as an action, you can see through your bonded dragon's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the dragon has. During this time, you are blinded and deafened with regard to your own senses. Your bonded dragon can use an action to similarly perceive through your own senses.

Coatl Bond

Prerequisite: dragonbonded with a Coatl dragon

The curiosity and intelligence of Coatl dragons has rubbed off on you, giving you the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You learn a 1st-level spell of your choice from any spell list. You can cast this spell innately once, without using verbal, somatic, or material components. You regain use of this spell when you finish a long rest.

Ehrlya Bond

Prerequisite: dragonbonded with an Ehrlya dragon

You have learned some of the craft and tricks of the Ehryla artificers, giving you the following benefits:

- Increase your Wisdom by 1, to a maximum of 20.
- You gain advantage on all ability checks that involve artisan's tools.

Exor Bond

Prerequisite: dragonbonded with an Exor dragon

You have acquired a fraction of the stealth and ruthlessness of Exor hunters, giving you the following benefits:

- Increase your Dexterity by 1, to a maximum of 20.
- Once during your turn, when you make a weapon attack with advantage on the attack roll, you deal 1d6 additional damage on a hit.

Fulgen Bond

Prerequisite: dragonbonded with a Fulgen dragon

You have acquired some of the self-assuredness and magical presence of Fulgen dragons, giving you the following benefits:

- Increase your Charisma by 1, to a maximum of 20.
- When you succeed on any Charisma check, the target suffers disadvantage on its next attack roll, saving throw, or ability check against you, until the end of your next turn.

Magnifex Bond

Prerequisite: dragonbonded with a Magnifex dragon

You have gained some of the majesty and guile of Magnifex dragons, giving you the following benefits:

- Increase your Charisma by 1, to a maximum of 20.
- When you are hit by a weapon attack from a creature you can see, you can use your reaction to make a Charisma (Deception or Performance) check. If the result of your Charisma check meets or exceeds the result of the attack roll, the attack misses, even if it would hit your AC.

Nix Bond

Prerequisite: dragonbonded with a Nix dragon

Your long contact with an undead dragon has strengthened you against vile rot, giving you the following benefits:

- Increase your Constitution by 1, to a maximum of 20.
- You gain resistance to necrotic and poison damage.







CHAPTER 2:

CLASSES AND SUBCLASSES

Adventure calls for those with the spark of the hero to brave the dangers few others dare to face. Your character is an extraordinary individual who has heard the call and answered it. Perhaps this is the moment you've been waiting for, or it could be that the role of hero was thrust upon you in a moment of crisis. Whatever your character's reasons, their epic journey begins here.

Your character's class is one of the key elements that defines them. Through your class, you determine your character's skills, powers, and abilities. More than the other aspects of character creation, your choice of class directs the path your character will walk. However, it is more than a mere occupation; it is part of who your character is and how they seek to impact the world they live in.

The twelve standard classes found in the Core rules are also present in Valerna, with a few minor alterations. There are no deities in Valerna, for example. So clerics and other "divine" classes instead venerate philosophies or ideals, and the strength of their faith in these concepts allows them to harness the power of Vaala, the force that sustains life and magic. Any changes to the twelve core classes are described in the "Subclasses" section of this book. In addition to these familiar classes, there are three new classes that are unique to the world of Dragonbond: the dragon hunter, the dragon herald, and the Vaala adept.

Many of the class features listed here have optional Vaala augmentations that alter their effects. See the "Vaala Points System" section of chapter 5: Magic, page 176 for more information on augmentations and their implementation.

CLASS DESCRIPTION	HIT DIE	SAVING THROW PROFICIENCIES	ARMOR AND WEAPON PROFICIENCIES
Dragon Hunter A canny warrior who crafts magical items from the remains of the deadliest foes	d10	**Intelligence & Constitution**	All armor, shields, simple and martial weapons
Dragon Herald An idealistic champion who uses magical runes and powers inspired by the mighty dragons	d8	**Constitution & Charisma**	Light and medium armor, simple weapons
Vaala Adept A master spellcaster who delves into the very nature of magic itself	d6	**Intelligence & Wisdom**	Simple weapons



Dragon Hunter

The massive maw of the crimson dragon opens and blasts a torrent of steel-melting fire, only for the flames to deflect off the shield of the armored hunter.

Glowing eyes searching the gloom, the colossal wyrm fails to notice the hunter cloaked in shadows, blade raised to strike.

The rampaging dragon stops, gore dripping from its fangs, as a lone figure steps into view. The grinning hunter gestures toward the scaled terror in an unmistakable invitation to battle.

Dragons are one of the greatest threats to the inhabitants of Valerna, descending from the Red Moon to feast on the Vaala within them. The waves of catastrophic assaults inspire a dedicated cadre of warriors determined to stop their devastation. To stand against a dragon, one needs to possess bravery, power, and perhaps even some measure of desperation. Those who follow this path all have stories to tell of friends or family lost to dragon claw or fiery breath. Whether their motivation is to protect or to seek revenge, these hunters are often all that stand between the ferocious wyrms and their innocent victims.

As a dragon hunter, you seek out and destroy your draconic foes however you can. By fusing your martial traditions with Vaala, you've mastered the skills needed to take the fight to the dragons and craft powerful magical items from their corpses.

Class Features

As a dragon hunter you gain the following class features.

Hit Points

Hit Dice: 1d10 per dragon hunter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per dragon hunter level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: leatherworker's tools, smith's tools, or tinker's tools

Saving Throws: Intelligence, Constitution

Skills: Choose three skills from Arcana, Athletics, Insight, Intimidation, Nature, Perception, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) studded leather armor
- (a) a longsword or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A light crossbow and 20 bolts

The Dragon Hunter

LEVEL	PROFICIENCY BONUS	CLASS FEATURES	FORMA KNOWN
1st	+2	Chosen Prey, Resolute	–
2nd	+2	Draconic Awareness	–
3rd	+2	Hunting Lodge, Forma	2
4th	+2	Ability Score Improvement	2
5th	+3	Extra Attack	2
6th	+3	Lodge Feature	3
7th	+3	Hunter's Lure	3
8th	+3	Ability Score Improvement	3
9th	+4	Lesser Repudiate Legend	3
10th	+4	Lodge Feature	4
11th	+4	Hunter's Evasion	4
12th	+4	Ability Score Improvement	4
13th	+5	Extra Attack (2)	4
14th	+5	Greater Repudiate Legend	4
15th	+5	Lodge Feature	5
16th	+5	Ability Score Improvement	5
17th	+6	–	5
18th	+6	Lodge Feature	6
19th	+6	Ability Score Improvement	6
20th	+6	Dragonbane	6

Chosen Prey

1st-Level Dragon Hunter Feature

Through study and diligence, you learn to focus your Vaala connection to guide your attacks against your foes. When you hit a creature with a weapon attack, you can mark the creature as your prey for 1 minute, or until you lose concentration (as if you were concentrating on a spell).

The first time you hit the marked target on each of your turns, including the attack used to mark it, the target takes an extra 1d4 damage of the weapon's type. The damage increases by 1d4 if the target is a Dragon.

When you reach certain levels in this class, this feature's extra damage (and the extra damage dealt to Dragons) increases by a die type: to 1d6 at 6th level, to 1d8 at 10th level, and to 1d10 at 14th level.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Resolute

1st-Level Dragon Hunter Feature

Exposure to dragons and your training has fortified your spirit. You have advantage on saving throws against any effect that causes the frightened condition.

At 10th level, you become immune to being frightened.

Draconic Awareness

2nd-Level Dragon Hunter Feature

As an action, you can expand your awareness, sensing the presence of nearby draconic beings. Until the end of your next turn, you detect the presence, but not the specific location, of any Dragon and any draconic or reptilian creature within 1 mile of you.

You can use this feature a number of times equal to 1 + your Intelligence modifier. When you finish a long rest, you regain all expended uses.

Vaala Augmentation (K'aab). If you spend 2 points from your Vaala pool when using this feature, you can determine the brood of a Dragon you sense. In addition, for every 2 points you spend beyond the first 2, you can expand the range of your Draconic Awareness by another mile.

Hunting Lodge

3rd-Level Dragon Hunter Feature

You officially begin your path as a dragon hunter when you choose a hunting lodge, the common term for one of several doctrines of dragon hunting, based on their preferred techniques. Most often this takes the form of established lodges, organizations where hunters learn their craft. However, there are also wandering hunters who take on a single apprentice and teach them as they travel. The lodges are described at the end of the class description.

Your choice of hunting lodge grants you features when you choose it at 3rd level and again at 6th, 10th, 15th, and 18th levels.

Forma

3rd-Level Dragon Hunter Feature

You learn how to instill magical powers into your equipment using components harvested from a slain dragon. The training and methodology to use draconic body parts to apply a particular augmentation to a nonmagical item is called a forma. The components harvested from dragons are commonly referred to as skutte (see the "Dragoncrafting" section in Appendix B).

You learn two forma when you reach 3rd level, choosing from the list of forma at the end of this class description. Each time you gain a level in this class, you can replace one forma you know with a different one from this feature.

When you learn a new forma from gaining a dragon hunter level, you receive enough skutte to apply that forma once. For example, at 3rd level you gain two forma and enough skutte to apply each of those forma one time. Skutte can be harvested from slain Dragons, or, if your GM approves, purchased from your lodge or merchants.

You learn an additional forma of your choice when you reach certain levels in this class, as shown in the Forma Known column of the Dragon Hunter table.

Forma Saving Throws

You use your Intelligence modifier when setting the saving throw DC for a forma's ability.

Forma save DC = 8 + your proficiency bonus + your Intelligence modifier.

Applying and Removing Forma

At the end of a long rest, provided you have leatherworker's tools, smith's tools, or tinker's tools in hand, you can apply one of your forma to a nonmagical item. The application takes 1 hour. You must meet the requirements of the forma, and use the required number of skutte. At the end of the hour, the nonmagical item becomes an augmented item possessing the power granted by the forma and is considered magical.

The maximum number of forma you can have applied to items at a given time is equal to the number of forma you know. For example, if you know two forma, you can have two augmented items, or one item augmented with two forma.

Some types of items can only hold a single forma, while others can hold several. In addition, the effects of some forma stack with additional applications, giving the wielder all of the benefits from either multiple items augmented by the same forma or from one forma applied to an item multiple times. Other, more powerful forma only benefit the wielder once, regardless of how many times that forma has been applied to their items. Unless otherwise noted in the description, an augmented item or its wielder only gains the benefits of a given forma once, regardless of how many times it is applied to one or more items.

All requirements for individual forma are defined in the list of forma at the end of this class description, and the number of forma an item can hold is indicated below:

- 3 forma: armor, weapon
- 2 forma: helmet, rod, scepter
- 1 forma: belt, bracers, boots, cloak, gauntlets/gloves, mask, ring, shield

Removing or replacing a forma requires 1 hour of work, provided you have leatherworker's tools, smith's tools, or tinker's tools in hand. If you are replacing an applied forma with a new one, you must spend skutte equal to half the cost of the new forma. If you are removing a forma completely, you can recover an amount of skutte equal to half the amount you spent to apply the forma. You can sever your connection to a lost or stolen forma item at the end of a long rest. You do not recover any skutte from doing so, but the missing forma no longer counts against the number of your maximum applied forma.

Ability Score Improvement

4th-Level Dragon Hunter Feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Extra Attack

5th-Level Dragon Hunter Feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 13th level in this class.

Hunter's Lure

7th-Level Dragon Hunter Feature

With your vast knowledge of hunting, you can trick the most powerful creatures into moving closer to you. As a bonus action, you choose one creature you can see within 100 feet to make an Intelligence saving throw against your forma save DC. On a failed save, the creature must use its movement to move toward you, up to its speed, by the shortest and most direct route, avoiding obvious obstacles or hazards as it moves, such as pits, lava, and opportunity attacks, and stopping within 5 feet of you. Dragons have disadvantage on this saving throw.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Vaala Augmentation (Id). For every 3 points you spend from your Vaala pool when using this feature, its range increases by 100 feet. When you increase the range of this feature, you no longer need to see the creature, but you must be aware of its presence.



Lesser Repudiate Legend

9th-Level Dragon Hunter Feature

You tap into Vaala to deny your foes their legendary capabilities. When a creature within 60 feet of you that you can see uses its Legendary Resistance trait, you can use your reaction to force the target to make a Wisdom saving throw against your forma save DC. On a failure, the target also fails the saving throw that triggered the use of Legendary Resistance, and the use of Legendary Resistance is wasted.

Once you use the feature, you must finish a short or long rest before you can use it again.

Vaala Augmentation (Id). If you spend 3 points from your Vaala pool when you use this feature, the target has disadvantage on the saving throw.

Hunter's Evasion

11th-Level Dragon Hunter Feature

You learn how to better avoid the dragon's deadly breath weapon and other effects that damage an area. When you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the save and only half damage if you fail.

Vaala Augmentation (K'aab). If you spend 4 points from your Vaala pool when you fail your Dexterity saving throw using this feature, you can reroll the save and must use the new roll.

Greater Repudiate Legend

14th-Level Dragon Hunter Feature

Your connection to Vaala allows you to level the playing field when you combat powerful foes. When a target you can see attempts to use a legendary action, you can use your reaction to suppress it. If it costs 1 legendary action to activate, it is suppressed, has no effect, and the legendary action is wasted. If it costs 2 or more legendary actions to activate, you must make an Intelligence check (DC equals 10 + the target's proficiency bonus). If you are successful, the legendary action fails, and the legendary action cost is spent.

Vaala Augmentation (Id). If you have already used your reaction for the round, and a target you can see attempts to use a legendary action, you can spend 5 points from your Vaala pool to use this feature again as an additional reaction.

Dragonbane

20th-Level Dragon Hunter Feature

You've reached the pinnacle of dragonslaying might. During a combat encounter, you can use an action to gain the following benefits for 1 minute:

- At the beginning of each of your turns, choose one Dragon you can see. You are immune to that Dragon's breath weapons.
- Once on each of your turns, when you hit a creature marked with your Chosen Prey feature with a weapon attack, the extra damage from your Chosen Prey feature is doubled.
- When you are hit with an attack that deals acid, cold, fire, lightning, poison, or thunder damage, you gain immunity to that same damage type from subsequent attacks made by that creature until the beginning of your next turn.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (Fai). While your Dragonbane feature is active, you can use a bonus action to spend points from your Vaala pool and regain 1d8 hit points for every point you spend.

Hunting Lodges

Dragon hunters utilize a variety of different methods to bring down their resilient prey, and hunters gravitate toward others who share their particular style. This has spurred the development of hunting lodges across Valerna, and three of the best known are described below.

Bastion Lodge (Id)

In Valerna, the threat of dragons is never a distant one. Countless lives have been lost to their incursions. The members of the Bastion Lodge, called Bulwarks, believe that the safest method of defeating a dragon lies in training to withstand or endure their powerful attacks. As a member of this august order you master techniques that harness the Id aspect of Vaala.

Bastion lodges range from beautiful, marble manors, well staffed and well funded by their grateful neighbors, to rough guildhouses overlooking pastoral farmlands. The members see their style of dragon hunting as the most effective way to protect others.

Vaala Mote and Increased Vaala Pool

3rd-Level Bastion Lodge Feature

When you select this Hunting Lodge, you gain a Mote of Affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in Id, and your Vaala point maximum increases by 2.

Lodge Benefits

3rd-Level Bastion Lodge Feature

You learn the *resistance* cantrip, and Intelligence is your spellcasting ability for it. In addition, you can add the Bastioned forma to your list of known forma, counting it against the number of forma you can learn.

Bastioned (Forma)

Hunter Level: 3
Item: Armor, item, shield, weapon
Crafting Cost: 1 skutte
Applications: Once
Attunement: No

While the augmented item with this forma is in your possession, you have advantage on saving throws to resist the poisoned condition. Moreover, if you fail a saving throw, you can reroll the die and must use the new roll. Once you use this reroll ability you must finish a short or long rest before you can use it again.

Selective Resistance

6th-level Bastion Lodge Feature

You learn to prepare yourself for the various elemental attacks used by the draconic broods. When you finish a long rest, you can choose one damage type: acid, cold, fire, lightning, poison, or thunder. Until you finish another long rest, you have resistance to damage of that type.

Vaala Augmentation (Id). For every 6 points you spend from your Vaala pool when you choose a damage type, you can touch one friendly creature to have them also gain the benefit of your Selective Resistance feature against the same type of damage.

Vengeful Strike

10th-Level Bastion Lodge Feature

You've learned to protect your allies from attacks by absorbing some of the power directed against them and storing it to use yourself. When a friendly creature you can see within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to steal some of the attack's power. Your ally takes half of the triggering damage.

The first time you hit with a melee or ranged weapon attack on your next turn, your target takes extra damage equal to half of the triggering damage.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Vaala Augmentation (Id). If you spend 4 points from your Vaala pool while making your attack, you can transmute the extra damage dealt from one of the listed types to another. For example, you could absorb fire damage and deal lightning damage instead.

Cleaving Barrier

15th-Level Bastion Lodge Feature

Just as the stone diverts the stream, you can focus your Id to deflect the area of effect attacks of your foes. When a hostile creature you can see casts a spell or uses an ability that deals damage to targets in a cone or line, and if you are in that area, you can use your reaction to present your weapon or shield and divert it, allowing all creatures in a 30-foot cone behind you to avoid it completely.

You take damage from the effect as if you failed your saving throw, but you still make a saving throw to determine if you suffer any other effects from the diverted spell or ability.

Vaala Augmentation (Id). If you spend 5 points from your Vaala pool when you use your Cleaving Barrier, you can increase the size of your protective cone to 60 feet.

Supreme Bulwark

18th-Level Bastion Lodge Feature

By wrapping the power of your Id around your body, you fortify yourself against injury. As a bonus action, you gain resistance to all bludgeoning, piercing, and slashing damage,

and your Selective Resistance feature provides immunity to the chosen damage type instead of resistance. These benefits last for 1 minute.

In addition, while this effect is active, you can use a bonus action to regain hit points equal to your proficiency bonus plus your Constitution modifier. However, if you are reduced to 0 hit points while your Supreme Bulwark is active but don't die, you gain a level of exhaustion.

Once you use this feature, you must finish a short or long rest before you can use it again.

Vaala Augmentation (Id). If you spend 6 points from your Vaala pool when using a bonus action to regain hit points with this feature, the amount of hit points regained increases by 10.

Reaver Lodge (K'aab)

Dragons are well armored and powerful, and they have numerous protections that must be overcome in order to defeat them. Informally known as Edges, the members of the Reaver Lodge follow a martial tradition that teaches techniques to weaken and debilitate draconic foes. The skills and maneuvers you master as a member of the Reavers tap into the K'aab aspect of Vaala, manipulating the raw elements of life.

Reaver lodges are usually fortified estates, redoubts, or small keeps proudly displaying the trophies of their hunts for all to see. The members of this lodge tend to be focused and practical, more concerned with results rather than social niceties.

Vaala Mote and Increased Vaala Pool

3rd-Level Reaver Lodge Feature

When you select this hunting lodge, you gain a Mote of Affinity in K'aab. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in K'aab and your Vaala point maximum increases by 2.

Lodge Benefits

3rd-Level Reaver Lodge Feature

You learn the *true strike* cantrip, and Intelligence is your spellcasting ability for it. In addition, you can add the Reaver forma to your list of known forma, counting it against the number of forma you can learn.

Reaver (Forma)

Hunter Level: 3
Item: Armor, item, shield, weapon
Crafting Cost: 1 skutte
Applications: Once
Attunement. No

While the item augmented with this forma is in your possession, you have advantage on initiative rolls. Moreover, during combat, when a creature you can see within 60 feet of you starts its turn, you can use your reaction to change your initiative to take your turn immediately after that creature. You continue to use your new initiative until the end of the encounter. Once you use this reaction, you must finish a short or long rest before you can use it again.

Damage Malediction

6th-Level Reaver Lodge Feature

You learn to use Vaala to create a weakness in the defenses of your foes. As an action, one creature of your choice that you can see within 60 feet of you must succeed on an Intelligence saving throw against your forma save DC or gain a weakness to one damage type of your choice for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

You can only have one use of Damage Malediction active at a time. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Vaala Augmentation (K'aab). If you spend 3 points from your Vaala pool when using this feature, the target has disadvantage on its saving throws against the effect.

Echostep Strike

10th-Level Reaver Lodge Feature

Once per turn, as part of an Attack action against a target you can see that is marked by your Chosen Prey feature, you can magically teleport up to twice your speed to appear in an unoccupied space within 5 feet of the target. At the end of your Attack action, you can choose to either instantly reappear in the space you teleported from or stay where you teleported to.

If your target is at least two size categories larger than you, you can choose to appear on top of it if its space is within your teleport range.

Vaala Augmentation (K'aab). For every 4 points you spend from your Vaala pool when you use this feature, the range of your teleport increases by 20 feet.

Hunter's Presence

15th-Level Reaver Lodge Feature

Your prowess at dragon hunting invokes fear and trepidation in your foes. As an action, you can choose a number of creatures that are aware of you and within 60 feet of you equal to half of your proficiency bonus. Each target must succeed on a Wisdom saving throw or become frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this feature, you must finish a short or long rest before you can use it again.

Vaala Augmentation (K'aab). For every 5 points you spend from your Vaala pool when you use this feature, the range of your Hunter's Presence increases by 10 feet.

Equalizing Transformation

18th-Level Reaver Lodge Feature

By infusing yourself with the K'aab aspect of Vaala, you can even the playing field against your foes. As an action, you magically grow stronger and gain the following benefits for 1 minute:

- Your Strength becomes 24 if it isn't already higher.
- You have advantage on Strength checks and Strength saving throws.
- When rolling damage for your weapon attacks, you roll three times the normal number of dice. For example, a longsword would deal 3d8 slashing damage instead of 1d8.

You can use this feature a number of times equal to half of your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Vaala Augmentation (K'aab). If you spend 10 points from your Vaala pool as a bonus action during the duration of this effect, you magically grow one size category larger, along with anything you are wearing or carrying. While enlarged, you roll four times the normal number of dice when rolling damage for your weapon attacks. You can remain enlarged for a number of turns equal to your proficiency bonus. When this enlarging effect ends, the feature's effect also ends.

Shadow Lodge (Fai)

If a dragon can't see you, it can't hurt you. The members of the Shadow Lodge, called Shades, use stealth to keep from being detected while attacking their draconic targets. As a member of this secretive order, you study disciplines that harness the Fai aspect of Vaala.

Shadow lodges tend to be forts and lairs hidden within both urban and rural environments, typically disguised as innocuous businesses or secreted away beneath street or hill. The members of this lodge tend to be quiet and reserved, watching everything with a practiced eye before fading into the shadows to await their moment to strike.

Vaala Mote and Increased Vaala Pool

3rd-Level Shadow Lodge Feature

When you select this hunting lodge, you gain a Mote of Affinity in Fai. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in Fai and your Vaala point maximum increases by 2.

Lodge Benefits

3rd-Level Shadow Lodge Feature

You learn the *minor illusion* cantrip, and Intelligence is your spellcasting ability for it. In addition, you can add the Shadowed forma to your list of known forma, counting it against the number of forma you can learn.

Shadowed (Forma)

Hunter Level: 3
Item: Belt, boots, cloak
Crafting Cost: 1 skutte
Applications: Once
Attunement: No

While the item augmented with this forma is in your possession, you have advantage on Dexterity (Stealth) checks to move quietly. Moreover, you can use a bonus action to create a shadowy double of yourself in your space. The double moves with you and mimics your actions so it is difficult to discern which is the real you. Creatures wishing to target you with a weapon or spell attack must succeed on a Wisdom saving throw or target your shadow double instead. The double lasts for a number of rounds equal to your proficiency bonus, or until it is successfully struck by an attack.

Once you use the shadow double ability, you must finish a short or long rest before you can use it again.

Ghost Stride

6th-Level Shadow Lodge Feature

You learn to move swiftly and quietly to avoid even the enhanced senses of dragons. Your speed increases by 10 feet. Moreover, you can use a bonus action to shroud yourself with magical shadows for 1 minute. When you do so, you can't be detected with blindsight, you have no discernable scent or odor, and you can't be tracked by magical means. Once you use this feature, you must finish a short or long rest before you can use it again.

Vaala Augmentation (Fai). If you spend 3 points from your Vaala pool as a bonus action while this feature is active, you gain a climbing speed equal to your walking speed, and you can move up, down, and across vertical surfaces. This benefit lasts until the beginning of your next turn.

Swallowstep Strike

10th-Level Shadow Lodge Feature

When you are hit by a Bite attack from a creature Large sized or larger, you can use your reaction to throw yourself down that creature's throat. While swallowed in this manner, you are not blinded or restrained, you have advantage on attack rolls against the swallowing creature, and your melee weapon attacks deal an extra 1d6 damage to it.

You can remain inside the creature's stomach for as long as you wish, regardless of how much damage the target takes. However, you can't breathe while inside the target. If the creature's description allows it to damage swallowed or engulfed creatures, you take that damage

At the end of each of its turns, the creature can try to purge itself of you by making a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Strength bonus. On a success, the creature regurgitates you into an unoccupied space within 5 feet of it. You can also use an action to emerge from the creature.

Vaala Augmentation (Fai). If you spend 4 points from your Vaala pool as bonus action while you are swallowed, you can make a single melee weapon attack against the target.

Shadowform

15th-Level Shadow Lodge Feature

When a creature you can see hits you with an attack, you can use your reaction to briefly transform into a shadowy silhouette, gaining immunity to all damage, including the triggering attack, and losing the ability to physically interact with objects until the end of your next turn. You can move through solid objects as if they were difficult terrain. If you occupy the same space as a solid object when this effect ends, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (Fai). If you spend 5 points from your Vaala pool when this effect ends, you can choose to magically teleport to an unoccupied spot you can see within 60 feet of you.

Sidereal Step

18th-Level Shadow Lodge Feature

You learn the highest art of your hunting lodge, the ability to become a shadow but still touch the normal world. As an action, you step outside of the boundaries of time itself for 1 round, also gaining the benefits of your Shadowform feature. While you are outside of time, you can attack or make minor changes to the creatures within 120 feet at the start of their turn as listed below, appearing as a flickering shadow seen out of the corner of the eyes. You can't be targeted or attacked by any means while under the effect of this feature.

If any of the effects of this feature require a saving throw, the DC is your forma save DC.

During the round, you can choose to perform one of the following actions on each creature at the start of their turn:

- Make one weapon attack against the creature.
- Force the creature to make a Dexterity saving throw or fall prone.
- Move the creature up to 15 feet in any direction you choose.
- Grant the creature the benefits of the blur spell until the start of your next turn, as you move them partially out of phase with reality.
- If the creature is a spellcaster, force it to make a Wisdom check or lose concentration.
- Give a bonus or penalty equal to your Intelligence modifier to the next attack roll, ability check, or saving throw the creature makes before the start of your next turn.

At the beginning of your next turn you reappear in an unoccupied spot you can see within 120 feet of the space you vanished from, and the effect ends. Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (Fai). For every 6 points you spend from your Vaala pool when interacting with a creature while using Sidereal Step, you can increase or reduce the damage of its next successful weapon attack before the start of your next turn by 12.

Forma

Crafted from components harvested from slain dragons and applied to nonmagical items, armor, and weapons, these special augmentations imbue mundane objects with magical abilities.

The description of each forma contains the following:

- **Hunter Level:** The minimum number of dragon hunter levels you must have to apply the forma to an item
- **Item:** The type of item that the forma can be applied to
- **Crafting Cost:** The amount of skutte that must be spent to apply the forma to an item
- **Applications:** How many times this forma can be applied to a single item
- **Attunement:** Whether you must be attuned to the item in order use the power of the forma

Some forma benefits do not stack. Unless otherwise noted in the description, an augmented item or its wielder only gains the benefits of a given forma once, regardless of how many times that forma is applied to one or more items.

Dragon Hunter Formas

FORMA	MINIMUM DRAGON HUNTER LEVEL
Bone Marrow Lamination	3
Colossus Climber	3
Dragonbone Reinforcement	3
Scalebane	3
Wyrmforged	3
Wyrmhide Reinforcement	3
Dragonblood Etching	6
Drakebane	6
Great Wyrm's Contingency	6
Rending Claw	6
Weakening	6
Wingbind	6
Winged	6
Brood Reliquary	10
Fang's Edge	10
Heartstring Aegis	10
Phrenic Distillation	10
Scaled	10
Vitality Infusion	10
Draconis Supremis	15
Dragonhair Mesh	15
Synaptic Threads	15
Draconic Fetter	18
Hunter's Legion	18
Superior Synaptic Threads	18

Bone Marrow Lamination

Hunter Level: 3
Item: Any non-weapon item
Crafting Cost: 1 skutte
Applications: Multiple
Attunement. No

While the item augmented with this forma is in your possession, your hit point maximum increases by 10.

Additional Forma. For each additional Bone Marrow Lamination you apply to the same item, your hit point maximum increases by an additional 10. If you apply this forma to a different item, the benefit ends on the previous item.

Brood Reliquary

Hunter Level: 10
Item: Helmet, ring, rod, scepter
Crafting Cost: 2 skutte
Applications: Once
Attunement: Yes

While the item augmented with this forma is in your possession, you can use an action to roll an Intelligence (Arcana) check with a DC equal to the 10 + half of the CR of a Dragon you can see. If you succeed, all friendly creatures that can hear you within 30 feet of you gain a bonus of 1d6 extra damage on their weapon attacks against that brood of Dragon. This bonus lasts for 1 minute. Once you use this forma's ability, you can't use it again until you finish a short or long rest.

Colossus Climber

Hunter Level: 3
Item: Belt, boots, bracers, cloak,
Crafting Cost: 1 skutte
Applications: Once
Attunement: No

While the item augmented with this forma is in your possession, you have advantage on ability check contests to climb onto bigger creatures and on ability check contests or saving throws to resist being dislodged once you are atop the creature.

Draconic Fetter

Hunter Level: 18
Item: ring, rod, scepter
Crafting Cost: 10 skutte
Applications: Once
Attunement: Yes

While you hold or wear the item augmented with this forma, you can use an action to force a Dragon that you can see to make a Wisdom saving throw. On a failure, the dragon is charmed by you for 1 hour. If the Dragon is in a combat encounter, it has advantage on the saving throw. Dragons immune to being charmed are still affected, but a Dragon with a CR higher than your level is immune to this feature.

While the Dragon is charmed, you have a telepathic link with it as long as the two of you are on the same planet. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify 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 from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

At the end of each of its turns, the Dragon can repeat the saving throw, ending the effect on a success. Once you use this forma, you must finish a long rest before you can use it again.

Draconis Supremis

Hunter Level: 15
Item: Weapon
Crafting Cost: 6 skutte
Applications: Once
Attunement: Yes

When you score a critical hit on a creature marked with your Chosen Prey feature using a weapon augmented by this forma, the target must make a Constitution saving throw. On a failed save, the target takes 10d10 necrotic or radiant damage (your choice). On a successful save, the target is stunned until the end of its next turn. Once you use this feature, you must finish a short or long rest before you can use it again.

Dragonblood Etching

Hunter Level: 6
Item: Weapon
Crafting Cost: 3 skutte
Applications: Multiple
Attunement: Yes

Your weapon is enhanced with the blood of a dragon. Choose one damage type - acid, cold, fire, lightning, poison, or necrotic - when you apply this forma. Your weapon deals an extra 1d6 damage of this type when it hits.

Additional Forma. For each additional Dragonblood Etching you apply to the same weapon, the extra damage increases by 1d6.

Dragonbone Reinforcement

Hunter Level: 3
Item: Armor, shield
Crafting Cost: 1 skutte
Applications: Once
Attunement: Yes

When you apply this forma, choose one saving throw. While you are wearing or holding the item augmented by this forma, you have advantage on that saving throw.

Dragonhair Mesh

Hunter Level: 15
Item: Belt, boots, bracers, cloak, gauntlets/gloves, helmet, mask, ring, rod, scepter
Crafting Cost: 4 skutte
Applications: Once
Attunement: Yes

While you are wearing or holding the item augmented with this forma, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the missing limb regrows and returns to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

You can also use a bonus action to immediately heal 50 hit points. If you do, this forma's effects stop until you finish a long rest.

Drakebane

Hunter Level: 6
Item: Weapon
Crafting Cost: 3 skutte
Applications: Once
Attunement: No

When you hit a Dragon with a weapon augmented by this forma, the Dragon takes an extra 3d6 damage.

Fang's Edge

Hunter Level: 10
Item: Weapon
Crafting Cost: 2 skutte
Applications: Multiple
Attunement: Yes

On each of your turns, the first time you hit a creature marked with your Chosen Prey feature using a weapon augmented with this forma, you automatically deal the maximum damage possible for that weapon, but you don't maximize the damage from any additional sources, such as the extra damage from Chosen Prey, Sneak Attack, the Dragonblood Etching forma, or similar abilities.

Additional Forma. For each additional Fang's Edge you apply to the same weapon, you can automatically deal the maximum damage with one additional attack on each of your turns.

Great Wyrm's Contingency

Hunter Level: 6
Item: Belt, bracers, boots, cloak, gauntlets/gloves, helmet, mask, ring, rod, scepter
Crafting Cost: 4 skutte
Applications: Once
Attunement: No

If you are reduced to 0 hit points while the item augmented by this forma is in your possession, you immediately regain half of your maximum hit points. However, you have disadvantage on all attack rolls, ability checks, and saving throws until you finish a long rest. Once you make use of this forma's effect, it can't be used again until you finish a long rest.

Heartstring Aegis

Hunter Level: 10
Item: Armor, shield
Crafting Cost: 2 skutte
Applications: Once
Attunement: No

While you are wearing or holding the item augmented by this forma, you can turn any critical hit against you into a normal hit. The augmented item has 3 charges. Each use of the item's forma effect expends 1 charge. The augmented item regains all expended charges when you finish a long rest.

Hunter's Legion

Hunter Level: 18
Item: Weapon
Crafting Cost: 10 skutte
Applications: Once
Attunement: Yes

While you wield a weapon augmented by this forma, you have a +3 bonus to attack and damage rolls made with it. Moreover, while you hold the drawn weapon, it creates an aura in a 30-foot radius around you. You and all creatures friendly to you in the aura deal an extra 3d6 damage against Dragons.

With this forma applied to a weapon, no other forma can be applied to it, and all forma previously applied to it become nonfunctional. If you apply this forma to a different item, the benefit ends on the previous item.

Phrenic Distillation

Hunter Level: 10
Item: Belt, bracers, gauntlets/gloves
Crafting Cost: 6 skutte
Applications: Multiple
Attunement: Yes

When you apply this forma, choose either Intelligence or Wisdom. While you are wearing the item augmented by this forma, you gain a +2 bonus to the ability score you selected. If you are attuned to an item augmented by the Vitality Infusion forma, this forma will not function.

Additional Forma. If you augment and wear additional items with this forma, you gain an additional +1 bonus to the ability you selected (to a maximum of 24) for each such item after the first one.

Rending Claw

Hunter Level: 6
Item: Weapon
Crafting Cost: 3 skutte
Applications: Once
Attunement: No

This forma channels the might of the dragons to addle the mind of your foe. On each of your turns, the first time you hit a creature marked by your Chosen Prey feature with a weapon augmented by this forma, the target must succeed on an Intelligence saving throw or all attacks against it have advantage until the beginning of your next turn. If you hit a different creature with a weapon augmented by this forma, the effect ends on the previous target.

Scalebane

Hunter Level: 3
Item: Weapon
Crafting Cost: 1 skutte
Applications: Multiple
Attunement: No

When you hit a creature marked by your Chosen Prey feature with a weapon augmented by this forma, the target's Armor Class is reduced by 1 until the beginning of your next turn, up to a maximum equal to your proficiency bonus. The effects of hits by the same Scalebane weapon stack, so subsequent attacks continue to reduce the target's AC. However, a target struck by a Scalebane weapon is immune to the AC reducing effect of Scalebane weapons wielded by other creatures until the initial effect ends.

Additional Forma. For each additional Scalebane forma you apply to the same weapon, the amount of a target's AC that is reduced with each hit increases by 1.

Scaled

Hunter Level: 10
Item: armor
Crafting Cost: 4 skutte
Applications: Once
Attunement: Yes

When you apply this forma, choose one of the following damage types: acid, cold, fire, lightning, necrotic, or thunder. While you are wearing the item augmented by this forma, you have resistance against that type of damage.

Superior Synaptic Threads

Hunter Level: 18
Item: Any non-weapon item
Crafting Cost: 10 skutte
Applications: Once
Attunement: No

While you have the item augmented by this forma in your possession, you can attune up to five magic items at once. The effect of this forma does not stack with the effects of anything that increases the number of items you can attune to at the same time, including an item augmented by the Synaptic Threads forma. If you apply this forma to a different item, the benefit ends on the previous item.

Synaptic Threads

Hunter Level: 15
Item: Any non-weapon item
Crafting Cost: 6 skutte
Applications: Once
Attunement: No

While you have the item augmented by this forma in your possession, you can attune up to four magic items at once. This effect of this forma does not stack with the effects of anything that increases the number of items you can attune to at the same time, including an item augmented by the Superior Synaptic Threads forma. If you apply this forma to a different item, the benefit ends on the previous item.

Vitality Infusion

Hunter Level: 10
Item: Belt, bracers, gauntlets/gloves
Crafting Cost: 6 skutte
Applications: Multiple
Attunement: Yes

When you apply this forma, choose either Strength, Dexterity, or Constitution. While you are wearing the item augmented by this forma, you gain a +2 bonus to the ability score you selected. If you are attuned to an item augmented by the Phrenic Distillation forma, this forma will not function.

Additional Forma. If you augment and wear additional items with this forma, you gain an additional +1 bonus to the ability you selected (to a maximum of 24) for each such item after the first one.

Weakening

Hunter Level: 6
Item: Weapon
Crafting Cost: 3 skutte
Applications: Once
Attunement: No

On your turn, the first time you hit a creature marked by your Chosen Prey feature with a weapon augmented by this forma, the target must make an Intelligence saving throw. On a failed save, the target loses its resistance to one damage type of your choice until the end of your next turn. If the target is immune to that damage type, it instead is resistant to it until the end of your next turn. A target can only be subjected to one effect from this forma at a time.

Wingbind

Hunter Level: 6
Item: Weapon
Crafting Cost: 3 skutte
Applications: Once
Attunement: No

On your turn, the first time you hit a creature marked by your Chosen Prey feature with a weapon augmented by this forma, the target must succeed on an Intelligence saving throw or its flying speed (if any) is reduced to 0 feet until the end of your next turn. An airborne creature affected by this safely descends 60 feet per round until it reaches the ground or the effect ends.

Winged

Hunter Level: 6
Item: Armor, belt, bracers, boots, cloak, ring
Crafting Cost: 3 skutte
Applications: Multiple
Attunement: Yes

While you carry or wear the item augmented with this forma, you can expend 1 of its charges to gain a flying speed equal to half of your normal speed for 10 minutes. If you are flying when the duration expires, you safely descend 30 feet per round until you land. The augmented item has 3 charges. The augmented item regains all expended charges when you finish a long rest.

Additional Forma. For each additional Winged forma you apply to the same item, your flying speed increases by 10 feet. If you apply this forma to a different item, the benefit ends on the previous item.

Wyrmforged

Hunter Level: 3
Item: Weapon
Crafting Cost: 1 skutte
Applications: Multiple
Attunement: No

You have a +1 bonus to attack and damage rolls made with a weapon augmented by this forma.

Additional Forma. For each additional Wyrmforged forma you apply to the same weapon, the bonus to attack and damage rolls increases by 1. The bonus from this forma only stacks with further applications of it to the same weapon. If you augment different weapons with this forma, you must track each weapon's bonus separately.

Wyrmhide Reinforcement

Hunter Level: 3
Item: Armor, shield
Crafting Cost: 1 skutte
Applications: Multiple
Attunement: No

You have a +1 bonus to your AC while wearing an item augmented by this forma.

Additional Forma. For each additional Wyrmhide Reinforcement forma you apply to the same item, its AC bonus increases by 1. The bonus from this forma only stacks with further applications of it to the same item. If you augment different items with this forma, you must track each item's bonus separately.





Dragon Herald

As spiders pour through the hidden passage of a crumbling ruin, a dwarven scholar inscribes a magical rune onto her robes guarding herself from the onslaught.

Calling out for his companions to beware, an ellari adventurer's eyes glow with inner light as he breathes a blast of fire onto the orc raiding party.

Cornered, wounded, and without hope, a human nonetheless grins at her foes as she transforms into the majestic and terrifying form of a bronze dragon.

To most, the great wryms are nothing but catastrophe, but dragon heralds see past the often cruel and destructive nature of the dragons to glimpse their glory and majesty. While a few dragon heralds actually act as direct agents of specific broods, most do not serve dragons and may not even agree with their actions.

Dragon heralds venerate the mighty dragon broods, infusing their efforts with Vaala to imitate the great wyrms' abilities and even transform themselves into dragons. They have crafted their own runic magic system in an attempt to mimic the dragon's Kadmic runes, through which the heralds cast spells and empower themselves and their allies. Some heralds seek to redeem the dragons by using their abilities for the good of all, whereas others simply hope to turn this power to their own advantage.

Class Features

As a dragon herald you gain the following class features.

Hit Points

Hit Dice: 1d8 per dragon herald level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per dragon herald level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two skills from Acrobatics, Arcana, Deception, Insight, Investigation, Nature, Religion, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Any two simple weapons of your choice
- A light crossbow and 20 bolts
- Leather armor and a dagger
- A leather sketchbook or journal

Vaala Aspects and Broods

Just as the great draconic broods are not tied to any single aspect of Vaala, so follow the dragon heralds. None of the venerated broods available to choose from at the end of the class description are limited to a single Vaala aspect for their various Vaala augmentations. Instead, individual features granted by a given venerated brood could have augmentations from any of the three Vaala aspects.

Runecasting

1st-Level Dragon Herald Feature

In your study of the great dragon broods and their nature, you learn to emulate them, manifesting Vaala through magical runes inspired by the Kadmic runes used by true dragons. The mystical glyphs and symbols you use imbue you with magical abilities.

Tracing a Rune

To activate the power of one of your runes, you trace the rune in the air, on another creature, or on your own form. This is called tracing a rune. Each rune requires an action to trace, unless otherwise indicated in its description. A rune leaves a temporary magical mark that glows faintly with eldritch energy until that rune is expended.

You do not need to maintain concentration on a rune, unless otherwise indicated in its description. Runes are not spells and, thus, aren't affected by the *counterspell* spell or similar effects. However, runes' effects are magical, making them subject to spells that negate magical effects, such as *antimagic field* and *dispel magic*.

Rune Primary Effects and Exploits

A rune confers a benefit, called a primary effect, on the caster or target. A rune's primary effect lasts until the end of the duration indicated in its description.

Each rune also has a secondary effect called an exploit. When the caster or the target inscribed with the rune exploits it, the rune unleashes all its stored power to trigger a separate effect. Unless otherwise noted, a rune vanishes after its exploit is used, ending all of that rune's effects.

Some advanced runes grant multiple primary effects and exploits. If a rune has more than one exploit, you can choose the exploit to use, but the rune is expended after any one of its exploits is used.

The Dragon Herald

LEVEL	PROFICIENCY BONUS	CLASS FEATURES	RUNES KNOWN	RUNE SLOTS	RUNES ACTIVE	BROOD RUNE SPELL LEVEL
1st	+2	Runecasting, Dragon Senses	2	1	1	—
2nd	+2	Impelling Speech	3	1	1	—
3rd	+2	Venerated Brood, Spellcasting	3	2	2	1st
4th	+2	Ability Score Improvement	3	2	2	1st
5th	+3	—	4	2	2	2nd
6th	+3	Venerated Brood Feature	4	3	3	2nd
7th	+3	Dragonstone	4	3	3	3rd
8th	+3	Ability Score Improvement	4	3	3	3rd
9th	+4	—	5	3	3	4th
10th	+4	Venerated Brood Feature	5	4	4	4th
11th	+4	Swift Runes	5	4	4	5th
12th	+4	Ability Score Improvement	5	4	4	5th
13th	+5	—	6	4	4	5th
14th	+5	Venerated Brood Feature	6	5	5	5th
15th	+5	Bonding Glyphs	6	5	5	5th
16th	+5	Ability Score Improvement	6	5	5	5th
17th	+6	—	7	5	5	5th
18th	+6	Venerated Brood Feature	7	6	6	5th
19th	+6	Ability Score Improvement	8	6	6	5th
20th	+6	Elder Form	8	6	6	5th

Rune Slots

The Dragon Herald table shows how many rune slots you have to trace your runes. To trace one of your runes, you must expend a rune slot. You regain all expended rune slots when you finish a short or long rest.

Runes Known at 1st Level and Higher

At 1st level, you know two runes of your choice, each of which is detailed at the end of the class description.

The Runes Known column in the Dragon Herald table shows when you learn more runes of your choice. When you gain a level in this class, you can choose one of the runes you know and replace it with another rune that you could learn at that level.

If a rune has prerequisites, you must meet them to learn it. You can learn the rune at the same time as you meet its prerequisites. A level prerequisite refers to your level in this class.

Runes Active

You can only maintain a certain number of active runes at the same time, but you can have any combination of the runes you know active up to that limit. The Dragon Herald table shows how many runes you can have active at once. An active rune is considered to be one that continues to grant its benefits. You can end an active rune at any time.

Runecasting Ability

Charisma is your runecasting ability for your runes. In addition, you use your Charisma modifier when setting the saving throw DC for a rune you trace and when making an attack roll with one.

Rune save DC = 8 + your Proficiency bonus + you Charisma modifier

Rune attack modifier = your proficiency bonus + your Charisma modifier

Dragon Senses

1st-Level Dragon Herald Feature

Your study and admiration of dragons grants you some measure of their keen vision and scent tracking. You gain darkvision out to 60 feet. If you already have darkvision, your range increases by 30 feet. Moreover, you gain a scent-based form of blindsight with a range of 5 feet. You must be able to smell, and your blindsight can't detect creatures without a discernible scent, such as a bodiless ghost or shadows.

Your blindsight increases by 5 feet at 7th level, and again at 11th and 15th levels.

Vaala Augmentation (Any). If you expend 2 points from your Vaala pool before making a Wisdom (Perception) check, you have advantage on the check.

Impelling Speech

2nd-Level Dragon Herald Feature

As your expertise as a herald grows, so does your ability to use your words to sway others and beguile your listeners. Choose one of the following skills: Deception, Intimidation, or Persuasion. You gain proficiency in the skill you select and add double your proficiency bonus to any ability check you make with that skill instead of using your normal proficiency bonus.

Vaala Augmentation (Id). If you spend 2 points from your Vaala pool immediately after you make an ability check using the chosen skill, you can choose to reroll the die and must use the new roll.

Venerated Brood

3rd-Level Dragon Herald Feature

Choose one draconic brood listed at the end of the class description to be the inspiration you draw upon when you channel Vaala. Your choice grants you features at 3rd level and again at 6th, 10th, 14th, and 18th levels.

Spellcasting

When you reach 3rd level, you gain the ability to cast the cantrips provided by your venerated brood's Brood Spells feature. Additionally, you can cast spells from the dragon herald spell list using a special rune known as a Brood Rune. Your spellcasting for cantrips and spells uses the same ability, save DC, and attack modifier as your runecasting.

Brood Rune

Prerequisite: Membership in a venerated brood

Range: Self

Duration: Until you finish a long rest

When you choose a venerated brood, a special rune appears somewhere on your body. This rune does not count toward the number of runes you may have active at one time. You can use this rune to channel Vaala and cast a spell you know. The Dragon Herald table shows the level of spell you can cast with your Brood Rune. You can cast a spell with your Brood Rune once. You regain all uses of your Brood Rune when you finish a short rest.

You gain one additional use of your Brood Rune at 9th level and again at 14th level.

Vaala Augmentation (Any). You can cast a spell with your Brood Rune without expending a use of it by spending a number of points from your Vaala pool equal to the spell level of the spell you cast. You must still meet any prerequisites for the spell.

Ability Score Improvement

4th-Level Dragon Herald Feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Dragonstone

7th-Level Dragon Herald Feature

You learn to inscribe a rock, tile, or other hand-sized, nonmagical object and turn it into a dragonstone. Creating a dragonstone requires 10 minutes of work, and it lasts until you finish a long rest.

A dragonstone has AC 15 and 1 hit point, and it is immune to poison and psychic damage. When the duration ends, or if the dragonstone is destroyed, it crumbles and is lost.

When you use your Draconic Transformation feature from your venerated brood, a creature in possession of your dragonstone gains the same attribute you choose. If you lose concentration, both you and the creature holding your dragonstone lose the benefit of your Draconic Transformation.

Once you use this feature to create a dragonstone, you must finish a long rest before you can use it again. Starting at 15th level, you can create up to two dragonstones that last until you finish a long rest, each requiring 10 minutes of work to complete.

Swift Runes

11th-Level Dragon Herald Feature

You can focus your connection to Vaala to produce nearly instantaneous runes. On your turn, you can trace a rune as a bonus action. Only the primary effect of the rune can be activated as a bonus action; the time required to use any rune exploit remains the same.

When you use this feature, you can use your action on the same turn to trace another rune only if it has yourself as its target. You must expend rune slots for both runes as normal.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (Any). If you spend 4 points from your Vaala pool when you use this feature, you gain a bonus use of the Swift Rune feature before you finish your next long rest.

Bonding Glyphs

15th-Level Dragon Herald Feature

You learn the secret of sharing your runic gifts with your companions. You can choose a number of creatures equal to half of your proficiency bonus and spend a total of 10 minutes magically inscribing a tattoo-like glyph onto their bodies. The area covered by the mark is no larger than a handprint, and it can be on any part of the body. Once inscribed, damage or injury doesn't disrupt the glyph's function. All bonding glyphs fade when you finish a long rest.

When you trace a rune with yourself as the target, you can choose any number of creatures bearing one of your Bonding Glyphs to gain the same primary effect. You can share up to two of your active runes with your companions in this manner.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (Any). For every 3 points you spend from your Vaala pool during the 10 minutes you are inscribing runes, you can inscribe an additional creature with a Bonding Glyph.

Elder Form

20th-Level Dragon Herald Feature

You achieve the ultimate expression of your draconic devotion and can become a dragon. You can use your action to assume the form of a Dragon of the same type as your venerated brood with a challenge rating equal to your dragon herald level or lower for 1 hour.

Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of your new form. If the Dragon has any of the same proficiencies as you, you use whichever bonus is larger.

You can use the traits and actions of your new form. In addition, you retain any features from your class, ancestry, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any legendary actions or lair actions of the new form.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions normally, but equipment doesn't change shape or size to match the new form unless it already had the ability to do so. Any equipment that the new form can't wear falls to the ground or merges into the new form. Equipment that merges into the new form has no effect in that state.

For the duration of this feature, you can use an action to change back to your normal form or back to your Dragon form, following the same restrictions and rules but with the following exception: If your new form has more hit points than your current one, your hit points remain at their current value.

When you revert to your normal form, you return to the number of hit points you had before you transformed. If you return as the result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

Once you use this feature, you must finish a long rest before you can use it again.

Venerated Broods

The dragons of Drakha rule the Red Moon in broods, each rivaling the others in power, terror, and majesty. As a dragon herald, you choose one of these broods to venerate, and you gain powers themed around your choice. The saving throw DC for abilities from your venerated brood equals your rune save DC.

Coatl Brood

To truly know requires study, and with knowledge comes power. This is the axiom behind your veneration of the Coatl dragons. As a follower of this path, you strive for lore and wisdom, obsessing over mundane minutiae and mystical arcana with equal fervor. Just as your draconic idols hoard knowledge, there are no topics you do not find fascinating. Some Coatl dragon heralds prefer the lives of solitary scholars, still others travel the road eager to experience the wonders of the world. You know, in time, that you will accumulate enough knowledge to prove your superiority and glorify the dragons you so honor.



Vaala Mote and Increased Vaala Pool

3rd-level Coatl Brood Feature

When you select this venerated brood, you gain a Mote of Affinity in a Vaala aspect of your choice. Additionally, your Vaala point maximum increases by 2.

When you reach 14th level, you gain another Mote of Affinity in the aspect you chose at 3rd level and your Vaala point maximum increases by 2.

Brood Spells

3rd-Level Coatl Brood Feature

You learn the *mage hand* and *vicious mockery* cantrips. Additionally, you learn a number of spells that you can cast with your Brood Rune, as indicated in the Coatl Brood Spell table. These are dragon herald spells for you.

Coatl Brood Spells

Dragon Herald Level	Spells
3rd	*detect magic, identify*
5th	*blur, detect thoughts*
7th	*clairvoyance, counterspell*
9th	*divination, freedom of movement*
11th	*arcane hand, modify memory*

Disruption Breath

3rd-Level Coatl Brood Feature

You can use your action to exhale a blast of magical force. When you use your breath weapon, each creature in a 15 ft cone must make a Constitution saving throw. A creature takes 2d6 force damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Vaala Augmentation [K'aab]. For every 3 points you spend from your Vaala pool when you use this feature, you can add an additional 1d6 damage to your Disruption Breath.

Draconic Transformation

6th-Level Coatl Brood Feature

Growing closer to the Coatl, you learn to manifest draconic attributes for a short time. As a bonus action, you choose one of the attributes described below to gain for 1 minute (requires concentration as if using a spell). Once you use this feature, you must finish a long rest before you can use it again.

If the attribute you select is a natural weapon, it counts as a simple melee weapon for you, but when you attack with it, you add your Charisma modifier to the attack

and damage rolls instead of your Strength modifier. Your clothing and equipment magically adjust to accommodate your new physical form.

When you activate this feature, you choose one of the following attributes:

- **Entwining Tail.** You grow a long draconic tail, which deals 1d4 damage on a hit and has the reach property. A target hit with your tail is grappled (escape DC equals 10 + your proficiency bonus + your Charisma modifier).
- **Feathered Wings.** You manifest the scaled and feathered wings of a Coatl. For the duration, you gain a flying speed equal to your walking speed and can hover.
- **Insulating Scales.** Feather-like scales cover your body, granting you resistance to cold damage.
- **Rupturing Claws.** Your hands transform into scaled claws, each of which you can use as a weapon if it's empty. Your claws are magical weapons that deal 1d8 slashing damage on a hit. Once on each of your turns, if you hit a target with your claw attack and both of your hands are empty, you can make one additional claw attack with disadvantage on the attack roll as part of the same action.

Vaala Augmentation (Id). For every 3 points you spend from your Vaala pool when you use this feature, you can increase the damage of this feature's natural attacks by one additional die. For example, you could spend 3 points to increase the damage of your rupturing claws from 1d8 to 2d8.

Or, if you spend 3 points from your Vaala pool as a bonus action, you can activate this feature a second time before needing to finish a long rest.

Mental Reflection

10th-Level Coatl Brood Feature

Studying the Coatl's resistance to mind-affecting enchantments, you've developed a similar way to protect yourself from the same threats. If you are the sole target of an enchantment spell or other mind-altering magical effect and you succeed on a saving throw against it, you can use your reaction to reflect the spell. The reflected spell has no effect on you and instead targets a creature of your choice within the spell's range, measuring from you, as though it was the original target.

Once you use this feature, you must finish a short or long rest before you can use it again.

Vaala Augmentation (Fai). If you spend 4 points from your Vaala pool when you use this feature, you can add half of your proficiency bonus to the spell save DC of the reflected spell.

Mystifying Presence

14th-Level Coatl Brood Feature

Emulating the auras used by the eldest of the Coatl, you learn to befuddle the minds of those around you. As an action, you can choose a number of creatures that are aware of you and within 60 feet of you equal to your proficiency bonus. Each target must succeed on a Wisdom saving throw or be restrained for 1 minute as their thoughts become jumbled and confused. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Mystifying Presence feature for the next 24 hours.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (Fai). If you spend 5 points from your Vaala pool when you use this feature, each target has disadvantage on its saving throws against your Mystifying Presence.

Elemental Redirection

18th-Level Coatl Brood Feature

Imitating the Coatl dragons, you can bend energy to target your foes instead of you. If you succeed on a saving throw against a spell or effect that deals acid, cold, fire, lightning, or thunder damage, you can use your reaction to divert some of the energy. The damage you take is reduced by 3d10 + your proficiency bonus. You immediately make a ranged spell attack, using your rune attack modifier, against one target you can see within 15 feet. On a hit, the target takes damage of the original effect's type equal to the amount of damage you reduced.

Vaala Augmentation (K'aab). If you spend 6 points from your Vaala pool when you use this feature, you can target two additional creatures within 30 feet of the original target. You must make separate ranged spell attacks against each target.

Ehrlya Brood

Let other dragon heralds dabble in petty squabbles or challenges of strength. Those who follow the path of the Ehrlya know the true way to venerate the dragons is to harness the fire of the forge to improve yourself. The Ehrlya dragons show by example that, like the creation of a blade, you only grow stronger through time, fire, and skill. Perhaps you adventure to continue on your road of self improvement, to gather rare materials for your work, or perhaps, just to hone your art. Either way, through the crucible of fire, you will show any and all that true veneration of the dragons comes through forge-tested skill and the heat of the flame.

Vaala Mote and Increased Vaala Pool

3rd-Level Ehrlya Brood Feature

When you select this venerated brood, you gain a Mote of Affinity in a Vaala aspect of your choice. Additionally, your Vaala point maximum increases by 2.

When you reach 14th level, you gain another Mote of Affinity in the aspect you chose at 3rd level and your Vaala point maximum increases by 2.

Brood Spells

3rd-Level Ehrlya Brood Feature

You learn the *fire bolt* and *mending* cantrips. Additionally, you learn a number of spells that you can cast with your Brood Rune, as indicated in the Ehrlya Brood Spell table. These are dragon herald spells for you.

Ehrlya Brood Spells

DRAGON HERALD LEVEL	SPELLS
3rd	*burning hands, floating disk*
5th	*heat metal, shatter*
7th	*fireball, glyph of warding*
9th	*fabricate, wall of fire*
11th	*creation, flame strike*

Flame Breath

3rd-Level Ehrlya Brood Feature

Channeling Vaala to emulate the Ehrlya dragons, you can use your action to exhale a blast of flame. Each creature in a 15-foot cone must make a Dexterity saving throw, taking 2d6 fire damage on a failed save, and half as much damage on a successful one.

The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use this feature, you can't use it again until you complete a short or long rest.

Vaala Augmentation (K'aab). For every 3 points you spend from your Vaala pool when you use this feature, you can add 1d6 to the damage of your Flame Breath.

Draconic Transformation

6th-Level Ehrlya Brood Feature

As you grow closer to the Ehryla, you learn to manifest draconic attributes for a short time. As a bonus action, you gain one of the attributes described below for 1 minute (requires concentration as if using a spell). Once you use this feature, you must finish a long rest before you can use it again.

If the selected attribute is a natural weapon, it counts as a simple melee weapon for you, and when you attack with it, you add your Strength modifier to the attack and damage rolls as normal. Your clothing and equipment magically adjust to accommodate your new physical form.

When you activate this feature, you choose one of the following attributes:

- **Bronze Wings.** You manifest the scaled bronze wings of an Ehrlya dragon. For the duration, you gain a flying speed equal to your walking speed and can hover.
- **Burning Claws.** Your hands transform into scaled claws, each of which you can use as a weapon if it's empty. Your claws are magical weapons that deal 1d4 slashing damage and 1d4 fire damage on a hit. Once on each of your turns, if you hit a target with your claw attack, you can make one additional claw attack with disadvantage on the attack roll as part of the same action.
- **Magma Tail.** You grow a long draconic tail dripping magical molten earth, which deals 1d4 fire damage on a hit and has the reach property. If you hit a creature with your magma tail, the 5-foot area around that target becomes difficult terrain for 1 hour.
- **Burning Scales.** Scorching iron scales cover your body, granting you resistance to fire damage. Additionally, whenever a creature within 5 feet of you hits you with a melee attack, the attacker takes 1d4 fire damage.

Vaala Augmentation (Id). For every 3 points you spend from your Vaala pool when you use this feature, you can increase the damage of this feature's natural attacks by one additional die. For example, you could spend 3 points to increase the slashing and fire damage of your burning claws from 1d4 each to 2d4 each.

Or, if you spend 3 points from your Vaala pool as a bonus action, you can activate this feature a second time before needing to finish a long rest.

Searing Companion

10th-Level Ehrlya Brood Feature

Inspired by the Ehrlya dragon's ability with both fire and creation, as an action you can summon a spirit formed of flames to be your companion. The spirit manifests for a number of hours equal to your proficiency bonus or until it is reduced to 0 hit points, you dismiss it as a bonus action, or you die. Once you use this feature, you must finish a long rest before you can use it again.

The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. The spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the searing companion stat block, which uses your proficiency bonus (PB) in several places. You determine the spirit's general appearance.

In combat, your searing companion shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but it only takes the Dodge action on its turn unless you take a bonus action on your turn to command it to take a different action. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

Vaala Augmentation (Fai). For every 4 points you spend from your Vaala pool when you use this feature, you can increase the searing companion's AC by 2 and its hit point maximum by 10.

Searing Companion

Medium Elemental

Armor Class 11 + PB (natural armor)

Hit Points 2 + your Intelligence modifier + five times your dragon herald level (your companion has a number of Hit Dice [d8s] equal to your dragon herald level)

Speed 40 ft, fly 20 ft

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

Saving Throws Dex +2 plus PB, Con +3 plus PB

Damage Immunity fire, poison

Condition Immunity exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Primordial, understands the languages you speak

Challenge – **Proficiency Bonus** equals your PB

Amorphous Form. The searing companion can move through a space as narrow as 1 inch wide without squeezing.

Water Susceptibility. For every 5 feet the searing companion moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes a number of attacks equal to half your PB.

Longsword. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + PB fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the flame, the target takes 4 (1d8) fire damage at the start of each of its turns.

Rejuvenation (3/day). The searing companion can touch magical or natural fire and regain 2d8 + PB hit points.

Conflagrant Presence

14th-Level Ehrlya Brood Feature

Emulating the firestorms created by the eldest of the Ehrlya dragons, you manifest an aura of searing flames and scorching winds. As an action, a number of creatures of your choice equal to your proficiency bonus that you can see within 60 feet of you take 2d10 fire damage and must succeed on a Constitution saving throw or catch on fire for 1 minute. At the start of each of its turns, a burning creature must repeat the saving throw or take 2d10 fire damage. The fire is magical and can't be extinguished by non-magical means.

Vaala Augmentation (K'aab). For every 4 points you spend from your Vaala pool when you use this feature, the damage from it increases by 1d10.

Scaled Form

18th-Level Ehrlya Brood Feature

When a creature you can see hits you with an attack, you can use your reaction to temporarily cover your body with magical scales. You gain immunity to all damage except for psychic damage until the end of your next turn. Once you use this feature, you must finish a short or long rest before you can use it again.

Vaala Augmentation (K'aab). If you spend 6 points from your Vaala pool when you activate this feature, you can share your Scaled Form with others instead of gaining the benefit described above. A number of creatures of your choice equal to half of your proficiency bonus (including you), that you can see within 30 feet of you, gain a resistance to all damage apart from psychic damage until the end of your next turn.

Exor Brood

Dragon heralds who follow the path of the Exor are hunters at heart. They exult in the thrill of the hunt, reveling in that moment of victory over their prey. As one who venerates the Exor dragons, you constantly push yourself to develop your skills and tend to be aggressive, quick to violence, and intolerant of weakness. Where others fall like so much prey, you will remain standing, as proof that you are strong and worthy.

Vaala Mote and Increased Vaala Pool

3rd-Level Exor Brood Feature

When you select this venerated brood, you gain a Mote of Affinity in a Vaala aspect of your choice. Additionally, your Vaala point maximum increases by 2.

When you reach 14th level, you gain another Mote of Affinity in the aspect you chose at 3rd level and your Vaala point maximum increases by 2.

Brood Spells

3rd-Level Exor Brood Feature

You learn the *produce flame* and *true strike* cantrips. Additionally, you learn a number of spells that you can cast with your Brood Rune, as indicated in the Exor Brood Spell table. These are dragon herald spells for you.

Exor Brood Spells

DRAGON HERALD LEVEL	SPELLS
3rd	*hunter's mark, longstrider*
5th	*branding smite, pass without trace*
7th	*haste, wind wall*
9th	*freedom of movement, greater invisibility*
11th	*hold monster, mislead*

Sabulous Breath

3rd-Level Exor Brood Feature

Channeling Vaala to emulate the Exor dragons, you can use your action to exhale a blast of scouring sand. Each creature in a 15-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 2d6 slashing damage and is blinded until the end of its next turn. On a successful saving throw, a creature takes half as much damage and is not blinded.

The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use this feature, you can't use it again until you complete a short or long rest.

Vaala Augmentation (K'aab). For every 3 points you spend from your Vaala pool when you use this feature, you can add 1d6 to the damage of your Sabulous Breath.

Draconic Transformation

6th-Level Exor Brood Feature

As you grow closer to the Exor, you learn to manifest draconic attributes for a short time. As a bonus action, you gain one of the attributes described below for 1 minute (requires concentration as if using a spell). Once you use this feature, you must finish a long rest before you can use it again.

If the selected attribute is a natural weapon, it counts as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal. Your clothing and equipment magically adjust to accommodate your new physical form.

When you activate this feature, you choose one of the following attributes:

- **Crystal Claws.** Your hands transform into steel-like crystal claws, each of which you can use as a weapon if it's empty. Your claws are magical weapons that deal 1d8 slashing damage on a hit. Once on each of your turns, if you hit a target with your claw attack, you can make one additional claw attack with disadvantage on the attack roll as part of the same action.
- **Tunneler.** You gain a burrowing speed equal to your walking speed.
- **Wind Shroud.** You surround yourself with a cloak of whirling winds. The first ranged weapon attack roll against you each round is made with disadvantage.
- **Wings of Sand.** You manifest wings of magically animated sand. For the duration, you gain a flying speed equal to your walking speed and can hover.

Vaala Augmentation (Id). For every 3 points you spend from your Vaala pool when you use this feature, you can increase the damage of this feature's natural attacks by one additional die. For example, you could spend 3 points to increase the damage of your crystal claws from 1d8 to 2d8.

Or, if you spend 3 points from your Vaala pool as a bonus action, you can activate this feature a second time before needing to finish a long rest.

Burrowing Strike

10th-Level Exor Brood Feature

Inspired by the ambushes favored by the Exor dragons, you learn a devastating tunneling attack. While using the Dash action, you have a burrowing speed equal to your walking speed. If you end your Dash while still in the material you were burrowing through and are within your melee weapon attack's reach of a target, you can immediately use a bonus action to burst out of the material and make a melee weapon attack against it.

If you burrowed at least 10 feet straight toward the target this turn before attacking them with the bonus action, each creature within 5 feet of the target must succeed on a Dexterity saving throw or be knocked prone.

Vaala Augmentation (K'aab). If you spend 4 points from your Vaala pool when you make your attack with your bonus action, you can make a second melee weapon attack as part of the same bonus action.

Frightful Presence

14th-Level Exor Brood Feature

Emulating the predatory nature of the Exor dragons, your aura makes your foes tremble in fear. As an action, you can choose a number of creatures that are aware of you and within 60 feet of you equal to your proficiency bonus. Each target must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Frightful Presence for the next 24 hours.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (Id). If you spend 5 points from your Vaala pool when you use this feature, each target has disadvantage on its saving throws against your Frightful Presence.

Shroud of Sand

18th-Level Exor Brood Feature

You start to master the Exor's ability to produce a cloak of obscuring sand. When you are hit by an attack, you can use your reaction to magically produce a scouring dust cloud in a 15-foot-radius around yourself that lasts until the start of your next turn. The area is heavily obscured to creatures other than you, but wind can disperse the cloud.

Creatures within the area must make a Strength saving throw. On a failed save, a target takes 2d6 slashing damage and is pushed to the nearest unoccupied space outside the area. On a successful save, the creature takes half damage and isn't pushed.

Vaala Augmentation (K'aab). For every 2 points from your Vaala pool that you spend when you activate this feature, the damage from the dust cloud increases by 1d6.

Fulgen Brood

Honoring and revering the Fulgen dragons, you admire traditions, careful planning, and the dance of politics and social conflicts. Many dragon heralds who follow this path obsess over scholarly pursuits or devote themselves to the practice of law or rhetoric. Others seek opportunities to demonstrate their primacy over other adventurers, just as their Fulgen idols hold themselves to be superior to other dragons.

Vaala Mote and Increased Vaala Pool

3rd-Level Fulgen Brood Feature

When you select this venerated brood, you gain a Mote of Affinity in a Vaala aspect of your choice. Additionally, your Vaala point maximum increases by 2.

When you reach 14th level, you gain another Mote of Affinity in the aspect you chose at 3rd level and your Vaala point maximum increases by 2.

Brood Spells

3rd-Level Fulgen Brood Feature

You learn the *prestidigitation* and *sacred flame* cantrips. Additionally, you learn a number of spells that you can cast with your Brood Rune, as indicated in the Fulgen Brood Spell table. These are dragon herald spells for you.

Fulgen Brood Spells

DRAGON HERALD LEVEL	SPELLS
3rd	*command, guiding bolt*
5th	*hold person, suggestion*
7th	*beacon of hope, counterspell,*
9th	*compulsion, private sanctum*
11th	*dominate person, greater restoration*

Goldfire Breath

3rd-Level Fulgen Brood Feature

Channeling Vaala to emulate the mighty Fulgen dragons, you can use your action to exhale a blast of golden molten metal. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or half as much on a successful one.

The area of the cone becomes difficult terrain for 1 minute. Any creature entering that area for the first time on a turn or starting its turn there must make the same Dexterity saving throw, taking 2d4 fire damage on a failed save, or half as much on a successful one. After 1 minute, the metal created by your Goldfire Breath crumbles to dust.

The damage increases to 3d6 and 3d4 at 6th level, 4d6 and 4d4 at 11th level, and 5d6 and 5d4 at 16th level. After you use this feature, you can't use it again until you complete a short or long rest.

Vaala Augmentation (K'aab). For every 3 points you spend from your Vaala pool, you can add 1d6 to the initial damage of your Goldfire Breath.

Draconic Transformation

6th-Level Fulgen Brood Feature

As you grow closer to the Fulgen, you learn to manifest draconic attributes for a short time. As a bonus action, you gain one of the attributes described below for 1 minute (requires concentration as if using a spell). Once you use this feature, you must finish a long rest before you can use it again.

If the selected attribute is a natural weapon, it counts as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal. Your clothing and equipment magically adjust to accommodate your new physical form.

When you activate this feature, you choose one of the following attributes:

- **Commanding Presence.** Your physical appearance shifts, becoming inspiring to those who behold you. You gain advantage on Charisma checks.
- **Faithful Servitors.** You gain a number of invisible servants (as per the unseen servant spell) equal to half your proficiency bonus. Unlike other Draconic Transformation attributes, your unseen servants can last for up to 1 hour.

- **Golden Wings.** You manifest magical golden wings. For the duration, you gain a flying speed equal to your walking speed and can hover.
- **Slashing Claws.** Your hands transform into scaled claws, each of which you can use as a weapon if it's empty. Your claws are magical weapons that deal 1d8 slashing damage on a hit. Once on each of your turns, if you hit a target with your claw attack, you can make one additional claw attack with disadvantage on the attack roll as part of the same action.

Vaala Augmentation (Id). For every 3 points you spend from your Vaala pool when you use this feature, you can increase the damage of this feature's natural attacks by one additional die. For example, you could spend 3 points to increase the damage of your slashing claws from 1d8 to 2d8.

Or, if you spend 3 points from your Vaala pool as a bonus action, you can activate this feature a second time before needing to finish a long rest.

Aura of Superiority

10th-Level Fulgen Brood Feature

Emulating your chosen brood, you use an action to emanate an aura that inspires your companions to greater levels of cooperation and excellence. The aura extends 5 feet from you in every direction for 1 minute.

An allied creature that starts its turn within your aura can choose one of the following benefits that lasts until the end of its turn:

- Gain advantage on its first attack roll
- Gain advantage on one ability check
- Gain a +10 bonus to its speed
- Gain a +2 bonus to its AC

Your aura does not extend through total cover and does not function while you're incapacitated.

Vaala Augmentation (Id). For every 4 points you spend from your Vaala pool, you can increase the radius of your aura by 5 feet.

Commanding Presence

14th-Level Fulgen Brood Feature

Emulating the superiority of the Fulgen dragons, even your foes obey your orders. As an action, a number of creatures of your choice that are within 60 feet equal to your proficiency bonus, that are aware of you, must succeed on a Wisdom saving throw or become controlled for 1 minute. At the beginning of its turn, you can give a controlled creature a single command (as per the command spell) that they must obey. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your Commanding Presence for the next 24 hours.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (Id). If you spend 5 points from your Vaala pool, each target has disadvantage on its saving throws against you Commanding Presence.

Deny Foe

18th-Level Fulgen Brood Feature

You learn to mimic the Fulgen's ability to magically shift your position. When a hostile creature you can see attacks you, you can use your reaction to teleport up to 60 feet to an unoccupied space you can see. When you disappear, you leave behind a perfect replica of yourself made from a sparkling magical stone that crumbles to dust at the start of your next turn. If you are outside the triggering attack's range after teleporting, the attack hits the replica instead, which magically rings like a gong.

You can use this feature three times, regaining all expended uses when you finish a long rest.

Vaal Augmentation (Id). If you spend 6 points from your Vaala pool when you use this feature, instead of the benefit described above, you can force the creature that triggered the reaction to make a Wisdom saving throw. On a failed save, the target is teleported up to 60 feet to an unoccupied space you can see.

Magnifex Brood

The devotees of this brood crave new experiences, knowing that only by personally experiencing the joys, sorrows, pleasures, and pains of the world can they truly come to understand the work of art that is existence. As a follower of this path, you place great value on art and beauty, but the central focus of your devotion is experiencing all life has to offer. Magnifex heralds tend to be fiercely competitive with each other, striving to outdo each other.

Vaala Mote and Increased Vaala Pool

3rd-Level Magnifex Brood Feature

When you select this venerated brood, you gain a Mote of Affinity in a Vaala aspect of your choice. Additionally, your Vaala point maximum increases by 2.

When you reach 14th level, you gain another Mote of Affinity in the aspect you chose at 3rd level and add 2 additional points to your Vaala pool.

Brood Spells

3rd-Level Magnifex Brood Feature

You learn the *eldritch blast* and *thaumaturgy* cantrips. Additionally, you learn a number of spells that you can cast with your Brood Rune, as indicated in the Magnifex Brood Spell table. These are dragon herald spells for you.

Magnifex Brood Spells

DRAGON HERALD LEVEL	SPELLS
3rd	*charm person, color spray*
5th	*enhance ability, mirror image*
7th	*hypnotic pattern, major image*
9th	*arcane eye, polymorph*
11th	*geas, seeming*

Crystalline Breath

3rd-Level Magnifex Brood Feature

You can use your action to spit a stream of silvery-gray bismuth in a line that is 5 feet wide and 30 feet long. Each creature in the area of the exhalation must make a Dexterity saving throw, taking 2d6 poison damage on a failed save, and half as much damage on a successful one.

The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use this feature, you can't use it again until you complete a short or long rest.

Vaala Augmentation (K'aab). If you spend 2 points from your Vaala pool when you use this feature, a creature damaged by it must repeat the saving throw at the start of its next turn or take damage equal to half as much as the original damage.

Draconic Transformation

6th-Level Magnifex Brood Feature

As you grow closer to the Magnifex, you learn to manifest draconic attributes for a short time. As a bonus action, you gain one of the attributes described below for 1 minute (requires concentration as if using a spell). Once you use this feature, you must finish a long rest before you can use it again.

If the selected attribute is a natural weapon, it counts as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal. Your clothing and equipment magically adjust to accommodate your new physical form.

When you activate this feature, you choose one of the following attributes:

- **Bismuth Wings.** You manifest the iridescent metal wings of a Magnifex dragon. For the duration, you gain a flying speed equal to your walking speed and can hover.
- **Mesmerizing Claws.** Your hands transform into shimmering scaled claws, each of which you can use as a weapon if it's empty. Your claws are magical weapons that deal 1d4 slashing damage and 1d4 fire damage on a hit. Once on each of your turns, if you hit a target with your claw attack, that foe has disadvantage on its next attack roll.
- **Scaling Stride.** You can climb vertical surfaces and ceilings at half your speed without tools or needing to make an ability check.
- **Scorching Scales.** Golden scales cover your body, granting you resistance to fire damage.

Vaala Augmentation (Id). For every 3 points you spend from your Vaala pool when you use this feature, you can increase the damage of this feature's natural attacks by one additional die. For example, you could spend 3 points to increase the slashing and fire damage of your mesmerizing claws from 1d4 each to 2d4 each.

Or, if you spend 3 points from your Vaala pool as a bonus action, you can activate this feature a second time before needing to finish a long rest.

Scintillating Aura

10th-Level Magnifex Brood Feature

Inspired by the Magnifex's beguiling scales, you've learned to magically generate a similar effect. As an action, mind-altering power pours out of you and coalesces into a soft radiance that extends out to a 15-foot radius around you for 1 minute. Until the effect ends, the aura moves with you, centered on you.

Each nonhostile creature of your choice within that aura must succeed on a Wisdom saving throw or be charmed by you. While charmed by this feature, a target is incapacitated and has a speed of 0. On a success, a creature is immune to your Scintillating Aura for 24 hours.

The effect ends on an affected creature if it takes any damage, if someone uses an action to shake the creature out of its stupor, or if it is no longer in the area of effect.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (Id). For every 4 points you spend from your Vaala pool when you use this feature, you can increase the radius of your aura by 5 feet.

Crystalline Field

14th-Level Magnifex Brood Feature

Emulating the Magnifex's command over crystals, you use an action to cause a number of spikes of gray crystal equal to your proficiency bonus to erupt out of the ground within 100 feet of you. Each crystal is a spike that has a diameter of 5 feet and height of 10 feet. You can choose the location of each crystal. The crystals last for 1 minute before dissolving. During this duration, you can use a bonus action to dissolve one crystal and erupt a replacement in a new location within range.

If a crystal emerges in a space occupied by a creature, the target must make a Dexterity saving throw. On a successful save, the target moves 5 feet in a direction of their choice. On a failed save, the target takes 3d10 piercing damage and is restrained. A restrained creature can repeat the saving throw at the end of each of its turns, freeing itself on a success.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (K'aab). For every 3 points you spend from your Vaala pool when you use this feature, you can summon one additional crystal.

Detonate Crystal

18th-Level Magnifex Brood Feature

When a creature you have restrained using your Crystalline Field feature successfully breaks free of its crystal, you can use your reaction to cause that crystal to explode into shards. Each creature within 10 feet of the crystal must make a Dexterity saving throw, taking 4d6 slashing damage on a failed save, or half as much on a successful one. The damage from this feature is magical. Once detonated, that crystal shard can't be dissolved and reformed until you finish a long rest.

Vaala Augmentation (K'aab). For every 2 points from your Vaala pool that you spend when you use this feature, the slashing damage increases by 1d6.



Nix Brood

Those who venerate the Nix know that the struggle between life and death is the turning point around which all of creation revolves. Some follow this path to embrace the necromantic powers refined by the Nix, others seek to harness that same might for the betterment of all. As one who follows this brood, you study the interplay between the living and dead, searching for new wisdom and techniques. Nix heralds tend to be patient and secretive, well versed in the superstitions and narrow-minded views of those too limited to understand their great works.

Vaala Mote and Increased Vaala Pool

3rd-Level Nix Brood Feature

When you select this venerated brood, you gain a Mote of Affinity in a Vaala aspect of your choice. Additionally, your Vaala point maximum increases by 2.

When you reach 14th level, you gain another Mote of Affinity in the aspect you chose at 3rd level and your Vaala point maximum increases by 2.

Brood Spells

3rd-Level Nix Brood Feature

You learn the *chill touch* and *spare the dying* cantrips. Additionally, you learn a number of spells that you can cast with your Brood Rune, as indicated in the Nix Brood Spell table. These are dragon herald spells for you.

Nix Brood Spells

DRAGON HERALD LEVEL	SPELLS
3rd	*false life, inflict wounds*
5th	*blindness/deafness, ray of enfeeblement*
7th	*animate dead, revivify*
9th	*blight, death ward*
11th	*contagion, raise dead*

Deathleech Breath

3rd-Level Nix Brood Feature

Channeling Vaala to emulate the Nix dragons, you can use your action to exhale a blast of necrotic fumes. Each creature in a 15-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 2d6 necrotic damage, and for each creature that fails this save, you regain 1d4 hit points. On a successful saving throw a creature takes half as much damage, and you do not regain hit points.

The damage (and amount of hit points recovered) increases to 3d6 (2d4) at 6th level, 4d6 (3d4) at 11th level, and 5d6 (4d4) at 16th level. After you use this feature, you can't use it again until you complete a short or long rest.

Vaala Augmentation (K'aab). For every 3 points you spend from your Vaala pool when you use this feature, you can increase the size of the cone by 15 feet, up to a maximum cone size of 90 feet.

Draconic Transformation

6th-Level Nix Brood Feature

As you grow closer to the Nix, you learn to manifest draconic attributes for a short time. As a bonus action, you gain one of the attributes described below for 1 minute (requires concentration as if using a spell). Once you use this feature, you must finish a long rest before you can use it again.

If the selected attribute is a natural weapon, it counts as a simple melee weapon for you, and you add your Strength modifier to the attack and damage rolls when you attack with it, as normal. Your clothing and equipment magically adjust to accommodate your new physical form.

When you activate this feature, you choose one of the following attributes:

- **Absorption Rune.** You mimic one of the runes used by the Nix. When you take acid, cold, fire, lightning, or thunder damage, you have advantage on the next saving throw against an effect that causes damage of that type, until the start of your next turn. If you are affected by a different damage type from that list while this feature is active, the new damage type replaces the previous one.
- **Necrotic Claws.** Your hands transform into claws made from necrotic shadows, each of which you can use as a weapon if it's empty. Your claws are magical weapons that deal 1d8 necrotic damage on a hit. Once on each of your turns, if you hit a target with your claw attack, you can make one additional claw attack with disadvantage on the attack roll as part of the same action.
- **Undead Nature.** You don't require air, you have resistance to necrotic damage, and you are immune to effects that would cause you to sleep.

- **Wings of Shadow.** You manifest wings of magical shadow. For the duration, you gain a flying speed equal to your walking speed and can hover.

Vaala Augmentation (Id). For every 3 points you spend from your Vaala pool when you use this feature, you can increase the damage of this feature's natural attacks by one additional die. For example, you could spend 3 points to increase the damage of your necrotic claws from 1d8 to 2d8.

Or, if you spend 3 points from your Vaala pool as a bonus action, you can activate this feature a second time before needing to finish a long rest.

Call Undead Thralls

10th-Level Nix Brood Feature

By funneling Vaala, you can manufacture a semblance of life to create servants from the dead. As an action, you can animate up to two Undead creatures from corpses or piles of bones within 30 feet. They rise as ghouls or specters (your choice), and they are animated for 1 minute. On each of your turns, the undead servants obey your mental commands if they are within 60 feet of you, acting on your initiative, and they follow those orders until the task is complete. If you issue no commands, the undead only protect themselves against hostile creatures. After 1 minute, the undead creatures crumble to dust. Once you use this feature, you must finish a short or long rest before you can use it again.

Vaala Augmentation (K'aab). For every 4 points you spend from your Vaala pool, you can summon another ghoul or specter (your choice). The maximum number of undead you can have active at a time is equal to your proficiency bonus.

Rune of Death

14th-Level Nix Brood Feature

Inspired by the runes found on the bones of Nix dragons, you magically inscribe a crude copy in the air. Every creature of your choice within 60 feet must make a Constitution saving throw. A target takes 4d12 necrotic damage on a failed save, or half as much on a successful one. Undead creatures in the same radius gain temporary hit points equal to half the damage dealt by your rune.

A Humanoid killed by this feature rises at the start of your next turn as a zombie for 1 minute. It is under your control, following your mental commands to the best of its ability and acting on your initiative.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (K'aab). For every 5 points you spend from your Vaala pool when you use this feature, the necrotic damage increases by 1d12.

Bloodspear Rune

18th-Level Nix Brood Feature

You learn to trace a crude replica of one of the Nix runes to hinder your foes. When you are hit by an attack from a creature you can see, you can use your reaction to transform your spilled blood into three spears of crimson crystal that lance out at your foes. You can hurl each spear at the same target or different targets.

Make a ranged spell attack for each crystal spear using your rune attack modifier. On a hit, the target takes 2d6 necrotic damage and is poisoned until the start of your next turn.

Once you use this feature, you must finish a short or long rest before you can use it again.

Vaala Augmentation (K'aab). For every 2 points you spend from your Vaala pool when you use this feature, you create one additional crystal spear.

Runes

The dragon herald runes described below are listed according to their common names, but their more formal names, used by the elder heralds, are also included.

Aegis Rune (Halsa)

Prerequisite: –
Range: 30 feet
Duration: Until you finish a short or long rest

When you trace this rune, it appears as a small glowing glyph on the skin of a willing creature. Choose one saving throw. The target creature gains advantage on that saving throw for the duration. You can only have one aegis rune active on the same creature at a time.

Exploit. The wielder of this rune can use this exploit as a bonus action to end a condition on itself.

Alert Rune (Rask)

Prerequisite: –
Range: Touch
Duration: Until you finish a short or long rest

When you trace this rune as an action, you touch one willing creature and magically inscribe a glyph on its skin. For the duration of this rune, the marked creature gains a bonus equal to half of your proficiency bonus on its initiative rolls.

Exploit. As a reaction, a creature marked with this rune can use this exploit to immediately take the Dash, Disengage, Dodge, or Help action.

Alter Arms Rune (Kjern)

Prerequisite: –
Range: Touch
Duration: Until you finish a short or long rest

When you trace this rune as an action, you can choose one damage type and magically inscribe a glowing glyph on a ranged or melee weapon. For the duration of this rune, the marked weapon magically deals the type of damage you choose, not its regular type.

Exploit. When the wielder of a weapon bearing this rune hits a target with that weapon, they can use this exploit to deal additional damage of the same type as was chosen when the rune was traced. The additional damage totals a number of d6s equal to your proficiency bonus (maximum of 6d6).

Armored Rune (Vakt)

Prerequisite: –
Range: Touch
Duration: Until you finish a short or long rest

When you trace this rune as an action, it appears as a small glowing glyph on the skin of a willing creature. For the duration of this rune, the creature gains a bonus to its AC equal to half of your proficiency bonus.

Exploit. When an attacker hits a creature marked with this rune, the marked creature can use this exploit to increase the bonus AC granted by this rune to equal your full proficiency bonus for the triggering attack roll.

Burning Rune (Eldregn)

Prerequisite: 7th-Level Dragon Herald
Range: Touch
Duration: Until you finish a short or long rest

When you trace this rune, you touch one willing creature. A number of floating magical glyphs equal to your proficiency bonus appear and orbit around the creature's head for the duration.

The marked creature can use a bonus action to send one of the glyphs burning toward one target it can see within 60 feet. When it does so, the creature makes a ranged spell attack using your rune attack modifier. On a hit, the target takes 2d12 fire damage. Whether the marked creature hits or misses, one glyph is expended for each of these attacks. The rune ends early if the last glyph is expended.

When the marked creature takes a short rest, it can spend a hit die to recover 1d4 glyphs.

Exploit. As an action, the marked creature can trigger all of its remaining glyphs at once, sending each remaining burning glyph at a different target of its choice that it can see within range, making a separate ranged spell attack using your rune attack modifier for each. Any glyphs not used in this action vanish when the rune is exploited.

Exploit. The marked creature combines all of its remaining glyphs into a volley of burning symbols. As an action, the marked creature makes a single ranged spell attack against a target that it can see within range using your rune attack modifier. On a hit, the target takes 2d12 fire damage for the first glyph and an extra 1d12 fire damage for each remaining glyph, up to a maximum of 7d12 fire damage.

Detection Rune (Avslor)

Prerequisite: —
Range: 60 feet
Duration: Until you finish a short or long rest

When you trace this rune, it appears as a small glowing glyph on a point you choose within range that you can see. For the duration of this rune, you immediately sense the location of all creatures in a 30 foot radius around the rune as if using tremorsense. At the start of each of your turns, you can choose to highlight one creature within that radius with a mystical glittering light. This radiance illuminates hidden and invisible creatures.

Exploit. As an action, you can collapse the rune's magic around a creature highlighted by it. That creature must succeed on a Dexterity saving throw or be restrained until the end of your next turn.

Dispelling Rune (Skingra)

Prerequisite: 7th-Level Dragon Herald
Range: Touch
Duration: Until you finish a long rest

When you trace this rune as an action, you touch one willing creature and magically inscribe a glyph on its skin. For the duration of this rune, the marked creature can cast the dispel magic spell as an action using your runecasting ability. Once it does so, it must finish a short rest before it can do so again.

Exploit. As an action, the marked creature can exploit this rune to end one condition on itself or dispel an ongoing 3rd-level spell (or lower) that it is suffering from.

Exploit. When a creature the marked creature can see within 60 feet of it casts a spell, the marked creature can use its reaction to exploit this rune and cast counterspell using your runecasting ability.

Feeble Rune (Acklas)

Prerequisite: —
Range: 60 feet
Duration: Until you finish a short or long rest

When you trace this rune, choose one creature within range that you can see to make a Wisdom saving throw. On a failed save, this rune appears as a small glowing glyph on the forehead of the target.

For the duration of this rune, whenever the target makes an attack roll or a saving throw, the target must subtract a number equal to half of your proficiency bonus from the attack roll or saving throw (including those made to end this effect). At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

Exploit. When the target marked with this rune makes an attack roll or saving throw, you can use your reaction to subtract double your proficiency bonus from the target's roll. You can choose to use this exploit after the creature makes its roll but before the GM determines whether the attack roll or saving throw succeeds or fails.

Healer's Rune (Laka)

Prerequisite: –
Range: Touch
Duration: Until you finish a short or long rest

When you trace this rune as an action, you can touch one willing creature and magically inscribe a glyph on its skin. For the duration of this rune, when the marked creature regains hit points, whether by spending hit dice or through magical healing, it adds your proficiency bonus to the total amount it heals.

Exploit. When the marked creature takes damage, it can use this exploit as a reaction. The marked creature regains hit points totaling a number of d6s equal to your proficiency bonus (maximum of 6d6).

Imbue Arms Rune (Hoja)

Prerequisite: 7th-Level Dragon Herald
Range: Touch
Duration: Until you finish a short or long rest

When you trace this rune, you touch one weapon and inscribe a magical glyph upon it. For the duration of this rune, the marked weapon has one of the following features, selected when you trace the rune.

- **Fjader:** The weapon gains the light property.
- **Hast:** The ranged weapon ignores the loading property.
- **Kret:** The thrown weapon returns to the wielder's hand immediately after it is used to make a ranged attack.
- **Sken:** The weapon deals an additional 1d6 damage of a type of your choice on a successful hit.
- **Vig:** The weapon gains the finesse property.

Exploit. As part of an Attack action, the wielder can use this exploit to cause the weapon to ignore all damage resistances of a target it hits until the beginning of the wielder's next turn.

Exploit. When the wielder makes a successful attack with a weapon marked with this rune, it can use this exploit to curse the target. Until the end of the wielder's next turn, the target has disadvantage on its attack rolls against the wielder.

Keen Aim Rune (Udar)

Prerequisite: –
Range: Touch
Duration: Until you finish a short or long rest

When you trace this rune as an action, it appears as a small glowing glyph on the surface of a weapon of your choice. For the duration of this rune, the wielder of the weapon gains a bonus on attack rolls made with the weapon equal to half of your proficiency bonus.

Exploit. The wielder can choose to exploit this rune as part of an Attack action to gain advantage on all of its attacks with the marked weapon until the beginning of its next turn.

Luck Rune (Tur)

Prerequisite: 7th-Level Dragon Herald
Range: Touch
Duration: Until you finish a long rest

When you trace this rune as an action, you touch one willing creature and magically inscribe a glyph on its skin. For the duration of this rune, the marked creature gains extraordinary good luck. The creature can reroll an



ability check, saving throw, or attack roll that it fails and must use the new roll. Once the marked creature uses this ability, it must finish a short rest before it can use it again.

Exploit. If the rerolled ability check, saving throw, or attack roll fails, the marked creature can immediately use this exploit to reroll the die a second time, and it must use the new roll.

Exploit. As a reaction when a willing creature within 15 feet of the marked creature fails an ability check, saving throw, or attack roll, the marked creature can use this exploit to make the willing creature reroll the die, and it must use the new roll.

Protective Sphere Rune (Omvanda)

Prerequisite: 14th-Level Dragon Herald

Range: Self

Duration: 10 minutes

When you trace this rune as an action, you surround yourself with a semi-transparent sphere of intertwining glyphs. The sphere moves with you and requires concentration to maintain. For the duration of this rune, any spell of 4th level or lower cast from outside the sphere can't affect you within the sphere, even if the spell is cast using a higher level spell slot or it's a spell that affects all creatures within an area.

Exploit. As a reaction when you are targeted by a spell of 4th level or lower, you can use this exploit to absorb the spell, negating the spell's effects and regaining one use of your runes. You can gain more uses of your runes than indicated on the Runes Cast column of the Dragon Herald table, up to a maximum equal to your proficiency bonus. All rune uses gained in this way are lost when you finish a short or long rest. Using this exploit does not end this rune.

Exploit. As a reaction when you are targeted by a spell of 4th level or lower, you can use this exploit to magically copy that spell into your sphere of glyphs. On your turn, you can use an action to cast that same spell, using the original caster's spellcasting ability and spell save DC. At the end of your next turn, you lose the ability to cast this spell. Using this exploit does not end this rune.

Exploit. As an action, you can use this exploit to expand your sphere of glyphs out to a radius of 30 feet for 1 minute. The sphere stops moving with you and becomes static. The area within the sphere is under the same effect as the *antimagic field* spell. Using this exploit shortens the duration of this feature to a number of rounds equal to your proficiency bonus, but it does not end this rune immediately.

Regeneration Rune (Stiga)

Prerequisite: 7th-Level Dragon Herald

Range: Touch

Duration: Until you finish a short or long rest

When you trace this rune as an action, you touch one willing creature and magically inscribe a glyph on its skin. For the duration of this rune, the marked creature regains 1 hit point every 10 minutes.

Exploit. As an action, the marked creature can use this exploit to choose itself or another creature within 5 feet. The target regains hit points totaling a number of d6s equal to half of your proficiency bonus.

Exploit. As an action, the marked creature can use this exploit to make a melee spell attack against a target it can touch using your rune attack modifier. On a hit, the target takes a number of d6s of necrotic damage equal to your proficiency bonus.

Shackle Rune (Atarep)

Prerequisite: 14th-Level Dragon Herald

Range: 100 feet

Duration: 1 minute

When you trace this rune, a huge invisible glyph covers a 60 foot radius around a point you choose within range. Each creature of your choice within that radius must make a Wisdom saving throw. On a failure, a creature is enveloped in crackling bands of energy, taking 5d12 lightning damage and being restrained for the duration. On a successful save, a creature takes half as much damage and is not restrained.

At the beginning of each of its turns, a restrained creature must repeat the saving throw, taking 2d12 lightning damage and remaining restrained on a failed save, or ending the effect on itself on a successful one.

Exploit. At the beginning of a restrained creature's turn, you can use a reaction to magically teleport all restrained creatures to different unoccupied spaces within the radius of the rune. This exploit does not end the rune, but you can only use this exploit once per tracing of this rune.

Exploit. When you hit a restrained creature with a melee weapon attack, you can use this exploit to cause all restrained creatures to take the same damage as the target of your melee weapon attack.

Exploit. You can use an action to focus all of the rune's magic on a single foe with this exploit. A single restrained target immediately takes 2d12 lightning damage plus 2d12 for every other restrained creature in the radius of your rune.

Shieldwall Rune (Pansar)

Prerequisite: 14th-Level Dragon Herald

Range: 30 feet

Duration: 1 minute

When you trace this rune as an action, you can choose a number of willing creatures up to your proficiency bonus that you can see within range. These targets gain a glowing glyph on their armor or clothing for the duration. Each target gains a +1 bonus to their AC.

Moreover, at the start of each of your subsequent turns, you can redistribute the total amount of bonus AC among the marked creatures. You can choose to give no bonus AC to some creatures when you do so, but no single creature can receive the entire pool of bonus AC. For example, if 5 creatures are marked by this rune at the start of your turn, you could give one target +4 to their AC, while another creature could gain +1.

Exploit. As a bonus action, a creature marked with this rune can use this exploit to gain advantage on their next attack. Using this exploit ends the rune for the marked creature, reducing the pool of available bonus AC by 1, but it does not end the rune for other marked creatures.

Exploit. As a reaction when a creature marked with this rune is attacked by a creature it can see, the marked creature can use this exploit to impose disadvantage on the attack roll. Using this exploit ends the rune for the marked creature, reducing the pool of available bonus AC by 1, but it does not end the rune for other marked creatures.

Exploit. When a creature marked with this rune hits a target with a weapon attack, it can use this exploit to force the target to make a Wisdom saving throw against your rune save DC. On a failed save, the marked creature loses its AC bonus from this feature, reducing the pool of available bonus AC by the same amount, and the target's AC is also reduced by the same amount until the end of the marked creature's next turn.

Skilled Rune (Oka)

Prerequisite: –

Range: Touch

Duration: Until you finish a short or long rest

When you trace this rune as an action, you choose one skill and magically inscribe a glyph on the skin of a willing creature. For the duration of this rune, the marked creature gains a bonus equal to half of your proficiency bonus on ability checks using that skill.

Exploit. If the creature marked with this rune fails an ability check involving the skill you selected, it can use this exploit to immediately reroll the die, and it must use the new roll.

Stonefield Rune (Vass)

Prerequisite: –

Range: 60 ft

Duration: 1 minute

When you trace this rune as an action, a small glowing glyph appears on a point that you can see within range. Sharp stones erupt from the ground in a 15-foot radius around the rune for the duration, causing the area to become difficult terrain.

When the stones appear, each creature within the area must make a Dexterity saving throw, taking piercing damage equal to 2d6 plus your proficiency bonus on a failed save, or half as much damage on a successful one.

For the duration, when a creature enters the area for the first time, or starts its turn there, it must make the same saving throw.

Exploit. When a creature starts its turn within the area of this rune, you can use this exploit as a reaction to cause the stones to explode. Each creature in the area must make a Dexterity saving throw, taking piercing damage equal to 4d6 plus your proficiency bonus on a failed save, or half as much damage on a successful one.

Viscous Rune (Falla)

Prerequisite: –

Range: 10 feet

Duration: Up to 1 hour per dragon herald level

When you trace this rune, it appears as a small glowing glyph on a surface you can see within range.

The rune is nearly invisible to all creatures apart from you and requires a successful Intelligence (Investigation) check against your rune save DC to be found. You can designate a number of creatures equal to your dragon herald level that do not trigger the rune.

For the duration of this rune, when a creature you haven't designated approaches within 10 feet of the rune, it triggers, creating a magical adhesion effect in the area. All creatures within 10 feet of the rune must succeed on Dexterity saving throws against your rune save DC or be restrained. At the end of each of its turns, a restrained creature can repeat the saving throw, ending the effect on itself on a success.

Exploit. As an action while one or more creatures are restrained by your Falla rune, you can detonate the glyph. All restrained creatures in the radius of the rune must repeat the Dexterity saving throw, taking a number of d6s in radiant damage equal to half of your proficiency bonus on a failure (minimum of 1d6), or half as much on a successful save.



Vaala Adept

Raising an eyebrow at his audience, a human holds up his palm, focuses his imagination, and forms a sparkling gemstone out of nothing.

Dodging the swipe of the beast's claws, an allai transforms her arm into a pillar of fire and brings it down upon the head of her foe.

In the nearby darkness, a nwoda touches his finger to his forehead and, without a word, encourages the guard to walk away from her post.

In Valerna, spellcasters of all different disciplines touch the three aspects of Vaala, the wellspring of all magic and life itself, to cast their spells. None reach as deeply into that source as the Vaala adepts. These focused spellcasters devote themselves to one of the three aspects of Vaala. Where wizards define themselves by the spells they cast and clerics venerate their ideals, the adepts are the supreme explorers of Vaala's potential.

As a Vaala adept, your abiding passion is to grow your connection to your chosen aspect, safeguard Vaala from any who misuse it, and to expand the breadth of magical knowledge.

Class Features

As a Vaala adept, you gain the following class features.

Hit Points

Hit Dice: 1d6 per Vaala adept level
Hit Points at 1st Level: 6 + your Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Vaala adept level after 1st

Proficiencies

Armor: None
Weapons: Simple weapons
Tools: none
Saving Throws: Intelligence, Wisdom
Skills: Choose two skills from Arcana, History, Insight, Investigation, Medicine, and Religion.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) any simple melee weapon
- (a) a component pouch or (b) a spellcasting focus
- (a) a scholar's pack or (b) an explorer's pack
- (a) a journal or (b) a historical tome

Vaala Adept

LEVEL	PROFICIENCY BONUS	CLASS FEATURES	CANTRIPS KNOWN	SPELL SLOTS PER SPELL LEVEL								
				1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	+2	Aspect Doctrine, Spellcasting, Replenish (one use)	4	2	-	-	-	-	-	-	-	-
2nd	+2	Shape Vaala (one use), Aspect Feature	4	3	-	-	-	-	-	-	-	-
3rd	+2	–	4	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	5	4	3	-	-	-	-	-	-	-
5th	+3	Advanced Studies	5	4	3	2	-	-	-	-	-	-
6th	+3	Shape Vaala (two uses), Aspect Feature	5	4	3	3	-	-	-	-	-	-
7th	+3	–	5	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	5	4	3	3	2	-	-	-	-	-
9th	+4	Aspect Feature	5	4	3	3	3	1	-	-	-	-
10th	+4	Replenish (two uses), Spellweave	6	4	3	3	3	2	-	-	-	-
11th	+4	–	6	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	6	4	3	3	3	2	1	-	-	-
13th	+5	Advanced Studies	6	4	3	3	3	2	1	1	-	-
14th	+5	Aspect Feature	6	4	3	3	3	2	1	1	-	-
15th	+5	–	6	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	6	4	3	3	3	2	1	1	1	-
17th	+6	Aspect Feature	6	4	3	3	3	2	1	1	1	1
18th	+6	Shape Vaala (three uses)	6	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	6	4	3	3	3	3	2	1	1	1
20th	+6	Vaala Master	6	4	3	3	3	3	2	1	1	1

Aspect Doctrine

1st-Level Vaala Adept Feature

At 1st level, you choose one Vaala aspect as your focus: Dream, Source, or Will. Your choice grants you aspect doctrine spells and features when you choose it at 1st level. It also grants you additional ways to use Shape Vaala when you gain that feature at 2nd level and additional features at 6th, 9th, 14th, and 17th levels. The doctrines are described at the end of the class description.

Aspect Spells

Each aspect doctrine has a list of spells that you gain at the Vaala adept levels noted in the doctrine description. Once you gain a doctrine spell, you always have it prepared and it doesn't count against the number of spells you can prepare each day. All doctrine spells are Vaala adept spells for you.

Spellcasting

1st-Level Vaala Adept Feature

As a conduit for Vaala, you can cast Vaala adept spells.

Cantrips

At 1st level, you know four cantrips of your choice from the cleric, druid, or wizard spell lists. These spells become Vaala adept spells for you. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Vaala Adept table.

Preparing and Casting Spells

The Vaala Adept table shows how many spell slots you have to cast your Vaala adept spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Vaala adept spells that are available for you to cast from among the spells on the cleric, druid, and wizard spell lists. These spells are Vaala adept spells for you. To do so, choose a number of Vaala adept spells equal to your ability score modifier for the ability determined by the aspect doctrine you selected (see "Spellcasting Ability") + your Vaala adept level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level Vaala adept who selected the Will aspect, you have four 1st-level and two 2nd-level spell slots and use Charisma as your spellcasting ability. With a Charisma of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Vaala adept spells requires time spent meditating on the nature of Vaala: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

The spellcasting ability for your Vaala adept spells is determined by which Vaala aspect you choose to focus on, as determined in the Aspect Doctrine feature.

- Dream (Intelligence)
- Source (Wisdom)
- Will (Charisma)

The power of your spells comes from your intense study and meditations on your chosen aspect of Vaala. You use the ability indicated by your chosen aspect whenever a Vaala adept spell refers to your spellcasting ability. In addition, you use the modifier for your spellcasting ability when setting the saving throw DC for a Vaala adept spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your spellcasting ability modifier

Ritual Casting

You can cast a Vaala adept spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use an arcane focus or a holy symbol (usually exemplifying a philosophy or concept in Valerna) as a spellcasting focus for your Vaala adept spells.

Replenish

1st-Level Vaala Adept Feature

You have learned to tap into the flow of Vaala to restore your pool of Vaala points. As a bonus action, you perform a quick meditation and can regain Vaala points equal to your proficiency bonus. Once you use this feature, you can't use it again until you finish a short or long rest.

Beginning at 10th level, you can use your Replenish twice between rests. When you finish a short or long rest, you regain your expended uses.

Shape Vaala

2nd-Level Vaala Adept Feature

You gain the ability to concentrate and focus Vaala for a short time, shaping that energy to produce magical effects. You start with two such effects: Adaptive Aegis and an additional Shape Vaala effect determined by your Aspect Doctrine feature. You will gain a third Shape Vaala effect from your chosen aspect doctrine at 9th level as well.

When you use Shape Vaala, you choose which effect to create. You must then finish a short or long rest to use your Shape Vaala again.

Some Shape Vaala effects require saving throws. When you use such an effect from this class, the DC equals your Vaala adept spell save DC.

Beginning at 6th level, you can use your Shape Vaala twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Shape Vaala: Adaptive Aegis

When you take acid, cold, fire, lightning, poison, or thunder damage you can use your Shape Vaala as a reaction to immediately gain resistance to that damage type until the beginning of your next turn.

Vaala Augmentation (Any). If you spend 2 points from your Vaala pool as part of the reaction you use to activate this feature, your next weapon attack deals an additional 1d6 damage of the same type.

Ability Score Improvement

4th-Level Vaala Adept Feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Advanced Studies

5th-Level Vaala Adept Feature

You have expanded your connection to Vaala to such an extent that you dabble in its other forms. Choose one 1st or 2nd level feature from an aspect doctrine you did not choose at 1st level. You gain that feature.

At 13th level, you gain one feature of your choice of 9th level or lower from an aspect doctrine you did not choose.

Spellweave

10th-Level Vaala Adept Feature

Thanks to your ever-growing ability to harness Vaala, you can manipulate multiple weaves of magic simultaneously. When you use an action to cast a spell, you can also cast another cantrip or 1st-level spell as part of the same action. If the second spell cast is not a cantrip, you must expend spell slots for both spells. This feature doesn't allow you to concentrate on more than one spell at a time.

When you reach 12th level, and again at 14th, 16th, 18th, and 20th level, the maximum level of the second spell cast increases by one.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Master

20th-Level Vaala Adept Feature

You have become one with Vaala, its living avatar in the mortal world and beyond. As an action, you can call upon Vaala to alter reality when your need is great. Describe the assistance or effect you seek. The GM chooses the nature of the result; the effect of any Vaala adept spell or ability would be appropriate as a baseline. If you use this feature, you can't use it again for 7 days.

Aspect Doctrine

As a Vaala adept, you focus your studies on one of the aspects of Vaala—Will, Source, or Dream. Traveling the world to practice your skills allows you to continue to explore your chosen aspect, deepening your connection with Vaala itself.

Dream Doctrine

The aspect of raw ideas, of unlimited potential and unbound imagination. Through Dream, something quite literally can come out of nothing.

Dream Doctrine Spells

VAALA ADEPT LEVEL	SPELLS
1st	*silent image, sleep*
3rd	*detect thoughts, misty step*
5th	*hypnotic pattern, major image*
7th	*arcane eye, phantasmal killer*
9th	*dream, telepathic bond*

Dream Mote and Increased Vaala Pool

1st-Level Dream Doctrine Feature

When you adopt this doctrine, you gain a Mote of Affinity in Fai. Moreover, your Vaala point maximum increases by 4.

At 14th level, you gain another Mote of Affinity in Fai and your Vaala point maximum increases by 2.

Shape Vaala: Dreamcrafting

2nd-Level Dream Doctrine Feature

Starting at 2nd level, you can use your Shape Vaala to make your imagination real. You can meditate for 1 minute, picturing a nonmagical, inanimate object that can fit entirely within a cube that is 10-feet on each side. The object you picture must be one that you have seen before. An item created in this fashion has no monetary value.



The object appears on the ground in an unoccupied space you can see within 30 feet of you. It is visibly crude, though perfectly functional, and obviously a creation of magic (shining with a dim glow or similarly marked). The object vanishes after 1 hour, if you use this feature again, or if you move more than 60 feet away from it.

When you reach 17th level, the objects created by your Dreamcrafting last for 24 hours.

Vaala Augmentation (Fai). If you spend 2 points from your Vaala pool when you activate this feature, you can use it as an action. If you spend 4 points from your Vaala pool, the duration increases by a number of hours equal to your proficiency bonus.

Awakened Inner Eye

6th-Level Dream Doctrine Feature

You can spend 3 points from your Vaala pool as a bonus action to give yourself the ability to see invisible creatures and objects (as per the see invisibility spell) for 1 hour. Once you use this feature, you must finish a short or long rest before you can use it again.

Moreover, when you use this feature at 11th level, you gain truesight and can notice secret doors hidden by magic.

Vaala Augmentation (Fai). If you expend 2 additional points from your Vaala pool when you activate this feature, you can also grant another creature that you touch the same benefits of your Awakened Inner Eye.

Shape Vaala: Dreamstrike

9th-Level Dream Doctrine Feature

You can use your Shape Vaala to bring forth nightmares into the minds of your foes. As an action, you focus on a creature you can see within 60 feet and force it to make an Intelligence saving throw. The creature takes 5d8 psychic damage on a failed save, or half as much damage on a successful one. This feature has no effect on undead or constructs with an Intelligence score of 8 or lower.



Vaala Augmentation (Fai). For every 4 points you spend from your Vaala pool when you activate this feature, you can target an additional creature that you can see within 30 feet of the initial target. A creature can only be targeted once per use of this feature.

Create Dreamsphere

17th-Level Dream Doctrine Feature

Weaving Vaala as if it were thread, you create a dreamlike bubble that engulfs those around you. As an action, you can create a sphere of Fai emanating from you in a 60-foot radius that moves with you. Your Dreamsphere lasts for 1 minute and requires concentration to maintain. Once you use this feature, you must finish a long rest before you can use it again.

Each creature of your choice within the sphere must make an Intelligence saving throw. On a failed save, you determine the dream or nightmare the creature sees within their minds, creating dream terrain and threats. Creatures of your choice who enter the sphere or begin their turn within it must repeat the Intelligence saving throw. A creature that succeeds on the saving throw is immune to this feature for 24 hours. Creatures with truesight, who do not dream, or who have an Intelligence of 5 or lower are also immune to your Dreamsphere.

You can choose what sort of dream a creature experiences and one effect the dream has on it, from the following options:

Pleasant Dream

- You grant it temporary hit points equal to 2d10 plus your Vaala adept level.
- You end one effect that is causing it to be charmed or frightened.
- You grant it half cover from attacks originating outside the sphere until the beginning of its next turn.

Nightmare

- It takes 7d6 psychic damage.
- It is frightened of you until the beginning of its next turn.
- It is restrained until the beginning of its next turn.

Vaala Augmentation (Fai). If you spend 6 points from your Vaala pool when you use this feature, creatures within the area have disadvantage on their saving throws against the effects of your Dreamsphere.

Source Doctrine

The aspect of raw materials, of elements and nature, and also of life and death. Through Source, life evolves and seasons pass.

Source Doctrine Spells

VAALA ADEPT LEVEL	SPELLS
1st	*burning hands, cure wounds*
3rd	*acid arrow, ray of enfeeblement*
5th	*lightning bolt, revivify*
7th	*blight, ice storm*
9th	*mass cure wounds, wall of stone*

Source Mote and Increased Vaala Pool

1st-Level Source Doctrine Feature

When you adopt this doctrine, you gain a Mote of Affinity in K'aab. Moreover, your Vaala point maximum increases by 4.

At 14th level, you gain another Mote of Affinity in K'aab and your Vaala point maximum increases by 2.

Shape Vaala: Vitality Transference

2nd-Level Source Doctrine Feature

You can use your Shape Vaala to manipulate the life energy of a dying foe. When a creature within 30 feet of you that you can see dies from a weapon or spell attack, you can use your Shape Vaala as a reaction to restore hit points to another creature you can see within 30 feet of you equal to 1d6 plus your proficiency bonus.

Vaala Augmentation (K'aab). For every 2 points you spend from your Vaala pool when you activate this feature, you can add 1d6 to the amount of hit points restored.

K'aab Aegis

6th-Level Source Doctrine

As an action, you can spend 3 points from your Vaala pool to give yourself resistance to any one of the following damage types: cold, fire, force, lightning, necrotic, poison, radiant, or thunder. This effect lasts until you finish a short or long rest.

Vaala Augmentation (K'aab). If you expend 3 additional points from your Vaala pool when you activate this feature, you can grant another creature you touch resistance to the same damage type as the one you chose for your K'aab Aegis.

Shape Vaala: Elemental Form

9th-Level Source Doctrine Feature

Manipulating living flesh, you can use your ability to shape Vaala to assume the form of an elemental. As a bonus action, you magically transform into an Elemental whose challenge rating is equal to or less than your level. You can remain in your new form for a number of rounds equal to half of your proficiency bonus or until you use a bonus action to return to your normal form.

Your statistics are replaced by the statistics of the chosen elemental. Your gear melds with your new form, and you can't activate, use, wield, or otherwise benefit from any of your equipment.

You assume the hit points of your new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any



excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

Vaala Augmentation (K'aab). If you spend 4 points from your Vaala pool when you activate this feature, you can remain in your elemental form for up to 1 minute.

Twinned Aegis

17th-Level Source Doctrine Feature

You improve your ability to protect yourself with Vaala as if using the sturdiest of shields. As a bonus action, choose a pair of affiliated damage types from the following list. For 1 minute, you are immune to both damage types.

- Radiant and necrotic
- Cold and fire
- Lightning and thunder
- Acid and poison

Vaala Augmentation (K'aab). For every 6 points you spend from your Vaala pool when you activate this feature, you can give another creature that you can see within 30 feet of you immunity to one of the damage types in the pair you selected.



Will Doctrine

The aspect of raw power, of plans and politics, by which individuals change the world through their drives and decisive actions.

Will Doctrine Spells

Vaala Adept Level	Spells
1st	*command, shield*
3rd	*hold person, suggestion*
5th	*counterspell, nondetection*
7th	*compulsion, polymorph*
9th	*dominate person, greater restoration*

Will Mote and Increased Vaala Pool

1st-Level Will Doctrine Feature

When you adopt this doctrine, you gain a Mote of Affinity in Id. Moreover, your Vaala point maximum increases by 4.

At 14th level, you gain another Mote of Affinity in Id and your Vaala point maximum increases by 2.

Shape Vaala: Protective Ward

2nd-Level Will Doctrine Feature

You can use your Shape Vaala to shield yourself or others from harm. As an action, you can touch a willing creature and give it a bonus to its AC equal to half of your proficiency bonus. This effect lasts for 1 minute.

Vaala Augmentation (Id). If you spend 2 points from your Vaala pool when you activate this feature, the target creature also has advantage on their next saving throw.

Mental Fortress

6th-Level Will Doctrine Feature

A powerful mind quickly learns to shrug off psychic intrusions. As an action, you can spend 3 points from your Vaala pool to render yourself immune to magic that allows other creatures to read your thoughts, determine whether you are lying, or magically spy upon you. This effect lasts until you finish a short or long rest.

Vaala Augmentation (Id). If you spend 3 points from your Vaala pool when you activate this feature, you can grant another creature you touch the same benefits of your Mental Fortress.

Shape Vaala: Reactive Control

9th-Level Will Doctrine Feature

When an attacker you can see within 60 feet of you targets you with a weapon or spell attack, you can use your Shape Vaala as a reaction to force the attacker to make a Charisma saving throw against your Spell Save DC. On a failed save, the attacker instead makes its attack against a target of your choice within range. If no other target is within range, the attack or spell is wasted.

Vaala Augmentation (Id). When you activate this feature as a reaction, if you spend 4 points from your Vaala pool, you can use this feature when a weapon or spell attack targets an ally you can see within 60 feet.

Beguiling Presence

17th-Level Will Doctrine Feature

As your connection to Vaala continues to grow, you gain vast powers to instill charm or fear in others. As an action, you project a beguiling aura in a 60-foot radius sphere centered on you for 1 minute. Until the effect ends, the aura moves with you, centered on you.

When the aura appears, each creature of your choice within the area must make a Charisma saving throw against your Spell Save DC. On a failed save, a creature is charmed or frightened by you (your choice) for the duration. A creature entering the aura for the first time must also make this saving throw.

An affected creature is only charmed or frightened as long as they are within the aura. If such a creature moves outside the aura, it is no longer charmed or frightened but regains the condition if it reenters the aura.

On a successful saving throw, the target is unaffected and is immune to your Beguiling Presence for 24 hours.

Vaala Augmentation (Id). While your Beguiling Presence is active, if you spend 6 points from your Vaala pool as a bonus action, you can choose one of the creatures affected by your Beguiling Presence and dominate it (as the *dominate person* spell) until the beginning of your next turn. This augmentation only functions once for each use of Beguiling Presence.





SUBCLASSES

Valerna calls for heroes and people of all lineages, creeds, Vaala aspects, and philosophies to rise to the challenge. In this section are new options for the familiar array of core classes appropriate for a game set in Valerna or wherever you wish.

Using These Subclasses in Other Settings. The subclasses described in this section can easily be used in other 5e settings. If the GM does not wish to use Vaala augmentations, they can be ignored.

New Subclasses

CLASS	DESCRIPTION
Barbarian: Path of Scars	Increase your power through mystical scars.
Bard: College of Nightmares	Manipulate the mind through waking dreams and beguile your foes.
Cleric: Battle Domain	Your philosophy of war teaches you how to protect and support your fellow warriors.
Druid: Circle of Change	Form mystical bonds with your companions to share your abilities, or copy the powers of your foes.
Fighter: Gladiator	Inspire your companions to greater excellence, and harness the audience's thrill to enhance your skills.
Monk: Way of the Covenant	Protect the world from ravaging dragons using powers inspired by the wyrms themselves.
Monk: Way of the Eight Paths	Follow one of eight paths of enlightenment to unlock the might within.
Paladin: Oath of Radiance	Push back the darkness by channeling the power of light.
Ranger: Fai Hunter	Hunt the capricious feydh with your loyal qirin mount.
Ranger: Shadowstalker	Dance in and out of the darkness to strike unseen and vanish like a spirit.
Rogue: Crimson Hawk Spellblade	Combine subterfuge and arcana to gain an edge on your foes.
Rogue: Dreamspy	Slip into the dreams of your targets to steal their thoughts or end their lives.
Sorcerer: Blood Sorcery	Grab hold of the very essence of mortality to heal, control, manipulate, or destroy.
Warlock: The Fell Crown	Don the mask of a patron of nightmares and wield the baleful power of dreams.
Wizard: Makaab Weaver	Grasp the fabric of creation itself to magically shape the natural world.
Wizard: School of Entropy	Delve into the cycles of birth, decay, and rebirth and dabble with the secrets of immortality.



Barbarian: Path of Scars

The scars and tattoos on your body tell the story of your life, keep tally of your feats, and are a physical representation of the power of your rage. Where other barbarians rely on emotion or some external source for their fury, you have learned to embrace the purity of pain to shape Vaala with your rage. The ritualistic marks on your body, while painful to acquire, stand as a mark of your strength, a tribute to your power. This path originated among the ancient Altanesi, but is still practiced by the descendants of the auna in the Primalian Range and on the Cursed Coast. Recently, scarred barbarians have seen a resurgence in the Altanesi Ascendancy and beyond.

Vaala Mote and Increased Vaala Pool

3rd-Level Path of Scars Feature

When you choose this path at 3rd level, you gain a Mote of Affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in Id and your Vaala point maximum increases by 2.

Ritual Artist

3rd-Level Path of Scars Feature

Yours is a path that merges art with the body. You gain proficiency in the Medicine skill if you didn't have it, and you also become proficient in either calligrapher's or painter's supplies.

Scars

3rd-Level Path of Scars Feature

You can inscribe a magical mark into your flesh, called a scar, an enchanted sign of your strength and endurance. When you gain this feature you can inscribe one scar which can either be a mark carved into the skin or a symbol tattooed with rare inks. Once inscribed, the scar is permanent.

You gain the ability to inscribe an additional scar at 6th, 10th, and 14th levels. Each scar, unless the description notes otherwise, can be taken only once.

Blade. This scar flaunts your combat ability. Your melee attack rolls can't have disadvantage while you're raging.

Dragon. This scar tells the story of your massive strength and power. You gain an additional +1 bonus to your rage damage. If you have more than one of these scars, the bonuses stack.

Fire. As fire means life to many, this scar is a reminder of your stubborn refusal to die. While you are raging, if you are reduced to 0 hit points but not killed outright, you immediately stabilize. Once you use this scar's effect, you must finish a long rest before you can use it again. If you have more than one of these scars, when you are reduced to 0 hit points, you regain 1d6 hit points for each fire scar you have beyond the first.

Gemstone. This scar is the mark of magical secrets. Choose one cantrip from the wizard or cleric spell list. You now know that cantrip and can cast it using your character level as the spellcaster level and your Constitution as the spellcasting ability.

Hammer and Anvil. This scar represents your overall toughness. While you are raging, you gain a +1 bonus to your Unarmored Defense AC. If you have more than one of these scars, the bonuses stack.

Mountain. This scar is a mark of fortitude. While you are raging, after you take damage of a type other than bludgeoning, piercing, or slashing, you gain resistance to that damage type until the rage ends. You can only have one such resistance at a time. If you take damage of a different eligible damage type, your resistance shifts to that type of damage.

Open Eye. This scar reflects the opening of your inner eye. While you are raging, you have advantage on ability checks made to spot invisible or magically concealed creatures.

Web. This scar reflects your talents and skills. You either gain proficiency in a skill of your choice or choose a skill you already have proficiency in and double your proficiency bonus in that particular skill while you are raging. If you have more than one of these scars, you must choose a new skill for each additional scar.



World Tree. This scar shows you have endured and survived. When you enter a rage, you gain temporary hit points equal to your proficiency bonus plus your Constitution modifier. If you have more than one of these scars, you can add 10 additional temporary hit points for each scar beyond the first.

Transcribe Scar

6th-Level Path of Scars Feature

You can use special inks to give a companion a temporary copy of one of your scars. You can select one of your scars and take 10 minutes to inscribe a tattooed copy onto another willing creature. The tattooed creature can activate this temporary magical mark as a bonus action, and the benefits are identical to the scar you chose to copy onto them, with the exception that they do not require the creature to rage. The temporary mark is active for a number of rounds equal to half of your proficiency bonus. Once this duration ends, or the creature finishes a long rest, the temporary mark vanishes.

Once you use this feature, you must finish a long rest before using it again.

Vaala Augmentation (Id). For every 3 points you spend from your Vaala pool when you use this feature, you can give a temporary scar to an additional willing creature.

Suppress Scar

10th-Level Path of Scars Feature

You gain the ability to temporarily suppress the effects of the scars on your body, sacrificing its power to aid yourself. As a reaction, you gain one of the following benefits for each of your scars that you suppress:

- Regain 1d6 hit points plus an additional 1d6 hit points for each scar you suppress for this benefit after the first
- Remove a condition on yourself
- Reroll a failed ability check or saving throw and use the new roll

You lose all benefits from each suppressed scar until you finish a long rest.

Living Scar

14th-Level Path of Scars Feature

You can magically animate your scars as if they had a life of their own. When you enter a rage, one scar of your choice leaps from your body, the tissue or ink forming into the shape of any Beast that has a challenge rating of 1 or lower for 1 minute. During this time, you do not receive the benefits of the scar you selected.

The Beast obeys your commands as best as it can and takes its turn on your initiative. On your turn, you can telepathically command the Beast where to move and to take the Attack, Dash, Disengage, or Help action (no action required by you).

If you are incapacitated or absent, the Beast acts on its own, focusing on protecting you and itself. If the Beast drops to 0 hit points, it disappears, leaving behind no physical form. Once you use this feature, you must finish a short or long rest before you can use it again.

Vaala Augmentation (Id). For every 5 points you spend from your Vaala pool when you use this feature, the maximum CR of the Beast shape your scar assumes increases by 1.

Bard: College of Nightmares

The first College of Nightmares was born in the deep and hidden Fell courts of the Fai Woods, where bards learned to use Fai to insidiously sap the will of their targets as they slept and even to enter waking minds. The knowledge of this art has spread, attracting dreamers and ne'er-do-wells alike. You are a singer of dreams, a piper of the night. Your music slips into the mind, calling on others to listen and lower their guard to your whispered song.



Vaala Mote and Increased Vaala Pool

3rd-Level College of Nightmares Feature

When you join this college at 3rd level, you gain a Mote of Affinity in Fai. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in Fai and your Vaala point maximum increases by 2.

Invasive Words

3rd-Level College of Nightmares Feature

Your words carry extra weight. You gain advantage on one Charisma (Intimidation or Persuasion) check. Once you use this feature, you must finish a short or long rest before using it again.

Vaala Augmentation (Fai). If you spend 2 points from your Vaala pool after you fail a Charisma (Intimidation or Persuasion) check, you can reroll your check and must use the new roll.

Eldritch Dreams

3rd-Level College of Nightmares Feature

You know the *sleep* spell if you didn't know it already. You also learn spells from the College of Nightmare Spells table as you advance in level. These spells don't count toward your limit of known spells and always count as bard spells for you.

College of Nightmares Spells

BARD LEVEL	SPELLS
3rd	*calm emotions, suggestion, dreamwalking**
5th	*fear, sending*
7th	*compulsion, confusion*
9th	*dream, phantasmal killer*

*New spell found in this book.

Insidious Whispers

6th-Level College of Nightmares Feature

When a target of an enchantment or illusion spell you cast succeeds on a saving throw against the spell, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's saving throw result, potentially causing them to actually fail the save. The creature is immune if it can't hear you or if it's immune to being charmed.

Vaala Augmentation (Fai). If you spend 3 points from your Vaala pool when you use this feature, it doesn't expend a use of your Bardic Inspiration.

Waking Dream

14th-Level College of Nightmares Feature

As an action, you can choose a living creature that you can see within 60 feet and pull their mind into a quasi-dream state. The target must succeed on a Wisdom saving throw against your bard spell save DC or be stunned for 1 minute while their mind enters a world formed from their dreams or nightmares.

At the beginning of each of its turns, a stunned target takes 4d12 psychic damage. If the stunned target takes damage from any source other than the Waking Dream, it can repeat the Wisdom saving throw, ending the effect on a success.

Once you use this feature, you must finish a short or long rest before you can use it again.

Vaala Augmentation (Fai). If you spend 5 points from your Vaala pool when you use this feature, you can select a second target within 30 feet of the first target.



Cleric: Battle Domain

The purpose of a battle philosophy is not the search for ways to kill but to protect, support, and strengthen your companions upon the field of war. By exploring all of the various facets of combat, you have learned to channel Vaala in order to manipulate the outcome of conflicts as they happen. Other priests can heal with their spells. Paladins can channel power into their attacks. Warriors can exhibit martial skill. As a warpriest, you touch on all of these aspects, blending them into a unified whole that makes you the true master of the battlefield.

Battle Domain Spells

Cleric Level	Spells
1st	*heroism, hunter's mark*
3rd	*blur, enlarge/reduce*
5th	*counterspell, haste*
7th	*fire shield, hallucinatory terrain*
9th	*cloudkill, wall of force*

Vaala Mote and Increased Vaala Pool

1st-Level Battle Domain Feature

When you adopt this domain, you gain a Mote of Affinity in one Vaala aspect of your choice. Once you make this choice you can't change it. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in the aspect you selected at 1st level and your Vaala point maximum increases by 2.

Bonus Proficiencies

1st-Level Battle Domain Feature

When you choose this domain, you gain proficiency with martial weapons and heavy armor.

Retribution Riposte

1st-Level Battle Domain Feature

Your protective spirit drives you to remain vigilant over your companions on the field of war, prompting swift vengeance against any who injure them. When a creature you can see deals damage to a nonhostile creature, you can use your reaction to cast a cantrip or make a weapon attack against the attacking creature with a weapon you hold in your hands.

Vaala Augmentation (Chosen Aspect). When you use your reaction for this feature, instead of the effect described above, you can spend a number of points from your Vaala pool to cast a spell on the nonhostile target of the triggering attack. You must spend a number of Vaala points equal to the level of the spell you choose to cast.

Channel Divinity: Battle Trance

2nd-Level Battle Domain Feature

You can use your Channel Divinity as a bonus action to enter a mystical trance for 1 minute. Maintaining your battle trance requires concentration (as if you were concentrating on a spell), and you can't cast spells while using it.

When you enter your trance, and at the beginning of each of your turns while your trance is active, choose a number of creatures (that can include you) up to your proficiency bonus that you can see within 30 feet of you. You grant each of the creatures you selected a single benefit of your choice from the list below until the beginning of your next turn. Each target can be granted a different benefit.

- Gain a bonus to AC equal to half of your proficiency bonus
- Gain a bonus to attack rolls equal to half of your proficiency bonus
- Gain a bonus to weapon damage rolls equal to half of your proficiency bonus
- Gain a bonus to ability checks equal to half of your proficiency bonus
- Gain a bonus to saving throws equal to half of your proficiency bonus
- Gain a bonus to speed equal to 5 feet per each point of your proficiency bonus
- Regain hit points equal to half of your proficiency bonus plus your cleric level

You can choose to end your trance at the beginning of your turn. Otherwise, your battle trance ends early if you lose concentration, cast a spell, are knocked unconscious, or die.

Vaala Augmentation (Chosen Aspect). At the beginning of each of your turns when you select a trance benefit, you can expend any number of points from your Vaala pool and increase that benefit's bonus or the hit points it recovers by half that amount (rounded down).

Warmaster Techniques

6th-Level Battle Domain Feature

Delving deeper into the connections with your companions, you've learned to bolster their abilities at the expense of your own spellcasting. As a bonus action, you can expend one spell slot to grant a benefit to one willing creature that you can see within 30 feet of you until the beginning of your next turn. The level of spell slot you must spend and the effect granted are described in the Warmaster Techniques table.

Vaala Augmentation (Chosen Aspect). When you use one of your Warmaster Techniques, if you spend a number of points from your Vaala pool equal to the level of the spell slot you expend, you immediately recover that spell slot.

Warmaster Techniques

SPELL SLOT LEVEL	BENEFIT
2nd or lower	*Weapon attacks against the target creature have disadvantage*
3rd or 4th	*The target gains an additional weapon attack when using the Attack action.*
5th or 6th	*The target can choose to succeed on the first saving throw it fails.*
7th or higher	*The target gains an additional action to take on its turn.*

Vaala Strike

8th-Level Battle Domain Feature

You gain the ability to channel Vaala into your weapon, infusing your strikes with energy. Once on each of your turns, when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of any damage type you choose. When you reach 14th level, the extra damage increases to 2d8. Weapon attacks made with your Vaala Strike feature count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Vaala Augmentation (Chosen Aspect). If you spend 3 points from your Vaala pool when you make your Vaala Strike, a bolt of energy leaps from the target to a second creature of your choice that you can see within 5 feet of the first. The second creature also takes 1d8 damage (or 2d8 damage if you are 14th level or higher) of the type you selected.

Pillars of Carnage

17th-Level Battle Domain Feature

As an action, you utter a word that resonates with Vaala, causing your power to scour the battlefield. Up to six creatures you can see momentarily become pillars of radiant energy. Neither you nor the creatures within the pillars are harmed by the effect of this feature.

Every other creature within 15 feet of one of these burning pillars must make a Constitution saving throw. On a failed save, a creature takes 10 force damage plus 2d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A creature blinded by the pillars makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. Creatures can be targeted by multiple burning pillars if their ranges overlap.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Pool Augmentation (Chosen Aspect). If you spend 6 points from your Vaala pool as a bonus action, you can use this feature one additional time before you rest.



Druid: Circle of Change

Many druids believe change is all that prevents the world from sliding into a pit of stagnation or into the void of the Null. Too much order, too much structure, and the progress of evolution, the imagination of creation itself, grinds to a halt. These druids point to stifling laws or customs, such as Allaria's Eliadu, as examples of an unhealthy shifting of the world toward rigid order. The only way to counterbalance this is to embrace chaos. You are a follower of change, but your path can be difficult. Some chaos druids simply provoke change without thought, but you know you must walk the knife's edge between the drive to promote change or diverse growth and the unintended consequences of your actions.

Vaala Mote and Increased Vaala Pool

2nd-Level Circle of Change Feature

When you join this circle at 2nd level, you gain a Mote of Affinity in K'aab. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in K'aab and your Vaala point maximum increases by 2.

Circle Spells

2nd-Level Circle of Change Feature

As you advance in level, you gain access to additional spells granted by your K'aab knowledge, as indicated in the Change Circle Spells table. When you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If the spell is not a druid spell, it counts as a druid spell for you.

Change Circle Spells

DRUID LEVEL	SPELLS
1st	*command, hideous laughter*
3rd	*misty step, ray of enfeeblement*
5th	*bestow curse, counterspell*
7th	*confusion, polymorph*
9th	*animate objects, telekinesis*

Chaotic Bond

2nd-Level Circle of Change Feature

You can form magical bonds of cooperation between a group of allies by using a bonus action to choose a number of friendly creatures that can hear you within 60 feet of you equal to 1 + your proficiency bonus. Until the bond ends, the targets are magically linked to you while within 60 feet of you.

The bond contains a number of change points equal to your proficiency bonus. When a linked creature makes an ability check or attack roll, but before the GM determines whether it succeeds or fails, the linked creature can expend one or more change points to increase the roll result by the number of change points expended. The bond lasts for 1 hour or until all change points have been expended.

If a member of your bond moves more than 60 feet from you, they stop gaining the benefit of this feature but are still considered to be part of the bond. They can gain the benefit again when they return to within 60 feet of you.

You can use this feature twice. You regain any expended uses when you finish a long rest.

Vaala Augmentation (K'aab). For every 2 points you spend from your Vaala pool when you form your Chaotic Bond, you can increase your total number of change points by 1.

Tangled Essence

6th-Level Circle of Change Feature

You can bond the lifeforce of your foes together. As an action, you choose two creatures that can hear you within 60 feet of you. You form a magical link between them for 1 minute, causing them each to be linked. Each linked target must succeed on a Wisdom saving throw against your druid spell save DC or it also becomes entangled.

When a linked creature takes damage, each entangled creature also takes half that damage. An entangled creature can repeat the saving throw at the end of each of its turns, ending the entangled effect on itself on a success. It remains linked for the duration of the effect.

Once you use this feature you must finish a short or long rest before you can use it again.

Vaala Augmentation (K'aab). For every 3 points you spend from your Vaala pool when you use this feature, you can choose one additional creature to be linked and, if it fails the saving throw, to be entangled as well. Each targeted creature must be within 60 feet of you and be able to hear you.

Spellmatch

10th-Level Circle of Change Feature

You learn how to feel the reverberations in the natural world caused by spellcasting and how to replicate certain effects. When you see a creature casting a spell within 120 feet of you, you can use your reaction to roll an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you immediately cast a copy of the spell using the same attack modifiers, saving throw DCs, and similar statistics of the original spell. You use yourself as the point of origin to determine range, and you can choose the target for your copy of the spell.

Once you use this feature, you must finish a long rest before you can use it again.

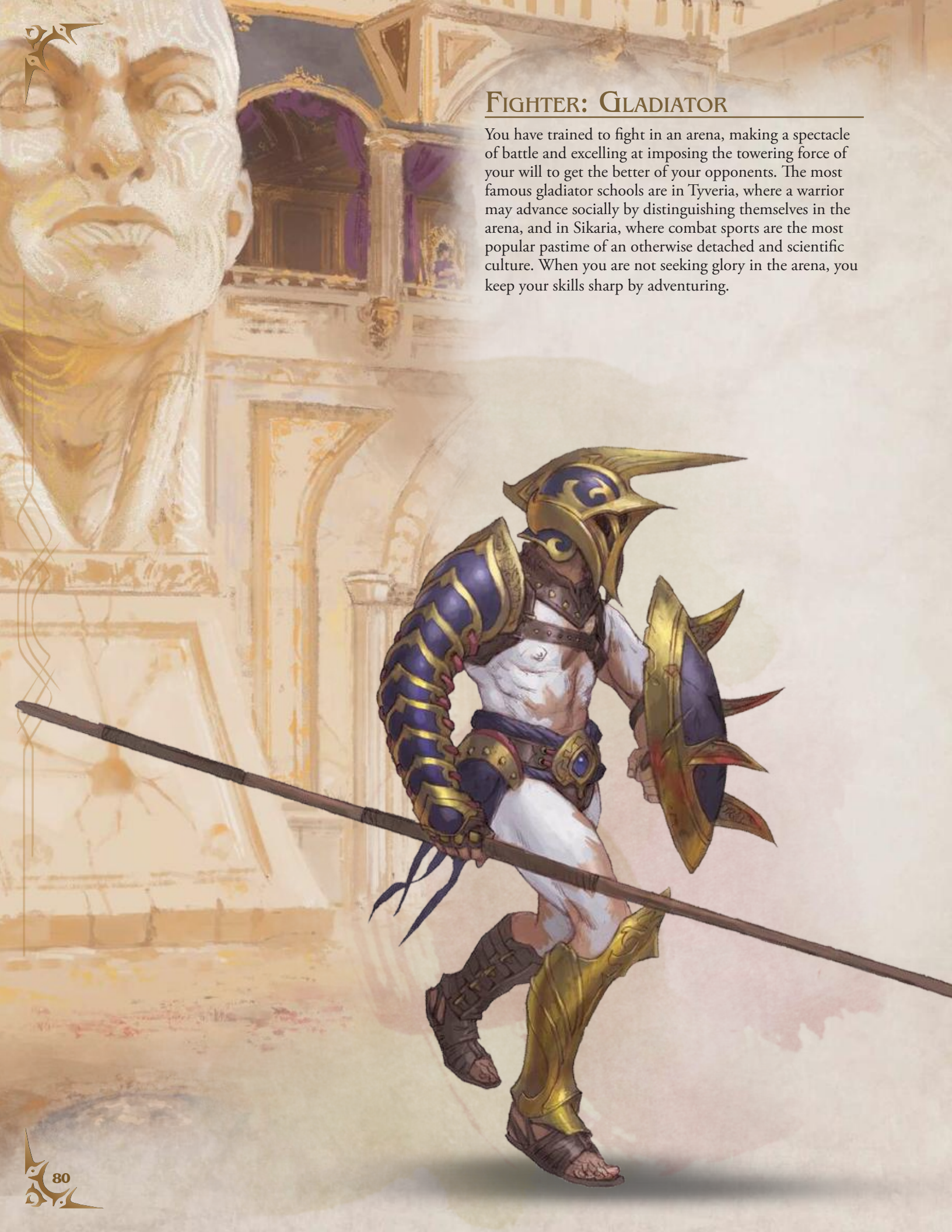
Vaala Augmentation (K'aab). When you use this reaction, if you spend 4 points from your Vaala pool, you have advantage on the ability check made to copy the spell.

Bondshape

14th-Level Circle of Change Feature

You can share your bestial form with members of your bond. When you use your Wild Shape feature, the creatures currently linked with your Chaotic Bond feature can also assume the same Beast shape. This shape change follows the same rules as your Wild Shape feature except that you and the linked creatures can only stay in Beast shape for a number of minutes equal to half your druid level (rounded down). Once you use this feature, you must finish a long rest before using it again.

Vaala Augmentation (K'aab). For every 5 points you spend from your Vaala pool when you use this feature, you can increase the maximum challenge rating by 1 when determining which Beast form you can choose.



Fighter: Gladiator

You have trained to fight in an arena, making a spectacle of battle and excelling at imposing the towering force of your will to get the better of your opponents. The most famous gladiator schools are in Tyveria, where a warrior may advance socially by distinguishing themselves in the arena, and in Sikaria, where combat sports are the most popular pastime of an otherwise detached and scientific culture. When you are not seeking glory in the arena, you keep your skills sharp by adventuring.

Vaala Mote and Increased Vaala Pool

3rd-Level Gladiator Feature

When you adopt this archetype at 3rd level, you gain a Mote of Affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in Id and your Vaala point maximum increases by 2.

Arena Training

3rd-Level Gladiator Feature

You gain proficiency in the Performance skill. Additionally, when you are wearing light armor or no armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier. You can use a shield and still gain this benefit.

Emboldened Performance

3rd-Level Gladiator Feature

You gain a boost to your martial prowess when you have an audience. As a bonus action, you call upon a number of creatures that can hear you within 60 feet of you equal to half of your proficiency bonus (minimum of 1), requiring them to use their reactions to witness your actions. Until the beginning of your next turn, you gain a bonus to your attack rolls and damage rolls equal to the number of creatures forced to use their reactions in this way.

Once you use this feature you must finish a short or long rest before you can use it again. You can use this feature twice between short or long rests starting at 10th level, and three times starting at 17th level.

Vaala Augmentation (Id). For every 2 points you spend from your Vaala pool when you use this feature, you can call upon an additional creature.

Martial Inspiration

7th-Level Gladiator Feature

You can inspire others through your prowess in combat. Once per turn, when you hit a creature with a weapon attack or successfully grapple or shove a creature, you can choose one creature, other than yourself, within 60 feet of you that can see you.

On that target creature's next turn, when it makes an ability check, attack roll, or damage roll, it can roll 1d8 and add the number rolled to the result. Once the creature uses this bonus die, the Martial Inspiration effect ends. A creature can only have one of these bonus dice at a time.

You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

Vaala Augmentation (Id). If you spend 3 points from your Vaala pool when you use this feature, the bonus die increases to 1d10.

Victorious Exhilaration

10th-Level Gladiator Feature

When you reduce a creature to 0 hit points, you can make a Charisma (Performance) check and gain temporary hit points equal to the result. Temporary hit points gained from this feature stack, but they do not stack with any other sources of temporary hit points.

If you reduce a creature to 0 hit points as the result of a critical hit, you instead roll a Charisma (Performance) check and gain temporary hit points equal to the twice the result.

Vaala Augmentation (Id). If you spend 4 or more points from your Vaala pool when you use this feature, you gain additional temporary hit points equal to the number of Vaala points you spend.

Martial Rally

15-Level Gladiator Feature

When you roll initiative and have no uses of Action Surge remaining, you regain one use.

Vaala Augmentation (Id). If you spend 5 points from your Vaala pool when you regain your use of Action Surge, you also have advantage on your next attack roll.

Embellished Strikes

18th-Level Gladiator Feature

You learn to land blows designed to play to a crowd. Once per round, when you hit a creature with a melee weapon attack, you can roll a Charisma (Performance) check and add the result to the weapon's damage.

Vaala Augmentation (Id). If you make two melee weapon attacks in the same turn as you used your Embellished Strikes feature, and the second attack hits a creature, you can spend 6 points from your Vaala pool to roll a Charisma (Performance) check. You then add the result of the check to the damage of your second attack. If you make a third melee weapon attack in the same turn you used your Embellished Strikes feature and hit a creature, you can spend 9 points from your Vaala pool to make a Charisma (Performance) check. You then add the result to the damage for your third attack.





Monk: Way of the Covenant

The fundamental philosophy of the Way of the Covenant is twofold: Stand against the dragons who threaten the world, and find and protect the dragonbonded. As a follower of the Way of the Covenant, you might have studied under the masters in the revered Temple of Ret Sajuut, or you may have learned from one of the wandering monks who follow this path. No matter how you came to your skills, you seek to live your life by the creed of the Dragonbonded Covenant.

Vaala Mote and Increased Vaala Pool

3rd-Level Way of the Covenant Feature

When you choose this tradition at 3rd level, you gain a Mote of Affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in Id and your Vaala point maximum increases by 2.

Draconic Insight

3rd-Level Way of the Covenant Feature

Your study of the various draconic broods and interactions with dragonbonded pairs grants you knowledge and a knack for communicating with the great wyrms. Choose one Intelligence-based skill and gain proficiency in it. Additionally, you have advantage on ability checks made using the Intimidation or Persuasion skill when speaking with draconic creatures.

Forms of the Dragon

3rd-Level Way of the Covenant Feature

Your training in martial arts teaches you how to channel Vaala to imbue yourself with abilities inspired by the draconic broods. You gain the following benefits.

Beguiling Forms. Moving your hands in swirling patterns, you mimic the hypnotic movements of the Magnifex brood. Using the Attack action, you can spend 2 ki points and choose one creature that can see you within 30 feet. The target must succeed on a Wisdom saving throw or become charmed until the end of your next turn. A creature charmed in this way is restrained. If you're able to make multiple attacks with the Attack action, this can replace one of them.

Bronze Scale Stance. As a reaction to a melee or ranged weapon attack, you can spend 2 ki points to cover your body in the copper or bronze scales of an Ehrlya dragon. You can add your proficiency bonus to your AC until the end of your next turn.

Desert Wyrm Dash. Inspired by the mighty Exor brood, you can burrow through the ground to deliver a punishing strike. When you use your action to Dash, you can spend 2 ki points to gain a burrowing speed equal to your walking speed. At the end of your Dash, you reemerge onto the surface, and you can use a bonus action to make one melee attack.

Insight of the Feathered Crown. As the Coatl are driven by a scholar's curiosity, you can imbue your knowledge with Vaala. You can spend 2 ki points to gain advantage on an Intelligence or Wisdom ability check.

Radiant Eyes of Aureus. You can channel the brilliance of the Fulgen dragons into beams of light from your eyes. As a bonus action, you can spend 2 ki points and target one creature that can see you within 30 feet. The target must succeed on a Constitution saving throw or be blinded until the end of your next turn.

Spectral Touch of Transference. Studying the flow of necrotic energy within the Nix dragons, you can use this knowledge to absorb some of its lifeforce. As an action, you can spend 2 ki points to touch a willing creature and roll your Martial Arts die. The target loses hit points equal to twice the result, and you regain hit points equal to that number.

If you instead spend 4 ki points you can use your Spectral Touch of Transference against unwilling targets. When you hit a creature with an unarmed attack, the target must make a Constitution saving throw. On a failed save, you roll your Martial Arts die, and the target loses hit points equal to twice the result while you regain hit points equal to that number.

Divert the River

6th-Level Way of the Covenant Feature

Much as the flow of water can be redirected, your martial arts teach how to change the path of magical energy. When you succeed on a saving throw against an effect that deals acid, cold, fire, lightning, poison, or thunder damage, you can spend 2 ki points as a reaction to divert the damage you did not take toward a creature you can see within 30 feet of you.

The target must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Wisdom modifier. On a failure, the target takes damage equal to the amount that did not affect you from the original attack.

For example, if you successfully save against an acid splash cantrip, you divert the entire acid damage toward the new target. If you successfully save against a *fireball* spell, however, you divert half the damage (the half that didn't damage you) toward the new target.

When you reach 12th level in this class, even if you fail the saving throw, you can still spend 2 ki points as a reaction to copy half the damage you receive and send it toward one creature you can see within 30 feet if the creature fails the Dexterity saving throw above. You still take the normal damage from the effect if you failed your saving throw.

Vaala Augmentation (Id). If you spend 3 points from your Vaala pool when you use this feature, you can target a second creature within 30 feet of you to take the same amount of damage if they fail the same Dexterity saving throw.

Forms of the Covenant

11th-Level Way of the Covenant Feature

The mission of Oryan Yssan's new, idealistic Dragonbonded Covenant inspires the ongoing development of your martial arts. You gain the following benefits:

Covenant Shield. When you, or a nonhostile creature you can see within 10 feet of you, are hit by an attack or an effect that deals damage, you can form a shield to blunt the assault. You can spend 3 ki points as a reaction to surround yourself with an aura of protection that radiates 10 feet from you. You and your allies within the aura are immune to one damage type of your choice, including damage of that type from the triggering attack. The aura lasts until the beginning of your next turn.

Vaala Augmentation (Id). If you spend 4 points from your Vaala pool when you use this reaction, the radius of the aura increases by 10 feet.

Shelter of the Bond. As an action, you can touch a willing creature and spend 2 ki points to remove a condition from it or restore a number of hit points to it equal to three times your monk level. You must finish a long rest before you can use your Shelter of the Bond again.

Wyrm Fury Strike

17th-Level Way of the Covenant Feature

Inspired by your study of dragons, you can channel elements from any and all of their broods into a single strike. When you hit a creature with an unarmed strike, you can spend up to 12 ki points, applying one or more of the extra damage effects described below in any combination.

- 2d8 acid damage (2 ki points)
- 2d8 cold damage (2 ki points)
- 2d8 fire damage (2 ki points)
- 2d8 lightning damage (2 ki points)
- 2d8 poison damage (2 ki points)
- 2d8 thunder damage (2 ki points)

Once you use your Wyrm Fury Strike, you must finish a short or long rest before you can use it again.

Vaala Augmentation (Id). If you spend 6 points from your Vaala pool when you deal damage with your Wyrm Fury Strike, the target is also knocked prone. If you instead spend 12 points from your Vaala pool, the target is incapacitated until the beginning of your next turn.



Monk: Way of the Eight Paths

In one ancient and mysterious sect of Valernian spiritualism, the eight directions represent the natural cycles of the world and the flow of Vaala through all living things. These ideals evolved from similar beliefs of the Náhuinn, who often assign great cultural meaning to the cardinal directions. The monks who follow the Eight Paths embark on a journey of the spirit, each following a different route toward enlightenment.

The Way of the Eight Paths is central to the Order of Fándred, but versions of it have spread across Valerna. The Eight Paths are philosophies about nature and one's spirit. Each monk of the order chooses one of these paths to follow, displaying powers and abilities specifically related to that aspect. Monks of the Eight Paths bear trinkets or tattoos representing their path, and most wear gray-green hoods, a symbol of their pledge to follow the tenets of the tradition.

As a monk of the Eight Paths, you choose your spiritual route, and it is one unique to you, though others certainly share similar pathways. You will unlock many abilities and powers during your life-long journey toward ultimate enlightenment.

The Tenets of the Eight Paths

Each of the Eight Paths of Fándred follows a particular philosophy and is linked with a tána spirit, a nature totem embodying its beliefs.

The Branch. The path of protection. As we are greater together than alone, you must stand for others and aid those in need. Monks of the Branch heal with a touch and magically shield the helpless. Their animal is the bear.

The Claw. The path of bravery. In the struggle against injustice, you must be stalwart and without fear. Monks of the Claw have great willpower and determination. Their animal is the jaguar.

The Feather. The path of teaching. You must find peace within, for only by knowing oneself can you lead others to the truth. Monks of the Feather demonstrate instinctive leadership, inspiring heroism in their companions. Their animal is the eagle.

The Leaf. The path of perception. To understand the world and protect it, you must always be aware. Monks of the Leaf excel in investigations and tracking. Their animal is the wolf.

The Lightning. The path of strength. It is not enough to merely stand in the way of disaster; you must always act decisively and without hesitation. Monks of the Lightning follow the most militaristic branch of the Eight Paths, and are known for their ruthlessness. Their animal is the hawk.

The Moon. The path of understanding. Knowing only the foolish accept as true that which they view but once, you must always seek the truth below the surface. Monks of the Moon possess nearly supernatural insight and abhor falsehoods. Their animal is the snake.

The Stone. The path of endurance. Be direct and resolute in the stream of adversity, and hardship will part around you like water. Stone monks toughen their bodies and minds to withstand anything that might assail them. Their animal is the boar.

The Wind. The path of movement. As the breeze is unchained, so too must you be free of roots or attachments, be they places, people, or your identity. Monks of the Wind have incredible speed, both when traveling and when fighting. Their animal is the deer.

Vaala Mote and Increased Vaala Pool

3rd-Level Way of the Eight Paths Feature

When you choose this tradition at 3rd level, you gain a Mote of Affinity in K'aab. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in K'aab and your Vaala point maximum increases by 2.

Initiate's Insight

3rd-Level Way of the Eight Paths Feature

Though the road you follow has eight branches, all lead toward the truth, and you must select one to be your path. You make or receive a physical representation of your chosen path. An amulet, a trinket, or a tattoo are traditional options. You choose one of the eight paths described below, and gain its feature.

The Branch. You gain advantage on Wisdom (Medicine) checks and on saving throws against effects that deal bludgeoning, piercing, or slashing damage.

The Claw. You gain advantage on Strength (Athletics) checks. As a reaction, you can spend 1 ki point to gain advantage on a saving throw against becoming frightened.

The Feather. You gain advantage on Charisma (Persuasion) checks. As a reaction, you can spend 1 ki point to gain advantage on a saving throw against becoming charmed.

The Leaf. You gain advantage on Wisdom (Perception) checks. As a reaction, you can spend 1 ki point to gain advantage on a saving throw against becoming blinded or deafened.

The Lightning. You can add your proficiency bonus to your initiative rolls. As a reaction, you can spend 1 ki point to gain advantage on any saving throw that might cause you to fall prone.

The Moon. You gain advantage on Wisdom (Insight) checks. As a reaction, you can spend 1 ki point to gain advantage on a saving throw against illusion effects.

The Stone. You gain advantage on Wisdom (Survival) checks and on saving throws against becoming poisoned or gaining exhaustion.

The Wind. You gain advantage on Dexterity (Acrobatics) checks. As a reaction, you can spend 1 ki point to gain advantage on a saving throw against becoming restrained or incapacitated.

Ki Smite

6th-Level Way of the Eight Paths Feature

When you hit a creature with an unarmed strike, you can spend 1 ki point to roll your Martial Arts die and deal extra damage to the target equal to the result. You can use this feature only once on each of your turns. When you reach 12th level in this class, you instead roll your Martial Arts die twice and deal extra damage to the target equal to the total result.

Vaala Augmentation (K'aab). If you spend 3 points from your Vaala pool when you use this feature, the target must succeed on a Constitution saving throw against your ki save DC or be knocked prone.

Disciple's Discovery

11th-Level Way of the Eight Paths Feature

As you follow your chosen tradition, your spirit reaches deeper into Vaala, the source of all. The token of your path magically becomes larger or more ornate, or you receive a second similar symbol of your dedication.

You gain a magical benefit based on the path you selected with your Initiate's Insight feature. Once you use this feature, you can't use it again until you finish a long rest, unless you expend 3 ki points to use it again.

The Branch. As a bonus action, you can touch a creature and either restore a number of hit points equal to 4d6 plus your proficiency bonus or remove one level of exhaustion.

The Claw. As a bonus action, you remove any effect causing the frightened condition from all creatures within 15 feet of you. If you remove at least one condition using this feature, you can make one extra attack this turn when you use your Attack action.

The Feather. As a bonus action, an aura of heroism emanates from you in a 30-foot radius, moving with you until the beginning of your next turn. Each nonhostile creature in the aura, including you, has advantage on their first attack roll on their turn.

The Leaf. As a bonus action, you gain tremorsense to a range of 120 feet until the beginning of your next turn.

The Lightning. As a bonus action, you can charge your blows with Vaala's unending strength. When you make an unarmed strike, any target you hit, and all hostile creatures within 5 feet of that target, must make a Strength saving throw against your ki save DC or be knocked prone. You retain this ability until the beginning of your next turn.

The Moon. As a bonus action, you gain truesight to a range of 120 feet until the beginning of your next turn.

The Stone. As a bonus action, you gain immunity to all damage types except for force and psychic damage until the beginning of your next turn. If you expend ki points to use this feature again before you finish a long rest, you must expend 6 ki points instead of 3.

The Wind. As a bonus action, you magically enhance your movement this round. For every 10 feet you move, you can magically teleport 30 feet to a place you can see. You retain this ability until the beginning of your next turn.

Eightfold Master

17th-Level Way of the Eight Paths Feature

The token of your spiritual journey melds into your body, becoming a unique, stylized tattoo, as your mind stretches beyond the limitations of paths to begin the final steps toward true enlightenment. At the end of a long rest, you can choose a total of two of the paths described in this subclass, enabling you to use the Initiate's Insight and Disciple's Discovery features as though you are a member of both paths. You can choose the path you originally selected plus a new one, or you can choose two new paths, abandoning your old path. Each time you finish a long rest you can choose the same paths or new ones.

Vaala Augmentation (K'aab). As an action, you can spend 6 points from your Vaala pool and change one of your paths for a different one.



Paladin: Oath of Radiance

When shadow threatens to cover the world, it is the people's task to kindle the light. Followers of the Oath of Radiance believe the light of community, of the bonds between friends, family, and allies, will always push back the deepest darkness. The Oath of Radiance was first codified among the Galadyan knights of Ysval, when they turned away from the Null, the corrupting herald of oblivion. Today, paladins independent of Ysval revere and follow the Oath of Radiance across Valerna. As a paladin of this oath, you have sworn to protect the community, aid those in need, promote generosity, fight against the null, and always carry the light of hope in your heart.

Tenets of Radiance

You are sworn to protect life, faith, and fellowship in a harsh world, as the bonfire must be protected against the cold wind and as the tiniest spark brightens the darkest night. A paladin who takes this oath carries a small leather manifesto exploring the tenets of radiance.

Awaken the Light Within. Through your allegiance to the other tenets of your oath, kindle the light inside. Share your illumination. Be an inspiration to others and create hope and warmth. Shine as a beacon against the darkness.

Bravery in Generosity. Share what is yours, and find honor in serving those in need. The light shines when one takes from oneself to give to others.

Glory to Serve. Assist those in need. Integrity is tempered through acts that help others.

Strength through Community. Promote and safeguard the community. Find strength in alliances. Forge unity and purpose. A shattered blade only cuts the wielder.

Vigilance against the Darkness. Be ever watchful against any who seek to extinguish the light. Root out those who threaten to bring the Null into the world. Stand against any who promote darkness.

Using the Null Outside of the Dragonbond Setting

In the world of Valerna, the Null is a once and future danger. It is nothingness itself, a force of anti-creation. It beguiles the lost and hopeless, and it seeks to destroy and unmake everything. The paladins of the Oath of Radiance are uniquely trained to combat the Null.

If you are using the Oath of Radiance in a different setting, the Null can be represented as ancient entities of destruction, such as Old Ones, Elder Things, or similar eldritch beings. Aberrations can easily be used in place of Null creatures.

Oath Spells

You gain oath spells from the Oath of Radiance Spells table at the paladin levels listed.

Oath of Radiance Spells

PALADIN LEVEL	SPELLS
3rd	*healing word, shield of faith*
5th	*lesser restoration, warding bond*
9th	*counterspell, daylight*
13th	*banishment, guardian of faith*
17th	*flame strike, greater restoration*

Vaala Mote and Increased Vaala Pool

3rd-Level Oath of Radiance Feature

When you swear this oath at 3rd level, you gain a Mote in a Vaala Affinity of your choice. Once you make this choice, you can't change it. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote in the Vaala Affinity you selected at 3rd level and your Vaala point maximum increases by 2.

Channel Divinity

3rd-Level Oath of Radiance Feature

You gain the following two Channel Divinity options.

Castigation of Light. You can use your Channel Divinity to abjure your foes. As an action, your inner light shines forth, and every creature of your choice within 30 feet of you must make a Charisma saving throw. A creature takes radiant damage equal to 2d8 + your paladin level on a failed saving throw, or half as much damage on a successful one.

Moreover, a Null or Aberration creature that fails its saving throw is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can take only the Dash action or try to escape from an effect that prevents it from moving. If the creature can't move, it can take the Dodge action.

Vaala Augmentation (Chosen Aspect). For every 2 points you spend from your Vaala pool when you use this feature, the damage from your Castigation of Light increases by 1d8 (to a maximum number of additional d8s equal to your proficiency bonus).

Allied Bastion. You can use your Channel Divinity to strengthen the lifeforce of your allies. As a bonus action, you give an inspirational declaration on the tenets of light, kindling, and community. Each creature of your choice that can hear you within 30 feet of you gains temporary hit points equal to 1d8 + your Charisma modifier (minimum of 1).

Vaala Augmentation (Chosen Aspect). For every point you spend from your Vaala pool when you use this feature, you can increase the number of temporary hit points by 1.

Brilliant Excoriation

7th-Level Oath of Radiance Feature

Your connection to the light aids you in focusing strikes against your foes. Once on each of your turns, when you hit a creature using your Divine Smite feature, a different creature of your choice within 30 feet of you is immediately highlighted in a pearlescent radiance. The next attack roll made against this highlighted target before the end of your next turn has advantage. At 18th level, two creatures of your choice within 30 feet of you are illuminated.

Vaala Augmentation (Chosen Aspect). If you spend 3 points from your Vaala pool when you use this feature, you can outline an additional creature within 30 feet.

Blinding Censure

15th-Level Oath of Radiance Feature

The first time you deal radiant damage to a creature on a turn, it must succeed on a Constitution saving throw against your paladin spell save DC or be blinded until the end of its next turn. If you deal radiant damage to more than one creature simultaneously, you must choose one of the creatures to make this saving throw. A blinded creature can use its action to repeat the Constitution saving throw, ending the effect early on a success.

Vaala Augmentation (Chosen Aspect). When you activate your Blinding Censure, if you spend 5 points from your Vaala pool, every target that takes radiant damage from your attacks before the beginning of your next turn must succeed on the saving throw or be blinded until the end of its next turn. Once you use this augmentation, you must finish a short or long rest before you can use it again.

Avatar of Light

20th-Level Oath of Radiance Feature

The light inside infuses you with its brilliant radiance. As an action, you become wreathed in a nimbus of shining light. For 1 minute, you benefit from the following effects:

- You have resistance to necrotic, bludgeoning, piercing, and slashing damage.
- When you take the Attack action and target a Null or Aberration creature, you can make one additional attack as part of that action.
- At the start of each of your turns, you regain 10 hit points, as do your allies within 30 feet of you.

These effects end early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.

Vaala Augmentation (Chosen Aspect). If you spend 6 points from your Vaala pool when you use this feature, it lasts for an additional minute.



Ranger: Fai Hunter

As a Fai hunter, you are constantly vigilant for incursions by the Fell and are particularly adept at routing out and eliminating these threats. Fai hunters originated at the warden lodges of Allaria, but they can be of use anywhere in Valerna where the veil between this world and the Dreamspace is thin.

Vaala Mote and Increased Vaala Pool

3rd-Level Fai Hunter Feature

When you adopt this archetype at 3rd level, you gain a Mote of Affinity in Fai. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in Fai and your Vaala point maximum increases by 2.

Fai Hunter Magic

3rd-Level Fai Hunter Feature

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Fai Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of spells you know.

Deadsteel

By treating common iron ore with special antimagic dusts, Allarian wizards have developed deadsteel, a metal capable of hurting and depowering Fai creatures, from nightmare spirits and feydh tricksters to Fai goblins and dream elves. Traditionally, it is given only to Fai hunters and a few specialized wizard castes and distributed only by hand-picked scholars from the Allarian court.

At your GM's discretion, you may acquire a deadsteel weapon when you choose this subclass. For more about deadsteel weapons, see Chapter 4: Items & Equipment.

Fai Hunter Spells

RANGER LEVEL	SPELLS
3rd	*bane*
5th	*see invisibility*
9th	*counterspell*
13th	*banishment*
17th	*hold monster*

Deny Dream

3rd-Level Fai Hunter Feature

You've learned to repel the magic of the Fell. You have advantage on saving throws made against illusion magic. You have advantage on saving throws against being charmed, if you do not have it already, and magic cannot put you to sleep.

Additionally, when a creature you can see within 60 feet of you attempts to teleport, you can use your reaction to nullify their magic and force them to remain in place. The creature must succeed on a Wisdom saving throw against your ranger spell save DC or their teleport fails. Feydh creatures have disadvantage on this saving throw. You can use this ability a number of times equal to your Wisdom modifier (a minimum of 1) and regain all expended uses when you finish a long rest.

Vaala Augmentation (Fai). If you spend 2 points from your Vaala pool, you can use this feature to nullify a creature's teleportation again before a long rest.

Slayer's Focus

3rd-Level Fai Hunter Feature

Your time hunting the feydh has improved your tactics. When you activate this feature, for the next minute, when you hit a creature with a weapon attack, the creature takes an additional 1d6 damage. If the creature is feyd, they instead take an additional 1d10 weapon damage. Once you use this feature, you cannot use it again until you finish a short or long rest.

Vaala Augmentation (Fai). If you spend 2 points from your Vaala pool when you use this feature, you increase the additional damage to 1d8 and 2d6, respectively.

Qirin Mount

7th-Level Fai Hunter Feature

You gain a **black qirin** mount that accompanies you on your adventures and is trained to fight alongside you.

The qirin obeys your commands as best it can. It takes its turn on your initiative. On your turn, you can verbally command the qirin where to move and to take the Attack, Dash, Disengage, or Help action (no action required by you). If you don't issue a command, the qirin takes the Dodge action. It can spend its Hit Dice during a short rest to regain hit points.

If you are incapacitated or absent, the qirin acts on its own, focusing on protecting you and itself. The qirin never requires your command to use its reaction, such as when making an opportunity attack.

When traveling through your favored terrain while riding your qirin, you can move stealthily at a normal pace.

If the qirin dies, you can obtain a new qirin mount by spending 8 hours magically bonding with a black qirin that isn't hostile to you.

Improved Qirin Mount

11th-Level Fai Hunter Feature

Your qirin has grown and improved alongside you. Add your proficiency bonus to the qirin's ability checks, saving throws, attack rolls, damage rolls, and AC. Its hit point maximum equals the hit point maximum listed in its stat block or four times your ranger level, whichever is higher. In addition, your qirin now benefits from your Slayer's Focus feature, as long as it is within 30 feet of you.

Mirror Dream

15th-Level Fai Hunter Feature

You've learned to use magical creatures' powers against them. When a creature you can see within 60 feet of you casts a spell or uses a magical effect, you can use your reaction to immediately use the same ability or cast the same spell without using a spell slot, even if you do not know the spell or ability.

You can use this feature twice, regaining all expended uses when you finish a long rest.

Vaala Augmentation (Fai). If you spend 5 points from your Vaala pool, you can gain an additional use of this feature before resting.

Ranger: Shadowstalker

As a shadowstalker, you know how to use the shadows and the environment to your advantage. You are an expert at hit-and-run tactics, striking your enemy before melting away into the underbrush to strike again. Shadowstalker contingents originated in Nahuac and are often composed of ocelinn jaguar-kin, whose shapeshifting abilities gift them increased strength and agility.



Vaala Mote and Increased Vaala Pool

3rd-Level Shadowstalker Feature

When you adopt this archetype at 3rd level, you gain a Mote of Affinity in K'aab. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in K'aab and your Vaala point maximum increases by 2.

Guerilla Warrior

3rd-Level Shadowstalker Feature

You are adept at hitting your opponent and slipping into the shadows to await your next opportunity. If you strike a creature with a weapon attack, you can turn invisible, as per the *invisibility* spell, as a bonus action until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Vaala Augmentation (K'aab). If you spend 2 points from your Vaala pool when you use this feature, the invisibility lasts for 1 minute.

Eyes of the Jaguar

7th-Level Shadowstalker Feature

You've attuned your sight to perceive the slightest details in even the densest jungle. You gain darkvision out to 60 feet, and you gain advantage on Wisdom (Perception) checks to spot a hidden creature. If you already have darkvision from another source, it extends to 120 feet. Additionally, you do not suffer disadvantage on Wisdom (Perception) checks from being inside of a lightly obscured area.

Vaala Augmentation (K'aab). If you spend 4 points from your Vaala pool as a bonus action, you extend your darkvision by another 60 feet for 1 minute.

Fleet Foot

11th-Level Shadowstalker Feature

You are particularly skilled at moving through a certain type of landscape. When you are in your favored terrain or in dim light or darkness, all of your movement speeds increase by 10 feet, and you can take the Dash action as a bonus action. Additionally, you and your allies can travel in your favored terrain for up to 16 hours a day without risking exhaustion.

Vaala Augmentation (K'aab). If you spend 5 points from your Vaala pool as an action, your speed in your favored terrain increases by an additional 10 feet for a number of hours equal to your proficiency bonus.

Pack Tactics

15th-Level Shadowstalker Feature

You have advantage on attack rolls against a creature if at least one ally is within 5 feet of the creature and isn't incapacitated.

Vaala Augmentation (K'aab). As a bonus action, you can spend 5 points from your Vaala pool to grant the benefits of your Pack Tactics feature to one ally of your choice within 15 feet. The target gains advantage on attack rolls against a creature if at least one of their allies is within 5 feet of the creature and isn't incapacitated. This benefit lasts until the start of your next turn.



Rogue: Crimson Hawk Spellblade

You've trained as a member of the Crimson Hawks, the preeminent criminal organization in all of Valerna. As a spellblade, you have combined your knack for stealth and subterfuge with arcane abilities, allowing you to slip in and out of secure locations without a trace and giving you a deadly edge against your enemies.

Vaala Mote and Increased Vaala Pool

3rd-Level Crimson Hawk Spellblade Feature

When you adopt this archetype at 3rd level, you gain a Mote of Affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in Id and your Vaala point maximum increases by 2.

Spellcasting

3rd-Level Crimson Hawk Spellblade Feature

You gain the ability to cast spells.

Cantrips. You know the *message* cantrip.

Spell Slots. You have a number of spell slots equal to your proficiency bonus. All of your spell slots are the same level, as indicated by the Crimson Hawk Spellblade Spells table. To cast one of your spellblade spells, you must expend a spell slot. You regain all expended spell slots when you finish a long rest.

For example, when you are 5th level, you have three 3rd-level spell slots. To cast the 2nd-level spell invisibility, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spellblade Spells. You gain access to spells from the Crimson Hawk Spellblade Spells table at the rogue levels listed. Once you gain access to one of these spells, you always have it prepared.

Crimson Hawk Spellblade Spells

ROGUE LEVEL	SPELLS	SPELL SLOT LEVEL
3rd	*invisibility, spider climb*	*2nd*
5th	*knock, pass without trace*	*3rd*
7th	*dimension door, greater invisibility*	*4th*
9th	*modify memory, passwall*	*5th*

Spellcasting Ability. Intelligence is your spellcasting ability for your spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for these spells or when making an attack roll with these spells.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Blood for Blood

3rd-Level Crimson Hawk Spellblade Feature

When you are engaging in two-weapon fighting and make an off-hand attack with your bonus action, this attack can benefit from your Sneak Attack, even if you have already used your Sneak Attack this turn.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Vaala Augmentation (Id). For every 2 Vaala points you spend, you can use this feature an additional time before resting.

Poisoner's Constitution

9th-Level Crimson Hawk Spellblade Feature

You gain proficiency with the poisoner's kit. You are immune to poison damage and cannot be poisoned. Additionally, you have advantage on Intelligence (Investigation) and Wisdom (Perception) checks to detect the presence of poison in food or drink.

Deadly Accuracy

13th-Level Crimson Hawk Spellblade Feature

You know just where to hit to make it hurt. When you roll damage for an attack, you can reroll a number of dice equal to your proficiency bonus, and you must use the new result.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Vaala Augmentation (Id). When you hit with an attack, you can spend 4 points from your Vaala pool to immediately regain the use of this feature.

Portent of Death

17th-Level Crimson Hawk Spellblade Feature

You can mark a target for death, instilling a primal terror in them and allowing you to track them at great distances. Choose a creature you can see within 90 feet of you. The target becomes marked, and must succeed on a Wisdom saving throw or be frightened of you for the next 24 hours.

For the duration, any attacks you make against the marked creature are made with advantage, and you know the distance and direction to the marked creature as long as the two of you are on the same world. If the creature is moving, you know the direction of its movement.

Once you use this feature, you cannot use it again until you finish a long rest.

Vaala Augmentation (Id). When you activate this feature, you can spend 5 points from your Vaala pool to impose disadvantage on the target's saving throws against this feature.



Rogue: Dreamspy

Dreamspies are elite operatives using Vaala-fueled abilities to befuddle or injure their foes, and to root through what's rarely seen to uncover dark secrets. As one of these lethal spies, you dance in and out of the shadows and even dreams on missions to gather information or to kill. Perhaps you graduated from one of Allaria's Dreamshaper schools or are a member of a deadly assassin guild, or perhaps you make your way as an independent agent. You are a baleful shadow, a bladed whisper whose real specialty is convincing others that you don't exist.

Vaala Mote and Increased Vaala Pool

3rd-Level Dreamspy Feature

When you adopt this archetype at 3rd level, you gain a Mote of Affinity in Fai. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in Fai and your Vaala point maximum increases by 2.

Arcane Espionage Tricks

3rd-Level Dreamspy Feature

Thanks to your extensive training, you have learned a few magical tricks to aid in your skulduggery. You gain the Dreamstep trick as well as two other arcane tricks of your choice. Your arcane espionage tricks are detailed below. Using an arcane trick requires an action, bonus action, or reaction as indicated in the spell the trick replicates, unless the trick's description says otherwise.

You can use your arcane espionage tricks, in any combination, a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. For example, if you were 5th level and chose the Arcane Shroud and Psychic Intuition tricks, you could use one of them three times, one twice and the other once, or any such combination.

When you gain a level in this class, you can choose one of the tricks you know and replace it with another trick you could learn at that level. You gain a fourth trick at 9th level and a fifth at 15th level.

Charisma is your spellcasting ability for your arcane tricks, so you use your Charisma modifier when setting the saving throw DC for your arcane tricks and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier.

Arcane Espionage Tricks

The arcane espionage tricks are presented in alphabetical order.

Arcane Shroud. Weaving Vaala around yourself, you can cast *invisibility* with this trick.

Ascending Stance. Aided by Vaala, you learn to traverse vertical surfaces. You can cast *spider climb* with this trick.

Beguiling Vision. Crafting Vaala into spectral illusions, you can cast *silent image* with this trick.

Compel Veracity. You've learned to use Vaala to suppress lies and falsehoods. You can cast *zone of truth* with this trick.

Dreamstep. You can enter the sleeping minds of others to gather information. You can cast the *dreamwalking* spell with this trick.

Eldritch Masquerade. You've learned to harness Vaala to alter your appearance. You can cast *disguise self* with this trick.

Mesmerizing Gaze. Focusing Vaala through your eyes, you can cast *enthrall* with this trick.

Psychic Intuition. You've learned to reach into the minds of others. You can cast *detect thoughts* with this trick.

Rapid Pace. Infusing your legs with Vaala, you move in a flash. You can cast *longstrider* with this trick.

Rapid Restorative. You've learned to focus your connection with Vaala to quickly remove adverse conditions. You can cast *lesser restoration* with this trick.

Shadow Leap. Reaching through the shadows, you can cast *misty step* with this trick.

Stillness Abounds. Muffling all sound with a blanket of Vaala, you can cast *silence* with this trick.

Touch of Agony. You slash your foe with spectral claws fashioned from Vaala. You can cast *inflict wounds* with this trick.

Whispered Lure. With a hint of Vaala to emphasize your words, you can cast *suggestion* with this trick.

Social Adroitness

3rd-Level Dreamspy Feature

Thanks to your training, when you fail an Intelligence, Wisdom, or Charisma ability check, you can choose to reroll the result and must use the new result. You can use this feature three times, and you regain all expended uses when you finish a long rest.

Vaala Pool Augmentation (Fai). If you spend 2 points from your Vaala pool when you use this feature, you gain a bonus to the reroll equal to your proficiency bonus.

Unseen Mind

9th-Level Dreamspy Feature

As a dreamspy, you've trained your mind in complex rituals to protect yourself against those who would use magic to discern your activities. You gain the following benefits:

You are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type.

Divination magic cannot target you specifically, nor can you be perceived through magical scrying sensors, although such effects can still target locations, creatures, and objects that you interact with.

Special traits, features, or abilities that divine a creature's location always fail against you. Your presence can still be detected by magic, but your location cannot be pinpointed.

Vaala Augmentation (Fai). As an action, if you spend 4 points from your Vaala pool, creatures within 30 feet of you can't be targeted with Divination magic or perceived through magical scrying sensors. This effect lasts for 1 hour (though you can use another action to spend an additional 4 points to trigger it again), and you must maintain concentration on this effect (as if you are concentrating on a spell).

Devitalizing Strike

13th-Level Dreamspy Feature

Your ongoing studies and training teach you precise points on the body that can hinder your foes if damaged. Once per turn, when you successfully hit a creature with a weapon attack while you have advantage on the attack roll, the target must make a Constitution saving throw against your rogue spell save DC. On a failed save, the target has disadvantage on attack rolls and ability checks until the end of your next turn.

Vaala Augmentation (Fai). If you spend 5 points from your Vaala pool when you use this feature, you can also force a creature within 30 feet of your target to make a Wisdom saving throw against your rogue spell save DC. On a failed save, the new target has disadvantage on attack rolls and ability checks until the end of your next turn.

Obliviation Shroud

17th-Level Dreamspy Feature

You wrap yourself in a cloak of Vaala, erasing yourself from the vision and minds of nearby creatures. As a bonus action, you can don your Obliviation Shroud and gain the following benefits for up to 1 hour as long as you maintain concentration (as though concentrating on a spell):

You become generally unremarkable and forgettable to those who see you. Creatures have disadvantage on Wisdom (Perception) checks to notice you when you are hidden.

A creature that does notice you while you are hidden must make a Wisdom saving throw against your rogue spell save DC. On a failed save, the creature immediately forgets you for 1 minute. It can't see, hear, or otherwise perceive you, and the creature's mind rationalizes away minor changes to the location around the creature. This memory modification only alters the creature's memory of that last hour, it can still recall you if it encountered you prior to that.

If you damage a creature that can't perceive you, it immediately makes another saving throw to notice you and gains advantage on its rolls to notice and remember you.

Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (Fai). When you activate your Obliviation Shroud, if you spend 6 points from your Vaala pool, you can choose a number of creatures you can see within 60 feet of you equal to your proficiency bonus to also gain the benefits of your Obliviation Shroud. If you lose concentration, the effect ends for the other creatures as well. Using this augmentation reduces the duration of this feature to 10 minutes.



Sorcerer: Blood Sorcery

Your innate magic comes from the primal power of Id—the Will aspect of Vaala. Perhaps you were born Id-chosen, with a particularly strong tie to Id, or perhaps another blood sorcerer empowered you, infusing you with innate abilities to control and manipulate the blood, minds, and emotions of others. Many maghyri are born with some blood sorcery, but anyone with a potent connection to Id may develop these powers spontaneously.

Vaala Mote and Increased Vaala Pool

1st-Level Blood Sorcerer Feature

When you choose this origin at 1st level, you gain a Mote of Affinity in Id. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in Id and your Vaala point maximum increases by 2.

Blood Magic

1st-Level Blood Sorcerer Feature

Your ties to Id gives you access to specialized magic. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose from the Blood Sorcerer Spells table in addition to the sorcerer spell list. You must obey all other restrictions for selecting the spell. These spells are sorcerer spells for you.

Blood Sorcerer Spells

SPELL LEVEL	SPELLS
cantrip	*blood whip**
1st	*boil blood**, *command*
2nd	*enthrall*
3rd	*vampiric touch*
4th	*compulsion*
5th	*geas*, *modify memory*
6th	*circle of death*, *harm*
7th	*pneumonic flood**
8th	*cardiac blockade**

*New spell found in this book.

Purge Corruption

1st-Level Blood Sorcerer Feature

As an action, you can neutralize one poison or end one disease affecting you. If more than one poison or disease afflicts you, you can end one you know is present, or you end one at random. Once you use this feature, you can't use it again until you finish a long rest.

Vaala Augmentation (Id). If you spend 3 Vaala points, you can activate this feature as a bonus action instead of an action.

Force of Will

6th-Level Blood Sorcerer Feature

Starting at 6th level, when you cast an enchantment or blood magic spell, you have a bonus to your spell attack modifier or spell save DC for that spell equal to your Charisma modifier.

Blood Draw

6th-Level Blood Sorcerer Feature

Starting at 6th level, you can cause a foe's blood to flow freely, draining them of life. When you deal piercing or slashing damage to a creature, you can cause them to begin bleeding. A bleeding creature takes an additional 1d4 necrotic damage at the beginning of each of their turns for 1 minute or until they either regain hit points or use an action to staunch their wound. This feature has no effect on creatures without blood, such as Constructs, Elementals, Oozes, and Undead. In addition, when a bleeding creature takes necrotic damage from this feature, you may siphon the blood into vials or other containers for later use. You gain one vial of blood each time a creature takes necrotic damage from this feature.

Vaala Augmentation (Id). When you activate this feature, for every 2 points you spend from your Vaala pool, you increase the damage by an additional 1d4.

Absorb Vitality

14th-Level Blood Sorcerer Feature

Starting at 14th level, you can manipulate the blood of those around you, drawing it out of their bodies and into your own to replenish some of your health. As an action, you can choose any number of creatures that you can see within 60 feet of you and spend 1 sorcery point per creature chosen. Each target must succeed on a Charisma saving throw against your sorcerer spell save DC or take 2d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. This feature has no effect on creatures without blood, such as Constructs, Elementals, Oozes, and Undead.

Vaala Pool Augmentation (Id). For every 5 Vaala points you spend from your Vaala pool when you activate this feature, the damage increases by 1d6 and the range increases by 30 feet, to a maximum of 150 feet.

Blood Thrall

18th-Level Blood Sorcerer Feature

You are immune to necrotic damage. Additionally, you can attempt to dominate a creature, turning it into a blood thrall at your command. As an action, you can target a creature you can see within 120 feet of you and spend 5 sorcery points. The creature must succeed on a Charisma saving throw against your sorcerer spell save DC or become charmed by you for the next 8 hours. Before the end of the duration, you can spend an additional 5 sorcery points to extend the duration of the charm by an additional 8 hours.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same world. You can use this telepathic link to issue commands to the creature while you are conscious (no action required) which it does its best to obey. You can specify a simple and general course of action, such as "attack that creature," "run over there," or "fetch that object." If the creature completes its order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

You can only have one creature charmed in this way at a time. If you successfully charm another creature using this feature, this effect ends on any other creatures. If the charmed creature takes damage from you or your allies, it can repeat the saving throw, ending the effect on a success.

Vaala Augmentation (Id). If you spend 6 points from your Vaala pool when you use this feature, you can increase the number of blood thralls you can have charmed at the same time by 1.



Warlock: The Fell Crown

You have made a pact with one of the Fell crowns, the masters of dreams. These mighty entities rule nightmare-woven palaces and enthrall mortals, living vicariously through their servants in the wider world. The mightiest Fell crowns in Valerna include Ennai the Raven King, Mabeliné of the Autumn Court, Gobelinal of the Dancing Horde, Ninguna of the Checkerboard, Talisa of the Seven Masks, Crómac of the Forest Fog, and Distura the Gnarled. While some mortals become mask-bound, acting as dream tethers for the crowns, you rise above those thralls to serve as an elite agent of your patron.Your Fell crown patron might send you to collect mortals to feed on their dreams, challenge threats to the Fell courts, or recover lost artifacts. The connection you share with your patron can slowly bring about personality changes. You might begin to question what is real and what is dream. When you wake from sleep, your only wish might be to return to the feydh realms of dream. Eventually you know you will be welcome in the court of your Fell crown. Until that time, you will be your patron's eyes and hands in the mortal world.

Pact Boon Style

Depending on what you've chosen for your Pact Boon feature, a Fell patron will grant you one of the following:

- ***Pact of the Chain.*** A Dream imp or a sprite.
- ***Pact of the Blade.*** A magnificent sword forged of Fai-glass
- ***Pact of the Tome.*** A thick strip-bound tome with wooden covers, carved with whorls and leaf motifs.

Expanded Spell List

The Fell crown lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Fell Crown Expanded Spells

Spell Level	Spells
1st	*inflict wounds, silent image*
2nd	*see invisibility, silence*
3rd	*bestow curse, blink*
4th	*polymorph, greater invisibility*
5th	*antilife shell, mislead*

Vaala Mote and Increased Vaala Pool

1st-Level Fell Crown Feature

When you forge this pact at 1st level, you gain a Mote of Affinity in Fai. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in Fai and your Vaala point maximum increases by 2.

Bonus Spells

1st-Level Fell Crown Feature

You learn the *minor illusion* and *prestidigitation* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

Moreover, you also add the *sleep* spell to your list of known spells without counting it against your total number of known spells. When you reach 9th level in this class, you likewise learn the *dream* spell.

Inscrutable Mask

1st-Level Fell Crown Feature

When you make the pact with your patron, you receive a magical, featureless mask carved or decorated with ornate motifs. This mask is a sign of your bond with your patron, and it is the greatest gift a Fell crown's servant can receive. Your patron views the world through your mask and can whisper secrets to you while you wear it.

You can summon your mask with a thought, causing it to appear on your face where it will stay, as if grafted to your bones, until you dismiss it. Doing so does not require an action.

While you wear your mask you can see through it as if it was invisible. You can use your mask as a spellcasting focus, and you gain advantage on saving throws and ability checks to discern illusions. Your mask also gains additional powers as you gain levels in this class.

While you wear your faceless mask, you gain the following ability.

Eyes of Nightmare. You can use a bonus action to send a beam made of dark dreams at a target you can see within 30 feet. Make a ranged spell attack against the target. On a hit, the target must make a Wisdom saving throw against your warlock spell save DC. On a failed save, the target takes 1d4 psychic damage and is frightened of you until the start of your next turn. On a successful save, the target takes half as much damage and is not frightened.

Your mask creates more than one beam when you reach higher levels: two beams at 9th level and three beams at 16th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Vaala Augmentation (Fai). If you spend 2 points from your Vaala pool for each beam you project from your Eyes of Nightmare, targets that succeed on the Wisdom saving throw take 1d4 psychic damage, and targets that fail the save take an additional 1d4 psychic damage.

Mantle of the Ravenous Oubliette

6th-Level Fell Crown Feature

Wisps of dreams and nightmares enshroud you, unseen by most but always present. You gain resistance to psychic damage.

In addition, while you wear your faceless mask, you gain the following ability.

Devour Spell. When a creature you can see casts a spell, you can use your reaction to consume the reflection the spell casts in the realm of dreams and cast it yourself on your next turn.

If the creature is casting a spell of 3rd level or lower, you consume the dream reflection of the spell. If the creature is casting a spell of 4th level or higher, make an ability check using your Charisma modifier. The DC equals 10 + the spell's level. On a success, you consume the spell's dream reflection.

Until your next turn ends, you can cast the spell you've consumed the dream reflection of one time. Doing so does not use a spell slot. Once you use this ability you must finish a short or long rest before you can use it again.

Vaala Augmentation (Fai). If you spend 3 points from your Vaala pool when you use this feature on a spell of 4th level or higher, you gain advantage on your ability check to consume its dream reflection.

Invasive Mind

10th-Level Fell Crown Feature

Even while awake, threads of dreams remain, allowing you to connect your mind to others. You learn the spell *dominate person*. It counts as a warlock spell for you, but it doesn't count against the number of spells you know. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

In addition, while you wear your faceless mask, you can use the following ability.

Baleful Weaving. Reaching through the ether, you connect the dream strands of others and force them to share their injuries. A number of creatures of your choice equal to your proficiency bonus that you can see within 60 feet of you must make a Charisma saving throw. Two creatures of your choice from among those that failed the saving throw are linked in a mystical connection for 1 minute.

While they are connected, each time one of the creatures takes damage, the other creature takes the same amount. A creature connected in this way can repeat the Charisma saving throw at the end of each of its turns, ending the effect on both creatures on a success.

Once you use this ability, you must finish a short or long rest before you can use it again.

Vaala Augmentation (Fai). If you spend 4 points from your Vaala pool as a reaction when one of the creatures connected by your Baleful Weaving successfully repeats the saving throw to end the effect, you can force that creature to reroll the save, and it must use the new result.

Nightmare Maw

14th-Level Fell Crown Feature

Rendering dreams into reality, you open a rift to the dream realm to swallow your foes. An extra dimensional hole with a 5-foot radius opens up at a point you can see within 60 feet of you for 1 minute. The hole can be in a horizontal or vertical orientation and doesn't need to be placed on a solid surface (or any surface). Each round, you can use a bonus action to move the nightmare maw up to 30 feet. You must maintain concentration to keep it open (as if you are concentrating on a spell).

A creature that starts their turn in the hole's radius must make a Dexterity saving throw. On a failed save, the target is pulled into the hole. Your nightmare maw can only hold one creature at a time.

A target that falls into the hole is banished to the realm of dreams where they are tormented by endless nightmares. A target remains there for the duration or until it escapes.

At the beginning of each of its turns within the realm of dreams, a target must make a Charisma saving throw. The target takes 4d6 psychic damage on a failed save, or half as much damage on a success.

A target can use its action to attempt to escape. It must make a DC 20 Intelligence check, and on a success, it appears in the nearest unoccupied space outside of the maw's radius.

When the effect ends, any creature in the realm of dreams falls back out of the maw into the nearest unoccupied space. The effect ends early if you lose concentration, get knocked unconscious, or die. Once you use this feature, you must finish a long rest before you can use it again.

Vaala Augmentation (Fai). If you spend 5 points from your Vaala pool when you use this feature, you do not need to maintain concentration on this feature as long as you spend another 5 points at the beginning of each of your turns.



Wizard: Makaab Weaving

As a Makaab weaver, you have a deep understanding of both the environment and magic. Through your mastery of K'aab and its intricate patterns, you can shape the physical world as you see fit, coaxing nature into the form you desire. This studious art is found primarily in Nahuac, where they have a profound reverence for the natural world.

Vaala Mote and Increased Vaala Pool

2nd-Level Makaab Weaving Feature

When you select this school at 2nd level, you gain a Mote of Affinity in K'aab. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in K'aab and your Vaala point maximum increases by 2.

Expanded Spell List

2nd-Level Makaab Weaving Feature

Your attunement to K'aab allows you to manipulate nature and all its forms. You gain access to some druid spells as listed in the Makaab Weaving Spells table. These spells are wizard spells for you. The gold and time you must spend to copy one of these spells into your spell book is halved.

Makaab Weaving Spells

SPELL LEVEL	SPELLS
Cantrip	*druidcraft, produce flame*
1st	*create or destroy water, entangle, goodberry*
2nd	*locate animals or plants, moonbeam, protection from poison, spike growth*
3rd	*call lightning, daylight, meld into stone, plant growth, speak with plants, water walk, wind wall*
4th	*commune with nature*
5th	*contagion, tree stride*
6th	*transport via plants, wall of thorns, wind walk*
7th	*fire storm*
8th	*earthquake*
9th	*storm of vengeance*

Weaving

2nd-Level Makaab Weaving Feature

You can shape branches, vines, rocks, ice, or other naturally occurring material into a simple form, such as a basket, bowl, or shield. As an action, you coax natural material within 10 feet of you into the shape of your choosing. The item you create must fit within a 2-foot cube and must be one solid piece with no hinges or moveable parts (though you can, for instance, use this feature once to craft a container and again to craft a lid). The item lasts until it is destroyed or you dispel it with a bonus action.

You can also use this feature to craft rudimentary weapons, such as clubs, mauls, staves, or spears. One use of this feature creates 10 basic arrows or bolts, but they are fragile and break once used.

You must have access to enough natural materials to form the desired object, or this feature fails. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and you regain all expended uses when you complete a long rest.

Vaala Augmentation (K'aab). If you spend 2 points from your Vaala pool when you use this feature, the size of the item you can create increases to a 5-foot cube.

Alter Elements

6th-Level Makaab Weaving Feature

You are keenly attuned to the elements and can twist them to your needs. This feature grants you the following benefits:

When you cast a spell that deals acid, cold, fire, lightning, poison, necrotic, or thunder damage, you can replace its damage type with another listed type.

As an action, you can shift a 5-foot-square area of nonmagical, unworked natural material from one state of matter (solid, liquid, or gas) to another. For example, you can turn water to ice, or rock to mud. Each use of this aspect of Alter Elements can only transform material from one listed state to an adjacent state. So you can't turn ice into steam, for instance. The ice must become water first.

As an action, you can touch a weapon and imbue it with one of the following elements: acid, cold, fire, lightning, poison, necrotic, or thunder. For the next minute, the weapon deals an additional 1d8 damage of the chosen damage type.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a long rest.

Spell Storing

10th-Level Makaab Weaving Feature

You've learned how to store your magic by imbuing it into a rock, twig, flower bud, nugget of metal, or other natural item, ready to be accessed later. Once per day, you can store a spell of 5th level or lower in a natural item by touching the item when the spell is cast. The spell has no effect other than to be stored in the item and lasts for 48 hours before dissipating. An item can only hold one spell at a time. You regain the use of this feature when you finish a long rest.

A creature holding the item can cast the spell stored within it. The spell level remains the same as when you originally cast it to imbue it into the item, and it uses your spellcasting ability, spell save DC, and spell attack bonus. Once cast, the spell is no longer stored in the item.

Vaala Pool Augmentation (K'aab). If you spend 4 points from your Vaala pool when you use this feature, you can store a spell of 7th level or lower.

Expert Weaver

14-level Makaab Weaving Feature

You have honed your connection with K'aab and can craft more elaborate creations with your weaving ability.

You can use an action to create an item from natural materials, such as wood or stone, within 30 feet of you. The item must fit within a 5-foot cube and can have simple mechanical aspects such as hinges, levers, and wheels. The item is permanent and cannot be dispelled.

You can also use this feature to craft more complex weapons, such as crossbows and sharpened swords and axes. Using this feature for one action creates 20 basic arrows or bolts.

Alternatively, you construct larger items or structures, such as trebuchets, walls, or buildings, formed from woven trees or carved stone, by chaining together uses of this feature. You can form up to 5 cubic feet of the construct or structure with each use.

Similar to your Weaving feature, you must have access to enough natural material of the required type to form the desired object. For instance, to craft an iron sword with a wooden hilt, you must have iron or iron ore and wood within range.

You can use this feature a number of times equal to your Intelligence modifier plus your proficiency bonus (minimum of 1), and you regain all expended uses after you finish a long rest.

Vaala Augmentation (K'aab). If you begin a turn with no uses of this feature, you can use a bonus action and spend 6 points from your Vaala pool to regain half of your maximum number of uses.

There are many paths to choose in this world, and each person must choose it for themselves. The true of heart will fare well in Valerna, with Vaala at their side. It is in us all to find our path and walk it. There will be challenges along the way, not least when we must face the discouragement of those who would steer us wrong. But we must remain true to ourselves and choose our own way to interact with the world around us, for through Vaala, we will ultimately shape that world and craft it into something all the greater.



Wizard: School of Entropy

The School of Entropy, also known as the xibac tradition, researches life and death, the cycles of birth, decay, and rebirth. As a wizard of this school, you learn to use wizard magic to heal, regenerate, prevent death, or even attain immortality. Despite common misconceptions, you are not a mere necromancer; rather, you understand that death is but one part of life's continual cycles. The undead xibac wizards of Mígtal developed this tradition and remain some of its greatest practitioners, though other entropists can be found across Valerna.

Vaala Mote and Increased Vaala Pool

2nd-Level School of Entropy Feature

When you select this school at 3rd level, you gain a Mote of Affinity in K'aab. Additionally, your Vaala point maximum increases by 2.

At 14th level, you gain another Mote of Affinity in K'aab and your Vaala point maximum increases by 2.

Entropic Healing

2nd-Level School of Entropy Feature

Your understanding of the threads of Vaala, and of the balance between life and death, allows you to transmute your damaging spells into healing energy. When you cast a spell that deals damage to a single target, you can choose for that spell to instead restore a number of hit points to the target equal to the damage you roll.

Vaala Augmentation (K'aab). If you spend 2 points from your Vaala pool when you use this feature, you can choose a second creature within 30 feet of the target of the spell you cast with your Entropic Healing. You can divide the amount of hit points restored by this feature between the two creatures.

Focused Researcher

2nd-Level School of Entropy Feature

Each time you gain a wizard level (including the one that granted you this feature), you can add one additional necromancy spell of your choice from the wizard spell list to your spellbook. The spell must be of a level for which you have spell slots as shown on the Wizard table.

Necromantic Transference

6th-Level School of Entropy Feature

Your research into life and death allows you to add the *revivify* and *animate dead* spells to your spell book if they are not there already. These spells become wizard spells for you.

Moreover, when you kill one or more Undead creatures in a single turn with a spell of 1st level or higher, you can choose to recover an expended spell slot. The

recovered spell slot must be of a level that is up to half the number of Undead creatures you killed with your spell (minimum of 1). Once you use this ability, you can't use it again until you finish a short or long rest.

Vaala Pool Augmentation (K'aab). You can spend points from your Vaala pool to recover a second spell slot when you use this feature. You must spend Vaala points equal to twice the spell slot's level to recover it.

The Xibac Rite

10th-Level School of Entropy Feature

Thanks to your ongoing research, you learn one of the greatest techniques of the xibac wizards: the creation of undead servants.

You can mentally command any creature you animate with this feature as a bonus action on each of your turns if the creature is within 120 feet of you. (If you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one.) You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

To create Undead servants, the Xibac Rite gives you two options.

Entropic Puppetry. As an action, you can choose a number of creatures up to half your proficiency bonus that have been dead for no longer than 24 hours, temporarily reanimating the corpses as zombies or skeletons (your choice) as if using the animate dead spell. The Undead creatures obey your commands and last for 1 minute. Once you use this ability, you can't use it again until you finish a short or long rest.

Create Xibac Undead. As part of a ritual that takes 1 hour, you can choose a number of corpses of Medium or Small humanoids within 10 feet up to your proficiency bonus. Using this feature you can reanimate each corpse into a **xibac numbed**, a **xibac burned**, or a **xibac drowned**. You can control five xibac numbed, three xibac burned, or two xibac drowned at once using this feature.

Once you use this ability, you can't use it again until you finish a long rest. A creature you create with this ability is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must repeat the ritual on the creature, or creatures, before the current 24-hour period ends. This use of the rite reasserts your control over the Undead xibac creatures you have animated, rather than animating new ones.

Vaala Augmentation (K'aab). If you spend 4 points from your Vaala pool when you use either ability from this feature, each Undead creature you create gains a +2 bonus to its Armor Class.

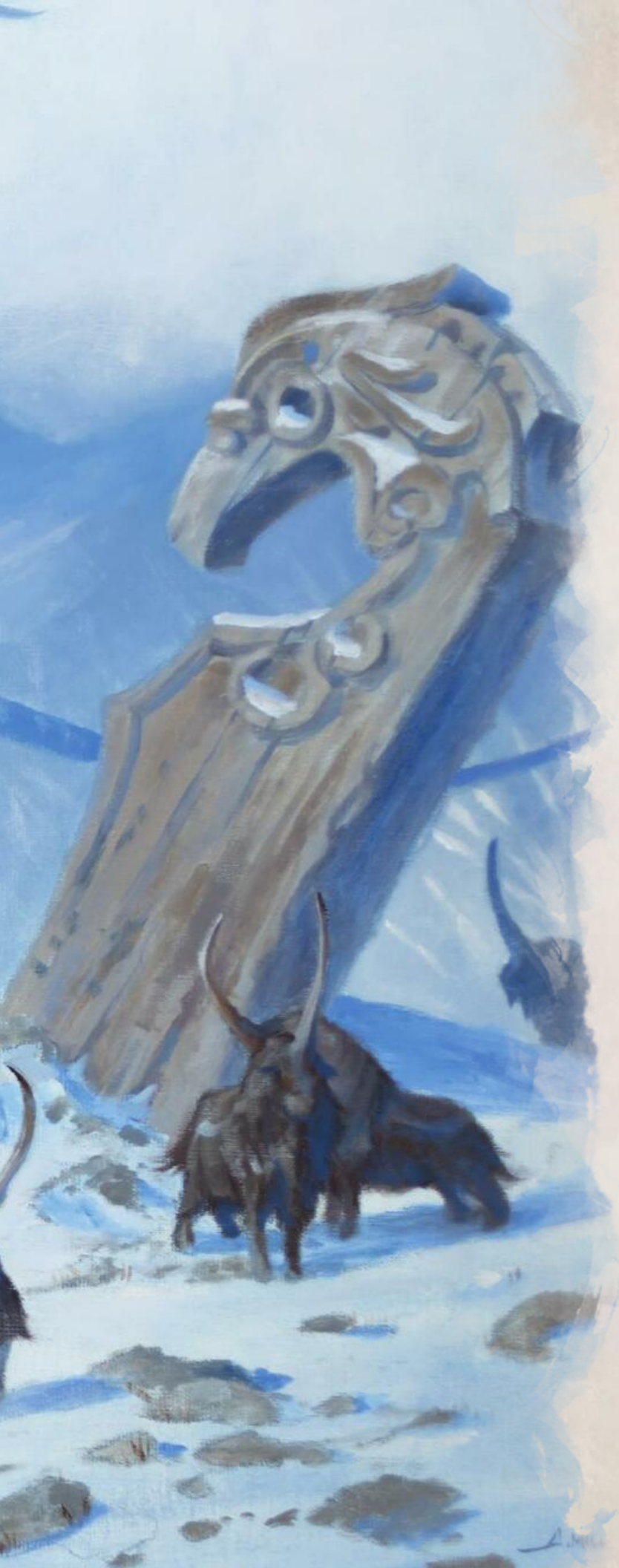
Master of the Cycle

14th-Level School of Entropy Feature

At the pinnacle of your understanding of the interplay between life and death, you move beyond the bounds of mortality, gaining the following benefits:

- You gain the Undead creature type. You can be turned or affected by spells and abilities that target Undead.
- You no longer recover hit points during a short rest. However, healing magic, such as the cure wounds spell, functions normally when targeting you, and finishing a long rest restores your full hit points.
- You gain darkvision out to 120 ft.
- You no longer need to eat. You cannot benefit from food or drink, though magical potions affect you normally.
- You become immune to disease.
- When you gain levels of exhaustion, you consider each level as if it were one level less. For example, you treat 3 levels of exhaustion as if it were only 2 levels. If you reach 6 levels of exhaustion you still perish.
- You can no longer fall asleep, either by normal or magical means. You can still take a short or long rest.
- You can no longer die of old age.





CHAPTER 3:

DRAGONS OF VALERNA

Created in Kadmos's image, dragons are fearsome, intelligent creatures. Due to the Curse of Kadmos, most dragons reside on Drakha, having established deep connections and stable lairs on the Red Moon. Severed from Vaala, the source of life, the dragons were forced to consume the inhabitants of Rhaava to gain power.

Once, the Eye of Kadmos opened only every 27 years, allowing dragons to raid Valerna, feasting upon as many inhabitants as they could before returning to Drakha with their captives. This cycle allowed for periods of relative peace and reconstruction between dragon raids, for civilizations to thrive and hope. But now, matters are more dire. Through forbidden magic, the Eye of Kadmos was forced open outside of this cycle, creating a perilous but permanent path between Rhaava and Drakha. Though the journey is dangerous, dragons can slip through to Rhaava more frequently, and some even prefer to make their lairs in Valerna rather than returning to the Red Moon and the squabbles of their own kind.

This chapter details the dragons of Valerna and Drakha, as well as dragon-focused player options. Stats for dragons of various broods can be found in Chapter 7: Bestiary of this book.

Dragon Biology

Dragons are born from eggs, as the egg was the first step toward new life that Kadmos could envision. The eggs of each dragon brood vary in size, texture, and hatching time, from the seven months of delicate Coatl eggs to the two years of heavy, metallic Fulgen eggs.

All dragons of the Red Moon are capable of flight, and they all gain at least two deadly breath attacks once they reach a certain age—one of fire and another of a specific primordial element determined by their brood. As a dragon grows older, it learns to use its lethal breath more creatively, sometimes even combining two effects to create new ones.

All dragons are carnivorous and eat anything they can get their claws on. The Vaala they consume during raids allows them to spend years without food or drink, but when hungry they can eat many times their size in living flesh.

Dragons naturally have long lifespans, but because of their aggressive nature and frequent fights, only the most powerful survive to become ancient. Those who do seem truly immortal to others, as Vaala consumption can keep them alive for millennia. A dragon tends to grow larger as it gets older, but size is more a measure of its Vaala consumption than its age. A dragon that has consumed large amounts of Vaala, or frequently channeled energy through rune magic, will be larger and mightier than an older dragon that hasn't had access to such resources.

Dragon Society

Although dragons are inherently independent, they have built communities around their respective broods, under the vision and leadership of their azhurma—their brood's eldest member or sire. On Drakha, dragons of a respective brood tend to live in close proximity to one another, some even establishing entire cities filled with the dragons of one specific brood. This allows them to work in concert toward a common goal, but it also results in territorial disputes and other internal conflicts.

Dragons are territorial by nature, but most of all, they crave power. Even if they follow an azhurma, if the chance presents itself, they will not hesitate to seize power for themselves. That being said, they are incredibly patient, and their plans tend to outlive the foresight of most sentient creatures.

Dragons from the same brood have common physical similarities and particular characteristics. Though individuals vary, in general, brood members also share certain cultural traits and personal pursuits; for example, Coatl dragons crave knowledge and learning, while Ehrlya dragons enjoy losing themselves in their craft.

Kadmic Runes

Due to the Curse of Kadmos, dragons are cut off from Vaala, denying them the use of traditional magic. Over the eons after their banishment on Drakha, however, Kadmos developed draconic runes, which allow dragons to channel Vaala and mimic the magic used in Valerna. These runes have since been passed down through the broods, with each new generation learning, modifying, and sometimes even creating their own runes. For more information on Kadmic runes, see the "Dragon" section of Chapter 7: Bestiary.

Runic Anchors

Though Kadmic runes can grant a dragon power by allowing them to channel Vaala, they also serve as tethers, anchoring them to Drakha. The more runes a dragon learns, the harder it becomes for them to cross the Eye of Kadmos and leave the Red Moon. Thus, the mightiest of dragons, including all of the azhurma, are confined to Drakha, unable to raid other worlds with their weaker kin.

Valernian Captives

Throughout the ages, some dragons have found new and varied uses for Valernians. While most dragons eat their captives outright or give them in tribute for their azhurma to feast upon, some keep their captives to use their Vaala when needed or as test subjects for magical experiments.

In the past, some dragons attempted to keep generations of Valernians alive on the Red Moon to be used as livestock, but after discovering that no Drakha-born creature has access to Vaala, the practice was abandoned. Currently, most peoples of Valerna born on Drakha are either escapees or their descendants or citizens of Aureus's Golden City, where Valernians can gain minimal rights.

Dragonkin

Dragons were not the only creatures created in Kadmos's image. In addition to the great wyrms, smaller, humanoid versions of Kadmos came into being. Now known across Valerna as dragonkin, these draconic humanoids are typically bipedal and have varied levels of intelligence and social structures, with some living as wild predators, while others have developed complex cultures.

As the dragonkin multiplied across Valerna and Drakha, some swore fealty to various azhurma and were gifted a lesser rune in return. This rune gave them a fraction of the brood's power and, over time, altered the dragonkins' physical features to reflect those of the brood. The relationship between dragons and their dragonkin varies by brood; where one might treat their dragonkin as no better than beasts of burden, others give them full standing as members of their draconic community. In general, on Drakha, while most dragonkin serve the dragons of their brood in some form or another, they typically enjoy a higher social standing than Drakha-born Valernians.

Dragon Broods

The dragons of Valerna are classified by brood. Each brood is a family line, created by a particularly powerful progenitor called an azhurma. Dragons of a single brood share many common traits and have similar lifespans. Many dragons aspire to one day attain enough power to become an azhurma in their own right and sire their own brood—or lay claim to their existing brood, reshaping it to suit their vision.

Some, but not all, of the broods that can be found on Drakha or in Valerna are listed in this chapter. Each brood's section not only enumerates its characteristics but also provides guidance for building a dragon of that brood and their lair, as well as variant abilities to modify their existing stats.

Dragon Brood Lifespans

BROOD	EGG SIZE	HATCHING TIME	AVERAGE LIFESPAN
Coatl	Tiny	7 months	1,500 years
Magnifex	Small	10 months	1,200 years
Exor	Small	13 months	1,500 years
Ehrlya	Medium	18 months	1,800 years
Fulgen	Medium	24 months	2,000 years
Nix	—	—	Don't age

Brood Lairs

Each brood listed in this chapter also provides the characteristics typical of their lairs, including optional lair actions and regional effects. Dragons who have lived in one location long enough to establish a lair often develop an intrinsic connection to their home. This connection empowers them and even allows the dragon a small amount of control over the structure and the land around them, which they can use to defend themselves if the need arises. Due to the Curse of Kadmos, regional lair effects typically only occur on Drakha, where the influence of the dragons is greatest, but they may occur to a lesser extent in Valerna if a dragon has a long-established lair.

Variant Abilities

Though the dragons of a particular brood often share a number of characteristics, there is still variety within broods, allowing for different traits and abilities. Each brood in this chapter contains a section on variant abilities that lists alternate attacks and breath weapons that can be applied to a dragon of that brood. The GM can trade out existing abilities or add these variants on top of what the dragon already possesses.

The saving throw DC for a variant breath weapon is the same as that for the dragon's existing breath weapons. To calculate a breath weapon saving throw DC for a dragon that does not already possess one, use its Constitution modifier.

Breath weapon saving throw DC = 8 + the dragon's proficiency bonus + the dragon's Constitution modifier

For other variant abilities, the saving throw DC can be calculated with the most relevant ability modifier instead of Constitution. For example, a dragon's claw attack that can also knock a creature prone would use the same save DC calculation as a breath weapon except that the dragon's Constitution modifier is replaced with its Strength modifier. If in doubt about which ability modifier to use when calculating the DC, use the modifier for the dragon's age category as listed in the DC Modifier by Age Category table.

The damage listed in the variant abilities assumes the dragon is of the ancient age category. To calculate the damage a younger dragon would deal, reduce the damage by two dice for every age category lower than ancient, to a minimum of two dice. For example, an ancient Coatl dragon may deal 55 (10d10) damage to targets of its breath weapon attack, whereas a young Coatl would deal 33 (6d10) damage and a wyrmling would deal only 22 (4d10) damage. Some variant abilities may only be suitable for certain age categories, which are listed in parentheses after the ability's name.

Adding a variant ability that deals a damage type other than bludgeoning, slashing, or piercing also gives the dragon immunity to that damage type if they did not already have it.

DC Modifier by Age Category

AGE	MODIFIER
Hatchling	+1
Wyrmling	+2
Young	+3
Adult	+4
Ancient	+5

Valernian Brood Equivalents

Though the dragons, broods, and variant abilities described in this chapter are intended to be used in a Dragonbond campaign, GMs who prefer to use the dragons found in other settings can refer to the table below to substitute more familiar types of dragons for the new broods. These equivalents do not take alignment into consideration and are purely a comparison of thematic function and abilities.

Alternatively, GMs can use the variant abilities in these sections to enhance dragons from other sources.

VALERNIAN DRAGON BROOD	EQUIVALENT CREATURE
Coatl	Green dragon or couatl
Ehrlya	Brass, bronze, or copper dragon
Exor	Blue, red, or white dragon
Fulgen	Gold dragon
Magnifex	Blue or silver dragon
Nix	Dracolich or black dragon

Variant Kadmic Runes

Though all dragons can use Kadmic runes to cast spells (as detailed in chapter 7: Bestiary of this book), they can also be used to invoke other effects. These more specialized runes are often taught only when a dragon has reached an important milestone, and many dragons will only learn a handful of such runes in their lifetime. Each brood has a variant Kadmic rune ability that can be added to a dragon's stats.



Coatl

Brilliant feathered dragons with an aptitude for the arcane, Coatl dragons are one of the more mysterious and enigmatic dragon broods. Preferring to live in solitude so they can devote all of their time to the study of magic, they regard other beings, including other dragon broods, as test subjects to be observed, studied, and sometimes dissected.

Favoring magic over physical combat, Coatl dragons fight with spells and magical abilities until forced to do otherwise. When pressed into a physical confrontation, they prefer to stay airborne, blasting their enemies with fire and buffeting them with their wings rather than engaging directly with tooth and claw.

Characteristics

Coatl dragons are lithe, with long necks and winding, snake-like tails. Young Coatl dragons have more scales than feathers. Their feathers fill in as they mature, and they often grow great crests or tail fans once they reach adulthood. With a variety of bright, vibrant colors reminiscent of jungle birds, they take great pride in their plumage.

Dragons of the Coatl brood are, by their very nature, endlessly curious and driven to pursue knowledge, often at great cost. When they're young, Coatl dragons often venture far from their lairs, eschewing safety for exploration and discovery, while older Coatl dragons send servants to do the field work while they stay tucked safely away in their strongholds. Unlike most other broods, Coatl dragons tend to be analytical, patient, and slow to anger, though they can still be provoked into a frenzy over insults and incursions into their territory, as their primal instincts lie in wait beneath their deceptively placid visage.

Azhurma

Kuxcoatl, known as the Arcane of Power, is the azhurma of the Coatl dragon brood. According to legend, as a dragonkin known as Kuxbaan, he was unsatisfied with his life beneath the heel of the dragons and contained an insatiable curiosity about the world around him. After a chance meeting with a bunkuun Kaabweaver during a raid on Valerna, Kuxbaan began to wonder about the nature of existence and the power of magic. When he returned to Drakha, he began experimenting on himself. He was certain that if he, like all draconic beings, had the blood of Kadmos in his veins, then he could rise to attain the same status as the great wyrms.

After years of research and experimentation, he emerged as no longer the dragonkin Kuxbaan but a great Coatl dragon with a flowing tail fan and stunning crest. He challenged the brood's azhurma and defeated them in combat, using magic and strategy rather than pure physical might. Claiming the position of azhurma, he renamed himself Kuxcoatl.

Kuxcoatl's primary drive is knowledge—to him, there is nothing more powerful—and he encourages those of his brood to delve into every mystery, to search for answers to every question, and to constantly push the limits of what it means to be a dragon.



Creating a Coatl Dragon

Use the following tables to inspire your creation of a Coatl dragon.

Coatl Dragon Personality Traits

1d8	TRAIT
1	I trail off midsentence when a new thought strikes me.
2	I often lose track of time and keep odd hours when deep in study and experimentation.
3	I'm cold and clinical in my approach to other creatures.
4	When I discover something new, I can barely contain my excitement.
5	I often rely too much on my magic.
6	I use technical terms and dense language to describe even the simplest concept.
7	New creatures are fascinating to me, and I waste no time questioning them about their existence.
8	Nothing is more satisfying than putting an ignorant brute in their place with my knowledge and arcane abilities.

Coatl Dragon Ideals

1d8	IDEAL
1	**Knowledge.** All knowledge is worth having.
2	**Curiosity.** The worlds are full of wonders, and we must discover them all.
3	**Superiority.** You're worth nothing unless you're better than everyone else.
4	**Progress.** Those who do not move forward are doomed to be relegated to history.
5	**Change.** We must always strive to improve, learn, and grow, or else we'll stagnate and die.
6	**Secrets.** Sharing knowledge lessens it; those who hold the keys to existence wield the most power.
7	**Diversity.** Just as a natural ecosystem thrives on diversity, dragons will only reach their true potential by expanding their horizons and encouraging new schools of thought.
8	**Exploration.** It is not enough to just read about things; one must see and experience them firsthand to truly understand.

Coatl Dragon Flaws

1d8	FLAW
1	I see other creatures—even other dragons—as interesting specimens to be observed at best, and test subjects at worst.
2	I become enraged when proven wrong.
3	I become obsessed when an unanswered question is before me.
4	I jealously guard my knowledge and studies, even when it would benefit me to share them.
5	I'm dismissive of those who I perceive of being of no use to me.
6	I talk down to others.
7	I'm easily distracted.
8	I'm constantly comparing myself to others and am never satisfied with my current situation.

Coatl Dragon Goals

1d8	GOAL
1	I will find a way to break the Curse of Kadmos.
2	I intend to become an azhurma in my own right and start my own brood.
3	I will discover a ground-breaking arcane secret and prove myself to be the best of my brood.
4	I want to be left alone to read my books and conduct my research in peace.
5	One day, I will overtake Kuxcoatl, the way he overtook the azhurma before him, and reshape the Coatl in my own image.
6	I will discover a way to force a Dragonbond so I can have unlimited access to Vaala.
7	I will develop my own school of magic to rival the Kadmic runes.
8	I will discover the truth about the Protogons and, in turn, the truth about dragonkind.

Coatl Lairs

Most Coatl lairs are found in the Arcanum Wilds on Drahka, housed within great pyramid-like structures of stone and metal. Therein lie grand libraries and arcane laboratories, filled with decades or even centuries worth of research and populated with thralls and Coatl dragonkin. Kuxcoatl resides within the Pyramid of Enlightenment, where he spends most of his time deep in study, performing experiments.

In Valerna, Coatl dragons prefer to lair in places of power or knowledge. Ruins of ancient libraries, forgotten wizard towers, and abandoned academies are all potential locations for a Coatl lair. A Coatl in Valerna typically works alone, preferring secrecy and isolation to the trouble of kidnapping and cultivating servants. Unlike their lairs on Drakha, which are built to their preferences and specifications, Coatl lairs in Valerna are reclaimed and often ill-fitting. A Coatl may do their best to outfit their lair as they see fit, but they are inevitably held back by the restrictions of the space.

Lair Features

Coatl lairs can vary widely, but most have common features.

Flight Shafts. These broad, circular tunnels are crafted specifically to allow flight into and within the Coatl's lair. They may be dug at any angle and are particularly challenging for non-flying creatures to traverse.

Sanctum Arcanum. The innermost room of the Coatl's lair, this chamber is typically heavily protected by arcane wards, elaborate traps, and highly skilled guards. The Coatl's most prized research and test subjects lie within, the culmination of years of collecting knowledge.

Runic Security. The lair of a Coatl dragon is at least partially secured by Kadmic runes inscribed on the structure of the lair itself. These magical traps or wards glow with an otherworldly light and contain spells or other harmful effects that trigger when an assailant draws near.

Lair Actions

Lair actions occur on initiative count 20 (losing initiative ties). The dragon can only use one lair action a round.

Arcane Miasma. Each creature in the Coatl's lair must succeed on a DC 15 Wisdom saving throw or become confused (as per the *confusion* spell) for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dispel Magic. All spells of 5th level or lower affecting objects, creatures, or areas within the Coatl's lair immediately end.

Reveal Weaknesses. The Coatl dragon automatically learns the current hit points, armor class, and ability scores of every creature within 20 feet.

Shimmering Glaze. Each creature within the Coatl's lair must succeed on a DC 15 Dexterity saving throw or become limned in shimmering light. Any attack roll against an affected creature is made with advantage if the attacker can see it, and the affected creature can't benefit from being invisible.

Regional Effects

The region containing the Coatl's lair is warped by its presence and power, which create one or more of the following effects:

- Heavy clouds and frequent lightning fill the sky within 5 miles of the dragon's lair. Within half a mile, for every 10 minutes spent traveling above ground, each creature must make a DC 14 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.
- The vegetation within 6 miles of the Coatl's lair is thick and lush, resembling a dense jungle. The land within this area takes twice as long to traverse.
- Whenever a creature that can understand a language finishes a long rest within 6 miles of the Coatl's lair, they can understand, speak, and read any language until they leave the area.

If the dragon dies, the storm ends immediately. The other effects fade and finally end after 24 hours.

Variant Coatl Abilities

Not all Coatl dragons are the same, and neither are their powers. The optional abilities described below can be added to a Coatl dragon's stats.

Actions

Kadmic Rune: Antimagic (1/Day). The dragon sketches a rune in the air, and a glowing glyph appears on a point that the dragon can see within 120 feet. A 10-foot-radius sphere of antimagic appears, centered on the glyph, for 1 minute. For the duration, the area is under the effect of an *antimagic field* spell.

Reactions

Counterspell (3/Day). The dragon attempts to interrupt a creature casting a spell that it can see within 60 feet of it. If the spell is 4th level or lower, the creature's spell fails and has no effect. If the spell is 5th level or higher, the dragon must make an Intelligence check with a DC of 10 + the spell's level. On a success, the creature's spell fails and has no effect.

Breath Weapons

Ball Lightning. The dragon exhales a 15-foot-radius sphere of lightning. The sphere travels 20 feet in a straight line before dissipating. Each creature within the path of the sphere must make a Dexterity saving throw, taking 21 (6d6) lightning damage and 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

Cryogenic Blast (Adult, Ancient). The dragon exhales a stream of sub-zero liquid in a 15-foot line. Each creature within the line must make a Dexterity saving throw. On a failed save, a creature takes 55 (10d10) cold damage and is restrained until the end of its next turn. On a successful save, a creature takes half as much damage and is not restrained. If this effect reduces a creature to 0 hit points, it is immediately frozen solid and is considered petrified.

Frigid Breath. The dragon exhales a frozen mist in a 15-foot cone. Each creature in the area must succeed on a Constitution saving throw or take 55 (10d10) cold damage and have its speed halved until the end of the dragon's next turn.

Adventure Seeds

A few suggestions for adventures involving Coatl dragons can be found here:

- An arcane curse has been unleashed upon the land. Information on the only cure resides in a book in the possession of a Coatl. The characters must obtain this book by whatever means necessary.
- A Coatl dragon has discovered a secret that could shake dragon society to its core. The characters come across the Coatl after she defeats another dragon in combat. Terrified, desperate, and on the run from the rest of dragonkind, who are trying to kill her in order to obtain—or destroy—this knowledge, she begs the characters for help.
- The characters are hired by a mysterious collector, who sends them into ancient ruins in search of lost knowledge and arcane tomes and pays handsomely for these items in return.







Ehrlya

Pragmatic and driven, Ehrlya dragons view the act of creation as their primary focus. These dragons, scaled in bronze or copper, don't hoard or covet; they are crafters devoted to creating weapons, armor, and devices of the utmost quality. For many of these dragons, the perfect medium for their craft is themselves, and they use their skills to modify their own bodies to provide new features or to enhance their already potent physical abilities.

Though among the most resilient of the broods, the Ehrlya often ensconce themselves in their volcanic lairs, obsessing over their creations and zealously protecting them from any who would dare to steal them.

Characteristics

Ehrlya dragons are large and powerful, with prominent crests of horns sweeping back from their heads and tails that narrow only to end in wide, flat, club-like shapes. Their scales glint with the light of their magma-fueled forges, and the air around them ripples with waves of heat. When they hatch, Ehrlya dragons have short tails and no crests; however, their tail length and the prominence of their crests increase as they age. Their scales typically range in color from a metallic red to a rich bronze, though some tend toward a coppery green or even a metallic cobalt hue.

Usually having little desire to enter into conflict with lesser creatures, if they notice them at all, Ehrlya dragons prefer to spend their energy on designing and creating. They are by far the most utilitarian of dragon breeds, a trait which extends into everything they do. They value hard work and good results and don't concern themselves with the petty squabbles and egotistical conquering of most of their kin. When provoked or attacked, most Ehrlya dragons opt for a direct response, with little time for trickery or subterfuge.

Ehrlya-made metalwork and magic items are among the most powerful, both in Valerna and on Drakha, and they're naturally among the most coveted. As soon as they are able, an Ehrlya will construct its own forge. On Drakha, skilled artificers of the brood are expected to teach younger dragons, and it's not uncommon for two or more dragons to collaborate on a large project under the watchful eye of an elder master. Even the Ehrlya dragons who toil alone in Valerna focus their entire lives around their forges. Though age merits respect, skill in forging and metalworking is the most prized and honored virtue among the brood.

Azhurma

Dehrilya, called the Forge Queen, is the azhurma of the Ehrlya brood. An immense dragon with an ornate head crest and a tail longer than her body, Dehrilya is a product of her own design and skill. She hatched from a cast-off egg, abandoned by a long-lost brood. Alone and without support, she should have perished. Instead, she used her cunning, intelligence, and knack for creation to thrive. As a young inventor and metalworker, she spent much of her time in the heart of volcanoes, using the intense heat as her forge and innovating her craft. Dehrilya believed her own body could be improved with the use of a magical forge, making her stronger, tougher, and faster. To this end, she labored far beyond what had previously been thought possible by other dragons.



Her sheer force of will and incredible creations drew others to Dehrilya's side, and she forged her own brood from the outcasts abandoned by other broods. This incredible act cemented her position as the new azhurma, and the brood took her name and adopted her penchant for invention.

Dehrilya rules her brood from the Kiln, a fortress-forge built in and around the caldera of the great volcano Nurazhirme on Drakha. Believing strength and perfection are not matters of birth but qualities to be forged and shaped, she accepts dragons shunned by their own broods and makes them part of hers. Though Brood Ehrlya is the smallest of the major dragon groups, its members are a formidable force, a fact other dragons acknowledge and respect. She pushes her followers to devote themselves to their craft, convinced there is perfection waiting to be discovered within each gemstone, bit of metal, or living creature.

Creating an Ehrlya Dragon

Use the following tables to inspire your creation of an Ehrlya dragon.

Ehrlya Dragon Personality Traits

1d8	TRAIT
1	I am direct, almost to the point of being rude.
2	I must always work to improve myself.
3	I eagerly tell anyone about my greatest creations, ensuring I make myself sound good.
4	I am always working on the little details of my latest creation.
5	I must teach others what I know.
6	If there is an opportunity to show off my skills, I jump at it.
7	As I travel, I gather components for my next creation.
8	Theory is fine, but practical and realistic thinking allow us to overcome any obstacle.

Ehrlya Dragon Ideals

1d8	IDEAL
1	**Creativity.** Always seek to make that which is new, for creation brings change and change fends off stagnation.
2	**Self-Improvement.** Each of us can remake ourselves to become what we envision.
3	**Pragmatism.** The most direct course is usually the correct one.
4	**Skill.** Only in demonstrating our abilities can we prove our worth to the world.
5	**Hoard.** We must conceal our treasures and secrets from those who would steal them.
6	**Knowledge.** We must seek out new techniques and research, for only with knowledge can we hope to grow in power.
7	**Superiority.** My work, my craft, my inventions will be proven the greatest.
8	**Discipline.** Only by mastering ourselves, can we hope to master anything else.

Ehrlya Dragon Flaws

1d8	FLAW
1	I obsess over every little detail and try to make everything perfect.
2	I can't stand the cold.
3	I would destroy the world to keep my creations safe.
4	I have an urge to push the boundaries of my craft and art, even if I tread into highly questionable areas.
5	I have little patience for obtuse thinkers and so-called philosophers.
6	Did you see my latest creation? Let me show you!
7	I constantly nag others to follow my example and improve themselves.
8	I put my creations and my crafting before the needs of anyone in this world.

Ehrlya Dragon Goals

1d8	GOAL
1	I search for a lost manuscript that details a fantastic crafting method from ancient days.
2	I will create the greatest masterpiece ever seen.
3	It is time for the azhurma to step aside for a real genius.
4	I must find a series of extremely rare components for my next great work.
5	Only in isolation can I create my masterpiece.
6	I search for an apprentice to pass my greatest secrets on to.
7	I will pursue the thieves who stole my collection until the sun perishes or they do.
8	I must acquire the aid of the greatest tinkers, metalworkers, and inventors in order to complete my masterpiece.



Ehrlya Lairs

On the moon of Drakha, the Ehrlya brood frequent the Obsidian Plains. This desolate territory surrounds the lava-spewing volcano of Nurazhirme and is dotted with smaller volcanoes and subterranean lava vents. These areas of extreme geothermal activity are often chosen as locations for Ehrlya lairs.

In Valerna, Ehrlya dragons build their forge-lairs in areas of sweltering heat and where they have ready access to lava for their smithies, steam hammers, and other equipment. Volcanoes are the most preferable locations for Ehrlya lairs, but other sites might include deep vents, craters, or other cracks in the world's mantle. The dragons' fortress-like structures center around two main rooms: the forge and the hatchery. The Ehrlya employ metallic servitor constructs of all sizes and designs, animated by magic and dedicated to their dragons. Unlike some other broods, the Ehrlya often work together, so it is not uncommon to find more than one dragon in a lair as they learn from each other and work on communal projects.

Lair Features

Ehrlya lairs can vary widely, but most have common features.

Metal Sentinels. Towering golems stand watch on the rim of the caldera leading down to the volcanic lair.

Exhibition Hall. The pride of any Ehrlya dragon, this long, spiraling, multi-level gallery winds around the inside of a vertical shaft descending deeper into the lair. The walls are open to the central shaft, allowing the dragon easy access. The gallery itself contains niches displaying the greatest of the dragon's creations.

Great Forge. At the lowest level of the lair, in the heart of the volcano, is the forge where the dragon crafts its marvelous creations. Lava is funneled through crucibles near anvils and rune-etched molds while eldritch machines of metal and crystal loom above.

Lair Actions

Lair actions occur on initiative count 20 (losing initiative ties). The dragon can only use one lair action a round.

Antigravity Mote. The dragon chooses a point on the ground of its lair that it can see within 120 feet of it. Gravity is reversed in an area in the shape of a cylinder that is 100 feet tall with a 50-foot radius, centered on that point. All creatures and objects that aren't anchored to the ground in that area fall upward and reach the ceiling or the top of the affected area. A creature can make a DC 15 Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the upward fall. Creatures that fail their saving throw, and aren't otherwise prevented from falling, strike the ceiling just as they would had they fallen downward an equal distance. At the start of its turn, an affected creature falls back down.





Lava Spout. The dragon chooses a point on the ground that it can see within 120 feet of it. Lava spews from the ground, spraying molten rock in a 20-foot-radius sphere centered on that point. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. In addition, the area is difficult terrain for 1 hour. During this time, a creature that starts its turn in the area takes 3 (1d6) fire damage.

Repulsion Field. Every creature within 120 feet of the dragon must make a DC 15 Strength saving throw or be pushed up to 60 feet away from it.

Suppress Item. The dragon chooses one target it can see within 120 feet of it. The target must succeed on a DC 15 Wisdom saving throw or the properties and powers of its magic items are suppressed until initiative count 20 on the next round. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Regional Effects

The region containing the Ehrlya's lair is warped by the dragon's presence and power, which create one or more of the following effects:

- The temperature within 10 miles of the Ehrlya's lair is warmer than the average for the area, and it rises higher in the areas closest to the lair.
- Geothermal activity within 6 miles of the Ehrlya's lair increases in frequency, giving rise to steam vents, geysers, fumaroles, boiling lakes, and hot mud pits. The land within this area takes twice as long to traverse.
- The dragon can sense the aura of the strongest magic item in the possession of any creature within 1 mile of it and learns something of its nature.

If the dragon dies, these effects end immediately.



Variant Ehrlya Abilities

Not all Ehrlya dragons are the same, and neither are their powers. The optional abilities described below can be added to an Ehrlya dragon's stats.

Actions

Kadmic Rune: Disjunction (1/Day). The dragon focuses on a single magic item it can see within 120 feet and scribes a glyph that appears on the surface of the item for 1 minute. While an item bears this rune, its magical properties are suppressed.

If a creature holds or wears a magic item targeted by this rune, the creature can make a Wisdom saving throw to prevent this effect. A creature can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on an item it holds or wears on a success.

Breath Weapons

Smelting Breath. The dragon spits a 5-foot-radius sphere of energy and flame at a creature it can see within 20 feet of it. The creature must succeed on a Dexterity saving throw or take 27 (5d10) fire damage. Additionally, this fire destroys an item of the dragon's choice that the target holds or wields. If the item is magical, the target must succeed on a second Dexterity saving throw or the magic item is damaged enough to lose its magical properties. A skilled wizard or arcane smith can restore a magic item damaged in this way by working on the item for 2 days per level of rarity. For example, this requires 2 days of work for a common item or 10 days for a legendary one.

Solar Flare (Adult, Ancient). The dragon exhales a stream of impossibly hot energy in a 15-foot line that is 5 feet wide. Each creature within the line must succeed on a Dexterity saving throw or take 27 (5d10) fire damage and 27 (5d10) force damage. The creature is disintegrated if this damage reduces it to 0 hit points, as per the *disintegrate* spell.

Xantheous Cloud. The dragon exhales yellowish sulfuric gas in a 60-foot cone. Each creature in the area must make a Constitution saving throw. On a failed save, it takes 39 (6d12) poison damage and is incapacitated by illness. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Adventure Seeds

A few suggestions for adventures involving Ehrlya dragons can be found here:

- An unexpectedly friendly Ehrlya dragon needs assistance clearing out the tunnels within a volcano so it can build its new forge-lair.
- To stop the recent attacks by a furious Ehrlya dragon on a nearby city, the characters must hunt down a pair of wily thieves and return the objects they stole.
- A dying Ehrlya dragon has finished its masterpiece, a powerful magic item, and is searching for someone worthy enough to wield it.



Exor

The Exor revel in the thrill of the hunt and relish the sweet taste of vanquishing their prey. These hunting dragons pit themselves against rivals and prey knowing that only victory and defeat determine their place in the world. The worldview of the Exor divides all other creatures into adversaries to be contended with and quarry to be stalked, killed, and consumed. They instinctively exploit any perceived weaknesses in their foes, all the better to demonstrate their dominance. Standing as the apex predators in their territories, Exor dragons favor desert or arid locations for their lairs but can adapt to nearly any environment. Above all else, this brood follows the philosophy that if you aren't the hunter, you're the prey.

Characteristics

The Exor are predatory dragons ranging in color from gold to red to brass, with scales shaped like shark's teeth and rows of jagged spikes running the length of their backs to the end of their whip-like tails. Their powerful frames feature large thick forelimbs and smaller hindlimbs. Unique among dragons, the Exor have three-clawed talons with a dewclaw digit that aids them in climbing and turning at high speeds.

While hunting, an Exor dragon's greatest pleasure comes from stalking and ambushing their prey, and they will often draw out a confrontation in order to elicit the greatest challenge before closing in for the kill. Unlike dragons from other broods, an Exor prefers its physical weapons over its breath weapons. Springing upon their prey from an unseen location is a common tactic for these dragons, especially burrowing beneath their targets before launching a stealthy attack from below.

An Exor dragon hunts with other brood members but only to increase their chance of finding prey, not due to any particular loyalty. Each Exor knows that when they are strong enough, they are expected to lead a hunting pack formed of weaker Exor. Surprisingly, many Exor dragons offer positions in their packs to defeated dragons from other broods. These new recruits are required to be loyal and function like an Exor themselves, and they are closely watched until they prove themselves. Each Exor knows it will someday challenge a stronger member of the brood, either proving itself superior or, perhaps, perishing in the attempt.

Azhurma

Fierce Rawraxxa, the Apex Huntress, is the youngest of all the azhurma on Drakha but is among the most powerful. Her territory, the Shrilling Sands, is an arid wasteland of dunes, rocky outcroppings, deep crevasses, and scouring sandstorms. Unique among the other azhurma, Rawraxxa disdains those who need a lair as weak. Instead, she considers the entire Shrilling Sands to be her domain to do with as she sees fit. Dotting the sweltering desert are towering monuments of bone, skin, and organs pieced together as tributes to her.



The Apex Huntress holds herself to the ideals followed by her brood: Meet every challenge, be hunter or be prey, and give no quarter to the weak. Rawraxxa molded herself into the ultimate hunter, excelling at the tactics and skills necessary to ambush and strike down her quarry with savage violence. Possessing a uniquely long and agile tail, she has been known to strangle weaker dragons.

Though she stands as azhurma, Rawraxxa knows her lofty position is not due to the loyalty of her followers but to her undefeated status. This attitude trickles down to the rest of her brood. Exor dragons respect stronger members but view that same strength as a challenge to be defeated. Rawraxxa herself does not harbor many emotions for her own brood, or anyone else. All that matters to her is the hunt.

Creating an Exor Dragon

Use the following tables to inspire your creation of an Exor dragon.

Exor Dragon Personality Traits

1d8	TRAIT
1	Only by challenging the strong can I prove my own strength.
2	I share my hunting skills with those who are worthy.
3	To me, everyone is either hunter or prey.
4	In combat, and in life, I move stealthily and strike unexpectedly.
5	I don't show weakness.
6	I don't back down from a challenge, ever.
7	Each of my scars holds a story that I will gladly share.
8	I never rush the kill; playing with my prey is far more satisfying.

Exor Dragon Ideals

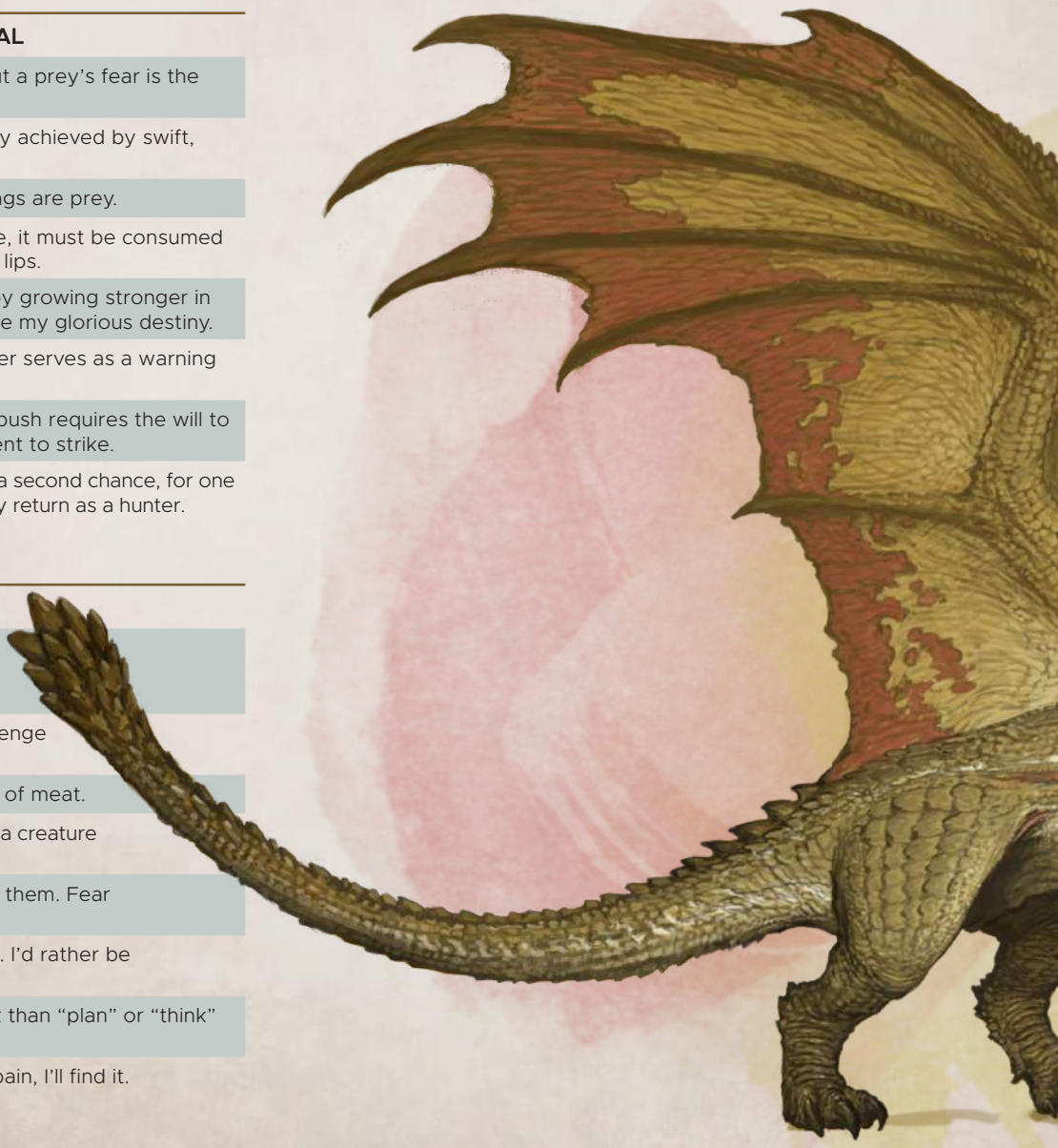
1d8	IDEAL
1	**Fear.** Flesh is delicious, but a prey's fear is the taste to savor.
2	**Aggression.** Victory is only achieved by swift, furious action.
3	**Superiority.** All lesser beings are prey.
4	**Hunger.** To experience life, it must be consumed so its flavor lingers on the lips.
5	**Self-Improvement.** Only by growing stronger in body and skill can I achieve my glorious destiny.
6	**Cruelty.** Making a foe suffer serves as a warning to future opponents.
7	**Patience.** The perfect ambush requires the will to wait for the perfect moment to strike.
8	**Ruthlessness.** Never offer a second chance, for one who is prey might someday return as a hunter.

Exor Dragon Flaws

1d8	FLAW
1	I insist that my companions consume a portion of those who I've vanquished.
2	I see everything as a challenge that I must answer.
3	I don't really like the taste of meat.
4	I'm always wondering how a creature will taste.
5	My prey must know I hunt them. Fear me and despair!
6	Heights make me nervous. I'd rather be underground.
7	I'd rather go on the attack than "plan" or "think" first.
8	If there is a way to inflict pain, I'll find it.

Exor Dragon Goals

1d8	GOAL
1	I will gather a skull from every kind of creature until my collection is complete.
2	I need to grow stronger and more skilled so I can take my place as azhurma.
3	Those who despoiled the area around my lair must be hunted down and destroyed.
4	I must challenge and defeat ever-stronger foes to prove that I am the mightiest hunter.
5	I will create a hunting pack that will live forever in song and legend.
6	I seek to teach the lesser creatures some of my hunting skills so they can grow strong and become decent prey.
7	I will hunt the greatest prey of all: Baastherox, the Mightiest.
8	I follow the trail of a legendary mortal hunter who is rumored to possess the ultimate hunting technique.



Exor Lairs

On the Red Moon, Exor dragons make their lairs in the Shrilling Sands. Some burrow below the sand to carve tunnels in the rock beneath, while others prefer to hew out lofty aeries on high cliffs or stone spires. Most Exor prefer to conceal the entrances to their lairs and often have secret underground tunnels, the better to ambush any attackers with.

In Valerna, Exor dragons build their lairs in warm, arid environments but will adapt to other climates if the need arises. In such circumstances, an Exor might burrow far underground to tap some geothermal vent or perhaps persuade lesser creatures to fashion a massive hearth in the center of its lair.

Though they typically don't hoard material objects, Exor dragons often collect trophies from particularly challenging foes. These might include the skulls, skins, or possessions of vanquished creatures, displayed prominently around the lair.

Lair Features

Exor lairs can vary widely, but most have common features.

Larder. Closely following the Exor's love of the hunt is their enjoyment of consuming the spoils of their victories. In their lairs, these dragons devote a whole chamber to house the carcasses of their prey. Traditionally, these corpses are impaled on stalagmites rising from the floor or are hung on hooks dangling from high ceilings. The Exor dragons in Valerna have learned to season their larder with herbs, spices, and other flavorings, and some have developed a passion for culinary experimentation.

Hall of the Vanquished. Most Exor lairs include one chamber where the dragon displays the trophies of their hunts. This chamber has high walls, smoothed by the dragon's scouring breath, and is illuminated by glowing runes or reflecting crystals which channel light from the surface. The dragon's trophies, in the form of skulls, skins, whole skeletons, or even magically preserved bodies, line the walls and floor, artfully arranged to highlight the fierceness of the foe. Exor dragons often leave traps, themed to the power of the vanquished foe, to guard their precious trophies.

Secret Tunnels. The canny Exor dragons know the hunter can quickly become the prey. They will create multiple hidden passages connecting various parts of their lair so they can ambush intruders. These secret tunnels are usually completely filled with sand, allowing the dragons to use their burrowing ability to traverse them, and the entrances are hidden by clever camouflage or magical illusions. Every Exor lair will have at least one hidden exit in case the dragon needs to make a strategic withdrawal.

Lair Actions

Lair actions occur on initiative count 20 (losing initiative ties). The dragon can only use one lair action a round.

Choking Storm. Sand and dust fill the air in a 20-foot-radius sphere centered on a point the dragon can see within its lair. Each creature in the area must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Crystalline Coat. Sand is pulled in to cover the dragon's body and harden into a layer of crystal. Until initiative count 20 on the next round, each creature has disadvantage on its first attack roll made against the dragon.





Sandspout. The dragon chooses a point on the ground that it can see within 120 feet of it. A geyser of sand with a 5-foot radius erupts 20 feet high from that point. A creature on the ground where the spout emerged or in the air above it must make a DC 15 Dexterity saving throw. On a failed save, the creature is hurled up to 20 feet upward before falling to the ground and landing prone. On a successful save, a creature moves to the nearest unoccupied space instead of being hurled.

If the upward moving target encounters some object (such as a ceiling), the target takes 1d6 bludgeoning damage for every 10 feet it moves before impact.

Swiftsand. The dragon chooses up to three creatures it can see within the lair, causing the ground beneath each target to transmute into quicksand. A targeted creature must succeed on a DC 15 Strength saving throw or be restrained until initiative count 20 on the next round. Alternatively, another creature within 5 feet of a restrained target can use an action to try to pull the target out of the quicksand by making a DC 15 Strength check. On a success, the restrained effect on that target ends.

Regional Effects

The region containing an Exor's lair is warped by the dragon's presence and power, which create one or more of the following effects:

- The shadows cast by the bones and remains of creatures killed within 1 mile of the dragon's lair animate to reenact the moment of their deaths.
- If the dragon's name is spoken within 1 mile of its lair, the dragon knows it and hears everything said within 10 feet of that spot for the next 5 minutes.
- Creatures that take a long rest within 6 miles of the dragon's lair have a nagging feeling of being stalked by some unseen predator.

If the Exor dragon dies, all of these effects end immediately.



Exor wyrmlings are able to fly, run, and hunt from the moment they hatch.

Variant Exor Abilities

Not all Exor dragons are the same, and neither are their powers. The optional abilities described below can be added to an Exor dragon's stats.

Actions

Kadmic Rune: Pitfall (3/Day). The dragon focuses on a point on the ground it can see within 90 feet of it and scribes a rune in the air. A sheer-sided pit, 10 feet wide and 30 feet deep, opens beneath that point. Creatures within the area must succeed on a Dexterity saving throw or fall into the pit.

Breath Weapons

Desiccating Breath. The dragon exhales a cloud of black dust in a 30-foot cone. Each creature in the area must make a Constitution saving throw, taking 27 (5d10) necrotic damage on a failed save, or half as much damage on a successful one. A creature who fails this save can't speak until it consumes some sort of liquid as it chokes on the dust.

Obscuring Breath. The dragon breathes a swirling cloud of dust in a 20-foot-radius sphere around itself. Until the end of the dragon's next turn, the area is obscured, and the dragon becomes invisible (as per the greater invisibility spell).

Windblast Breath. The dragon exhales a concentrated stream of wind in a 120-foot line that is 10 feet wide. Each creature in that area must make a Dexterity saving throw. On a failed saving throw, a target takes 27 (5d10) bludgeoning damage and is thrown away from the line a number of feet equal to the damage it took (rounded down to the nearest 5 feet), landing prone. On a successful save, a target takes half as much damage and is not thrown.

Adventure Seeds

A few suggestions for adventures involving Exor dragons can be found here:

- Hearing of their exploits, an Exor dragon challenges the characters to a series of hunts to prove who is the greatest in Valerna.
- A young Exor dragon begs the characters for help against an older Exor that is stalking it. But is this a genuine call for help or an elaborate ambush?
- The bones of a famed hero now reside as a trophy in an Exor dragon's lair. The hero's family will pay handsomely for the return of the remains.



Fulgen

The proudest and most arrogant of their kin, Fulgen dragons believe themselves to be the natural rulers of the dragons. These metallic-scaled dragons present a dichotomy of ruthless dominance mixed with a noble, genteel civility they believe befits their station. They devote a great deal of time to debating topics like law, magic, and rhetoric, yet they also spend an equal amount of effort honing their fighting skills. Above all else, Fulgen dragons instinctively value power in whatever form it takes, be it natural strengths, deep knowledge, hard-learned skill, desirable resources, or an upperhand in the intrigues of social conflict. Even other dragons are wary of entering into battle with a Fulgen.

Characteristics

The metallic scales on a Fulgen's powerful body come in a vast range of colors, from gold to brass, crimson, or even shades of green or blue. They have broad chests, short backs and large powerful limbs. Their heads have the shape of an axe or wedge, with prominent ridges of horn rising above or somewhat swept back. Many Fulgen also have barbel "whiskers" around their mouth or snout. Their tails are thick and held outward, off the ground, when they stand or move, as befits their refined demeanor.

Fulgen dragons boast the most diverse and complex society on Drakha, including its only major metropolis, the Golden City. There, the brood rules over a large number of dragonkin and Valernians. However, thanks to the laws instituted by their azhurma, Aureus, they moderate their instincts and graciously suffer, or at times even tolerate, the presence of lesser beings.

Believing menial work to be beneath them, the Fulgen delegate most of these tasks to their followers, servants, and other creatures, allowing themselves the freedom to concentrate on what they consider more important matters. Instructed in a wide variety of subjects from a young age, Fulgen dragons have exceptional foresight and a great depth of knowledge. The most renowned Fulgen dragons occasionally take on students to teach them philosophy, politics, and strategy. In the Golden City, the Fulgen Academy's majestic gardens are packed with students strolling with their tutors, building on their mutual knowledge for the future greatness of the brood.

Throughout all the great ages of Valerna, the Dragons of the Red Moon have been a blight. They are the greatest enemies of civilization, streaming down upon us in their multitudes to ravage, feed and destroy.

Azhurma

Aureus, the Lord of Radiant Dragons, is the Fulgen azhurma and one of the oldest living beings in existence. He remembers the rise and fall of Kadmos and watched as the Primordial Dragon perished at the hands of the Dragon-bonded. Aureus is a powerful combatant but it is his gift of foresight—not a magical ability but one born of logic and reasoning—which has earned him the most victories.



A skilled politician, Aureus has a nearly unparalleled knack for elaborate manipulations and intricate strategies. His plans are long reaching and difficult to discern, as he seems to take all possibilities into account. Aureus evaluates hundreds of possible outcomes for his projects before unleashing his agents, backed by his incredible resources, onto the playing board, learning from each player's moves. His primary goal is to keep the power of his brood paramount, but only slightly less important is his almost obsessive drive to improve things. The focus around which most of his plans revolve is the Golden City, the most populated and civilized place of Drakha. Aureus watches over this mighty creation from his Golden Palace at the heart of the city.

Creating a Fulgen Dragon

Use the following tables to inspire your creation of a Fulgen dragon.

Fulgen Dragon Personality Traits

1d8	TRAIT
1	Those who fail to heed the past must be informed of my new twelve-part historical treatise.
2	I fully expect everyone to acknowledge my greatness.
3	I cannot even envision a situation where I lose.
4	Everyone is usually less knowledgeable than I am, a fact I am quick to prove whenever possible.
5	I have a philosophical saying for every situation.
6	Others should listen to me, because I am always right.
7	Those who fail to speak to me with respect face my wrath.
8	I have no patience for those of limited intelligence.

Fulgen Dragon Ideals

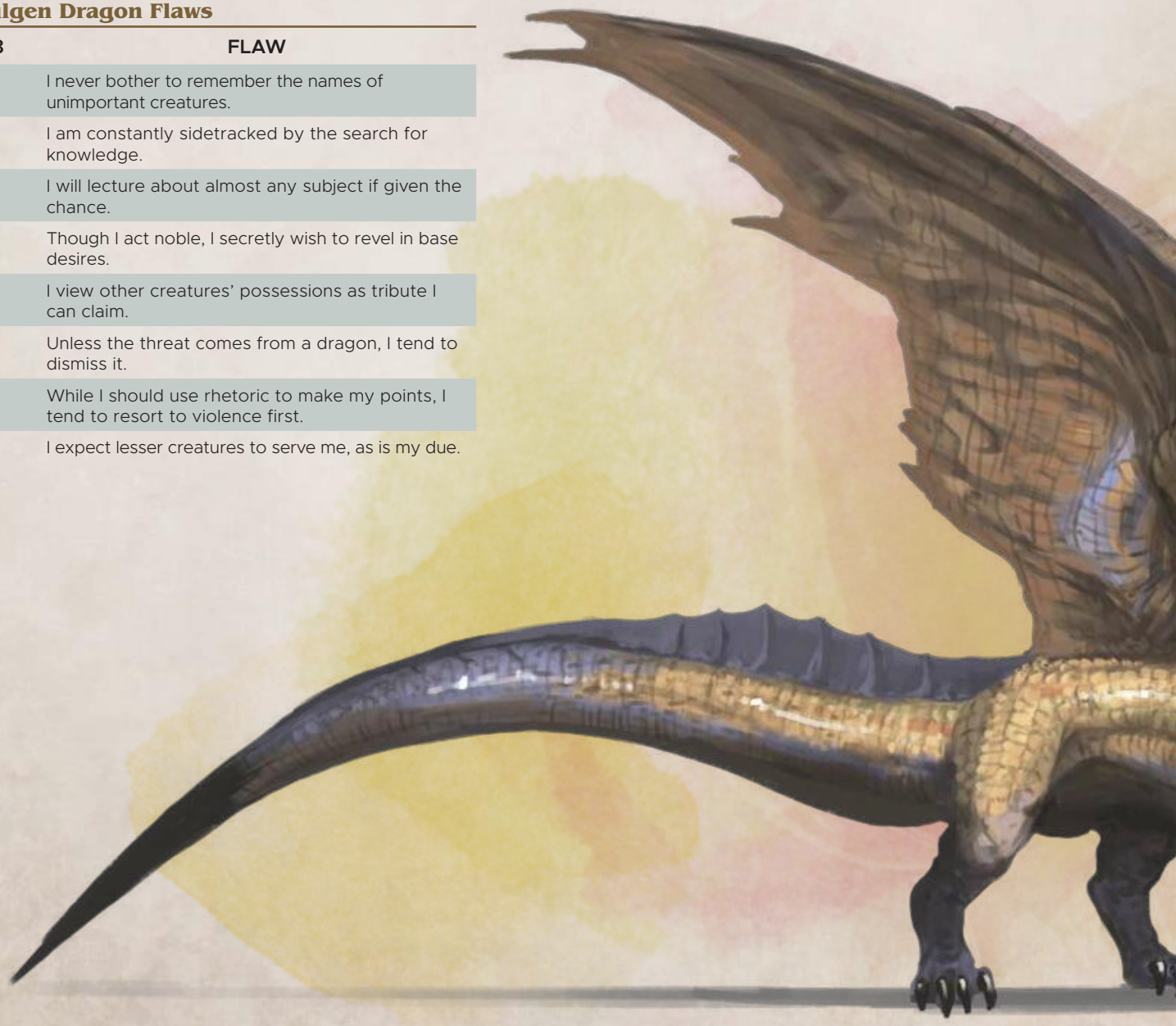
1d8	IDEAL
1	**Power.** The only important thing in life is the accumulation of power, in any form.
2	**Knowledge.** The duty of the practically immortal is to learn and preserve as much lore as possible.
3	**Protection.** By shepherding lesser creatures, we prove our own greatness.
4	**Intrigue.** The best plans are the ones your foes never see coming.
5	**Superiority.** Other creatures lack my intellect and wisdom and must submit to my guidance, for their own good.
6	**Debate.** There is no situation that can't be improved by a discussion for at least an hour or two.
7	**Order.** Every creature has a place in the hierarchy of life and should not impinge on their betters.
8	**Ego.** The concerns of lesser creatures are meaningless.

Fulgen Dragon Goals

1d8	GOAL
1	I will gather the greatest magic items in the world so their power might be mine.
2	I have lost an important tome loaned to me by the azhurma and must recover it at all costs.
3	I seek a new disciple so I might share my amazing intellect.
4	I secretly delve into forbidden knowledge.
5	My plans will secure for me my own domain and, eventually, my own brood.
6	I will travel the world to debate the greatest scholars and prove that I am superior.
7	I am forming a cadre of lesser creatures to serve me as a war band.
8	Once I find a particular lost artifact, my power shall be unlimited.

Fulgen Dragon Flaws

1d8	FLAW
1	I never bother to remember the names of unimportant creatures.
2	I am constantly sidetracked by the search for knowledge.
3	I will lecture about almost any subject if given the chance.
4	Though I act noble, I secretly wish to revel in base desires.
5	I view other creatures' possessions as tribute I can claim.
6	Unless the threat comes from a dragon, I tend to dismiss it.
7	While I should use rhetoric to make my points, I tend to resort to violence first.
8	I expect lesser creatures to serve me, as is my due.

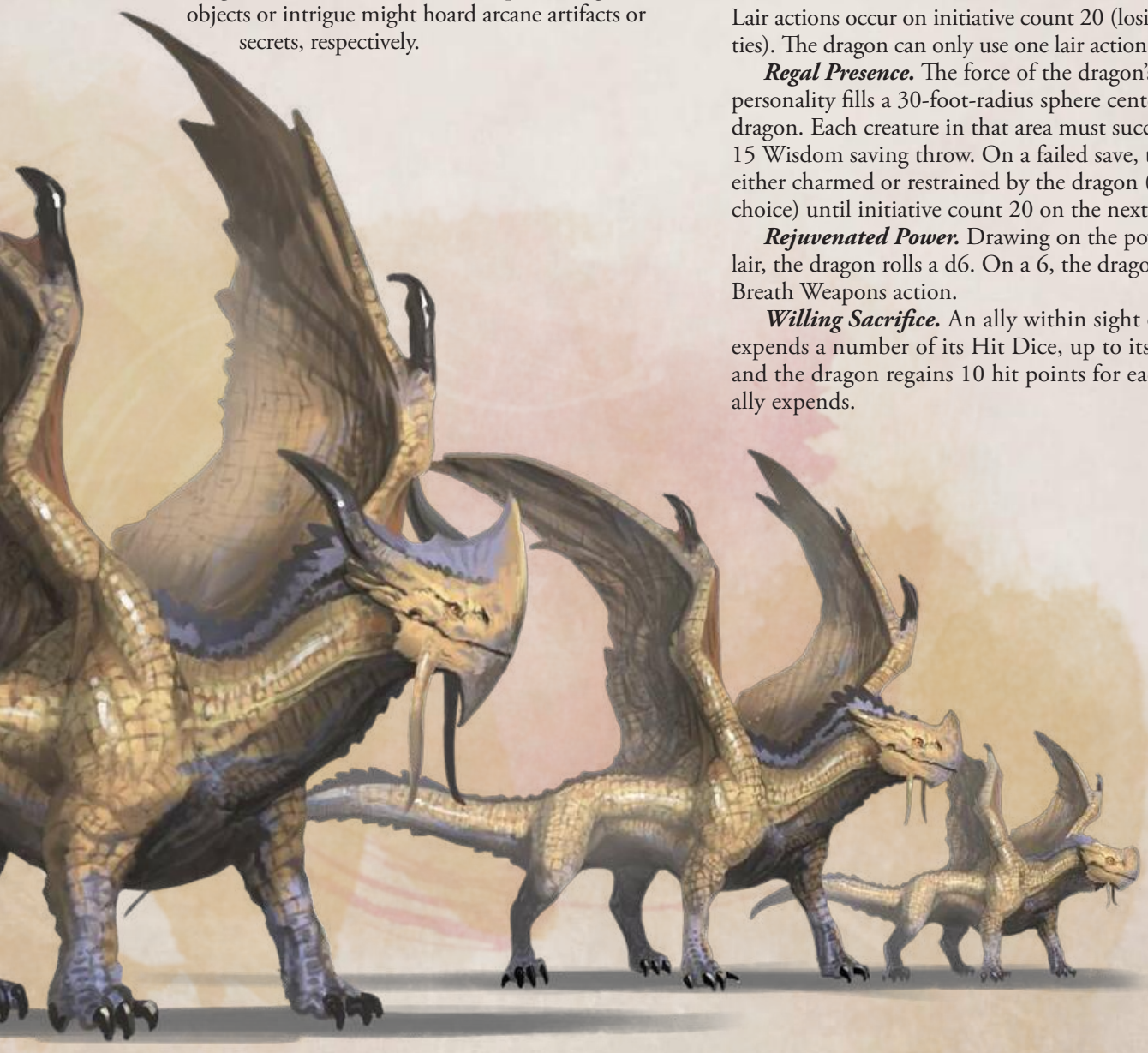


Fulgen Lairs

Most Fulgen dragons on the Red Moon live in and around the Golden City. This city, formed of three concentric circles, is a vast metropolis sized for gargantuan creatures. The Fulgen live and train in the Middle and Central Rings of the city, making use of such notable locations as the Gilt Library, the Court of Trials, the Scriptorium, and the Fulgen Academy. Within the city, the Fulgen have domiciles more than lairs, though these multi-room buildings often take on the attributes of traditional lairs, albeit in a more constrained manner.

In Valerna, Fulgen dragons prefer to make their lairs in or near urban areas, mostly so that the other creatures can see to their needs. Fulgen will claim an abandoned palace or fortress or make use of an underground ruin, though in such cases they will demand other creatures upgrade the facilities to meet the dragon's specifications.

A Fulgen's hoard is usually a reflection of the dragon's preferred method of power. The dragons who seek power through knowledge will collect ancient tomes, scrolls, and archeological relics, whereas those who prefer magical objects or intrigue might hoard arcane artifacts or secrets, respectively.



Lair Features

Fulgen lairs can vary widely, but most have common features.

Grand Hall. Just past the entrance to a Fulgen lair is a richly decorated chamber where the dragon entertains guests, holds philosophical debates, and receives tributes from lesser creatures. Secret panels in the walls of the hall hold well-armed servitors or followers, providing security in case of danger.

Librarium. The most private room in the lair is the librarium. The exact contents of this chamber depend on the draconic owner but could be a trove of knowledge, a magic item collection, a war room, or even a repository of blackmail material. The contents of the librarium are often guarded by magical traps, armed followers, or other hidden means.

Servitor Chambers. Depending on the size of the lair, one section is usually dedicated to house the followers and servants who wait on the dragon. These areas include comfortable and well-appointed bedchambers, common rooms, and kitchens.

Lair Actions

Lair actions occur on initiative count 20 (losing initiative ties). The dragon can only use one lair action a round.

Regal Presence. The force of the dragon's powerful personality fills a 30-foot-radius sphere centered on the dragon. Each creature in that area must succeed on a DC 15 Wisdom saving throw. On a failed save, the target is either charmed or restrained by the dragon (the dragon's choice) until initiative count 20 on the next round.

Rejuvenated Power. Drawing on the power infusing its lair, the dragon rolls a d6. On a 6, the dragon recharges its Breath Weapons action.

Willing Sacrifice. An ally within sight of the dragon expends a number of its Hit Dice, up to its maximum, and the dragon regains 10 hit points for each Hit Die the ally expends.



Regional Effects

Fulgen lairs in the Golden City on Drakha only have regional effects within the walls of their domicile. In Valerna, the region containing a Fulgen's lair is warped by the dragon's presence and power, which create one or more of the following effects:

- Creatures that spend a month or longer within 5 miles of the dragon's lair instinctively treat the dragon with respect, regardless of their personal feelings.
- Within 1 mile of the dragon's lair, creatures unconsciously use respectful manners when conversing with others.
- Reflective materials within 1 mile of the dragon's lair never seem to tarnish or lose their luster.

If the Fulgen dragon dies, these effects fade over the course of a month before ending completely.

Variant Fulgen Abilities

Not all Fulgen dragons are the same, and neither are their powers. The optional abilities described below can be added to a Fulgen dragon's stats.

Actions

Kadmic Rune: Command Obeisance (1/Day). The dragon traces a rune on its forehead and bellows an earth-shaking roar. Each creature within 250 feet that can see or hear the dragon must succeed on a Wisdom saving throw or suffer the following effects:

- It immediately drops whatever it's holding.
- Its speed is reduced to zero until the end of the dragon's next turn.
- It must use its action to drop prone on the floor in a prostrate bow, and remain that way until the start of their next turn.
- It cannot take bonus actions or reactions.



Bonus Actions

Deafening Wings. The dragon slams its wings together creating a deafening crash. Each creature within 30 feet that can hear the dragon must succeed on a Constitution saving throw or be deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Breath Weapons

Incandescent Breath. The dragon exhales white-hot energy in a 60-foot cone. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 35 (10d6) radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A creature blinded by this breath weapon makes a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Adventure Seeds

A few suggestions for adventures involving Fulgen dragons can be found here:

- To end the vicious fighting between two heavily armed factions led by dragon heralds, the characters must enlist the aid of a reclusive Fulgen dragon.
- A Fulgen dragon recently arrived in a remote city and declared the entire area to be her property. The characters must defeat or trick the dragon or otherwise convince her to leave.
- A heavily wounded Fulgen dragon promises the characters great rewards if they delve into their former lair and defeat the fierce monsters who ran the dragon off.

And yet, through the power of the Dragonbond, those same dragons can yet prove to be our greatest allies, and empower people to change the world.



Magnifex

Magnifex dragons are beautiful, vain, and self-indulgent. They enjoy decadent luxuries more than any other dragon, making their homes only in the most stunning landscapes, collecting the most splendid art objects as treasure, and eating only the most well-seasoned prey.

A Magnifex is mercurial and quick to anger but cunning enough to fight only when victory is likely and risk minimal. They dislike physical damage, for it mars their beauty, and never let an insult pass. In combat, a Magnifex is a breathtaking sight, with the light shifting and reflecting off its shimmering scales, earning them the nickname "the dancing death."

Characteristics

Magnifex dragons are slim and agile, their long necks and tails giving them a serpentine look. They often sport frills or fans on their necks, backs, and tails and may have barbels or spines along their jaws. Their colors typically range in the dark blacks, reds, and purples, often with opalescent, iridescent, or shimmering accents in one or more colors. Magnifex dragons are proud of their appearance and flaunt their unique features whenever possible, especially in the presence of their kin.

Though all dragons are proud and vain, Magnifex dragons exemplify these traits. With a particular eye for beauty, they strive to surround themselves with elements they find aesthetically pleasing. Each Magnifex has their own interpretation of beauty, however, and their tastes often tend to the extreme. A Magnifex may find rapture in the particular arrangement of corpses, for instance, or in delicate patterns traced into the ashes of a razed village. Many Magnifex create art from carnage, earning them a particularly disturbing reputation.

Not all art is appealing to a Magnifex, however. Though they are easily appeased with gifts and displays fitting their particular tastes, they are just as easily enraged by items or performances they consider ugly or mediocre. An entrancing song on the lute may earn their mercy, but one wrong note earns their wrath.

Devious and fond of cutthroat social politics, Magnifex dragons enjoy elaborate parties where they can display their superiority and revel in the adoration of others. Such gatherings with more than one Magnifex present often end in bloodshed, however, as the goading and posturing eventually leads at least one of them to frenzy, to the horror—or delight—of the other guests.

Azhurma

Sivax Magnifex, the Prince of Perfect Ecstacy, is the azhurma of the Magnifex brood. From a young age, Sivax was known for his keen eye for beauty and his violent hatred of everything he considered less than perfect. It was with that discerning eye that the young Sivax saw something, some flaw he could not clearly identify, within Yurvix, the brood's first azhurma. He scrutinized Yurvix for years, analyzing the great wyrm, determined to find the reason for his distaste toward his azhurma.



Finally, one evening, Sivax realized the flaw in Yurvix. The flaw was undeniable and one that was so much a part of Yurvix that it would taint the azhurma for the rest of his days. And so, under cover of night, Sivax slaughtered Yurvix, using the azhurma's fatal flaw against him, and crafted the defeated azhurma's body, blood, and entrails into a masterpiece within the shining square of the city of Paradis. When the Magnifex population awoke and saw what Sivax had done, they exulted in his exquisite genius and unrivaled skill.

Now, Sivax is the unrivaled authority on beauty within the Magnifex population. Capricious and arrogant, he is secure in his position as the most glorious of all dragons, holding court within the glass spires of his lair on Drakha.

Creating a Magnifex Dragon

Use the following tables to inspire your creation of a Magnifex dragon.

Magnifex Dragon Personality Traits

1d8	TRAIT
1	I'm easily distracted by my own reflection.
2	I flatter and sweet talk to get my way, even if I don't mean any of it.
3	I avoid conflict by pitting my enemies against each other.
4	I am cunning and patient, willing to wait years for a plan to come to fruition.
5	I have a particular obsession with sweets.
6	I'm capable of much, but I prefer to have others do things for me.
7	I love watching others vie for my attention.
8	I wear my wealth, adorning myself with jewels and other riches.

Magnifex Dragon Ideals

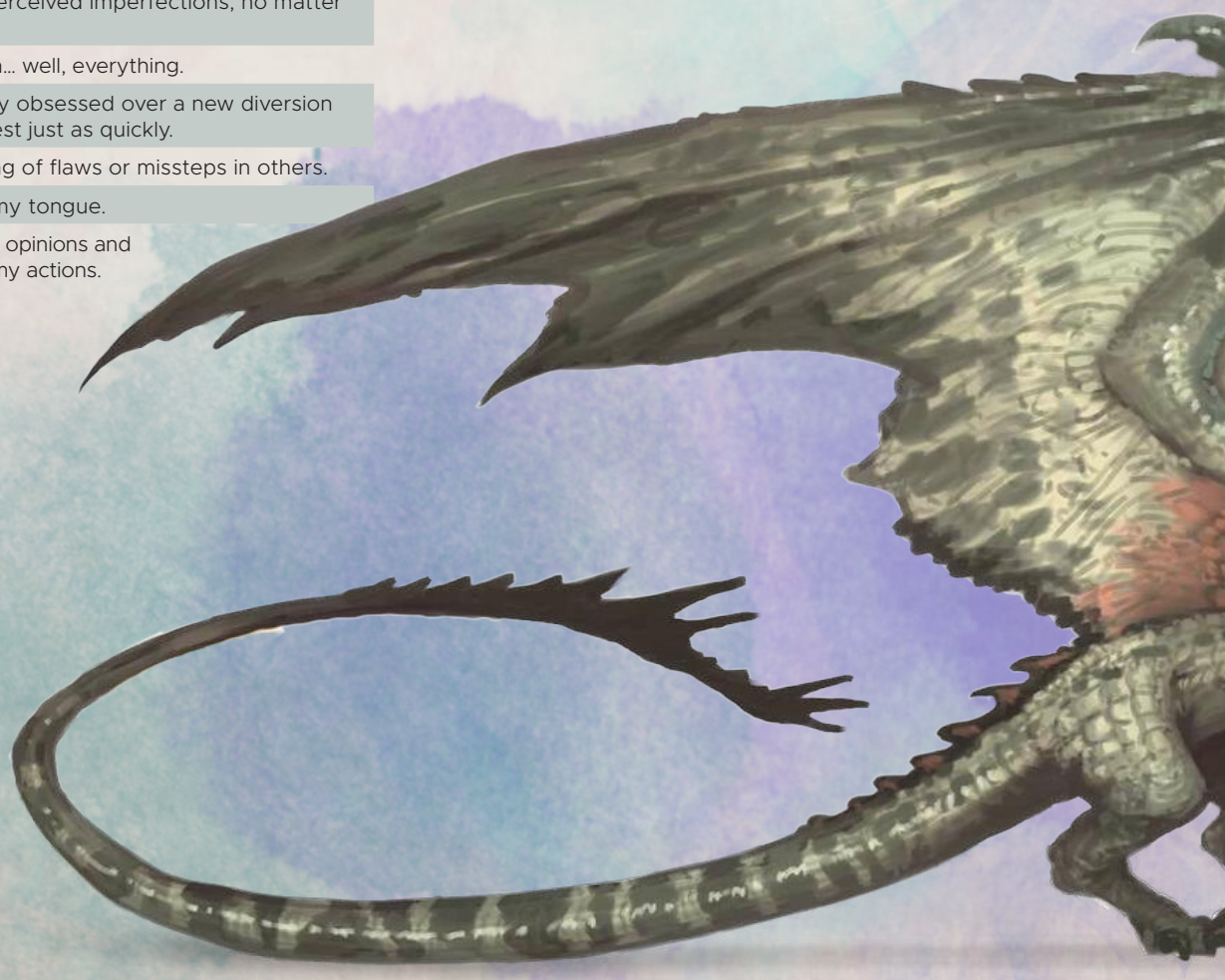
1d8	IDEAL
1	**Worship.** The more creatures who recognize your beauty, the more worth you have in the world.
2	**Beauty.** That which is ugly does not deserve to exist.
3	**Experience.** Without new and unique experiences, life becomes hollow and pointless.
4	**Novelty.** Repetition and routine are the death knells of existence.
5	**Indulgence.** It is not enough to experience a thing; one must experience it to excess to truly appreciate it.
6	**Competition.** Only by proving yourself against your peers can you truly know your worth.
7	**Society.** Life is pointless without others to challenge you and witness your successes.
8	**Perfection.** One must always strive for perfection in all things. Never display an unfinished painting.

Magnifex Dragon Goals

1d8	GOAL
1	Another Magnifex stole a favorite art piece from me. I must get it back.
2	I have a rival. I will see them brought low.
3	I will prove myself to be the utmost authority on my favored expression of art and beauty.
4	I will hold the best party the Magnifex have ever attended—and I will survive it.
5	I wish to taste all the cuisine that Rhaava and Drakha have to offer.
6	I will collect the most skilled artists and craftsmen and keep them for myself.
7	I will be a force so terrifying that mortals will tell stories and sing songs of my splendor across the ages.
8	I will craft a lair so stunning, it will be the envy of my brood for generations to come.

Magnifex Dragon Flaws

1d8	FLAW
1	I'm easily bored.
2	I only surround myself with those who agree with me.
3	I'm never satisfied with my appearance and obsess over perceived imperfections, no matter how small.
4	I overindulge in… well, everything.
5	I become easily obsessed over a new diversion and lose interest just as quickly.
6	I am unforgiving of flaws or missteps in others.
7	I cannot hold my tongue.
8	I am rigid in my opinions and unrelenting in my actions.



Magnifex Lairs

On Drakha, most Magnifex dragons lair within the great city of Paradis, nestled within a subterranean complex of winding tunnels and vast caverns known as the Crystalline Maze. Since their beauty must be admired, Magnifex prefer to live in close proximity to other creatures, so that their splendor may be seen and remarked upon regularly. They craft great structures of metal, glass, and crystal and enjoy pools and fountains of mercury, which act as shimmering mirrors that reflect their magnificence. They fill their halls with works of art and maintain a large population of artists, performers, admirers, and sycophants. The uppermost levels of Paradis house Sivax's grand palace, the only structure that is visible aboveground.

In Valerna, Magnifex dragons desire only the most beautiful of locations to establish their lair. Whether this means a rocky promontory with a breathtaking view, once-forgotten ruins with ancient and elaborate stonework, or carefully cultivated gardens of the rarest blossoms is up to the particular Magnifex. But once a location is chosen, the Magnifex sets to work making it their own, breathing into existence sculptures of shimmering bismuth, adorning the walls with priceless tapestries, or even kidnapping mortals to serve them and witness their majesty.

Lair Features

Magnifex lairs can vary widely, but most have common features.

Crystal Spires. The Magnifex lair is adorned with towering spires of shimmering, rainbow-hued bismuth crystals. They might be left in their natural state or formed into particular designs by the Magnifex.

Mercury Fountains. Water features filled with silver mercury—such as fountains, waterfalls, reflecting pools, and spouts—are found in nearly every Magnifex lair. The Magnifex may periodically add blood from a fresh kill to these fountains, creating an entrancing, deep metallic-red hue to the liquid.

Gallery. The walls, halls, and rooms of the Magnifex's lair are filled with art of all types, but the structure typically features a primary gallery, where the dragon can display its most prized possessions. This chamber may be at the heart of the lair, for only the Magnifex itself to enjoy, or may be in a more public space so that the dragon can flaunt its collection in the presence of others.

Lair Actions

Lair actions occur on initiative count 20 (losing initiative ties). The dragon can only use one lair action a round.

Aggressive Art. The statues within the lair animate and come to the defense of the dragon. They act on the dragon's turn and use the statistics of a stone golem or an iron golem, as appropriate. If the dragon dies, the statues become inanimate again at the end of their next turn.

Environmental Inspiration. The dragon gains inspiration from the art and architecture that surrounds it. The dragon gains a d12 Environmental Inspiration die. Once within the next round, the dragon can roll the Environmental Inspiration die and add the number rolled to one ability check, attack roll, or saving throw it makes. Once the Environmental Inspiration die is rolled, it is lost. The dragon can only have one inspiration die in this way at a time.





A developing Magnifex wyrmling slumbers in her egg as bismuth crystals form on the shell exterior.

Mercury Rain. Fat drops of mercury fall from the ceilings and the sky within the dragon's lair. Each creature within the area must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Regional Effects

The region containing the Magnifex's lair is warped by the dragon's presence and power, which create one or more of the following effects:

- The land within 3 miles of the Magnifex's lair is studded with towering formations of iridescent bismuth crystals.
- All bodies of water within 2 miles of the lair have been transformed into liquid mercury. A creature who drinks this liquid becomes poisoned for the next 24 hours.
- Creatures within 6 miles of the Magnifex's lair find themselves increasingly concerned with their physical appearance and their social standing, among both their friends and their enemies, and become jealous of their companions and covetous of any valuable or unique items others may possess.

If the dragon dies, the crystals remain until they are destroyed, the water returns to normal after 10 days, and all other effects end immediately.

Variant Magnifex Abilities

Not all Magnifex dragons are the same, and neither are their powers. The optional abilities described below can be added to a Magnifex dragon's stats.

Actions

Stinging Barbels (Recharge 5–6). Each creature within 10 feet must make a Dexterity saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Razor Tail Fan. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage, and the target must succeed on a Strength saving throw or fall prone.

Bonus Actions

Kadmic Rune: Dizzying Flash (1/Day). The dragon sketches a rune in the air, which appears at a point of its choice within 120 feet and explodes in a burst of light and color. Each creature within 60 feet of that point must make a Constitution saving throw. On a failure, the creature is stunned until the end of their next turn, and blinded for 1 minute. On a success, the creature is blinded until the end of their next turn. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Breath Weapons

Crystal Jet (Adult, Ancient). The dragon exhales a jet of liquid bismuth in a line that is 60 feet long and 5 feet wide. Each creature in the line must succeed on a Dexterity saving throw or become restrained as the liquid solidifies into a wall of shimmering bismuth crystals. A creature that succeeds on its saving throw moves to one side of the wall (the creature's choice). A restrained creature can use its action to make a DC 20 Strength (Athletics) check to attempt to break free. The wall is 2 feet thick and 10 feet tall. Each 5-foot section has an AC of 13 and 60 hit points and is immune to poison and psychic damage. If a 5-foot section of the wall is reduced to 0 hit points, it crumbles away, and any restrained creatures in that space are freed.

Adventure Seeds

A few suggestions for adventures involving Magnifex dragons can be found here:

- A local artistic prodigy has been kidnapped by a Magnifex dragon who wishes to keep the artist for themselves. The characters must enter the dragon's lair and rescue the artist.
- Two rival Magnifex dragons are hosting a days-long competition to decide which of them is superior, and they've kidnapped the characters to be the judges.
- A nearby Magnifex has sent out a declaration: The local mortals must shower her with worthy gifts, or she will raze the city to the ground. The characters must aid the mortals in gathering the appropriate offerings or otherwise stop the dragon from her spiteful destruction.

Dragons come in many forms, each derived from one of the great broods. These lineages bestow unique characteristics upon their hatchlings, influencing their personalities and temperament, their fighting styles and interests. Some delve deep into the arcane, shunning society for the insights gleaned from ancient knowledge, while others are brutish and bold, rampaging in trials of strength and power.



Nix

The undead brood, the Nix are hated and feared by all other dragons. Their embrace of necromancy makes them unique among dragons and more powerful, in a sense, than all others, for they have cheated death. Nix dragons are not born but are created through a magical rite that strips away their flesh but imbues them with necromantic powers of their own. Their azhurma, Nixis, is not just the progenitor of their line but truly their creator and, as such, is shown loyalty and respect from those of her brood.

Characteristics

Looking like gaunt, skeletal carcasses, Nix dragons bear an unnatural glow in their mostly empty eye sockets. Since they are created through necromancy, the Nix brood is a strange amalgamation of skeletal dragons from other broods; what was once a Coatl dragon will sit side by side with what was once a Fulgen or a Magnifex, all their previous hostilities forgotten in their new unlife. The very breath of a Nix dragon can drain one's life force, consuming souls to add to the dragon's power.

The creation of a Nix dragon is a long and difficult process, and few outside of Nixis herself have managed to successfully complete it on another dragon. Depending on the age of the transformed dragon, they may retain some of the personality traits of their former brood, which become tempered over time with an eerie, quiet patience. Nix dragons created while still in their eggs never learn the ways of their original brood and know only the cold embrace of undeath. Many Nix dragons are satisfied to remain in the background and let the other dragon broods war amongst themselves, quietly confident that, in the end, death will take them all—and death, after all, is their domain.

As they don't need to feed, and kill only to further their necromantic research, Nix dragons rarely venture out of their territory except to steal eggs so they can bring them back for Nixis to transform into new broodmates. These raiding parties are a favorite target of other broods, particularly Exors.

The Nix embody calm, patience, endurance, resilience, and community. Reliant on one another in a way the other broods are not, these dragons often lair in close proximity to each other, or even share lairs with multiple other Nix. They will often work together as a cabal, pooling their necromantic power to raise stronger and more powerful undead creatures than they could manage on their own.

Azhurma

Nixis, the Veilbreaker, is a massive skeletal dragon of great power. She was the first to unlock the secrets of draconic undeath, creating her own brood through necromancy and building a legion of undead creatures to serve her.



As a young dragon, Nixis was often described by her kin as tame and weak. She struggled to hunt and often had to satisfy herself with carrion and cast-off bits of her broodmates' kills. Shunned by the other dragons, she led a solitary life and spent much time in the company of corpses, ruminating often on the essence of life and death. Her wanderings brought her in close proximity to the Ossarium, a vast valley filled with the bones of combatants from some ancient struggle long forgotten and steeped in latent necromantic energy. This energy eventually permeated Nixis herself and, coupled with her loneliness, granted her the insight to teach herself the basics of necromancy. She began animating small creatures by carving runes into their bones and feeding a small portion of her own essence to the corpse, but she often mourned the limits of her power.

When she stumbled into the territory of another dragon, a fierce battle occurred. Nixis harbored no illusions that she would win the fight but could not face the shame of fleeing. It was in that moment that she realized the truth: In death, the fear she felt every day scavenging for scraps would be gone, replaced with certainty and singular purpose. Nixis died at peace, and when night fell, she rose again, an undead dragon surrounded by her creations.

Nixis now resides deep within the Catacomb Reaches on Drakha. By stealing, killing, and resurrecting eggs from other dragon broods, she has successfully created more necromantic dragons like herself. These undead creatures act as her phylactery, allowing her to remain untouchable if even one survives. Each of them wields undead powers in their own right, but each also holds a tiny fragment of Nixis within themselves, a vessel for their azhurma's strength and eternal life.



Creating a Nix Dragon

Use the following tables to inspire your creation of a Nix dragon.

Nix Dragon Personality Traits

1d8	TRAIT
1	I pity those shackled to life, as there is far more power in undeath.
2	I rarely speak out loud, as I'm so used to using my telepathy to communicate.
3	I like to adorn my bones with decorative designs and inlays that complement my runes.
4	I prefer to keep to the shadows, remaining unnoticed and unobtrusive.
5	When I meet a new creature, I can't help remarking on its bone structure.
6	I tap my claws along my exposed rib cage when deep in thought or as a nervous habit.
7	The bodily functions of living creatures disgust me.
8	I chafe against the cooperative nature of the Nix and long to strike out on my own.

Nix Dragon Ideals

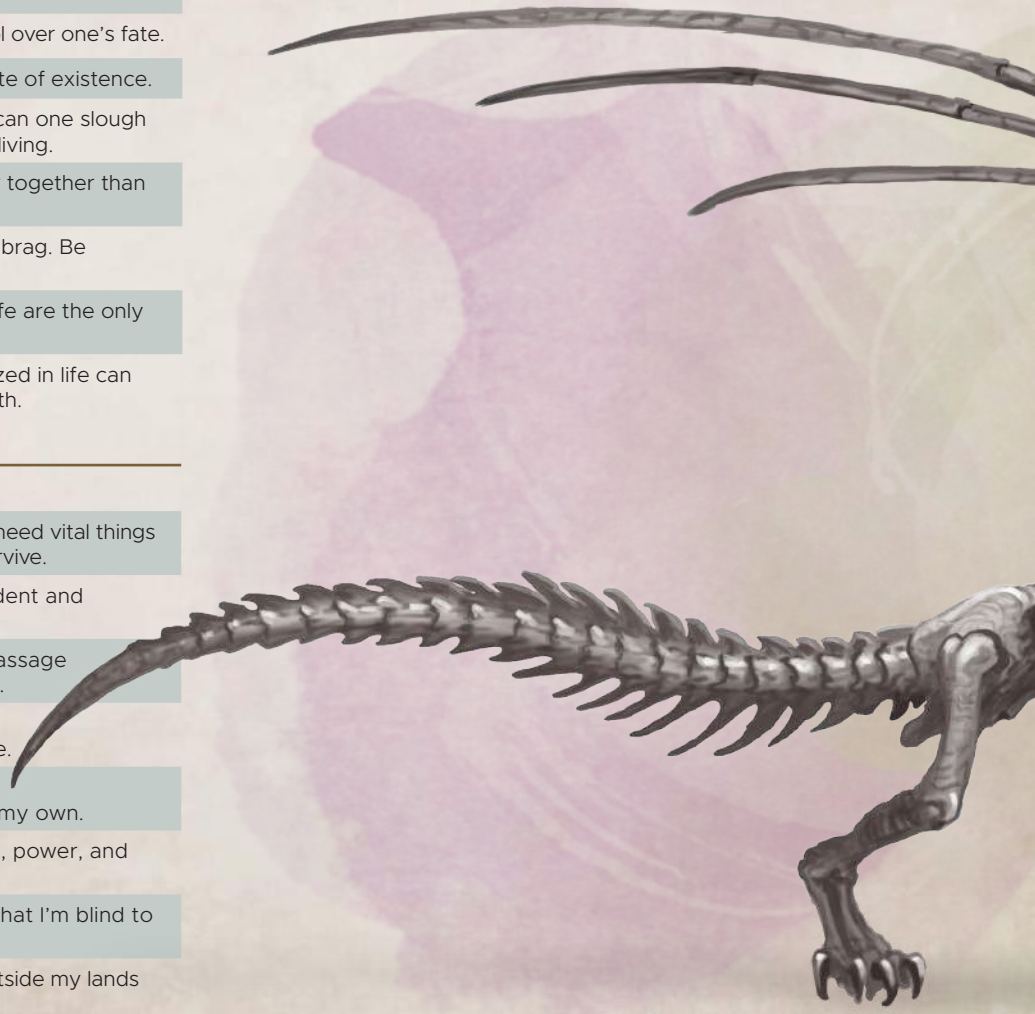
1d8	IDEAL
1	**Patience.** Eternity is a long time, and our enemies are mortal.
2	**Power.** Undeath is absolute control over one's fate.
3	**Undeath.** Undeath is the ideal state of existence.
4	**Freedom.** Only through undeath can one slough off the pain and limitations of the living.
5	**Cooperation.** We are far stronger together than we would be alone.
6	**Subterfuge.** True power does not brag. Be discrete and subtle in all things.
7	**Bones.** The building blocks of unlife are the only things that matter.
8	**Revenge.** Those weak and victimized in life can unleash vengeance tenfold in death.

Nix Dragon Flaws

1d8	FLAW
1	I often forget that living creatures need vital things like food, water, and warmth to survive.
2	My undeath makes me overconfident and reckless.
3	I no longer have a sense of the passage of time. Years go by in but a blink.
4	I have forgotten—or have never known—what it was like to be alive.
5	I lean too much on my brethren and don't know how to stand on my own.
6	I envy the other broods' passions, power, and knowledge.
7	I'm so focused on the long-term that I'm blind to immediate threats.
8	I've never left my lair; the world outside my lands remains a mystery to me.

Nix Dragon Goals

1d8	GOAL
1	I will locate a new source of necromantic power, one that will allow the Nix to attain true superiority.
2	I will prove myself to my azhurma and win her approval.
3	I feel lonely and out of place among my brood and long to return myself to life.
4	I'm constantly searching for new and interesting bones to add to my undead creations.
5	I wish to apply my necromancy in a way that has never been seen before.
6	Did the Protogons have bones? If so, what effect would Nix necromancy have on them? I want to find out.
7	I wish to wield necromancy powerful enough to rival Nixis herself.
8	I will establish a Nix stronghold in Valerna and raise an undead army to subjugate the mortals.



Nix Lairs

On Drakha, the Nix brood lives in the Ossarium in the Catacomb Reaches. The Reaches themselves are craggy badlands on the edge of the Drakhan deserts, with little in the way of natural life. Here, Nix dragons establish their lairs and use the ambient necromantic energy of the valley itself to aid them in the construction of skeletal creatures of all sorts. Nixis resides within the Great Mausoleum at the heart of the Ossarium.

In Valerna, Nix dragons make their homes in isolated locations, such as toxic swamps, the peaks of jagged mountain ranges, and scarred, desolate wastelands. Ancient catacombs, haunted battlefields, and crumbling dungeons are all ideal Nix lair settings, where the land itself provides them with the bones and bodies for their necromantic experimentation.

Lair Features

Nix lairs can vary widely, but most have common features.

Plentiful Bones. A Nix lair is often strewn with the bones of various creatures. The area around a Nix lair is often deadly to the living, and the bodies of most creatures are left where they fell, to decay and be picked clean by the corrosive nature of the environment or the Nix's servants. As the dragon uses these bones to craft their own golem-like servants, the remnants are left behind, either scattered about or carefully organized in a workshop.

Caustic Swampwater. The area around a Nix lair is often swampy and difficult to traverse. This swamp can seep into the lair itself, filling the lower levels with poisonous gases, corrosive muck, and deadly sinkholes.

Ritual Ossuary. The Nix lair typically has a room where the dragon and its cabal conducts its necromantic rituals to construct undead servants. Examples of this type of space include a grand necromantic cathedral, a shadow-filled courtyard, a crumbling mausoleum, and a cramped subterranean burial chamber, and they vary depending on the Nix's tastes and the lair's construction.

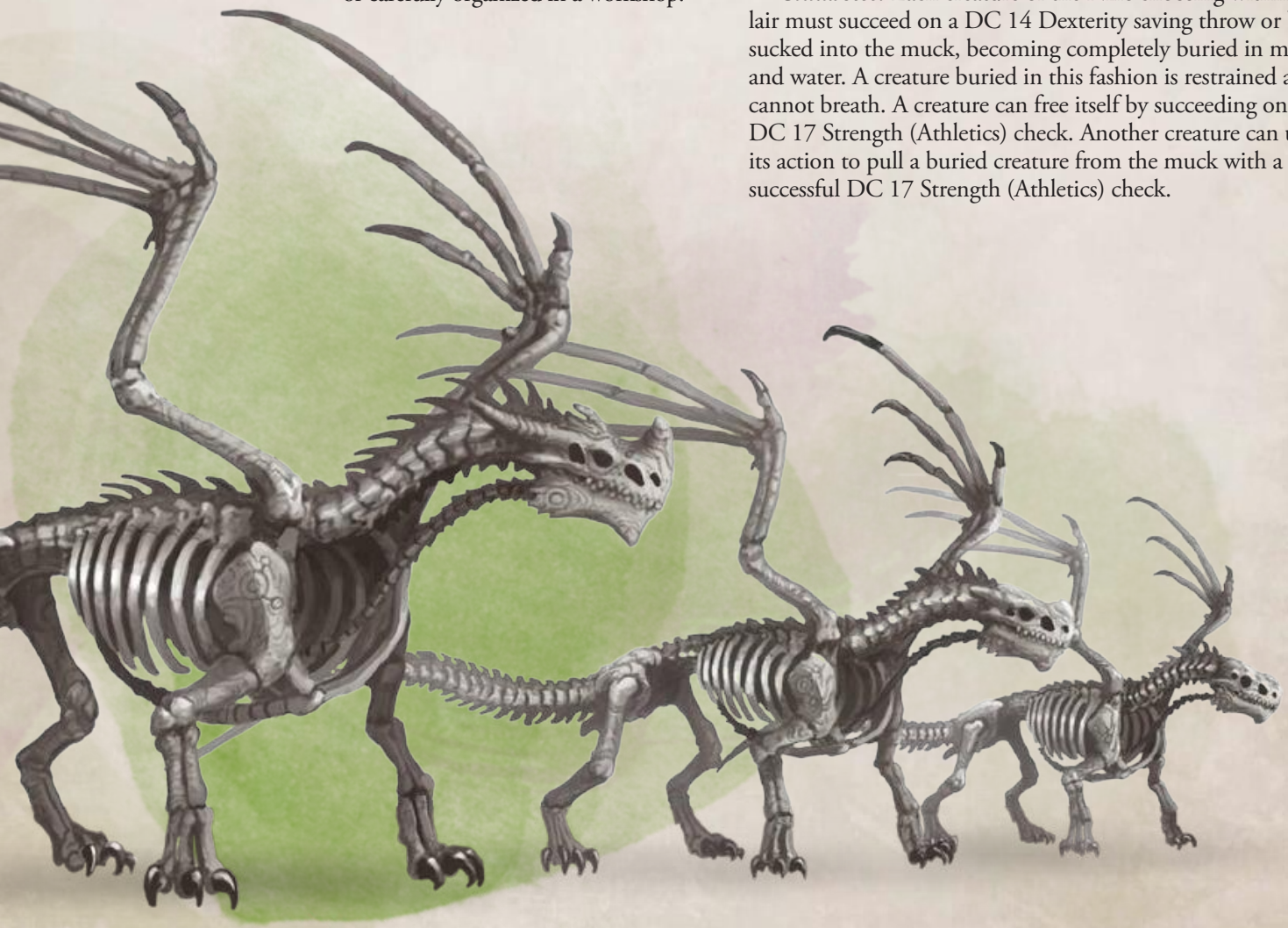
Lair Actions

Lair actions occur on initiative count 20 (losing initiative ties). The dragon can only use one lair action a round.

Necrotic Siphon. Each living creature within the Nix's lair takes 14 (4d6) necrotic damage, and the Nix regains hit points equal to the total amount of damage taken by the targets.

Rattle of Bones. A tremor fills the air as the bones in the Nix's lair begin to shake and clatter in a horrific cacophony. Each living creature in the Nix's lair who can hear must succeed on a DC 15 Wisdom saving throw or have disadvantage on all attack rolls, ability checks, and saving throws until the end of their next turn.

Sinkholes. Each creature of the Nix's choosing within its lair must succeed on a DC 14 Dexterity saving throw or be sucked into the muck, becoming completely buried in mud and water. A creature buried in this fashion is restrained and cannot breath. A creature can free itself by succeeding on a DC 17 Strength (Athletics) check. Another creature can use its action to pull a buried creature from the muck with a successful DC 17 Strength (Athletics) check.





The face of a Nix Dragon, formerly of the Ehrlya brood, showing the skull modifications common to both Nix magic and Ehrlyan craft.

Regional Effects

The region containing the Nix's lair is warped by the Nix's presence and power, which create one or more of the following effects:

- A creature within 5 miles of the Nix's lair that has been dead for more than 24 hours cannot be returned to life by any means as long as it is within the area.
- The dragon is immediately aware of any living creature that comes within 1 mile of its lair.
- The plants within 2 miles of the Nix's lair are corrupted and undead. Any creature who eats a plant or fruit grown in this area becomes poisoned. A character gains one level of exhaustion for every 24 hours they remain poisoned in this way.
- The sky within 10 miles of the Nix's lair is cloudy and dark, as if in perpetual twilight but with no stars or moon.

If the dragon dies, a poisoned creature remains poisoned until cured and continues to gain levels of exhaustion. The other effects end immediately.

Variant Nix Abilities

Not all Nix dragons are the same, and neither are their powers. The optional abilities described below can be added to a Nix dragon's stats.

Bonus Actions

Necrotic Aura (1/Day). The dragon emanates an aura of death energy for 1 minute. Each living creature that starts its turn within 15 feet of the dragon must make a Constitution saving throw. On a failed save, the creature takes 27 (5d10) necrotic damage, and the dragon regains half as many hit points.

Reactions

Nix Rune: Relentless (1/Day). If the dragon is reduced to 0 hit points, it regains hit points equal to half its hit point maximum instead.



Breath Weapons

Necrotic Beam (Recharge 6; Adult, Ancient). The dragon exhales a beam of pure necrotic energy in a line 30 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 66 (12d10) necrotic damage on a failed save, or half as much damage on a successful one. The target is disintegrated if this damage leaves it with 0 hit points. A disintegrated creature and everything it is wearing or carrying, except magic items, are reduced to a fine gray dust. The creature can be restored to life only by means of a *true resurrection* or *wish* spell.

Yet there is one thing that should be remembered of all dragons that visit Valerna: they should be feared. Always. For they seek the infinite power of Vaala, and will stop at nothing to claim it as their own.

Adventure Seeds

A few suggestions for adventures involving Nix dragons can be found here:

- A clutch of Fulgen eggs was stolen, and the Fulgen blames the mortals of the nearby city. The truth is, the eggs were taken by a Nix dragon to be transformed into Nix hatchlings. The characters must find and return the eggs to the Fulgen before it lays waste to the city.
- Undead skeletal constructs have been emerging from a forgotten subterranean mausoleum. The characters must investigate and find the source of the necromancy: a Nix dragon establishing a new lair.
- A wizard thinks they've almost solved the puzzle to undoing the necromancy that imbues Nix dragons with their particular flavor of unlife, but they need a specimen to study. The characters must find and capture a Nix dragon and bring it back to the wizard—without killing it.



Baastherox, the Mightiest

Possibly the greatest of his kind, Baastherox stands unique among the dragons of the Red Moon. Possessing no brood, neither dependant on an azhurma nor beholden to offspring, the Mightiest is blessed with unbridled freedom and unmatched power but chooses a life of isolation and introspection.

Time and again, he has met every challenge and emerged victorious. The single glaring exception was an ancient confrontation with Kadmos themselves. Baastherox's defeat at the claws and teeth of his own creator spurred him to become the most powerful of all the dragons. However, Kadmos fell in the last of the Protogon Wars, before Baastherox could prove his might and superiority. Today, Baastherox is content to await the desperate and foolish who dare to seek him out in his lonely lair.

The Titan Skull

In the center of a stretch of desert on the Red Moon called the Great Death, the Mightiest makes his lair inside the bleached skull of a long-forgotten titan. Above the skull, perpetual storm clouds ripple with lightning and thunder without a single drop of rain ever falling. The desert surrounding the skull is littered with layers of skeletons and carcasses.

Hoard of Bones

A mere collection of trinkets is beneath the notice of one as powerful as Baastherox. If this ancient dragon is considered to have a hoard at all, it would be the bodies of the dragons he has defeated. This field of bones contains the remains of countless dragons, dragonkin, and other natives of Drakha and stands as a tribute to the millennia of failed challengers to Baastherox's power. Among these bones, intrepid searchers could find magic items and eldritch artifacts that ancient challengers hoped would aid them against the Mightiest.

Adventure Seeds

A few suggestions for adventures involving Baastherox can be found here:

- A powerful mage needs samples of bones from each type of draconic brood, the older the better, in order to combat a deadly magical plague sweeping the lands. The characters must travel to Drakha and delve into the field of bones in the Great Death without angering Baastherox.
- When the First Dragon returns to lay waste to Rhaava, the characters must embark on a desperate mission to the Red Moon to enlist the aid of Baastherox, the only creature with a chance at defeating Kadmos.
- A chance exists to seal the dragons on the Red Moon for all time. To accomplish this, the characters must defeat Baastherox and capture his dying essence in a special eldritch machine.





DRAGONBONDING

Nobody knows how or why it happens, but millennia ago it was discovered that dragons and mortals could entwine their Vaala together. This radically changed the lives of both Valernians and dragons, leading to at least three world-spanning wars and the rise of four separate nations throughout history.

A Dragonbond can occur spontaneously when a dragon and a mortal share a moment of profound understanding and respect for one another. It can happen in a fraction of a second, and when it does, the mortal and dragon are linked, their essences interconnected through Vaala. The moment of bonding is a soul-shaking event for both parties, and those who have experienced it struggle to put the feeling into words. This bond provides the dragon with a permanent link to the mortal's Vaala, which stops its craving for an essence it does not possess, and gives the mortal the dragon's extended lifespan, among other benefits. From that moment on, the lives of both creatures are bound together, and their paths become one. Each retains their own personality and identity, but their life forces blend into a shared whole. If one dies, the other follows soon after.

When the first Dragonbond occurred, it shifted the balance between the dragons, mortals, and Protogons. Dragonbonded mortals felt strong enough to challenge the dragons of the Red Moon, and bonded dragons felt strong enough to challenge the Protogons. The ensuing conflicts marked the end of the Age of Mortals and led to the Age of Heroes, which saw the rise of the legendary Altanesi Empire. It also gave mortals unprecedented protection against dragon raids in the form of dragonbonded champions, whose dragon allies fought to protect those with whom their lives were now linked.

However, the Dragonbonded grew too arrogant and tried to directly channel Vaala to close the Eye of Kadmos. This ritual failed catastrophically and allowed the entrance of the Null plague into reality. After a long and fierce war, a solution was contrived to seal the Null away forever. In order to do so, the magic of the Dragonbond itself had to be sacrificed, and for a thousand years there were no new Dragonbonded. Then, mere decades ago, the seals that held the Null weakened and led to the Second Null War. However, along with the reentry of the Null into Valerna, whatever magic that had been lost also returned, and dragons and mortals have begun to bond together once again.

Today, the Dragonbonded have risen once more. They are few in number but great in strength. The dragons of the Red Moon know that the balance of power has tipped again, and the futures of both Drakha and Valerna hang in that balance.

Character Level Bonding Requirements

A character can bond with any dragon of the appropriate age category or younger, as determined by their character level. Refer to the Character Level and Dragon Ages table to determine the dragon age a character can bond with.

Character Level and Dragon Ages

CHARACTER LEVEL	DRAGON AGE CATEGORY
1	Hatchling
3	Wyrmling
7	Young
13	Adult
18	Ancient

Advancing Bonded Dragons

Feeding upon an unending flow of Vaala from their bonded partner, bonded dragons advance in power and size at a much faster rate compared to unbonded dragons. When a character reaches certain levels, their bonded dragon will also grow in kind. Refer to the Character Level and Dragon Ages table to determine when a dragon reaches a new age category.

If a character has bonded with a dragon that is significantly below their level, that dragon increases an age category each time the character gains a level until it reaches the age indicated in the table.

Bonding with Older Dragons

At the GM's discretion, a character may bond with a dragon whose age is above what their level allows. If this occurs, the dragon does not increase in age or power until the character reaches the appropriate level.

Forming a Dragonbond

A Dragonbond is a mystical connection formed between a mortal and a dragon. It is up to the GM's discretion if a character and a dragon have the opportunity to form a Dragonbond. This occurs when a mortal and a dragon see each other as equals, rather than as simply monster and prey.

Each brood has its particular likes and dislikes, and a dragon of a given brood may be more likely to bond with a mortal that displays traits and features esteemed by their brood. But occasionally the bond is surprising, linking a dragon and a mortal that have little in common. Ultimately, the Dragonbond is enigmatic and spontaneous, and it occurs without regard to the feelings of the dragon or the mortal alike. The Dragonbond cannot be forced, nor can it be avoided. The bond itself remains one of the great mysteries of Rhaava, as does the reason for its formation.

As such, a Dragonbond between a character and a dragon is automatic and may happen at any time when the GM decides it is appropriate for the story and the characters. However, it is important to note that, while a character may have no choice in dragonbonding, a player has the choice to decline a Dragonbond. When the opportunity to form a Dragonbond arises, the GM must inform the player, who must then consent to or decline the formation of the bond between their character and the dragon.

If a player agrees, the Dragonbond is formed, linking the character and the dragon in a magical connection. The dragon becomes an ally to the character it bonded to. It will help the party to the best of its ability, but it will protect the life of its bonded partner at all costs, as they are both linked as one from that moment on.

Seeking Out the Dragonbond

Though the characters cannot force a bond, they can go to great lengths to encourage one to occur. A character who spends their time researching dragons, learning the broods' particular tendencies, and honing their skills in order to attract the attention of a certain dragon may find themselves with more opportunities to form a bond—or more opportunities to be eaten.

Optional Rules: Dragonbonding Mechanics

For GMs who want a little more uncertainty at their table, this section includes optional rules for triggering and forming a Dragonbond.

Triggering the Dragonbond

While the Dragonbond typically happens spontaneously, a character may perform a feat of such prowess that it draws the notice of a dragon, triggering a bonding attempt. Each brood has its own particular affinities, however, and what may resonate with a Coatl will likely not do the same for an Ehrliya.

When a character in the presence of a dragon rolls a 20 on the die for a saving throw or ability check using an ability, skill, or tool associated with that dragon's brood, as listed in the Brood Characteristics table, it triggers a dragonbonding attempt.

For example, if a character rolls a 20 on the die while making an Intelligence (Arcana) check in the presence of a Coatl dragon, it triggers a bonding attempt between that character and the Coatl.

If more than one dragon associated with the ability, skill, or tool is present, the GM decides which one might bond with the character. For dragons of a type not listed, the GM determines the the dragon's associated abilities and skills.

Brood Characteristics

BROOD	ASSOCIATED ABILITIES	ASSOCIATED SKILLS AND TOOLS
Coatl	Dexterity, Intelligence, Wisdom	Arcana, Nature
Ehrlya	Strength, Constitution, Intelligence	Smith's Tools (Strength), Athletics
Exor	Strength, Dexterity, Wisdom	Athletics, Stealth
Fulgen	Strength, Intelligence, Charisma	Persuasion, Insight
Magnifex	Dexterity, Wisdom, Charisma	Intimidation, Performance
Nix	Constitution, Intelligence, Wisdom	Arcana, Medicine

Attempting to Form the Dragonbond

When a dragonbonding attempt is triggered, both the character and the dragon must make two additional stages of ability checks, determined by the dragon's brood and the character's primary Vaala aspect affinity, as explained below.

For each stage, the character must make an ability check based on the dragon's brood, as listed in the Brood Characteristics table. Each brood has three associated abilities; the character must succeed on an ability check using the two abilities that were not included in the triggering roll. Using our example from above, the character who rolled a 20 on the die on an Intelligence (Arcana) check in the presence of a Coatl dragon cannot use Intelligence as one of the two ability checks made to form the bond. The character can decide in which order they wish to complete the checks.

Simultaneously, the dragon makes two ability checks, one at each stage, using the abilities associated with the character's primary Vaala aspect affinity, as listed in the Aspect Abilities table. A character's primary Vaala aspect affinity is the aspect in which they have the most motes of affinity (see the "Vaala Points" section of chapter 5: Magic for more information on Vaala aspects and motes of affinity). If the character has no obvious primary Vaala aspect affinity, the player and GM should work together to determine which makes the most sense for the character. The dragon may decide in which order it wishes to complete the checks.

Aspect Abilities

ASPECT	PHYSICAL ABILITY	MENTAL ABILITY
Fai	Dexterity	Intelligence
Id	Strength	Charisma
K'aab	Constitution	Wisdom

For each stage, both the character and the dragon make an ability check against the DC of that particular stage. The DC for the first stage is 10, and the DC of the second stage is 15. The GM may decide that the dragon automatically succeeds on these ability checks.

Returning to our example, the character above rolled a 20 on an Intelligence (Arcana) check in the presence of a Coatl dragon, triggering a dragonbonding attempt. The player consults the Brood Characteristics table for the Coatl dragon, and finds they must roll Dexterity and Wisdom ability checks for the two stages. The character, an ellari dreamspy rogue, decides they want to use Wisdom for the first stage and use Dexterity, their strongest ability, for the second and final stage. Since the character has two motes of affinity in Fai, based on their ancestry and subclass, the dragon consults the Aspect Abilities table and finds they must roll Dexterity and Intelligence checks, the two abilities associated with Fai. The pair's dragonbonding stages would look like this:

Example Dragonbonding Stages

STAGE	CHARACTER'S ABILITY CHECK	DRAGON'S ABILITY CHECK	DC
1	Wisdom	Dexterity	10
2	Dexterity	Intelligence	15

More than One Success

Together, the character and the dragon need at least one success from their ability checks in each stage of the dragonbonding process. If both succeed on their ability checks in the first stage, they each gain a +2 bonus to their checks in the second stage.

Rolling 20 or 1

If the d20 roll for an ability check in the first dragonbonding stage is a 20, that character or dragon gains advantage on their ability check in the second stage. However, if the d20 roll is a 1 in the first dragonbonding stage, that character's ability check in the second stage is made with disadvantage.

Failing the Bonding Attempt

The Dragonbond fails if both the character and the dragon fail their ability checks in either stage of the process. If a Dragonbond fails, the character can't ever attempt to bond with that dragon again. Moreover, no one can attempt to forge their own Dragonbond with that dragon for 1d4 weeks, nor can the character attempt to bond with another dragon for the same amount of time.

At the Table: Controlling Dragons

Dragonbonding brings several new wrinkles to the gaming table. Chief among them is the question, "Who controls the dragon?" Ultimately, the GM controls the dragon. A dragon is a fully independent creature, with their own powerful mind, desires, and goals. A Dragonbond is a partnership of equals, not the domination of one or the other. Leaving the control to the GM allows the dragon to remain autonomous, with their own opinions and plans, to be treated like any other NPC working with the characters.

During combat, however, a GM may hand over control to the player of the bonded character, in order to lighten the GM's workload while they run the encounter. It is important to remember, though, that dragons are not animal companions, nor do they blindly obey the commands of their bonded mortal. If at any point the GM feels the player's choice of action for the dragon goes against the dragon's character, they can take control back from the player.

Effects of the Dragonbond

The Dragonbond has numerous effects on both the dragon and the mortal, as well as their allies.

Individual Effects

The character and dragon linked by a successful Dragonbond gain the following general effects:

- The bonded character is immune to the Breath Weapons of the dragon's brood.
- The bonded character can read and speak Draconic and can communicate with the dragon telepathically to a range of 120 feet.
- The bonded character gains darkvision to a range equal to the dragon's darkvision.
- The dragon acts on its own initiative, or the bonded character and the dragon can choose at the beginning of an encounter to act on the same initiative. If they do so, the bonded character chooses which of them rolls initiative, with both using the same result. On that initiative count, both the bonded character and the dragon act simultaneously, ordering their moves and actions as they wish.
- The dragon won't willingly act to harm the bonded character and will prioritize the bonded character's survival over that of other party members.
- The dragon can no longer recharge its Breath Weapon. Once it uses its Breath Weapon, the dragon must finish a short or long rest before using it again. A character can use a bonus action to spend 4 points from their Vaala pool and allow their bonded dragon's Breath Weapon to recharge at the start of its next turn.
- The dragon cannot gain or use legendary actions, legendary resistance, lair actions, or lair regional effects. If the dragon had any of these prior to bonding, it loses them.

Hit Points and Death

The bond between the character and the dragon splits their life forces between them, resulting in the following effects:

- If either the bonded character or the dragon is reduced to 0 hit points, they are both reduced to 0 hit points and fall unconscious, and they both begin making death saving throws.
- If any effect causes the bonded character or dragon to die, they both die.
- As long as either the bonded character or dragon is alive, the other will not die of old age.

Resurrecting the Dragonbonded

A Dragonbond persists even in death. While resurrection is rare in Valerna, if the bonded character and dragon die, they can both be resurrected, though at great cost.

- If either the bonded character or the dragon is resurrected, the other returns to life as well.
- After being resurrected, the bonded character and the dragon both suffer the penalties listed in the *resurrection* spell, regardless of what spell or effect was used to return them to life.

Party Effects

Having a dragon bonded to one member of the party can benefit the other party members. A bonded character and dragon can perform a ritual that bestows magical abilities to those who participate in it. The adventurers spend 1 hour communing with one another as the dragon links their spirits together, cementing their bond as a party.

When the ritual is complete, the following benefits apply to everyone in the party except for the dragonbonded character and the dragon:

- They can speak and understand Draconic.
- They gain darkvision out to a range equal to half that of the bonded dragon, or if they already have darkvision, its range increases by 10 feet.
- They gain resistance to the Breath Weapons of the bonded dragon's brood or type.
- The dragon counts as an additional party member, and the GM should take this into account when determining encounter difficulty and shared XP.
- If the bonded pair dies or leaves the party for longer than 1 month, the other party members lose these benefits, and the ritual must be performed again to restore them.

To be dragonbonded is to unleash the true potential of both yourself and the dragon. It is the embodiment of power enough to change the world, to alter the fate of those around you and beyond. It must be held sacred and protected.

The Return of the Dragonbond

After the First Null War, when the Dragonbonded of Valerna made the ultimate sacrifice to contain the Null threat, the magic of the Dragonbond itself was lost to the world. Those few who survived the cataclysmic final days of the war dwindled and faded, and for a thousand years there were no more Dragonbonded at all. Their deeds passed to legend, and dragons once again became known only as ravening beasts that preyed on mortals.

Against all expectations, and against all hope, it was Elyse, princess of Allaria, who would become the first of many new Dragonbonded. As the Null began to once more gain a foothold in the world, so did Vaala find its own way to fight back. The Second Null War was fought once again with mighty Dragonbonded heroes leading the forces of Valerna once again.

Of these great heroes, four bonded pairs remain as shining examples of all the Dragonbond can be: Elyse, the Dragon Queen of Allaria, and Ferellon, the heir of Brood Fulgen; Adrael, Blood Emperor of Tyveria, and Nagasha Magnifex, the consummate draconic artist; Eiráandi, warrior of Nahuac, and the feathered sorcerer Tetzcoatl; and Oryan Yssan, knight of Ysval, and the apex predator Rakzor of Brood Exor. These four not only were instrumental in defeating the Null incursion, but have also—by accident or design—shaped the very fortunes of Valerna for over three decades. They have fought beside each other, and against each other, but always they unite when the safety of Valerna is at stake. Of the four, Oryan has taken the gift of the bond the most seriously, as befits a sworn knight of the Galadyan Light. He has refounded the Temple of Ret- Sajuut, and seeks to restore the ancient Dragonbond Covenant. The resistance of his three contemporaries to join the new Covenant weighs heavily upon him, and part of him knows that one day the rift created by their refusal may become irreconcilable. Until that day, however, he remains their erstwhile ally, and turns his attention instead to helping fledgling Dragonbonded find their way in the world.

Since the bonds of these four now-legendary figures were formed, many new Dragonbonded have arisen, some of whom have already begun to make names for themselves, carving their own legends across Valerna. Of these, the young necromancer Itza, and the Fulgen dragon Reganna, are seen as having perhaps the greatest potential. Reganna's power and majesty rivals even that of Ferellon, and Itza herself is also unique, having conquered death itself to take up the bond. The very wise believe Vaala itself saw potential in Itza. Potential even yet to be realized…

Itza & Reganna

Itza Chapula was born and raised a xibac—a necromancer, whose mastery of Source magic could be used for communing with the dead or raising them to do her bidding. The lord of Itza's tribe was Zuma, whose methods were particularly callous even for one who had embraced lichdom. From a young age, Itza found the thought of using the remains of fellow Náhuinn as laborers and soldiers distasteful, and eventually she turned her back on her own kind.

However, making her way amongst the peoples of Nahuac was not easy. Settling in the city of Angdáin, she strived to help people say goodbye to their dead loved ones, all the while fleeing persecution from those who believed she was still allied with the reviled Zuma.

Itza's path changed when, at the hands of the renegade Allarian general Ran Kore and the dragon Reganna, Angdáin was brought to its knees.

Reganna, a ferocious wyrm of the Fulgen brood, had forged a tentative alliance with the renegade Allarians. She believed her path to glory among her kind was to conquer Angdáin and become its draconic ruler, demanding tribute from the puny mortals who dwelt there. Ran Kore, believing the subjugation of Nahuac to be the quickest way to peace between their realms, was only too happy to use the dragon to achieve his goal.

During the first wave of attacks, Itza found herself in the path of the dragon and was slain… or so it seemed. Vaala, it appeared, had other plans for Itza. Just as she had so many times communed with the recently deceased, her own spirit now navigated the strands of K'aab magic and found its way back to her body, restored for a purpose unknowable to mere mortals.

Seeing the city in ruins, Itza tracked down Reganna and found the great wyrm injured at the hands of the Allarians. The alliance between the dragon and the allai, it seemed, had been a tentative one, and their animosity had boiled over into conflict. Though it seemed as though the dragon would slay Itza for a second time, they instead reached an understanding, and a Dragonbond formed between them.

Now with Vaala coursing through her, Reganna was reinvigorated, and with the strength of a dragon augmenting her own powers, Itza became a force to be reckoned with. Together, they took to the skies to liberate Angdáin from the invaders. Opposed by the newly dragonbonded pair, Ran Kore was defeated, and though it came at a heavy cost, Angdáin endured.

After everything that happened during the battle, Itza still stands apart from the people of the city. The xibac shun her for turning her back on their traditions, while to the average Náhuinn, she will always be a xibac. However, her newfound status as one of the Dragonbonded puts her at the heart of Angdáin's affairs. People speak of her and Reganna in both awe and fear, in equal measure. It seems even now, after saving the city, Itza remains an outsider.



Elyse & Ferellon

Elyse was born the bastard daughter of Qan Yin, the Dragon King, from an unknown ellari woman. Elyse's illegitimate birth was a disgrace to the Dragon Dynasty, the half-elf rulers of Allaria. As a silver elf in a royal court that looked upon her kind as dangerous second-class citizens, she held the title ni-qani but was a princess in title only. Suffering insults and abuse from the other nobles, her only friend was her half-sister, Qani Nisse.



Qan Yin was an honorable man and tried to do right by his daughter, yet Elyse remained a constant reminder of his one dishonorable action. His ministers would often hide her from his sight, to save their ruler the shame of having to look upon her.

Elyse found solace in reading and training. In her discovery of new things about the world and herself, she could imagine the dreams the dreamless potion denied her. Only when she studied under the court advisor, Arlaii, did she cease the Dreamless Treatment and unlock the potential of her Dreamshaping abilities.

However, when the Red Moon rose, the dragons of Brood Fulgen demanded a sacrifice from the royal house, to honor the ancient treaty between Allaria and Drakha. Rather than see Qani Nisse handed over to the wyrms, Elyse volunteered to take her place. In that moment, Qan Yin recognized Elyse as a princess of the realm and, with a heavy heart, sent his ellari daughter to her end, or so he thought.

Elyse used her knowledge and skill to stand up to the dragon—Ferellon Fulgen, one of the mightiest of his brood.

Ferellon was born to the majestic Fulgen brood, a son of Aureus Fulgen himself. Mighty and majestic, he quickly became his father's favorite, meant to sit at the right claw of the azhurma, a shining example of Fulgen superiority to other broods. The mission to Allaria would be Ferellon's moment of triumph, to validate his father's pride. Ferellon would bring back a royal tribute to the king of dragons.

But in the moment Ferellon met Elyse, everything changed. This seemingly innocent, servile girl turned the tables on him. Her wits and knowledge overcame Ferellon's might. And when all his instincts told Ferellon to smite this upstart mortal, instead he felt admiration for her, just as she felt in awe of him. And they bonded, the first Dragonbond in a thousand years.

Bound by immensely powerful magic, far greater than even the azhurma could wield, Ferellon found a new purpose in life. He would protect Elyse, fight with her, and teach her to soar with pride.

And soar they did. Elyse's sharp mind and empathic leadership marshaled the Dragonbonded to fight and survive the terrible Null Wars. That same leadership and commitment saw her become the queen of Allaria.

Once she was crowned, Qan Elyse I declared an end to the bigoted oppression silver elves had long suffered under the Dragon Dynasty. She enacted a series of reforms that would transform Allaria into a nation of dreams—dreams that everybody could share, and honor.

And beside her, Ferellon stood proud, more proud than any dragon could ever be.

The dragonbond is everything. It is the means by which Valerna itself will survive.

Adrael & Nagasha

For centuries, the throne of Blood Empress Tyveris remained unoccupied, her sanguine legacy unclaimed. Through the intrigue and infighting of the maghyr houses, her empire stagnated in decadence. The maghyri held the empire together by inspiring fear in their opponents, and none more so than the prince regent, Xariel.

That was, until Xariel's son, Adrael id Tyverianes, changed everything. Through cunning and brutality, he rose in power within his house. He could have settled into a life of privilege, but instead his incessant opposition to Xariel earned him exile.

Adrael became a fearsome warrior and a powerful blood sorcerer. Invited back to the palace by his celebrated brother, Varael, Adrael watched in horror as Varael tried to claim the Blood of Tyveris and failed. Seizing the moment, Xariel ordered the death of his son, placing a price on his head and forcing him to flee the palace. Hunted by his own family, Adrael was finally cornered by Xariel's troops. He fought valiantly, his blood sorcery honed into a fine art—artistry that was witnessed by an unlikely onlooker.

The dragon Nagasha was born into the Magnifex brood, who treasure aesthetic experience above all things, believing their own existence to be empty without artistry and beauty. But unlike her self-obsessed kin, Nagasha saw greater aesthetic potential in the complex interactions of the world beyond her. She already knew herself as the apex of beauty, rivaling even her azhurma in both form and grace, and yet she wanted more. She believed crossing the Eye of Kadmos would offer her that which she craved.

After a perilous trek to Valerna, Nagasha found herself in Tyveria, where her discerning eye caught sight of a battle, with one mortal fighting against many. She circled overhead, intrigued by the glorious last stand of the beleaguered maghyr. Just as it seemed Adrael would lose, Nagasha intervened, unable to let such an artist of bloodletting die an ignoble death.

As Adrael contemplated his doom, the dragon attacked. Nagasha cut through the lines of vampyr soldiers, their preternatural abilities but an afterthought to her might. When at last she confronted the wounded Adrael, she expected nothing more than to claim his life for herself. Yet, undaunted by the dragon, Adrael fought back. The maghyr prince and the Magnifex dragon engaged in a dance of death, each fighting with perfect martial form and exceptional sorcery. As Nagasha at last prevailed, and prepared to savor the killing blow, she saw in her prey a quality far beyond the immortality of dragons, and in Adrael's eyes she saw not fear of her, but respect.

Nagasha bonded with Adrael id Tyverianes. The dragon knew at once that together they would create her masterpiece: History would serve as her canvas and power as her brush.

With the power of the Dragonbond coursing through his veins, Adrael at last claimed the Blood of Tyveris, unleashing her legacy. In the years that followed, not only did the dragonbonded pair save the world from the incursions of the Null, but they brought about a new order to the Tyverian Empire—one with Adrael and Nagasha at its very center, an empire where merit, not blood, became the measure of power.

Together, Adrael and Nagasha would make their legacy a masterpiece.



Oryan & Rakzor

Oryan Yssan is a good-hearted bear of a man, a burly warrior and a pious knight. A tall, affable, brave, and boisterous warrior, Oryan feared precious few things even before he dragonbonded. Even when facing something that managed to scare him, he would always charge on regardless, swinging his hammer and, often, laughing, for to show fear would dishearten those he had sworn to protect.

The first child of the Holy Duc of Ysval, Oryan was trained from boyhood to succeed his blessed mother in ruling the northern realm. And yet, as a knight, he could not turn a blind eye to the injustice he saw all around him. The more he rode out in defense of the realm, the more he realized that there was one enemy who, for too long, had held Ysval in its merciless thrall: Tyveria.



Since Ysval lost a war against Tyveria many years earlier, the maghyr lords of Tyveria had enforced the Blood Geas, a terrible magical contract which forced the Ysvalians to give up their own children to be trained as gladiators in Tyverian arenas. Oryan, among others, sought ways to circumvent the geas, smuggling children into hiding in other lands, knowing that discovery would bring a terrible curse upon them.

When the Red Moon rose and the dragons attacked Valerna, Oryan at last threw caution to the wind. Traveling to Tyveria aboard a mercenary Nwoda shardship, he attempted to rescue his kin from within the territory of his enemy. During this daring raid, the shardship was attacked by a particularly aggressive dragon, which threatened to destroy all of Oryan's carefully laid plans.

That dragon was Rakzor, of Brood Exor. A ruthless hunter with no ambition other than to kill and feed, Rakzor had come to Valerna to prove himself a true apex predator. He could not resist the heavily armed flying ship, with its crew of warriors. In their destruction, Rakzor would find true infamy!

Oryan saw that the dragon would not be deterred, and so he flung himself onto the beast's back and fought it in the air, buying time for his people to escape. The man and the dragon fell from the sky, battling all the way, and by the time they hit the ground, they had become more than wyrm and mortal: They had become Dragonbonded.

Since then, Oryan and Rakzor have fought side-by-side in the Second Null War and the ensuing war between Ysval and Tyveria. It was this latter conflict that greatly calmed Oryan's headstrong ways, for it was he who led his people into a bloody war, resulting in thousands of deaths.

Oryan subsequently renounced the throne of Ysval, taking it upon himself to rebuild the Dragonbonded Covenant and relocate to the temple of Ret Sajuut. From there, he guides new Dragonbonded to control their power and channel it into a beneficial force for Valerna.

Rakzor Exor is the opposite of Oryan in many ways and loathes Oryan's do-good nature. However, he knows Oryan is a mighty warrior, and by the mortal's side Rakzor has tasted glorious battle on many occasions. For now, that is enough…

The bond between a mortal and a dragon is not one to be taken lightly, for it is the merging of two beings into one: one life that shares two bodies and minds. It is an act of sacrifice and compassion, and the seizing of something far greater than yourself.

Eirándi & Tetzcoatl

One of the shapeshifting jaguar-kin of Nahuac, Eirándi was trained to kill from an early age, a child soldier willing to fight and die for the glory of Nahuac. A no-nonsense warrior with a penchant for gallows humor, Eirándi is sworn to protect the natural order by any means necessary.

It was this battle-lust and warrior's pride that allowed the young Eirándi to be manipulated into starting a war between Nahuac and their age-old rivals, Allaria. As the consequences of her actions became clear, the Allarians renounced the Ancient Pledge, a magical oath between the two peoples that had held the Null at bay for many centuries. With the pledge broken, the Null entered the world once more, and a desperate war began.

Eirándi confronted those who had driven her to this act of madness, only to discover that she had been wholly betrayed. Outnumbered by those she had long thought of as kin, Eirándi fled her own people as battle raged all around.

At the entrance to the sacred cenote outside the walls of Nahuacáinn, Eirándi found herself cornered by a band of elite ocelinn warriors. Summoning her tána spirit and shifting into half-jaguar form, she prepared to sell her life dearly. But then came an unexpected intervention.

From the deep pit of the cenote came a feathered serpentine dragon. It spiraled from the sacred depths, swooping over the heads of the warriors, before coming to rest upon the walls of an ancient ruin.

This dragon was Tetzcoatl of Brood Coatl, a wise and powerful dragon with an insatiable thirst for knowledge. While most of his kin were hunting mortals across Valerna, Tetz had come to a site of ancient power, where Vaala ran deep, to study the secrets of the cenote laid down by the first scholars of the Nahuac lands. Sensing the sudden flow of tána magic above, Tetzcoatl had come to observe and study these curious, shapeshifting mortals, seemingly oblivious to the panic his appearance had caused in the ocelinn, in all but Eirándi.

As her foes stood in confusion, uncertain whether to continue their fight or to turn instead against the dragon, Eirándi took her chance. Acting quickly, without hesitation, she slew three of her former kin before they could act and gave their leader a vicious scar, causing him to flee. Then, with nowhere else to go, she turned to face the dragon alone.

A magical force transferred between the two of them. Tetzcoatl saw not a morsel of food, but a headstrong and deeply conflicted young woman, who needed a mentor to help her navigate a dangerous world. Eirándi, in turn, saw not a ravening beast, but a sorcerer of great skill, whose strength, combined with hers, would help her put to rights all the terrible mistakes she had made.

A positive and uplifting force, Tetzcoatl has proved time and again the perfect foil for Eirándi's grim demeanor, and these two opposites have come to depend on each other as equals.





DRACONIC COMBAT

While draconic combat is a common event in many games, it takes center stage in the Dragonbond setting. In Valerna, characters often fight against—or alongside—these great creatures, and provided within this section are optional rules the GM can implement at the table to expand upon draconic combat.

Mounted Combat

Whether riding a horse, a griffon, or a bonded dragon, mounted combat provides a thrilling addition to any encounter. Below are the basic rules for mounted combat in Dragonbond.

Types of Mounts

A willing creature that is one size larger than you and that has the appropriate anatomy can serve as a mount. There are three types of mounts.

Unintelligent Mount. A creature that has an Intelligence score of 3 or lower or does not speak any language is an unintelligent mount.

Intelligent Mount. A creature that has an Intelligence score of 4 or higher or speaks a language is an intelligent mount.

Bonded Dragon. A dragon that meets the same criteria as an intelligent mount and shares a Dragonbond with another creature is considered its own category: a bonded dragon.

Mounting and Dismounting

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in an unoccupied space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in an unoccupied space within 5 feet of it.

Controlling a Mount

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent and bonded dragon mounts act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions an intelligent mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

A bonded dragon can either retain its place in the initiative order or act on the initiative of its bonded companion. See the "Effects of the Dragonbond" section earlier in this chapter for more information.

If a controlled or independent mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

Valernian Martial Tradition Feat and Maneuvers

In the world of Dragonbond, generations of battles between mortals and dragons have resulted in the development of martial traditions to combat the draconic threat. Dragonbonded riders and their allies can also use techniques to combine the powers of mortals and dragons into breathtaking abilities.

The combat maneuvers described in this section do not guarantee victory, but with proper timing and execution they can prove to be the difference between life and death. Though these maneuvers were initially developed to fight dragons or battle alongside them, their use has spread across Valerna. You can use them with other allies besides dragons or while fighting non-draconic foes.

In order to use these combat maneuvers, you must first take the Valernian Martial Tradition feat. You can use the optional feat rules to forgo taking an Ability Score Improvement when you gain one from a class level to instead take this feat.

Valernian Martial Tradition Feat

You have studied various martial techniques, some designed to combat dragons, others to fight alongside them. You can take this feat multiple times.

- Increase one ability score of your choice by 1, to a maximum of 20.
- You learn three maneuvers of your choice, from those detailed in this section. You can only use one maneuver per turn. Most require the use of an action, bonus action, or reaction, as indicated in their individual entries, or even require two or more creatures working in unison. Whenever you gain a level, you can replace one maneuver you know with another maneuver. Some of these maneuvers require a target to make a saving throw to resist the effects. The saving throw DC is calculated as follows:

Maneuver saving throw DC = 8 + your proficiency bonus + your Strength, Dexterity, or Intelligence modifier (your choice).

Blinding Strike. When you hit a creature with a weapon attack, you can choose not to deal damage and instead force the target to make a Constitution saving throw or be blinded until the end of its next turn. You can use this maneuver three times, and you regain all expended uses when you finish a long rest.

Bladespike Climb. If you wield a bladed melee weapon in each hand and hit a creature at least one size larger than you with both weapons during the same Attack action, you can attempt to bury your weapons into the target's hide and hold on. The target must make a Dexterity saving throw. On a failure, you move into its space and can use your movement, if available, to climb along the creature's body as if it were difficult terrain by stabbing it. On subsequent turns, you must use an action to continue to stay connected to the target and move in this way. When you do so, the target takes 1d4 points of piercing damage, and it has disadvantage on attempts to dislodge you until your next turn.

Enhance Alacrity. As an action, you can expend a spell slot, channeling the power into a creature you touch. The target gains 5 feet of speed per level of the spell slot expended until the beginning of your next turn.

Flyby Springing Strike. When mounted on a flying creature, if you fly within 5 feet of a creature at least one size larger than you (or within a Close sphere in aerial combat), you can use an action to jump onto the target, make a melee weapon attack, and then leap back onto your own mount. You have advantage on your attack roll, and if it hits the target, you deal extra damage equal to double your proficiency bonus. If your mount is a dragon bonded to you, the extra damage from this attack is instead equal to three times your proficiency bonus. Additionally, if your attack hits, your mount's movement does not provoke opportunity attacks from that target until the end of your turn.

Once you use this feature, you must wait 1d4 rounds before you can use it again.

Full-Body Slam. If you are riding a flying mount, you can use a bonus action to direct your mount to forcefully land on a target at least one size smaller than itself directly below it. An unintelligent or intelligent mount uses its reaction to perform this maneuver, but a dragon bonded to you can choose to use its action instead if it's available.

The target must make a Dexterity saving throw. On a failed save, it takes 2d10 bludgeoning damage plus an additional 2d10 for each size category difference between the target and your mount. For example, if the target is Medium sized, the additional damage would be 2d10 if your mount is Large sized, 4d10 if it is Huge sized, or 6d10 if your mount is Gargantuan sized. On a successful save, the target is shoved to an unoccupied space of its choice within 5 feet of it.

You can use this maneuver three times, and you regain all expended uses when you finish a long rest.

Imbue Attack. When you make a weapon attack, you can use a bonus action to call upon a dragon ally within 10 feet of you to exhale a fraction of its mighty breath weapon upon your weapon. The weapon's damage type is replaced with the damage type dealt by the dragon's choice of the Breath Weapons it has available. If the dragon's chosen Breath Weapon has two damage types, you can choose which one to use. The first time you deal damage to a target with that weapon, the effect ends. If the dragon is bonded to you, your weapon retains its new damage type for 1 minute regardless of how many successful attacks you make.

Preemptive Dodge. You can use a bonus action to keep a watchful eye on the area effect spells and abilities of your opponents, ready to leap for safety at a moment's notice. Until the start of your next turn, you have disadvantage on attack rolls. However, the first time you are targeted by an ability that affects an area and requires you to make a saving throw, you can use your reaction to first move a distance up to your speed. If this moves you outside the affected area, the attack has no effect on you. Once you use this maneuver you must finish a short or long rest before you can use it again.

Reactive Shove. When a creature no more than one size larger than you within your reach provokes an opportunity attack, you can use your reaction to shove the target. You must make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, the creature is pushed 10 feet directly away from you. If you push the target so it moves within the reach of an intelligent mount or bonded dragon, the mount or dragon can use its reaction to make one melee weapon attack against the target.

Sacrificial Strike. You call upon a dragon bonded to you to lend you some of its power. This does not require an action. On its turn, if the dragon you are bonded to forgoes one or more of its attacks while taking the Multiattack action, then on your next turn, you can use a bonus action

to make an additional weapon attack. You can use this maneuver three times, and you regain all expended uses on a long rest.

Tremor Dive. If you are riding a flying mount, you can use a bonus action to guide your mount to dive a distance up to its movement and slam onto the ground. An unintelligent or intelligent mount uses its reaction to perform this maneuver, but a dragon bonded to you can choose to use its movement instead.

If the mount moves at least 15 feet in this way, it unleashes a localized shockwave in a 15-foot cube centered on your mount. Creatures in that area must make a Strength saving throw or fall prone. You can use this maneuver three times, and you regain all expended uses on a long rest.

Tumbling Advance. When you succeed on a saving throw against a spell or ability that targets an area, such as a *fireball* spell or a dragon's Breath Weapon, you can use your reaction to immediately move up to your speed.

Winged Special. If you are riding a flying mount, you can command your mount to throw you in a straight line at a creature up to a distance equal to half your speed plus half your mount's flying speed. This movement does not trigger opportunity attacks. An unintelligent or intelligent mount uses its reaction to perform this maneuver, but a dragon bonded to you can choose to use its bonus action instead.

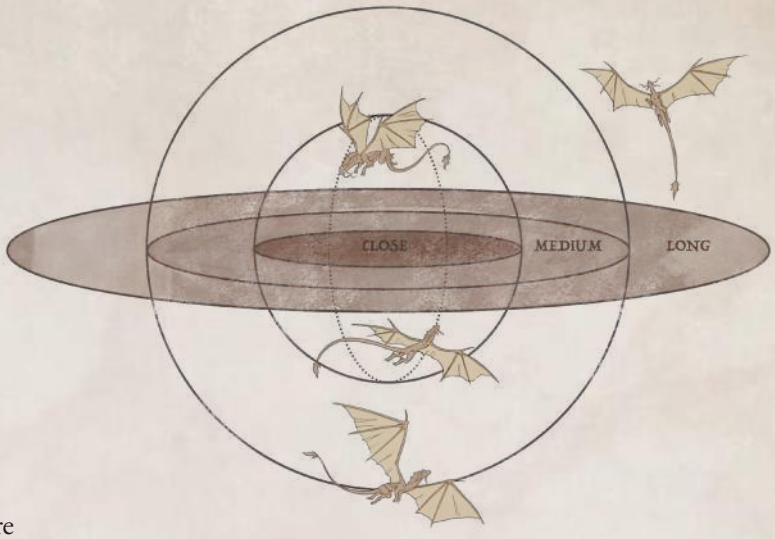
If you move at least 10 feet in this way and land within 5 feet of the target, you can use a bonus action to make one melee weapon attack on that target and deal 1d10 extra damage if you hit. If your mount is a dragon bonded to you, the distance your mount can throw you increases by 30 feet. You can use this maneuver three times, and you regain all expended uses on a long rest.

Wingover. If you are riding a flying mount, you can use a bonus action to guide your mount into a swooping attack. It immediately flies upward, turns, then dives straight down, returning to its point of origin without provoking any opportunity attacks. An unintelligent or intelligent mount uses its reaction to perform this maneuver, but a dragon bonded to you can choose to use its movement instead. At the completion of this maneuver, you and your mount each gain advantage on the next attack roll you make this round. You can use this maneuver three times, and you regain all expended uses on a long rest.



Aerial Combat

Battles between flying creatures in Dragonbond feature the combatants wheeling above, beneath, and around each other in an airborne skirmish. These rules assume an encounter involving two or more creatures in the air. Aerial combat is supposed to be fast, thrilling, and easy to manage at the game table. For that reason, certain aspects of airborne fighting, such as altitude and specific distance, are abstracted so as not to slow down the game.



Range Spheres

In an airborne battle, the exact distance you move doesn't matter, nor does the precise direction. Instead, the aerial combat rules establish three abstract zones, or spheres, that define the combat area: Close, Medium, and Long. In general, these range spheres are less about distance and more about the positional relationship between creatures and the type of combat that occurs within these spaces.

The ranges are divided into three concentric spheres. The aerial battlefield itself is the Long sphere. From here, creatures will enter or exit the combat zone. Within that area can be one or more Medium spheres. Finally, inside a Medium sphere can be one or more Close spheres where creatures battle in proximity.

Multiple Close or Medium spheres can be present in the same Long sphere during an aerial battle. A new Close sphere forms when two creatures that weren't already in a Close sphere close the distance between each other to fight with melee attacks.

An airborne creature stays in its current sphere, regardless of the movement of other creatures, unless the creature moves itself, is moved by a specific effect, or is engaged by a foe with melee attacks to form a new Close sphere around it.

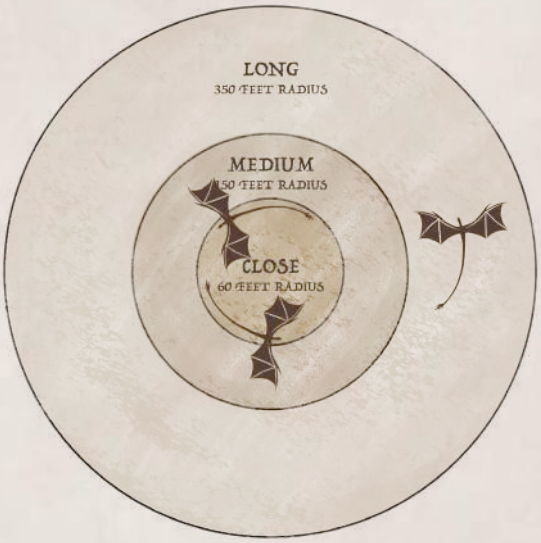
Moving from one sphere to an adjacent sphere uses all of a creature's flying movement on its turn. Using the Dash action allows a creature to use all of this movement again, effectively moving two spheres in the same turn.

Creatures in aerial combat only provoke opportunity attacks while moving from a Close sphere to Medium sphere. Moving to or from any other sphere, or exiting the encounter completely, does not provoke an opportunity attack.

Sphere Attack Ranges

Though distance in aerial combat is abstracted, the following guidelines should be used to adjudicate attack ranges.

- Attacks, spells, and abilities with a range of 60 feet or less can only be used in a Close sphere, targeting creatures in the same sphere.
- Ranged attacks, spells, and abilities with a range of more than 60 feet and up to 150 feet can be used to target creatures in an adjacent sphere.
- Ranged attacks, spells, and abilities with a range of more than 150 feet can be used to target creatures up to two spheres away.



Close Range Sphere

This sphere encompasses a radius around a creature in melee combat with one or more other creatures, including the areas above and below. Multiple Close spheres can exist in the same aerial combat, each surrounded by their own Medium sphere. Those Medium spheres are not connected unless the GM decides otherwise.

A target in a Close sphere is always assumed to be within reach of the melee attacks of any creature who is also in the same Close sphere. Creatures in a Close sphere have disadvantage on all ranged attack rolls, and ranged and spell attack rolls against a single target in a Close sphere are made with disadvantage. When a spell or other effect targets an area in a Close sphere, instead of individual targets, it targets every creature and object in the Close sphere regardless of the shape or size of the area of effect. For special melee attacks like grappling and shoving, see the "Aerial Combat Rules" section later in this chapter.

A creature who wants to leave a Close sphere must use its entire movement to do so, and it enters the Medium sphere. Unless it takes the Disengage action as well, this provokes attacks of opportunity from other creatures in the same Close sphere.

Medium Range Sphere

This sphere encompasses a radius containing everything beyond the Close spheres within it out to the Long sphere. Multiple Medium spheres can exist in the same aerial combat, each surrounded by the Long sphere.

A creature in a Medium sphere is always assumed to be at least 60 feet from other creatures also in the same Medium sphere. When a spell or effect that targets an area is aimed at a Medium sphere, it only targets a single creature of the caster's choice, as individual creatures are a significant distance apart.

A creature in a Medium sphere can use its entire movement to enter an adjacent Close sphere or to close the distance to a target in the same Medium sphere and form a new Close sphere with them. A creature can alternatively use its entire movement to leave the Medium sphere and enter the Long sphere. Moving out of a Medium sphere doesn't provoke opportunity attacks.

Long Range Sphere

This sphere encompasses a radius containing everything beyond the Medium spheres within it out to the edge of the encounter area.

A creature in a Long sphere is always assumed to be at least 150 feet from other creatures also in the Long sphere. Ranged and spell attack rolls against a single target in a Close sphere are made with disadvantage. When a spell or effect that targets an area is aimed at a Long sphere, it only targets a single creature of the caster's choice, as individual creatures are a significant distance apart.

A creature in the Long sphere can use its entire movement to enter an adjacent Medium sphere or to close the distance to a target in the Long sphere and form a new Medium sphere with them. Moving out of the Long sphere doesn't provoke opportunity attacks.

A creature can exit an encounter by using all of its movement while in the Long sphere and taking the Disengage action. Once outside of the encounter area, a creature's flying speed determines its movement.

Aerial Combat Rules

This section provides new rules for creatures engaging in aerial combat. Some of the rules described below are appropriate for flying creatures and others are more useful for the riders of flying creatures.

Entering an Aerial Combat Area

If you are heading toward an aerial battle already underway, the GM determines how long it takes for you to join the combat. When you enter the aerial combat area, you use the rules presented here and in the "Range Spheres" section.

Falling Out of Aerial Combat

In aerial combat, a flying creature that has its speed reduced to 0, that is knocked prone, or that loses its ability to move begins to fall if it is not hovering or held up by magical means.

When a creature begins to fall, it immediately falls into the Long sphere, if it wasn't there before. At the end of the creature's next turn, if it is still falling, it drops out of the aerial combat area and plummets 500 feet. This descent continues an additional 500 feet at the end of each of the creature's turns until it halts its fall or hits the ground. The GM determines the distance or time required to reenter the aerial combat area.

A falling creature with a flying speed can recover from a fall by using all of its movement on its turn to halt its fall and begin flying again.

Aerial Combat Involving Creatures with Different Speeds

In general, aerial combat assumes a battle between creatures with reasonably equal flying speeds. However, if an encounter involves creatures with wildly different speeds, the abstract nature of aerial combat may push the bounds of logic and immersion. In such circumstances, GMs can choose to use these optional rules.

If a creature has more than twice the flying speed of the other combatants, it can move two spheres with a single movement instead of one. Conversely, if a creature has less than half the flying speed of the other combatants, it must use its movement and the Dash action to move one sphere.

Aerial Charge

While in aerial combat, you can use an action to push another creature out of its current sphere.

The target must be no more than one size larger than you and must be within the same sphere when you use this action. You use your full movement to approach the creature and then make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you knock the target out of its current sphere into an adjacent one of your choice. An aerial charge can't be used to push a target out of aerial combat.

With a success, you have the option of staying in your current sphere or choosing to move with the target out of the current sphere, where you would form a new, separate Close sphere with the target. Moving in this way does not provoke opportunity attacks.

Shoving a Rider

If you successfully use your Attack action to shove the rider of a flying creature in aerial combat, the target is knocked from its mount and begins falling. A rider using a saddle has advantage on its ability check to remain in place. You cannot shove a creature that is not mounted on or scaling a flying creature or flying object.

Aerial Grappling

A flying creature can grapple another in the normal fashion. It is important to remember that the target of a grapple must be no more than one size larger than you.

When the grapple begins, both creatures immediately fall into the Long sphere and continue to fall as per the rules in the "Falling Out of Aerial Combat" section until the grapple is broken, at which point each creature will need to halt its fall or eventually hit the ground. During this fall, each creature involved in the grapple, including any riders on the flying creatures, can use its reaction to target any other creature involved in the same grapple with a single attack or a single spell with a casting time of 1 action, 1 bonus action, or 1 reaction. Ranged attack rolls are made with disadvantage.

Landing On or Scaling a Larger Creature

While in a Close sphere during aerial combat, you can attempt to climb on another creature in the same Close sphere if it is more than one size larger than you. When you do so, you must make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If you succeed, you move into the target's space, climbing on its body.

While in the target's space, you move with the target and treat the target's body as difficult terrain. You have advantage on attack rolls against the target. The GM will determine whether the target can attack you, depending on your location on the target's body.

The larger creature can attempt to dislodge you as an action. It makes a Strength (Athletics) check contested by your Strength (Athletics) or Dexterity (Acrobatics) check (your choice). If you are dislodged from the larger creature and you have no natural or magical ability to fly, you immediately begin falling as per the "Falling Out of Aerial Combat" section.

If you land on, or move onto, the target's wing, you can impede the target's flying speed. Until you are dislodged, the target's flying speed is reduced by half, meaning it needs to use its movement and the Dash action to move to an adjacent sphere. However, the target has advantage on checks made to dislodge you as long as you remain on its wing.

Dragonbonded Strikes

If you ride a dragon bonded to you in aerial combat, when you or the bonded dragon make an attack against a creature, the other bonded partner gains advantage on attack rolls made against that same target. Should one of you attack a different creature, the other loses the advantage on attack rolls against the previous target, gaining advantage on attack rolls against the new one. If you dismount the dragon, or are knocked off of it, this effect ends until you are riding a dragon bonded to you again.

Other Actions In Aerial Combat

Some of the actions usable during a typical combat differ slightly when used in aerial combat. These differences are indicated in the individual entries.

Dash. Taking the Dash action allows you to gain extra movement for the current turn. You can use this extra movement to move to an adjacent sphere or to close the distance to another combatant in the same sphere and form a new, smaller sphere within the current one.

Disengage. You can take the Disengage action to avoid opportunity attacks while moving from a Close sphere to a Medium sphere or, along with using all of your movement, to exit the encounter area if you are in a Long sphere.

Dodge. If you are falling, you can't take the Dodge action until you halt your fall and resume flying.

Help. You can aid another creature in the completion of a task by taking the Help action only if you are in the same sphere as the creature you are aiding.

Hide. Generally speaking, you can't hide during aerial combat unless environmental factors, as determined by the GM, obscure visibility. You can take the Hide action normally in an area that is lightly or heavily obscured. If the area is heavily obscured, you have advantage on your Dexterity (Stealth) check.

Ready. In aerial combat, readied actions are much more specific than those in normal combat. When you take the Ready action in aerial combat, you must specify a specific creature that will trigger your reaction. A target riding a flying creature counts as a pair for the purposes of this Ready action. So you could say, "When that Fulgen dragon moves out of that Close sphere, I'll attack it with my bow," or, "If the rider on that Exor dragon flies into this Medium sphere

with me, I'll move away." You couldn't say, "The next time any flying creature moves into this Medium sphere, I'll cast *magic missile* at it."

Search. When you take the Search action trying to focus your attention on something outside of your current sphere, you have disadvantage on any ability check required.

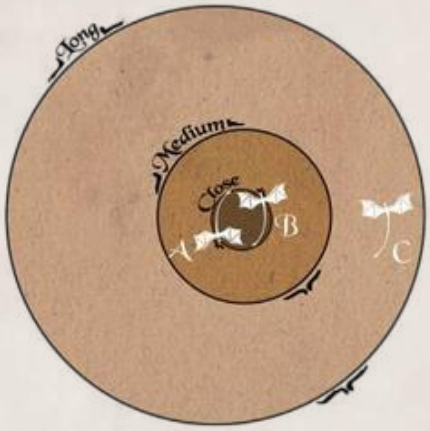
Aerial Combat Example

An example is provided here of how the range spheres used for aerial combat could shift and change throughout the course of an encounter. See the accompanying figures for a visual representation.

Round 1: Riders A and B enter aerial combat with each other, forming a Long sphere, They use ranged attacks and spells against each other.



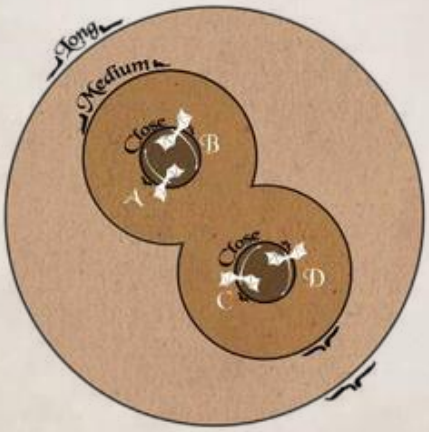
Round 2: On their turns, Riders A and B each move toward each other, forming a Medium then a Close sphere. Rider C enters the combat in the Long sphere.



Round 3: Riders A and B battle in their Close sphere. Rider C moves to Medium sphere and uses a ranged attack on Rider A. Rider D enters the Long sphere.



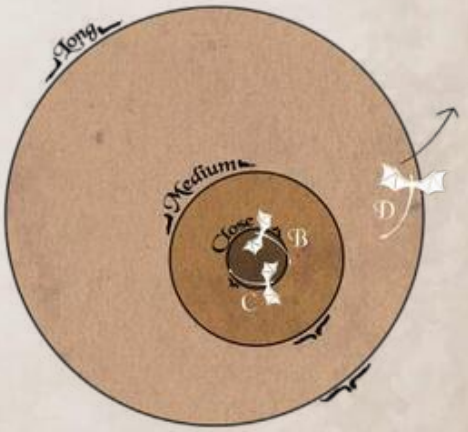
Round 1: Riders A and B continue fighting, Rider C uses a ranged attack on Rider A. Rider D moves to Medium range, then uses the Dash action to form a new Close sphere with Rider C.



Round 2: Rider B defeats Rider A, eliminating the Close sphere around them. Rider B moves from their Medium sphere to the Close sphere where Riders C and D are battling.



Round 3: Rider D moves to Medium sphere, provoking opportunity attacks. Then Rider D uses the dash action to move to the Long sphere, with the intention of existing the battle next round.







CHAPTER 4: ITEMS & EQUIPMENT

An adventurer is only as good as their equipment! This chapter provides new weapons, adventuring gear, ammunition, and special materials that are found in the world of Dragonbond, both magical and mundane.

Armor & Weapons

Many of the arms and armor found in the world of Dragonbond are the same as many other fantasy worlds. However, the mortals of Rhaava have created many wonderful and unique items; equipment new to this book can be found here.

Also included in this section are special materials found only on Rhaava. The rarity of these materials vary, and they can be used to craft weapons and armor of all types.

Special Materials

Weapons and armor in Valerna made from the following special materials convey additional properties.

Bakka. Created by the obakkar, bakka is a dense, tawny material made by refining the lava produced by the flame djaat. A sacred substance for the obakkar, its use in rituals and daily life is central to their culture. Bakka amber is fashioned into weapons, armor, jewelry, and art and is even powdered for alchemical uses.

Weapons and armor made from bakka weigh 50% more than the standard versions, and they cost twice as much. Armor not normally made of metal can't be made from this material. Bakka armor contains little to no metal and grants fire resistance to its wearer.

Deadsteel. Iron ore can be treated with a special antimagic dust to make deadsteel. The resulting metal is particularly useful against Fai creatures, able to cut through their defenses and even disable their powers temporarily. The process for creating deadsteel was developed by Allarian wizards, and weapons made with such a metal are typically only given to Fai hunters and others handpicked by the scholars of the Allarian courts.

Deadsteel weapons are considered magical for the purpose of overcoming damage resistances. A Feydh creature hit with a deadsteel weapon loses all of its innate resistances until the end of its next turn, including damage resistances and any advantage on saving throws against spells or other magical effects. Additionally, when a Feydh creature must make a Constitution saving throw to maintain concentration due to taking damage from a deadsteel weapon, the save is made with disadvantage. Distribution of deadsteel is carefully controlled, making it hard to get and causing weapons made from deadsteel to cost three times as much as the standard versions.

Fai Glass. A creation of the Fell Courts, Fai glass is a Dream-wrought crystal material that is as strong as steel but far lighter, and armor made from it offers far more maneuverability for the wearer.

Weapons forged from Fai glass deal an additional 1d4 psychic damage and count as magical for the purpose of overcoming resistances. Medium armor made from this material allows for a maximum Dexterity modifier of +4 to be applied to AC, and heavy armor made of it allows for a maximum Dexterity modifier of +2 to be applied to AC. Fai glass armor does not impose disadvantage on Dexterity (Stealth) checks. Weapons and armor made from Fai glass weigh half as much (rounded up) and cost three times more than the standard versions.

Jawahm Crystal. Harvested from gemstone clusters in the Enkharan Desert by the nwoda clans, this crystalline material is used by the sky dwarves as the heart of their magical technology. Jawahm weapons also never need sharpening.

Armor not normally made of metal can't be made from jawahm crystal. Armor made from this material allows its wearer to double their jump distance. Jawahm crystal armor and weapons cost 50% more than the standard versions.

Stormsteel. This bitter-cold metal is forged by the sjóda, the frost dwarves of the Gellanor League.

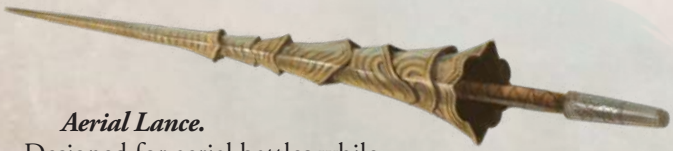
Weapons crafted from stormsteel deal an additional 1d4 cold damage and count as magical for the purpose of overcoming resistances. A creature wearing stormsteel armor gains resistance to cold damage. Weapons and armor made from stormsteel cost twice as much as the standard versions.

Tyvalite. A soft red metal from Tyveria, tyvalite is a key component used in some magic rituals, its high malleability making it easy to shape and scribe. It is also folded into steel and used in weapon crafting, giving a beautiful striated appearance to blades and other metal weapons and making it easier to layer enchantments into them. Tyvalite can be tinted when shaped, allowing crafters to create metal armor and weapons of a wide variety of hues.

Tyvalite steel blades can also be honed to a keen edge, giving the wielder a +1 bonus to slashing damage on attacks made with such a weapon. Tyvalite items cost twice as much as the standard versions.

Weapons

This section lists the details for the new weapons introduced in this book. Some have extra properties, listed in their description and indicated by the "special" property in the Weapons table.



Aerial Lance. Designed for aerial battles while riding on dragonback, these 14-to-16-foot spears are set with a vamplate, a small circular plate to protect the hand. Though made from the hardest woods, a jawahm crystal core allows this lance to be wielded deftly despite its extreme length. Saddles designed for aerial combat are equipped with a mounting rest that allows the aerial lance to be used with one hand, but it requires two hands to wield when you aren't mounted. You have disadvantage on attack rolls made with an aerial lance if you are not mounted using an aerial saddle or if you use this lance to attack a target within 5 feet of you.

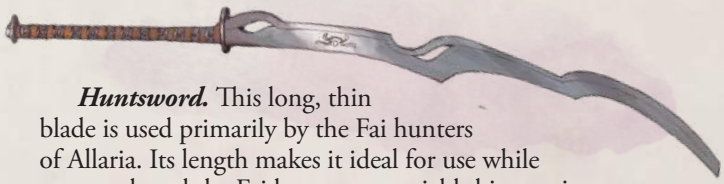
Atlatl. The atlatl, also known as a spear-thrower, is a tool for hurling special darts the size of thin javelins at a greater distance and with greater force than can be achieved by hand. The atlatl is typically the length of the hunter's forearm with a cup or spur that anchors the ammunition to be thrown into place. The atlatl is the weapon of choice for cúhinn hunters in Nahuac.



Blood Blade. Typically wielded in pairs by Tyverian bloodclaw troops, this wicked-looking weapon acts as an extension of the wielder's arm, with long blades on either side forming a talon-like appearance. They are usually made of tyvalite.



Harpoon. A long pole with a barbed hook or blade on the end, a harpoon is typically used by those in the Ysvalian Alliance for fishing, hunting, and defense. It can be wielded one-handed or two-handed and thrown short distances.



Huntsword. This long, thin blade is used primarily by the Fai hunters of Allaria. Its length makes it ideal for use while mounted, and the Fai hunters can wield this massive weapon with surprising finesse from the backs of their trained qirin. Made from deadsteel, huntswords are particularly deadly against the Fell and other feydh. A huntsword requires two hands to wield when you aren't mounted.



Macahui. This weapon originates in Nahuac. A long wooden club embedded with razor-sharp shards of kaabstone along the sides, a typical macahui can be wielded with one hand, though the larger heavy version requires two hands to wield it effectively.



Moonblade. So named because it has a triply curved blade that resembles the three moons of Rhaava in their crescent state, the moonblade is of a similar style to the huntsword. Originating in Allaria, it is sometimes made from deadsteel, though it's most often made of a mundane metal.



Reaver Scythe. Used most often by the skorpikon riders of Tyveria, this weapon features two curved, bladed heads made of tyvalite on either end of a long, twisted shaft. Though difficult to learn, once mastered, it can be wielded with vicious efficiency, particularly from the back of a mount.



Repeater Crossbow. An invention of the godao, these crossbows are rigged with chains of ammunition and are able to fire multiple shots without being reloaded. However, a result of a 1 on an attack roll made with a repeater crossbow results in a bolt jam, and the use of tinker's tools as an action is required to unjam the weapon so it is usable once more.



Spiked Chain. This long, heavy chain is studded with barbed, sharpened spikes. Typically wielded by the hulking ogerron, the chain can be used to entangle and immobilize a target. A spiked chain has a reach of 20 feet, and you have disadvantage on attack rolls when you use the chain against a target within 5 feet of you. When you hit a Large or smaller target with an attack with this weapon, you can force it to make a Dexterity saving throw (DC of 8 + your Strength modifier + your proficiency bonus). On a failure, the target is grappled and has disadvantage on Strength checks and saving throws. Until the grapple ends, the target is restrained and the chain can't be used against another target.

Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Simple Melee Weapons				
Harpoon	1 gp	1d6 piercing	3 lb.	Thrown (20/60), versatile (1d8)
Macahui	8 gp	1d8 slashing	3 lb.	—
Macahui, heavy	12 gp	1d10 slashing	7 lb.	Heavy, two-handed
Simple Ranged Weapons				
Repeater crossbow, light	75 gp	1d8 piercing	3 lb.	Ammunition (range 90/240), special, two-handed
Martial Melee Weapons				
Blood blade	50 gp	1d6 slashing	3 lb.	Finesse, light, tyvalite
Huntsword	150 gp	2d6 slashing	5 lb.	Deadsteel, heavy, special
Moonblade	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Reaver scythe	150 gp	2d8 slashing	18 lb.	Heavy, reach, two-handed, tyvalite
Spiked chain	50 gp	1d8 slashing	10 lb.	Heavy, special, two-handed
Martial Ranged Weapons				
Aerial lance	160 gp	1d12 piercing	3 lb	Reach, special
Atlatl	5 gp	1d6 piercing	2 lb.	Ammunition (range 100/300), light
Repeater crossbow, heavy	150 gp	1d10 piercing	18 lb.	Ammunition (range 120/400), heavy, special, two-handed

Adventuring Gear

This section describes items that have special rules or require further explanation. The Adventuring Gear table provides pricing for ammunition and other gear.

Shev Explosives. The shev of Tyveria are renowned for their alchemical weapons. Many of these take the form of bombs or other explosives that can quickly turn the tide of battle. As an action, you may activate and throw an explosive up to 30 feet. The radius, DC, and damage of a few such explosives are listed below.

Acid Bomb. This bomb explodes upon impact. Each creature within a 10-foot radius must make a DC 13 Dexterity saving throw, taking 4d8 acid damage on a failed save, or half as much damage on a successful one.

Putrid Gas. When the bomb lands, it releases a greenish gas that immediately fills the area within a 10-foot radius and spreads an additional 10 feet at the beginning of each of your turns, to a maximum of 30 feet. The gas spreads around corners and remains for 1 minute. Each creature that enters the area for the first time or starts its turn there must make a DC 15 Constitution saving throw against poison. On a failed save, a creature spends its action that turn gagging and retching. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A strong wind disperses the gas, as long as it has somewhere to go, ending the effect.

Splatter Bomb. This bomb explodes upon impact, coating the area in a 10-foot radius with a sticky substance. The area becomes difficult terrain. Each creature in the area when the bomb explodes must succeed on a DC 17 Dexterity saving throw or become restrained. Additionally, each creature who enters the area or starts their turn there must succeed on the same saving throw or become restrained. A creature restrained in this way may use its action to make a DC 20 Strength check, ending the restrained condition on itself on a success.

Adventuring Gear

ITEM	COST	WEIGHT
Ammunition		
Atlatl darts (5)	1 gp	5 lb.
Repeater crossbow bolts, heavy (chain of 4)	1 gp	1 lb.
Repeater crossbow bolts, light (chain of 8)	1 gp	1 lb.
Shev explosive		
Acid bomb	50 gp	1/2 lb.
Putrid gas	50 gp	1/2 lb.
Splatter bomb	150 gp	1 lb.

Dragon Equipment

This section describes items worn or used by Dragons.

Dragon Barding. Barding is armor designed to protect a dragon's head, neck, chest, and body. Any type of armor can be purchased as barding. The cost and weight varies depending on the size of the dragon it is fitted for. Barding for a Large Dragon costs four times the equivalent armor made for Humanoids, and it weighs twice as much.

Dragonriding Saddle. This saddle is made of sturdy leather and designed to fit a dragon. It braces the dragon's rider, helping you keep your seat during mounted combat. It is often fitted with straps and belts to hold the rider in place during aerial maneuvers. Using a saddle gives you advantage on any ability check made to remain in mounted. The cost and weight of a dragonriding saddle varies depending on the size of dragon it is fitted for.

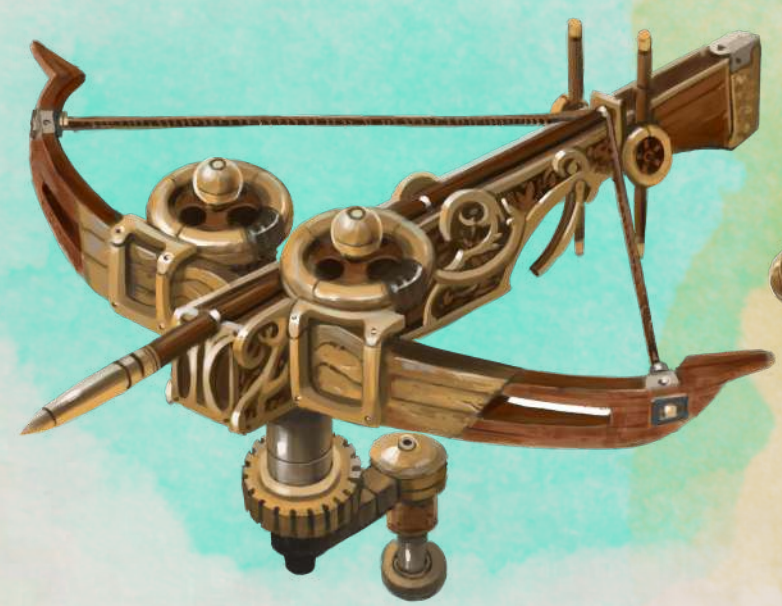


The crafting of weapons, armor and other such items takes great skill, and forges run hot across all Valerna as smiths fashion wondrous ores and minerals into great tools, to be used in everything from farming, to industry, to battle. So, too, are the ancient crafts still practiced, in which the hide of animals or the bark of the abundant trees are manipulated and fashioned into clothes, jewelry and goods. The artisans of the Crimson Coast are renowned for their high fashion, while in Tyveria, the blackest iron is shaped into weapons of war that can stand against anything forged by the Elves of Allaria.

Swivel Ballista. Larger than a normal crossbow, this miniature ballista is designed to mount on a dragonriding saddle or aerial gondola. It fires heavy steel bolts typically fitted with crystal shard tips. It takes one action to reload a swivel ballista and one action to aim and fire it. A swivel ballista has AC 15 and 25 hit points, and it is immune to poison and psychic damage. This weapon is too large and unwieldy to be carried and fired by a Medium-sized creature.

Swivel Ballista Bola Bolt. A specialized form of bolt designed to hinder flying creatures. The head of the bola bolt detaches after being fired, separating into two heavy halves attached by a length of strong chain. A creature hit by a bola bolt takes 1d8 bludgeoning damage. In addition, if the creature is Large or larger, it makes a DC 12 Dexterity saving throw. The creature's speed is reduced to 0 on a failed save, or halved on a successful one, until a creature uses an action to remove the bola. A creature that is smaller than Large takes the damage but automatically succeeds on the saving throw.

Tailspike. This metal spike is secured to a dragon's tail by straps and buckles. A tailspike inflicts the listed damage, depending on the size and type of the weapon, in addition to the normal damage of the wearer's tail attack. Tailspikes come in various styles including blades, axes, and greatblades. The cost and weight of a tailspike varies depending on the size of dragon it is fitted for.





Dragon Equipment

ITEM	DAMAGE/RANGE	COST	WEIGHT
Dragon barding, Large/Huge/Gargantuan	–	x4/x8/x20	x2/x4/x10
Dragonriding saddle, Large/Huge/Gargantuan	–	150 gp/200 gp/300 gp	40 lb./55 lb./75 lb.
Swivel ballista	2d10 piercing, range 120/480	100 gp	30 lb
Swivel ballista bolts (10)	–	5 gp	3 lbs
Swivel ballista bola bolt (1)	1d8 bludgeoning, range 80/320	25 gp	10 lbs
Tailspike			
Axe, Huge/Gargantuan	2d8 slashing/2d10 slashing	400 gp/800 gp	40 lb./80 lb.
Blade, Huge/Gargantuan	2d6 slashing/2d8 slashing	300 gp/600 gp	30 lb./60 lb.
Greatblade, Huge/Gargantuan	2d10 slashing/2d12 slashing	500 gp/1000 gp	60 lb./120 lb.
Spike, Huge/Gargantuan	2d4 piercing/2d6 piercing	150 gp/300 gp	10 lb./20 lb.

Magic Items & Equipment

This section contains new magic items and equipment.

Components. A new line has been added to the magic items listed here: Components. This works in conjunction with the optional crafting and enchanting rules found in appendix A. If you are not using these optional rules, you can disregard each item's components. If a magic item's description does not contain a components entry, it means that item cannot be created through standard crafting or enchanting. Such items include artifacts, like the *Heart of Kadmos*, or items that can only be created with specific magic, such as a *dose of awakened blood* or a *Kaabstone amulet*.

Blood-Draw Dagger

Weapon (dagger), uncommon

Components: Frail essence (Id), pouch of teeth from a blood husk

Found most often in Tyveria, this dagger has a specially molded runnel and a hollow chamber in the hilt that can hold a glass vial. When you hit a creature using this dagger, it deals an extra 1d4 necrotic damage. In addition, if you have an empty vial in the hilt and deal at least 1 necrotic damage with the dagger, the vial fills with blood. Removing and replacing a vial requires an action.



None of this, however, is what makes them special, for the act of creation is, in itself, an act of magic in Valerna, and the channeling of Vaala empowers both the creators and the items they create.

Bracelet of the Broods

Wondrous item, legendary

Components: Bone from each brood of dragon represented, mythic essence

This bracelet has 1d4 magic charms made from carved dragon bone. The charms may look like various dragon parts or even dragons themselves. The bracelet also has many nonmagical beads made from precious stones, such as amethyst, citrine, coral, jade, pearl, and onyx. If a magic charm is removed from the bracelet, that charm loses its magic.

Six types of charms exist based on different dragon broods. The GM decides the type of each charm on the bracelet or determines it randomly. A bracelet can have more than one charm of the same type. As a bonus action, you can activate a charm to use the property stored within. Once a charm is used in this way, it can't be used again until the next dawn.



d12	BROOD CHARM	EFFECT
1–2	Coatl	You gain truesight out to a range of 120 feet for an hour.
3–4	Ehrlya	You cast the *alter self* spell. It lasts for the duration without concentration.
5–6	Exor	You cast the *hunter's mark* spell. For the duration, you know the direction and distance to your marked prey.
7–8	Fulgen	You cast the *command* spell on up to 12 creatures, using Charisma as the spellcasting ability.
9–10	Magnifex	Your form shimmers, causing creatures to have disadvantage on attack rolls against you for the next hour. If you take damage, this effect ceases until the start of your next turn.
11–12	Nix	Plates of bone cover your skin. For the next hour, you have a +2 bonus to your AC and you are immune to necrotic damage.

Dose of Awakened Blood

Potion, rare

This blood is a deep red and shimmers slightly in the light. If you're not a maghyr and you consume this blood, you regain 2d4 + 2 hit points and gain a +2 bonus to your Strength and Dexterity scores until you finish a short or long rest.

If you consume more than one *dose of awakened blood* before finishing a short or long rest, you regain additional hit points and gain an additional +2 bonus to your Strength and Dexterity scores for each dose consumed, but there is a compounding 20 percent chance that you immediately vomit up all of the consumed awakened blood, losing all Strength and Dexterity bonuses conferred and suffering disadvantage on all Constitution saving throws until you finish a short or long rest.

Dragonbane Oil

Wondrous item, rare

Components: Phial of dragon blood from the associated brood, robust essence

This tiny vial contains odd particles suspended in a viscous liquid. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes an action. For 1 hour, the coated weapon is magical and has a +2 bonus to attack and damage rolls against Dragons.

Different types of dragonbane oil exist, each with a different secondary effect. The GM chooses the kind of oil or determines it randomly.

d100	Dragonbane Oil
1–20	Dye (Magnifex)
21–35	Pollen (Fulgen)
36–50	Pumice (Coatl)
51–65	Resin (Exor)
66–90	Rime (Ehrlya)
91–00	Spore (Nix)

Dye. Small spheres of colored dye float in this faintly purple gelatinous oil. If a dye-coated weapon strikes a Magnifex dragon, it splashes the target with multicolored paint, and the dragon must succeed on a DC 15 Charisma saving throw or suffer disadvantage on all its attack rolls until the end of its next turn.

Pollen. Small wisps of pollen are suspended in this silvery gelatinous oil. If a pollen-coated weapon strikes a Fulgen dragon, it releases a cloud of choking pollen dust, and the dragon must succeed on a DC 15 Constitution saving throw or be unable to speak or use its Decree until the end of its next turn.

Pumice. Small gray flecks of stone are suspended in this greenish gelatinous oil. If a pumice-coated weapon strikes a Coatl dragon, it causes some of the dragon's feathers to molt, and the dragon must succeed on a DC 15 Wisdom saving throw or be unable to cast spells until the end of its next turn.

Resin. This yellow gelatinous oil is layered with floating nodules of amber, clumped into threads. If a resin-coated weapon strikes an Exor dragon, a sticky spray erupts from the impact, and the dragon must succeed on a DC 15 Constitution saving throw or be unable to use its burrow speed until the end of its next turn.

Rime. This faintly blue gelatinous oil has ice crystals floating in it and is chill to the touch. If a rime-coated weapon strikes an Ehrlya dragon, it covers the target with a thin layer of ice, and the dragon must succeed on a DC 15 Constitution saving throw or be unable to use its Dragonfire Breath Weapon until the end of its next turn.

Spore. Flecks of gray-green tufts move slowly through this clear gelatinous oil. If a spore-coated weapon strikes a Nix dragon, it spreads living spores across the target's undead bones, and the dragon must succeed on a DC 15 Wisdom saving throw or be unable to activate any of its runes until the end of its next turn.



Dragon Champion's Shield

Armor (shield), very rare (requires attunement)

Components: Dragon's breath sac, potent essence

While holding this shield, you have a +1 bonus to your AC. This bonus is in addition to the shield's normal bonus to AC.

Breath Repulsion. While holding this shield, if you take damage from a Dragon's Breath Weapon, you can use your reaction to immediately send a pulse wave back at the dragon. Make a ranged spell attack using Constitution as your spellcasting modifier. On a hit, the dragon takes force damage equal to half the damage the Breath Weapon dealt to you.

Champion's Resistance. Once a day, if you fail a saving throw against a Dragon's Breath Weapon, you can choose to succeed instead. Once you use the shield in this way, this property cannot be used again until the next dawn.

Godao Palanquin

Wondrous item, very rare (requires attunement)

Components: Potent essence (Fai), pouch of scales from a Fai hydra

This contraption consists of an elaborate throne-like chair atop three mechanical insectoid legs. It can fit one Small or Medium creature comfortably. The palanquin is a Medium object with AC 20, 150 hit points, and a speed of 40 feet. It is immune to poison and psychic damage.

When you are seated in the palanquin, you can control it by issuing one of the following mental commands as a bonus action, which it carries out immediately.

Move. The palanquin moves up to its speed to a spot you can see within range, following a path of your choosing.

Attack. The palanquin makes one melee weapon attack against a target within 5 feet. It has a +4 to hit and deals 1d8 + 4 piercing damage on a hit.

Defend. The palanquin defends you. You gain a +3 bonus to your AC until you issue another command to the palanquin or you leave the seat.



Grounding Arrow

Weapon (arrow), rare (requires attunement)

Components: Phial of dragon blood, robust essence

When you hit a Dragon with this arrow, it deals an extra 2d10 piercing damage. In addition, the dragon must succeed on a DC 17 Constitution saving throw or have its speed reduced to 0 until the end of its next turn.

Once a *grounding arrow* deals its extra damage to a Dragon, it becomes a nonmagical arrow.

Other types of magic ammunition of this kind exist, such as *grounding bolts* meant for a crossbow, though arrows are most common.

Harpoon Tether

Wondrous item, rare

Components: Robust essence, shimmerworm tusk

This engraved steel and copper six-inch tube features a barbed spearhead on either end and is segmented in the center. Inside the tube, a 120-foot cable of enchanted tyvalite steel is coiled.

When you use an action to twist the halves of the tube in separate directions, you can launch one or both magic spearheads at up to two targets of your choice within 60 feet of you, trailing the attached cable behind them. If you target two creatures, you must be between them.

Each target must succeed on DC 15 Dexterity saving throw or take 3d6 piercing damage and be grappled (escape DC 15) as the harpoon tip impales them. As a bonus action, you can twist the tube halves in the opposite direction, causing the cable to retract. Grappled creatures are pulled 20 feet straight toward the tube each round until the spearheads socket back into the tube.

A creature escaping from the grapple takes 6d6 slashing damage when the spearhead rips free.

Heart of Kadmos

Wondrous item, artifact (requires attunement)

Many millennia ago, Kadmos, the ancient creator of dragons, was banished to the Red Moon by the Protogons and their connection to Vaala was severed. Unbeknownst to the First Dragon, however, the Protogons could not fully destroy the bond between Kadmos and Vaala, so instead they removed it from the dragon and forced it into a physical form. Although this original creation has been lost to history, a fragment of it, broken off long ago, still remains. Appearing in scattered accounts over the eons, the sages call this remnant the *Heart of Kadmos.*

The *Heart of Kadmos* is an oblong sphere, about fifteen inches in diameter, made from a strange reddish-yellow gemstone of unknown origin.

Shroud of the Creator. While you are attuned to the *Heart* and carry it on your person, Dragons have disadvantage on saving throws against charm and fear effects from you. If you hold the attuned *Heart* in one



hand, you are immune to the Breath Weapons of Dragons and have advantage on saving throws against any action or ability used by a Dragon.

Spells. The *Heart* has 5 charges and regains 1d4 + 2 expended charges daily at dawn. While you hold the *Heart*, you can use an action and expend one or more charges to cast one of the following spells (save DC 18) from it: *beacon of hope* (1 charge), *fly* (1 charge), *globe of invulnerability* (2 charges), *inflict wounds* (5th-level version, 3 charges), and *resurrection* (5 charges). You can also use an action to cast *spare the dying* or *command* from the *Heart* without using any charges.

Draconic Domination. While you are attuned to the *Heart* and carry it on your person, you sense the presence of Dragons within 1 mile of your location. Additionally, you can use an action to send a telepathic call to the closest Dragon within 50 miles. That dragon must succeed on a DC 18 Wisdom saving throw or be charmed by you until you finish a long rest. If you or your allies are currently fighting the dragon, it has advantage on the saving throw.

While the dragon is charmed, you have a telepathic link with it, and you can use this link to issue commands to the dragon while you are conscious (no action required). The dragon does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Fly to that spot," or "Grab that object." If the creature completes the order and doesn't receive further directions from you, it defends and preserves itself (or you) to the best of its ability.

Each time the dragon takes damage, it repeats the Wisdom saving throw against the charm effect. If the saving throw succeeds, the effect ends, but the dragon is unaware it has been charmed by you.

Once you use this property, you must wait for 1d4 days before using it again.

Destroying the Heart. The *Heart* is impervious to all damage, including the attacks and Breath Weapons of Dragons. However, if subjected to the Breath Weapons of five separate broods in the same round or a critical hit from a +3 weapon, the *Heart* vanishes, severing all attunements. The *Heart of Kadmos* will reappear elsewhere in the world within 1d4 weeks.

Jewelry of Vaala Resonance

Wondrous item, rarity varies (requires attunement by a non-Dragon)

Components: Essence (type varies by rarity), phial of blood each from a Fai, Id, and K'aab creature

This jewelry stores Vaala for later use by the attuned wearer. Each type of jewelry can store different amounts of Vaala. The GM decides the type of each jewelry or determines it randomly. When found, a piece of jewelry contains 1d4 – 1 Vaala points.

Any creature can use an action to spend up to 3 Vaala points, channeling them into the jewelry and storing them. If the jewelry cannot hold the Vaala points, the points are expended without effect.

While wearing the jewelry, you can use an action to recover Vaala points from the jewelry, up to the number stored within it. The Vaala points recovered from the jewelry are no longer stored within it.



d10	TYPE	MAXIMUM VAALA POINTS	RARITY	COMPONENTS
1–4	Ring	3	Uncommon	*Frail essence*
5–7	Bracelet	5	Rare	*Robust essence*
8–9	Armband	6	Very rare	*Potence essence*
10	Diadem	8	Legendary	*Mythic essence*



Kaabstone Amulet

Wondrous item, uncommon (tánaid only)

This green stone amulet is infused with Source magic. While wearing this amulet, when you transform from your human or hybrid form into your animal form, everything you are wearing or carrying is magically transported into the extradimensional space inside the amulet. The amulet remains on your body while in animal form—around your neck, on your wrist, etc. When you revert to your human or hybrid form, your clothing and equipment return to where they were on your body when you originally transformed into your animal form.

You must be wearing the amulet for it to function for you. If the amulet is removed while you are in animal form, your belongings remain inside the amulet, even if you transform back into human or hybrid form. If you die while your belongings are within the amulet, they remain in the amulet. If another tánaid uses this amulet when your belongings are within it, your belongings remain stored and are inaccessible to them. Only their clothing and equipment are transferred into and out of the amulet when they use it. Retrieving items from a *Kaabstone amulet* that has been removed from its tánaid requires the use of powerful Source magic, only known by the Náhuinn wizards who craft the amulets.

Lightstaff

Weapon (harpoon), rare (requires attunement by a cleric or paladin)

Components: Foghorn horn, robust essence

Typically wielded by Galadyan priests as a sign of their station and faith, this harpoon deals an extra 1d8 radiant damage. When you hit an Aberration or Null creature with this harpoon, that target takes an extra 2d8 radiant damage instead.

When holding the *lightstaff*, you can use a bonus action to cause the staff to emit bright light in a 15-foot radius and dim light for an additional 15 feet. You can dismiss this light at will.



Shielding Saddle

Wondrous item, rare (requires attunement)

Components: Pouch of feathers from a Coatl dragon, robust essence

This dragonriding saddle is etched with arcane runes. The saddle has three charges. When you are hit with an attack while riding in this saddle, you may use your reaction to expend one of the charges. Until the start of your next turn, you have a +5 bonus to your AC, including against the triggering attack, and you take no damage from *magic missile.* The saddle regains all expended uses at the next dawn.

Skyhook Scepter

Wondrous item, rare

Components: Jawahm crystal, primordial dust from a gem troll, robust essence (Fai)

This tapered rod is bent into a half circle at the top like a shepherd's crook. The length of the scepter is fitted with bands of crystal and a large ruby in a recessed setting. A looped lanyard of braided mithril threads hangs from the bottom.

As an action, you can press the ruby, causing the crook to leap off of the end of the scepter and float up to 60 feet in the air above you. While holding the now-headless scepter, you can use your reaction to press the ruby a second time. This causes you and the scepter to soar into the air, directly to the crook, where the scepter reattaches. You can bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The willing creature must be within 5 feet of you when you use the scepter.

Swift Barding

Wondrous item, very rare (requires attunement by a flying creature)

Components: Fell fox liver, potent essence

This leather and metal set of barding is inscribed with arcane runes. When placed upon a flying creature, it magically changes sizes to fit that creature perfectly. As a bonus action, the wearer can activate the item or another creature can instead speak the command word to do so. Upon activation, the flying speed of the creature wearing this barding increases by 20 feet for 1 minute. Additionally, activated *swift barding* allows a mount to move to another sphere as a bonus action during aerial combat (see the "Draconic Combat" section in Chapter 3: Dragons, page 155 for more details on aerial combat).

This item has 3 charges. Each activation of it expends 1 charge. The item regains all expended charges when its wearer finishes a long rest.

Thundering Maul

Weapon (maul), rare (requires attunement)

Components: Robust essence (Fai), volatile mote of air

This maul is made of Fai glass and infused with the magics of the Fell. When you hit a target with an attack using this maul, you deal an additional 1d6 thunder damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

In addition, the maul has 3 charges. When you hit a target, you can expend 1 charge to release a wave of thunderous energy from the maul. Each other creature except you within 10 feet of the target must succeed on a DC 18 Strength saving throw or be pushed 10 feet directly away from the target. The maul regains all expended charges at the next dawn.

Tinker's Pouch

Wondrous item, uncommon

Components: Fadrake hide, frail essence (Fai)

This simple leather bag, marked with a faded image of a box of tools and made from worn leather or cloth, appears empty. As an action, you can reach into the bag and retrieve a simple, inexpensive, mundane crafting component, such as a hinge, a handful or screws, or a needle and thread. Items that come in bunches, such as marbles, count as a single item for the purposes of this property.

Once you use this item, you can't use it again for 24 hours.







CHAPTER 5: MAGIC

The world of Dragonbond is filled with magic, the essence of which is known to those in Valerna as Vaala. Vaala can be used to produce potent spells but is also used by many commoners in everyday life. From the wise woman who twists a bit of K'aab to cleanse a wound, to the powerful wizard who harnesses vast amounts of Fai to achieve nigh impossible feats, Vaala is part and parcel to life in Valerna. This chapter provides additional spells and new rules for magic in Dragonbond.

Vaala

Vaala is often referred to by its aspects. Most creatures on Rhaava cannot comprehend the workings of Vaala as a whole and instead divide it into three distinct parts in order to access, manipulate, and utilize its power.

Fai. Also known as Dream, Fai is the aspect of imagination, of the unpredictable and unrealized. It manifests in budding ideas, unconscious thoughts, and nightmares. It is the magic of concept, of abstract forces such as beauty, order, and chaos.

Id. Also known as Will, Id is the aspect of decision, power, and influence. Of all aspects, it is the closest to Vaala's raw, true nature—the ability to affect the universe through action and assertion. It is the magic of forces and energy, of cause and effect.

K'aab. Also known as Source, K'aab is the aspect of growth, creation, and transformation. It manifests in birth, learning, and development, in life and reproduction but also in decay and death. It is the magic of cycles, of processes and experience.

Vaala Pool

On Rhaava, Vaala is the force of life and creation. It exists within and around all living things, creating a connective web of growth, possibility, and change.

All creatures of Rhaava are thus connected to Vaala. Within them all is that same possibility, that same power and potential. In this way, all creatures hold the ability to use magic, though not all have the strength to craft mighty spells.

At character creation, a character has two new items on their sheet: Vaala points and motes of affinity. A character gains Vaala points and motes of affinity from their lineage and class choices, as indicated in the sections below.

Using Vaala Points Outside of Dragonbond

If you are playing a class or lineage from outside this book or wish to implement Vaala points in your home game, use the following guidance.

Motes of Affinity. A character gains one mote of affinity of their choice from their ancestry at character creation. They gain an additional mote of affinity in an aspect of their choice when they choose their first subclass and another of the same aspect when they reach 14th level in that same class. The GM and player should work together to determine which aspect of Vaala makes the most sense for their ancestry and subclass.

Vaala Points. Along with the pool of points they receive at character creation (as detailed in the "Vaala Points" section), they increase their Vaala point maximum by 2 when they choose their first subclass and by 2 more when they reach 14th level.

Vaala Points

Your character gains a reservoir of mystical energy representing your ever deepening connection to Vaala. This pool of Vaala points can be used to power ancestral, class, and spell abilities. Characters begin with a pool of these Vaala points, the maximum size of which is determined by the following:

Vaala point maximum = your proficiency bonus + your primary ability's modifier (as determined by your class)

You might also have additional Vaala points from your choice of ancestry or class, increasing your Vaala point maximum accordingly. These points can then be spent to activate or fuel various features. In addition, each Vaala aspect has a different set of universal abilities that can be activated by spending points from the Vaala pool (see the "Casting Spells with Vaala" and "Vaala Abilities and Augmentations" sections). These can be accessed by any character as long as they have enough points in their Vaala pool.

Spending Vaala Points

Vaala abilities and augmentations indicate a particular Vaala aspect affinity as well as the number of Vaala points required to activate it. Low-level features might cost 1 point to activate, while high-level features might require 6 or more points. Spending points from your pool to use a Vaala ability does not require an action, bonus action, or reaction unless indicated in its description.

Recovering Vaala Points

When you finish a long rest, you can regain spent Vaala points, up to a number equal to half your Vaala point maximum. For example, if a character's Vaala point maximum equals 8, they can regain up to 4 Vaala points upon finishing a long rest.

Motes of Affinity

Motes represent a character's deepening affinity with one or more Vaala aspects, namely Fai, Id, and K'aab. Each mote in a Vaala aspect allows a character to more easily access the powers from that aspect. Motes are gained in several ways during character creation and advancement. This is explained further below.

On your Valerna character sheet, this looks similar to the tracks used for death saving throws, with each aspect of Vaala accompanied by five empty pips beside them.

Fai ○○○○○
Id ○○○○○
K'aab ○○○○○

When you gain a mote in an aspect, you fill in one of the dots. Each mote you have in a Vaala aspect reduces the Vaala point cost of activating an ability tied to that aspect by 1, to a minimum cost of 1 Vaala point. For example, a character with one mote in Fai who activates a Vaala augmentation with a Fai aspect and a cost of 2 only has to pay 1 Vaala point instead of 2.

Gaining Motes

A character can gain a mote of affinity in different ways. They gain a mote from their ancestry or lineage, as certain creatures are born with an affinity toward an aspect of Vaala. They gain a mote when they select their first subclass and another when they reach 14th level in the same class. There are some other, rare methods of gaining motes, including rituals, magic items, and special rewards. Multiclassing does not grant you additional motes. Most characters will only ever gain three motes.

Multiclassing and Vaala Points

If your game is using multiclassing rules, it's important to note that a character can only ever gain the Vaala Mote and Increased Vaala Pool class feature twice—once when they choose their first subclass, and once at 14th level in that class—regardless of how many classes they take.

However, if a character gains enough levels in another class to gain that feature again, they can choose to replace a mote of affinity previously gained from their class with one from the class they just gained a level in.

For example, if a rogue character chooses the Crimson Hawk Spellblade archetype at 3rd level and gains the mote of affinity in Id and Vaala pool Increase from that archetype, they do not gain any additional motes or points if they decide to later take a level of Vaala adept with the Dream doctrine. In such a case, the character can leave their Id mote of affinity in place from their rogue archetype or replace it with the Fai mote of affinity provided by the Vaala adept doctrine.



Casting Spells with Vaala

A character can channel their connection with Vaala to cast spells. This can be done in one of two ways, as long as the spell has a Vaala affinity.

Casting a Spell You Know

You can cast a spell you know using Vaala instead of spell slots. To do so, you expend a number of Vaala points equal to 3 + the spell's level. The cost of casting a spell in this fashion is reduced by 1 point per mote of affinity you have in the spell's corresponding Vaala aspect, to a minimum cost of 1 Vaala point. The spell must be of a level you can cast.

Casting a Spell You Don't Know

You can cast a spell you don't know using Vaala instead of spell slots. To do so, you must expend a number of Vaala points equal to 3 + twice the spell's level. The cost of casting a spell in this fashion is reduced by 1 point per mote of affinity you have in the spell's corresponding Vaala aspect, to a minimum cost of 1 Vaala point. The spell must be of a level that a spellcaster of your level could cast.

When you cast a spell you do not know in this way, you immediately take force damage equal to 1d4 per Vaala point spent to cast the spell as the raw Vaala tears through you. Additionally, you may not cast a spell in this way again for a number of days equal to 1 + the level of the spell cast.

If a non-spellcasting character uses this method to cast a spell, they can use Charisma, Intelligence, or Wisdom as their spellcasting ability (caster's choice).

NPCs, Monsters, and Vaala Points

The GM may wish to give NPCs or monsters Vaala points. To do so, assign the creature a number of motes of affinity according to their CR, as listed in the NPC & Monster Motes of Affinity table, and a number of Vaala points equal to their proficiency bonus + the ability modifier of your choice. A monster has motes of affinity that correspond to their assigned Vaala aspect, as listed in Chapter 7: Bestiary of this book.

Dragons can never have access to Vaala points, as their innate tie to Vaala has been severed by the Curse of Kadmos.

NPC & Monster Motes of Affinity

CREATURE CR	MOTES OF AFFINITY
1-5	1
6-15	2
16 and higher	3

Vaala Abilities and Augmentations

All creatures of Rhaava—save for dragons—are connected to Vaala. Many have learned to channel this power to achieve effects, great or small, in their everyday life.

Many class features list a Vaala augmentation specific to that feature. However, there are a number of Vaala abilities and augmentations accessible by anyone, regardless of class or known features.

A Vaala ability provides a new power to be used, whereas a Vaala augmentation can be triggered when a specific action, ability, or effect is used. Any character utilizing Vaala points has access to the Vaala abilities and augmentations listed in this section. The cost of each ability or augmentation is reduced by 1 point per mote of affinity the character has in the corresponding Vaala aspect, to a minimum cost of 1 Vaala point.

A Vaala ability or augmentation cannot be used in conjunction with a feature or ability that provides a similar effect; for example, the Extend Range Vaala augmentation cannot be used in conjunction with the sorcerer's Distant Spell Metamagic option.



Alter Damage

Vaala Augmentation

When you make an attack or cast a spell, you can spend Vaala points to change the damage type dealt by the attack or spell effect. The Vaala aspect associated with this augmentation varies based on the damage type chosen, as indicated in the Alter Damage Cost table.

Alter Damage Cost

NEW DAMAGE TYPE	COST
acid, necrotic, piercing, poison (Id)	7
bludgeoning, cold, fire, lightning, thunder (K'aab)	7
force, psychic, radiant, slashing (Fai)	7

Blinking Blade

Vaala Augmentation (Fai)

For every 5 Vaala points you spend when you make a melee weapon attack, you can make an additional attack with the same weapon against another target within 15 feet of you, though you can only make one additional attack against each new target in this way.

Burst of Speed

Vaala Augmentation (Id)

For every 5 Vaala points you spend when you move, your speed increases by 10 feet until the end of your turn. If you make a long jump and spend 5 Vaala points, your jump distance is doubled.

Channel Elements

Vaala Ability (K'aab)

As an action, you can spend 3 Vaala points to cast one of the following cantrips: *produce flame, mold earth, ray of frost, shape water, or shocking grasp*.

Dreamwise

Vaala Ability (Fai)

As an action, you can spend 3 Vaala points to cast one of the following cantrips: *light, mage hand, mending, prestidigitation, or thaumaturgy*.

Elemental Resistance

Vaala Ability (K'aab)

As a bonus action, you can spend 3 Vaala points to gain resistance to one of the following damage types until the end of your next turn: cold, fire, lightning, or thunder.

Alternatively, you can spend 7 Vaala points to gain immunity to the chosen damage type until the end of your next turn.

Extend Range

Vaala Augmentation (Fai)

When you make a ranged spell or weapon attack, you can increase the range of the attack by 10 feet for every 2 Vaala points you spend.

Increase Ability

Vaala Augmentation (Id)

When you make a Strength, Dexterity, or Constitution ability check, you can spend 4 Vaala points to gain advantage on that check.

K'aab Retribution

Vaala Ability (K'aab)

When a creature you can see within 10 feet of you hits you with an attack, you can use your reaction to spend 7 Vaala points and immediately deal 2d6 cold, fire, lightning, or thunder damage (your choice) to the attacker.

Reflect Charm

Vaala Ability (Id)

If you are the target of a charm effect or spell, you can use your reaction to spend 7 Vaala points to shield yourself and be unaffected by the charm.

Alternatively, you can use your reaction to spend 10 Vaala points to immediately reflect the charm back on its source. If it's a spell, the spell has no effect on you and instead targets the caster as if it originated from you, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. If it's not a spell, it still targets the source with the same effect as though you were using or controlling it, as long as the source can be affected by the charm.

Other Spells and Vaala Points

For those who wish to use spells from sources other than this book but still use the Vaala points system presented here, the GM can assign a Vaala affinity to those spells.

Ideally, the aspect should be assigned based on the specifics of the spell and its function. In a pinch, an aspect can be assigned quickly based on a spell's school, with the following guidance.

Abjuration spells are typically Id.
Conjuration spells are typically Fai.
Divination spells are typically Fai.
Enchantment spells are typically Id.
Evocation spells are typically K'aab.
Illusion spells are typically Fai.
Necromancy spells are typically K'aab.
Transmutation spells are typically K'aab.



New Schools of Magic

Many peoples of Valerna have created their own forms of magic, influenced by their cultures, their homelands, and their affinities for one or more aspects of Vaala. This section details five such schools of magic found within Valerna.

Each spell description, found later in this chapter, includes both the spell's Valernian spell school, if any, and its traditional spell school. In addition, the spell's corresponding Vaala aspect, if any, is included in parentheses. Null spells, by their very nature, do not have a corresponding Vaala aspect.

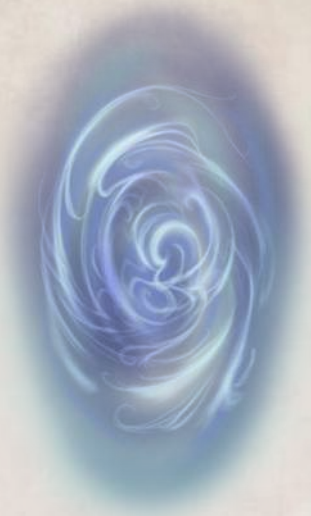


Blood

Used primarily by the maghyr blood sorcerers of Tyveria, this school of magic uses blood and Id to control and damage foes.

Though the maghyri have an innate ability to use blood magic, any creature with a strong enough tie to the Will aspect of Vaala can learn it. This is typically achieved by having their blood awakened within their veins by a powerful maghyr blood sorcerer, unlocking the potential to wield blood magic—and possibly turning the target into a vampyr in the process.

The use of blood magic requires blood. This can be blood from a fallen enemy, from a willing ally, or the caster's own. Often, blood sorcerers will cut themselves in the heat of battle and pull the blood from their own bodies to attack their enemies. The blood required for a spell may be manipulated by the spell itself, or the magic may consume a drop or more of mundane or awakened blood.



Dreamshaping

Ellari magic that uses Fai to craft items out of the filaments of Dream and to walk through the minds of others, Dreamshaping is the art of imagination and magic made manifest.

Once nearly lost to the Dreambleed, the craft of Dreamshaping was kept alive in formal academies that only admitted allai, while the ellari were forbidden from practicing their ancestral magic. Now, with Qan Elyse's more progressive policies, the ellari have begun practicing in public once more. Those with a strong tie to Fai may develop the means to wield Dreamshaping.



Rune

A sister to the dragon heralds' use of runes, rune magic involves sketching symbols that channel Vaala for devastating effects. Though dragon heralds have mastered the art of rune magic, others have developed some spells in the same tradition that are usable by other spellcasters, if they have the will to learn.

Rune magic in general has no link to any one aspect of Vaala, though each specific spell may have an innate tether to Fai, K'aab, or Id.



Null

Dangerous and forbidden, Null magic grants its user immense power at the risk of corruption.

Null spells are incredibly rare and hard to find, and they carry a heavy social stigma attached to them. At best, a spellcaster seen using Null magic can expect to be run out of town, but it's not unusual for such a person to be arrested and executed in quick order to avoid the spread of Null corruption.

Null Corruption

Each use of Null magic infects the practitioner with Null corruption, which eventually twists their body and thoughts, leaving them a mindless husk dedicated solely to the expansion of the Null itself.

If you cast a Null spell, you immediately suffer 1 permanent Null corruption point and an additional number of temporary Null corruption points equal to the spell's level. You can reduce the number of temporary Null corruption points your character has by 1 each time you finish a long rest. The use of a spell such as *greater restoration* also removes 1 point of temporary Null corruption. Permanent Null corruption points can never be removed and persist even after death.

The threshold for potentially suffering ultimate and permanent corruption is 15 total Null corruption points. If at any time you meet or exceed the threshold of 15 total Null corruption points (a combination of permanent and temporary points), or suffer any additional Null corruption points while already at or above 15 total points, you must immediately succeed on a DC 18 Wisdom saving throw or lose yourself to the Null and be transformed into a **Null abomination**. This change is permanent and can only be undone with the use of a wish spell.

For example, if you have 11 total Null corruption points and you cast a 3rd-level Null spell, you suffer an additional 4 Null corruption points (1 permanent and 3 temporary), putting you at 15 total points. When this occurs, you must succeed on the Wisdom saving throw or be transformed. If you cast another spell or are affected by something that causes you to suffer additional Null corruption points while still at 15 total points, you would repeat the saving throw, transforming on a failure. If you finish a long rest and reduce your total Null corruption points below 15 (due to losing temporary points), you would only make the saving throw once you meet or exceed 15 total points once again.

Characters that suffer Null corruption often find themselves growing more and more apathetic to the world around them. They may try to hide their corruption at first but eventually embrace the Null, longing for nothing more than total oblivion.

The Null and Vaala Points

Vaala and the Null are the antithesis of one another. Therefore, Null spells cannot be cast using Vaala points, nor can they be augmented with Vaala points in any way.



Weaving

Originating in Nahuac, makaab weaving uses Source to manipulate the natural world. Weavers can twist and change the plants, stone, and earth around them, shaping objects, growing walls, or even forming entire buildings without ever wielding a hammer, chisel, or saw.

Those with a powerful draw toward K'aab may find they have a knack for weaving. Patience is key to learning this art, as it often requires the practitioner to coax rather than command, and those who disregard the patterns of nature will struggle to master this school of magic.

New Spells

This section describes new spells. It begins with spell lists by school and by spellcasting class. The remainder contains spell descriptions, presented alphabetically by spell name.

Bard Spells

Cantrips (0 Level)
Psychic Flare

1st Level
Acrobatic Stance
Invoke Elements
Runemark
Sucking Void
Vaala Infusion

2nd Level
Aura of Apathy
Charmed Reverie
Illusory Reinforcements

3rd Level
Consume Vaala
Consumption
Fai Jump
False Friends
Kel-Teoti's Arcane Focalizer
Power Word Strike
Regenerative Carapace
Shape Momentum
Yahum Lift

4th Level
Biting Winds
Blindspot
Wretched Arcanum

5th Level
Arcane Amplification
Arcane Protection
Dreamlance
Ishtotl's Intuition
Witness

6th Level
Imbue Item
Mass Dispel Magic
Summon Feydh

7th Level
Beckoning Illusion
Panopticon
Roaring Geysers

8th Level
Forced Corruption

9th Level
Dreamstorm
Rend the Veil

Cleric Spells

1st Level
Runemark
Sucking Void
Tána Whispers

2nd Level
Aura of Apathy
Wingward

3rd Level
Bolster Will
Consume Vaala
Fai Jump
Raise Corpse Cluster

4th Level
Biting Winds
System Shock
Wretched Arcanum
Vtesh's Might

5th Level
Arcane Amplification
Arcane Protection
Dreamlance
Witness

6th Level
Mass Dispel Magic

7th Level
Panopticon

8th Level
Forced Corruption

9th Level
Rend the Veil

Dragon Herald Spells

1st Level
Runemark
Sucking Void

2nd Level
Aura of Apathy
Cleansing Rune
Illusory Reinforcements

3rd Level
Consumption
False Friends
Raise Corpse Cluster

4th Level
Life Leeching
Wretched Arcanum
Vtesh's Might

5th Level
Arcane Amplification
Arcane Protection
Ishtotl's Intuition
Witness

Druid Spells

1st Level
Acrobatic Stance
Invoke Elements
Reopen Scars
Runemark
Sucking Void
Tána Whispers
Vaala Infusion

2nd Level
Aura of Apathy
Cavitation
Charmed Reverie
Wind Web
Wingward

3rd Level
Consume Vaala
Fai Jump
Kel-Teoti's Arcane Focalizer
Raise Corpse Cluster
Regenerative Carapace
Static Charge
Weave Vegetation

4th Level
Biting Winds
Black Mold
Hive Heat
Stone Footing
Wretched Arcanum

5th Level
Arcane Amplification
Witness

6th Level
Imbue Item
Mass Dispel Magic

7th Level
Jade Forces
Panopticon
Roaring Geysers

8th Level
Forced Corruption

9th Level
Rend the Veil

Paladin Spells

Cantrips

1st Level
Runemark
Sucking Void

2nd Level
Aura of Apathy

3rd Level
Consume Vaala
Raise Corpse Cluster

4th Level
System Shock
Wretched Arcanum
Vtesh's Might

5th Level
Witness

Ranger Spells

1st Level
Invoke Elements
Runemark
Sucking Void
Tána Whispers

2nd Level
Aura of Apathy
Wind Web
Wingward

3rd Level
Consume Vaala
Fai Jump
Raise Corpse Cluster
Regenerative Carapace
Yahum Lift

4th Level
Hive Heat
Wretched Arcanum

5th Level
Witness

Sorcerer Spells

Cantrips (0 Level)
Psychic Flare

1st Level
Blood Spike
Dreamwalking
Reopen Scars
Runemark
Sucking Void
Vaala Infusion

2nd Level
Aura of Apathy
Bloodshield Tendrils
Charmed Reverie
Illusory Reinforcements
Sanguine Tether

3rd Level
Bolster Will
Consume Vaala
False Friend
Kel-Teoti's Arcane Focalizer
Raise Corpse Cluster
Regenerative Carapace
Yahum Lift

4th Level
Black Mold
Blindspot
System Shock
Wretched Arcanum

5th Level
Arcane Amplification
Witness

6th Level
Imbue Item
Mass Dispel Magic
Shattered Ground
Summon Feydh

7th Level
Beckoning Illusion
Jade Forces
Panopticon
Roaring Geysers

8th Level
Forced Corruption

9th Level
Dark Harvest
Dreamstorm
Rend the Veil

Warlock Spells

Cantrips (0 Level)
Blood Whip
Psychic Flare

1st Level
Acrobatic Stance
Blood Spike
Boil Blood
Dreamwalking
Invoke Elements
Reopen Scars
Runemark
Sucking Void

2nd Level
Aura of Apathy
Charmed Reverie
Illusory Reinforcements
Sanguine Tether

3rd Level
Consume Vaala
Fai Jump
False Friends
Raise Corpse Cluster
Yahum Lift

4th Level
Blindspot
System Shock
Wretched Arcanum

5th Level
Arcane Amplification
Witness

6th Level
Imbue Item
Mass Dispel Magic
Summon Feydh

7th Level
Beckoning Illusion
Panopticon

8th Level
Forced Corruption

9th Level
Dreamstorm
Rend the Veil

Wizard Spells

Cantrips (0 Level)
Blood Whip
Psychic Flare

1st Level
Acrobatic Stance
Blood Spike
Dreamwalking
Invoke Elements
Runemark
Sucking Void

2nd Level
Aura of Apathy
Cavitation
Charmed Reverie
Sanguine Tether
Wind Web
Wingward

3rd Level
Consume Vaala
Consumption
Kel-Teoti's Arcane Focalizer
Power Word Strike
Raise Corpse Cluster
Regenerative Carapace
Shape Momentum
Static Charge
Weave Vegetation

4th Level
Black Mold
Blindspot
Biting Winds
Hive Heat
Life Leeching
Stone Footing
System Shock
Wretched Arcanum

5th Level
Arcane Amplification
Arcane Protection
Ishtotl's Intuition
Witness

6th Level
Imbue Item
Mass Dispel Magic
Shattered Ground
Summon Feydh

7th Level
Beckoning Illusion
Jade Forces
Panopticon
Pneumonic Flood
Roaring Geysers

8th Level
Cardiac Blockade
Forced Corruption

9th Level
Dreamstorm
Rend the Veil

Vaala is magic in its purest form. It is a true wonder to behold.

Spell Descriptions

The spells are presented in alphabetical order.

Acrobatic Stance

1st-level transmutation (Fai)

Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute
Class: Bard, druid, warlock, wizard

You adopt a highly mobile and light stance. For the duration of the spell, you have advantage on Dexterity checks and saving throws, and if you are knocked prone you can use your reaction to return to your feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you also increase your speed by 5 feet for each level slot above 1st.

Arcane Amplification

5th-level divination, rune (Id)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a small Coatl dragon scale worth 50 gp, which the spell consumes)
Duration: Concentration, up to 1 minute
Class: Bard, cleric, dragon herald, druid, sorcerer, warlock, wizard

You touch one creature, tracing a glowing green rune on its body. For the duration, it has advantage on all spell attack rolls.

Arcane Protection

5th-level abjuration, rune (Id)

Casting Time: 1 reaction
Range: 30 feet
Components: S, M (a butterfly wing)
Duration: Concentration, up to 1 minute
Class: Bard, cleric, dragon herald, wizard

When a creature you can see within range is hit with a spell attack, you sketch a rune that appears on its chest, protecting it from arcane energy. The target is unaffected by the spell that triggered this reaction, even if it would have hit, and is immune to that spell for the duration.

Aura of Apathy

2nd-level abjuration, Null

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Class: Bard, cleric, dragon herald, druid, paladin, ranger, sorcerer, warlock, wizard

The unfeeling energy of the Null radiates from you in an aura with a 30-foot radius. Until the spell ends, each hostile creature in the area is vulnerable to all damage types. Additionally, each creature that starts its turn in the aura must succeed on a Wisdom saving throw or take 1d4 psychic damage and have its movement halved until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 per slot level above 2nd.

Beckoning Illusion

7th-level illusion, Dreamshaping (ritual, Fai)

Casting Time: 1 action
Range: 120 feet
Components: V
Duration: Concentration, up to 1 minute
Class: Bard, sorcerer, warlock, wizard

You choose one creature you can see within range. Creatures that have an Intelligence of 3 or lower are unaffected by this spell.

The target must make a Wisdom saving throw. On a failure, the target imagines it sees the object of its heart's desire at a spot you choose within range. The object looks and feels real to the target and, if it is a creature, moves, acts, and speaks as it would. On your turn, as a bonus action, you can move the object up to 30 feet as long as it stays within 120 feet of you.

While under the effects of this spell, the target will do everything it can to reach the object of its heart's desire (though it won't move directly into harm, such as over the edge of a cliff or into a fire). For the duration, on each of the target's turns, it must use its full movement to move toward the object by the safest route possible.

If the target reaches the object of its heart's desire, its movement speed is halved, and it has disadvantage on all attack rolls, saving throws, and ability checks, as it is distracted by the object.

The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

In Valerna, Vaala flows through everything. It is the essence of life and death, of power and dreams. It is the making and unmaking of all things.



Biting Winds

4th-level evocation, weaving (K'aab)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous
Class: Cleric, druid, wizard

A freezing gale blasts from you in a line 5 feet wide and 120 feet long in a direction you chose. Each creature in the area must make a Dexterity saving throw. On a failed save, the creature takes 4d8 cold damage and 3d6 slashing damage, is pushed 30 feet away from you in a direction following the line, and suffers one level of exhaustion. On a successful save, the creature takes half as much damage, isn't pushed, and doesn't suffer exhaustion.

Black Mold

4th-level conjuration, weaving (ritual, K'aab)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of damp wood)
Duration: 10 minutes
Class: Druid, sorcerer, wizard

You create a blanket of black mold in a 20-foot radius centered on a spot you can see within range. The area is considered difficult terrain. When you cast the spell, each creature in the area must succeed on a Constitution saving throw or become blinded and poisoned for 1 minute.

For the duration, the radius of the mold expands by 5 feet at the beginning of each of your turns (to a maximum of 50 feet). A creature that enters the area for the first time or ends its turn there must succeed on a Constitution saving throw or suffer the effects listed above.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the maximum radius of the area expands by 5 feet for each slot level above 4th.

Blindspot

4th-level enchantment, Dreamshaping (Fai)

Casting Time: 1 bonus action
Range: 60 feet
Components: V, M (black ink)
Duration: Concentration, up to 1 hour
Class: Bard, sorcerer, warlock, wizard

You target one creature you can see within range and force them to make a Charisma saving throw. On a failure, for the duration, one creature or object of your choice becomes invisible to the target only.

If the target takes damage from the chosen creature or object, it can repeat the saving throw, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can choose 1 additional target for each slot level above 4th.

Blood Pact

2nd-level enchantment, blood (ritual, Id)

Casting Time: 1 minute
Range: 60 feet
Components: V, S, M (a drop of blood from each participant)
Duration: Until fulfilled
Class: Special (maghyr only)

You forge a magical bond between two willing creatures within range who enter into an agreement with one-another, sealing the pact with blood. The agreement can be simple, such as agreeing to work together to slay a common foe, or more complex, such as detailing the terms for a business agreement. The terms of the agreement can be written or verbal.

If a participant breaks the terms of the pact, it becomes the target of your kadhah, which immediately manifests in an empty space within 10 feet of the target and attacks them. The kadhah fights until it or its target is destroyed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can add one additional participant to the agreement per spell slot above 2nd.

Blood Pacts and the Blood Geas

The realm of Tyveria has perfected the art of the blood pact, even going so far as to bind the entire nation of Ysval with one known as the Blood Geas. Such complicated pacts are difficult to craft and require many specially trained Tyverian blood priests working in concert together over hours, weeks, or even months.

Characters who wish to form more powerful blood pacts can do so (at the GM's discretion) by combining their casting with that of other maghyri. Such complex rituals may require awakened blood and vast amounts of time and energy, and they have a chance of failing outright, causing the maghyri's kadhahs to manifest. Such pacts should only be attempted by the very experienced—or the very desperate.

Bloodspike

1st-level evocation, blood (Id)

Casting Time: 1 action
Range: 20 feet
Components: V, S
Duration: Instantaneous
Class: Sorcerer, warlock, wizard

A creature within range that has blood must make a Constitution saving throw. On a failed save, the creature takes 1d8 necrotic damage as you pull a solidified shard of blood from it and hurl the spike at another target within 60 feet of it. Make a ranged spell attack. On a hit, the target takes 2d6 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 and 1d6, respectively, for each slot level above 1st.

Blood Whip

Transmutation, blood cantrip (Id)

Casting Time: 1 action
Range: 30 feet
Components: S, M (a vial of blood or a dose of awakened blood)
Duration: 1 minute
Class: Blood sorcerer, warlock, wizard

You create a whip-like tendril of blood to attack enemies or grab objects within range. For the duration, you can use an action to make a ranged spell attack with the blood whip. On a hit, the target takes 1d6 slashing damage and is grappled (escape DC equals your spell save DC). If the grappled target is Large or smaller, you can use a bonus action to pull the target 15 feet closer to you.

This tendril's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Bloodshield Tendrils

2nd-level evocation, blood (Id)

Casting Time: 1 reaction
Range: 10 feet
Components: S
Duration: Instantaneous
Class: Sorcerer

When you or a creature you can see within range is hit by an attack, you cause writhing tendrils of blood to erupt from the back and sides of the target, dealing 1d4 necrotic damage. Until the start of your next turn, the tendrils provide a +5 bonus to the target's AC and Dexterity saving throws. In addition, all opportunity attacks made by the target deal 1d10 extra damage.

Boil Blood

1st-level necromancy, blood (Id)

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Blood sorcerer, warlock

You extend your Will to a creature, causing its blood to boil in its veins. The target must make a Charisma saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Bolster Will

3rd-level abjuration (Id)

Casting Time: 1 reaction
Range: 30 feet
Components: V
Duration: Instantaneous
Class: Cleric, sorcerer

You amplify the Id of a creature you can see within range, bolstering them against death for a moment. When the target fails a death saving throw, it can reroll the saving throw but must use the new result.



For the lucky few who can learn to channel that raw energy, to shape it and bring it forth, it represents a power otherwise unimagined. Those with the sheer will to create, or transform, can manifest the Vaala in the physical realm, using it to cast spells both deadly or life-giving, to summon entities from the Dream or beyond, to craft magic into shapes and forms of their own imagining.

Cardiac Blockade

8th-level necromancy, blood (Id)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a dose of awakened blood mixed with lard, which the spell consumes)
Duration: Instantaneous
Class: Blood sorcerer, wizard

You twist your target's Id and cause its heart to seize. The target must make a Constitution saving throw. On a failed save, the target takes 12d8 necrotic damage and is stunned for the next minute; on a successful save, it takes half as much damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cavitation

2nd-level evocation (K'aab)
Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous
Class: Druid, wizard

You snap your fingers and make a ranged spell attack against a creature you can see within range. On a hit, the target takes 4d8 thunder damage, and every creature within 10 feet of the target must succeed on a Constitution saving throw or take 2d8 thunder damage. If you cast this spell against a target that is underwater, the damage increases by 2d8 (to 6d8 and 4d8, respectively).

Charmed Reverie

2nd-level enchantment, Dreamshaping (Fai)
Casting Time: 1 action
Range: 60 feet
Components: S, M (a silk scarf worth 100 gp)
Duration: Instantaneous
Class: Bard, druid, sorcerer, warlock, wizard

You implant a magical cue within a creature's mind to influence its dreams in your favor. A creature you can see within range must succeed on a Wisdom saving throw or be influenced by your dream magic. A creature with an Intelligence of 6 or lower is unaffected by this spell.

When you cast this spell, you state the goal you want to achieve by influencing the target's dream. For example, your goal might be to access a restricted area, gain a discount from a merchant, or learn secret information. The next time the target sleeps, it experiences a dream prompted by your goal. When it wakes after dreaming, it is charmed by you for the next 24 hours.

While it is charmed by you, the target regards you as a friendly acquaintance, and you have advantage on checks made against it in pursuit of your stated goal. The charmed target sees its decisions as logical and reasonable until the spell ends or until you or your companions do anything harmful to it. The next time the target wakes up after the spell ends, it knows it was charmed by you.

Cleansing Rune

2nd-level transmutation, rune (Fai)
Casting Time: 1 action
Range: 10 feet
Components: V, S, M (a vial of saltwater)
Duration: 10 minutes
Class: Dragon herald

A glowing white rune appears on the ground at a point you choose within range. A 10-foot-radius area centered on the rune becomes a purifying space, gaining the following effects:

- Broken objects within the area are repaired, as per the mending spell.
- All nonmagical food and drink within the area is purified and rendered free of poison and disease, as per the purify food and drink spell.
- Any living creatures with 0 hit points within the area are stabilized.

These effects are applied to items and creatures within the area when the spell is cast as well as any that enter the space during the duration.

Consume Vaala

3rd-level transmutation, Null
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Class: Bard, cleric, druid, paladin, sorcerer, warlock, wizard

You target a living creature you can see within range. The creature must make a Constitution saving throw. On a failure, it takes 1d8 necrotic damage, loses 1d4 Vaala points, and has its maximum number of Vaala points reduced by the same number, and you regain the same number of Vaala points. On a success, it takes half as much damage. The reduction to the target's Vaala point maximum lasts until it finishes a long rest.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and the Vaala point reduction increases by 1d4 for each slot level above 3rd.

Consumption

3rd-level necromancy, rune (Id)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (powdered root worth 10 gp, which the spell consumes)
Duration: Instantaneous
Class: Bard, dragon herald, wizard

You scribble a rune in the air. One creature of your choice that you can see within range must succeed on a Constitution saving throw or its Constitution score is reduced by 2 and you gain temporary hit points equal to 2d8 + your spellcasting ability modifier.

The ability score reduction also affects the target's hit point maximum. The reduction lasts until the target finishes a long rest.

Dark Harvest

9th-level necromancy, blood (Id)

Casting Time: 1 action

Range: Self

Components: V, S, M (two doses of awakened blood, which the spell consumes)

Duration: Concentration, up to 1 minute

Class: Sorcerer

A 60-foot-radius sphere of magical darkness appears centered on you. Until the spell ends, the sphere moves with you, centered on you. You can see in this darkness as if it were dim light but cannot discern color, only shades of gray.

When you cast the spell, each creature of your choice in the area must make a Constitution saving throw as its blood is pulled from its body, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful one.

Each creature that ends its turn within the area must repeat the saving throw, taking an additional 5d10 necrotic damage on a failed save.

Additionally, this spell allows you to draw blood from the targets to save for later use. You can draw up to 2 vials of blood if a creature fails the saving throw, or up to 1 vial of blood if it succeeds, provided you have the empty containers to hold it.



Dreamlance

5th-level enchantment, Dreamshaping (Fai)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bard, cleric

You blast a creature you can see within range with psychic power. The target must make a Wisdom saving throw, taking 4d6 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, a creature's consciousness is also pushed out of its body and banished into Dreamspace.

While the target's consciousness remains in this realm, its body falls into a catatonic state. At the end of each of its turns, the target makes a Wisdom saving throw, taking 4d6 psychic damage on a failed save or ending the spell on a successful one. If the creature's body takes damage from any other source, it can repeat the saving throw, ending the spell on a success.

Dreamstorm

9th-level conjuration, Dreamshaping (Fai)

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bard, sorcerer, warlock, wizard

You conjure a roiling storm of black, pink, purple, and blue clouds centered on a point you can see within range. The storm has a radius of 500 feet.

When you cast this spell, you can designate any number of creatures within range. These creatures are immune to the effects of the Dreamstorm.

Each creature beneath the storm when it appears must succeed on a Wisdom saving throw or take 2d6 psychic damage and be frightened of you for 1 minute. For the next 7 days, each creature who failed this saving throw suffers from nightmares.

Each round you maintain concentration, the storm produces different effects at the start of your turn.

Round 2. Shimmering, multicolored lightning strikes 6 creatures of your choice in the area. Each target must make a Dexterity saving throw, taking 5d6 lightning damage and 5d6 psychic damage on a failed save, or half as much damage on a successful one.

Rounds 3–4. Nightmarish images appear in the clouds above. Each creature beneath the storm must succeed on a Charisma saving throw or take 8d6 psychic damage and immediately move its full speed in a random direction.

Round 5. A glittering rain pours down. Each creature beneath the storm must make a Constitution saving throw. On a failure, the creature takes 5d10 psychic damage and falls unconscious until the spell ends, until it takes damage,

or until another creature uses its action to shake it awake. On a success, the creature takes half as much damage and does not fall unconscious.

Rounds 6–10. Tendrils of clouds descend from the storm. The area beneath the storm becomes difficult terrain and heavily obscured. Each creature beneath the storm takes 2d6 psychic damage and must succeed on a Dexterity saving throw or be grappled by a tendril (escape DC 25) and pulled 30 feet into the air. A grappled creature is restrained.

At the start of your turn, each grappled creature is pulled another 30 feet into the air, to a maximum of 120 feet, and takes an additional 4d6 psychic damage. When the spell ends, the tendrils vanish, and each grappled creature immediately falls to the ground.

Dreamwalking

1st-level divination, Dreamshaping (ritual, Fai)

Casting Time: 1 action

Range: 3 miles

Components: V

Duration: 8 hours

Class: College of nightmares bard, sorcerer, warlock, wizard

You link your dreams with the dreams of another sleeping creature, allowing you to step into its dreams to converse with, spy on, or even attack them. To do so, you must cast the spell before a long rest, declaring the target of your spell at the time of casting. The target must be a creature you are familiar with or whose dreams you have visited before. The target must succeed on a Wisdom saving throw or, during your long rest, you can enter its dreams, interacting with them as if they were reality. The target can choose to fail this save. If your target is not asleep while you are sleeping, the spell fails.

While in the dream, you can move about, interact with things, and attack and cast spells as if the dream were reality. Your dream-self has the same statistics and abilities as your waking self.

If you cast this spell while in a dream, you can target another creature, at any distance, as long as you have seen it before. If the new target fails the Wisdom saving throw, you can immediately move from the previous target's dream to the new target's dream if it is asleep.

When the target creature wakes, it remembers the dream and any interactions it had with you while in it.

Interacting with the Dream. While within the dream, you can attempt to alter it to suit your needs, changing elements such as the environment, people, and overall feel of the dream. Each time you wish to change something, you must succeed on a Wisdom (Arcana) check with a DC equal to 8 + the target's proficiency bonus + the target's Wisdom modifier. On a failed save, the dream does not change, and the target has the chance to notice something is amiss (see "Getting Caught").

Getting Caught. An unwilling target may notice you are intruding into its dream and attempt to force you from its mind. If you act in a way unexpected by the target in the context of the dream, if you fail an attempt to alter the dream, or if you or your allies attack the target, the target can immediately make a new Wisdom saving throw. On a success, the dream ends, and you are forced from the dream (see "Ending the Dream").

Dropping to 0 Hit Points in the Dream. If you are reduced to 0 hit points while within a dream, the spell ends, and you awaken in your body with 1 hit point. If the target is reduced to 0 hit points while you are within its dream, the dream ends, and the target is reduced to 0 hit points.

Ending the Dream. If the dream ends due to the target waking, dying, dropping to 0 hit points, or succeeding on its saving throw, you are shoved out of the dream and must make a DC 15 Wisdom saving throw. You take 4d10 psychic damage on a failed save, or half as much damage on a successful one, and you immediately awaken. You can end the dream voluntarily at any point, causing you to awaken. If the dream ends on its own at the end of the spell duration, you awaken naturally.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, for each slot level above 1st, the distance increases by 12 miles and you can bring one additional creature within 30 feet of you when you cast the spell into the dream.

In addition, if you cast this spell while in a dream using a spell slot of 7th level or higher, you can use it to instead immediately step from the target's dream and into the real world, teleporting yourself and anything you're wearing or carrying, as well as any number of creatures of your choice that entered the dream with you, into unoccupied spaces within 20 feet of the target.



Fai Jump

3rd-level conjuration, Dreamshaping (Fai)
Casting Time: 1 action
Range: Self
Components: V, S, M (a wildflower native to Allaria)
Duration: Instantaneous
Class: Bard, cleric, druid, ranger, warlock
You teleport to an unoccupied space you can see within 60 feet. If you appear within 5 feet of a creature, you can make one melee weapon attack against that creature.

False Friends

3rd-level enchantment, rune (Fai)
Casting Time: 1 action
Range: Touch
Components: S, M (a platinum chain link worth 10 gp)
Duration: Until dispelled
Class: Bard, dragon herald, sorcerer, warlock
You touch a creature within range and a pale rune appears on its body in a location of your choice. The target must succeed on a Charisma saving throw or, until the spell ends, it believes its allies are secretly plotting its demise, were never its friends at all, or have otherwise turned against it. An affected creature who takes damage can repeat the saving throw, ending the effect on a success. Creatures with an Intelligence of 3 or lower or that are immune to being charmed are unaffected by this spell.

Forced Corruption

8th-level transmutation, Null
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
Class: Bard, druid, sorcerer, warlock, wizard
You target one creature you can see within range and flood its body and mind with the Null. The target must make a Wisdom saving throw, taking 12d12 psychic damage and suffering 8 permanent Null corruption points on a failure, or taking half as much damage and suffering 4 permanent Null corruption points on a success.

Hive Heat

4th-level conjuration, weaving (K'aab)
Casting Time: 1 action
Range: 30 feet
Components: S, M (a dollop of honey)
Duration: Concentration, up to 1 minute
Class: Druid, ranger, wizard
You summon a swarm of bees that surround a creature of your choosing within range. The target must succeed on a Constitution saving throw or become restrained and deafened for the duration as the bees envelope them.



For the duration, at the start of each of its turns, the target takes 3d8 fire damage as the bees generate heat by rapidly beating their wings. At the end of each of their turns, the target can repeat the saving throw, dispersing the bees and ending the spell for them on a success.

Illusory Reinforcements

2nd-level illusion, rune (Fai)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a toy soldier)
Duration: 1 minute
Class: Bard, dragon herald, sorcerer, warlock wizard



A dim rune appears on the ground at a point of your choice within range, causing 3 illusory figures of Large size or smaller to manifest in unoccupied spaces within 30 feet of the rune that you can see. They look, sound, and act real and have the appearance of your choice. The illusory figures have an AC of 10.

When you cast the spell, each creature who can see the illusory figures must succeed on a Wisdom saving throw or believe the figures to be real. Closer inspection, such as touching or hitting one of the figures with an attack, reveals the illusion.

As a bonus action, you can move one or more of the illusory figures up to 30 feet to a space you can see, as long as they remain within 30 feet of the rune.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may create 1 additional illusory figure for each slot level above 2nd.

Imbue Item

6th-level transmutation, Dreamshaping (ritual, Fai)

Casting Time: 1 hour

Range: 120 feet

Components: V, S

Duration: Until dispelled

Class: Bard, druid, sorcerer, warlock, wizard

You alter an item you can see within range, imbuing it with Fai magic and changing its fundamental essence. Choose an item of Large or smaller size that you can see within range that isn't being worn or carried. You can imbue the item with one property of your choice: anchored, elemental, floating, fortified, or fragile. The item can only have one property at a time. If this spell has been cast on an item and you cast it on the item again, any previous effects on that item from this spell immediately end.

Anchored. The item becomes locked in place and doesn't move, even if it is defying gravity. The item can hold up to 8,000 pounds of weight. More weight causes the item to fall at a rate of 60 feet per round. A creature can use an action to make a DC 30 Strength check, moving the item up to 10 feet on a success.

Elemental. You imbue the item with an element of your choice (cold, fire, or lightning). For the duration, any creature that touches the item immediately takes 1d4 damage of the chosen type and continues to take damage at the end of each of its turns if it maintains contact.

Floating. The item floats up to 150 feet above the ground. The item can support up to 500 lbs. More weight causes the item to fall at a speed of 60 feet per round. You can use a bonus action to move the item at a speed of 10 feet per round, and a creature can use an action to make a DC 18 Strength check, moving the item up to 10 feet on a success.

Fortified. The item becomes more durable. It gains a bonus of +5 to its AC, and its hit points are doubled.

Fragile. The item becomes brittle and easier to break. It suffers a penalty of –5 to its AC, and its hit points are reduced by half.

Invoke Elements

1st-level transmutation, weaving (K'aab)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bard, druid, ranger, warlock, wizard

You cause an effect in a 5-foot-radius, 5-foot-tall cylinder centered on a point on the ground you can see within range, based on an element of your choice: air, earth, fire, or water.

Air. You create whirling winds, causing the area to be lightly obscured. Ranged attack rolls into or through this area are made with disadvantage.

Earth. You fill the area with soil. Each creature that starts its turn in the area must succeed on a Strength saving throw or be restrained.

Fire. Flames swirl in the area. Each creature that starts its turn in the area must make a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one.

Water. Heavy rain falls in the area. The now muddy or slippery ground becomes difficult terrain and natural fires in the area are extinguished.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius and the height of the spell both increase by 5 feet for each slot level above 1st.

Ishtotl's Intuition

5th-level enchantment, rune (Fai)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a piece of chalk)

Duration: 24 hours

Class: Bard, dragon herald, wizard

You touch a willing creature, and a rune appears behind its head. When you cast this spell, choose one spell you know of 3rd level or lower to assign to the rune. For the duration, the target can cast the assigned spell a number of times equal to your spellcasting ability modifier, using its Intelligence as the spellcasting ability. When all uses are expended, the spell ends and the rune disappears.

Jade Forces

7th-level conjuration, weaving (ritual, K'aab)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (500 gp worth of jade and a piece of Kaabstone, which the spell consumes)

Duration: 10 minutes

Class: Druid, sorcerer, wizard

Three Medium jade statues of soldiers appear within range in spots of your choosing. The statues must be within at least 30 feet of one another. Each statue has an AC of 17 and 25 hit points and is immune to psychic damage.



You and up to 12 of your allies make all attack rolls and saving throws with advantage when within 10 feet of a statue. In addition, when you are within 10 feet of a statue, you can divert up to 25 points of damage you would take from an attack to the statue. When a statue is reduced to 0 hit points, it crumbles into rubble and offers no more protection. When all the statues are destroyed, the spell ends.

If this spell is cast as a ritual, the statues remain for up to 24 hours.

At Higher Levels. When you cast this spell using a 9th-level spell slot, the number of soldier statues increases to five.

Kel-Teoti's Arcane Focalizer

3rd-level enchantment (K'aab)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a Kaabstone figurine of a hedgehog)

Duration: 1 minute

Class: Bard, druid, sorcerer, wizard

You choose a willing target you can see within range. For the duration, the target is surrounded by a greenish gold aura and has advantage on Constitution saving throws made to maintain concentration.

Life Leeching

4th-level necromancy, rune (Id)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a handful of flower buds)

Duration: Instantaneous

Class: Bard, dragon herald, wizard

You scribe a rune in the air in front of you, and a beam of sickly light shoots toward a creature you can see within range. The target must succeed on a Constitution saving throw or take 1d8 necrotic damage and have its hit point maximum reduced by the same amount, and you gain the same number of temporary hit points. The reduction to the target's hit point maximum lasts until it finishes a long rest.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the damage by 1d8 for each slot level above 4th.

Mass Dispel Magic

6th-level abjuration (Null)
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous
Class: Bard, cleric, druid, paladin, sorcerer, warlock, wizard
A wave of Null energy bursts from you in a 60-foot-radius sphere. Any magical effect or spell of 6th level or lower on a creature or object in the area ends. For each spell of 7th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. If you succeed on the check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you automatically end effects of a spell in the area if the spell's level is equal to or less than the level of the spell slot you used.

Panopticon

7th-level divination, Null (ritual)
Casting Time: 1action
Range: 30 feet
Components: V, S
Duration: 1 hour
Class: Bard, cleric, druid, sorcerer, warlock, wizard
You summon a massive eye of void-like darkness that hovers up to 20 feet above your head for the duration. When you cast this spell, you designate up to 6 willing creatures within range. For the duration, each creature you designate has advantage on attack rolls, saving throws, and ability checks as long as it is within 60 feet of you.

When the spell ends, each creature that benefited from this spell suffers 1 level of exhaustion and 1 permanent Null corruption point.

Pneumonic Flood

7th-level evocation, blood (Id)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a dose of awakened blood, which the spell consumes)
Duration: Instantaneous
Class: Blood sorcerer, wizard
You command a target's blood to fill its lungs. Make a melee spell attack. On a hit, the target must succeed on a Constitution saving throw or take 5d10 necrotic damage and immediately begin suffocating. The target can repeat the saving throw at the end of each of its turns, ending the suffocation effect on a success.

Power Word Strike

3rd-level enchantment (Id)
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous
Class: Bard, dragon herald, sorcerer, wizard
You speak a word of power that causes one creature you can see within range to lash out at a nearby target. If the creature has 75 hit points or less, it immediately uses its reaction to make a melee or ranged attack against the nearest target. Otherwise, the spell has no effect on it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

Psychic Flare

Enchantment, Dreamshaping cantrip (Fai)
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous
Class: Bard, sorcerer, warlock, wizard
You hurl a burst of intense emotions into the mind of one creature you can see within range. The target must succeed on a Wisdom saving throw or take 1d8 psychic damage and have disadvantage on the next attack roll it makes before the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Raise Corpse Cluster

3rd-level necromancy, Null
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 24 hours
Class: Bard, cleric, dragon herald, druid, paladin, ranger, sorcerer, warlock, wizard
Three or more corpses you target within range are drawn together to form a corpse cluster under your control in an unoccupied spot of your choice within range.

As a bonus action on each of your turns, you can mentally command the corpse cluster if it is within 120 feet of you. You decide what action the corpse cluster will take and where it will move during its next turn, or you can issue a general command, such as to attack a creature or guard a corridor. If you issue no commands, the corpse cluster only defends itself against hostile creatures. Once given an order, the corpse cluster continues to follow it until its task is complete.

The corpse cluster is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the corpse cluster for another 24 hours, you must cast this spell on it before the current 24-hour period ends. This use of the spell reasserts your control over the corpse cluster you have already animated, rather than creating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can animate one additional corpse cluster for each slot level above 3rd, provided you have enough corpses.

Regenerative Carapace

3rd-level transmutation (K'aab)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bard, druid, ranger, sorcerer, wizard

You touch a willing creature within range. Its skin becomes hard, encasing them in a thick carapace. For the duration, the target has a +5 bonus to its AC, its movement speed is halved, and it can use its action to heal a number of hit points equal to 1d4 + your spellcasting modifier.



Rend the Veil

9th-level conjuration, Null (ritual)
Casting Time: 1 action
Range: 500 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bard, cleric, druid, sorcerer, warlock, wizard

You tear open a void-like portal at a point you can see within range, allowing the Null entry into the world. When you cast the spell, each non-Null creature within 30 feet of the portal must make a Constitution saving throw, taking 6d6 necrotic damage and suffering 1 permanent Null corruption point on a failed save, or taking half as much damage and not suffering Null corruption on a successful one. Each creature that starts its turn within 30 feet of the portal must repeat the saving throw.

Each round you maintain concentration, at the start of each of your turns, the radius of the spell increases by 10 feet, to a maximum of 120 feet. Additionally, hostile Null creatures begin to pour forth from the portal on each subsequent round.

Rounds 2–4. 1d4 **voidworms** emerge.
Rounds 5–7. 1d4 **voidworms** and 1d6 nullborn emerge.
Round 8. 1 **nullborn avatar** emerges.
Rounds 9–10. 3d6 **nullborn** emerge.

When the spell ends, the portal closes, but any Null creatures that emerged remain.

Reopen Scars

1st-level evocation, blood (Id)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Class: Druid, sorcerer, warlock, wizard

You focus on a creature you can see within range whose current hit points are less than its hit point maximum. The target must make a Constitution saving throw, taking 2d8 necrotic damage on a failed save, or half as much damage on a successful one.

Additionally, if the target fails its saving throw, you can draw a vial of its blood to you, as long as you have an empty vial to contain it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Roaring Geysers

7th-level evocation, weaving (K'aab)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a loadstone)
Duration: Instantaneous
Class: Bard, druid, sorcerer, wizard
A sulfur and stone geyser erupts from the ground in a 10-foot-radius, 40-foot-high cylinder centered on a point you choose within range. The area becomes difficult terrain. Each creature in the area must make a Dexterity saving throw, taking 6d8 fire damage and 4d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

Runemark

1st-level divination, rune (ritual, Fai)
Casting Time: 10 minutes
Range: Touch
Components: S, M (alchemical powder and ink worth at least 100 gp)
Duration: 8 hours, or until dispelled
Class: Bard, cleric, dragon herald, druid, ranger, sorcerer, wizard
You mark a willing creature with a rune. For the duration, you can communicate telepathically with the target as long as it is within sight. Additionally, you can sense which direction the target is in if it is within 25 miles of you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can mark one additional creature for every spell slot above 1st.

Sanguine Tether

2nd-level necromancy, blood (Id)
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Sorcerer, warlock, wizard
You magically pull a 10-foot-long line of blood from a creature you can see within range. The target takes 2d6 necrotic damage and must make a Constitution saving throw. On a failed save, the creature is tethered with one end of the line of blood locked in its body while the other end is affixed to a point you choose within 10 feet of the target.

A tethered creature can't move more than 10 feet from the point where the tether is affixed until either the spell ends or the blood tether is destroyed (AC 10, hp 10). Each time the blood tether takes damage, the tethered creature also takes the same damage.



Shape Momentum

3rd-level evocation (K'aab)
Casting Time: 1 reaction
Range: 60 feet
Components: S, M
Duration: Instantaneous
Class: Bard, wizard
When a creature misses with a ranged attack against a target within range, you can adjust the projectile's trajectory to help them hit the intended target. Make a ranged spell attack against the same target. On a hit, the original attack hits.





Shattered Ground

6th-level evocation, weaving (K'aab)
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a sledgehammer and 300 gp worth of amber)
Duration: Concentration, up to 1 minute
Class: Sorcerer, wizard
Choose a spot within range. The ground in a 20-foot-radius sphere erupts and showers the area with white-hot amber. Each creature in the area must make a Dexterity saving throw, taking 4d10 piercing damage and 4d10 fire damage on a failed save, or half as much damage on a successful one.

For the duration, the area becomes difficult terrain. Each creature that begins its turn in the area must succeed on a Constitution saving throw or take 3d8 fire damage.

Static Charge

3rd-level transmutation (K'aab)
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a piece of coral)
Duration: 1 minute
Class: Druid, wizard
You touch a melee weapon and imbue it with electricity. For the duration, the weapon has a reach of 15 feet and deals an additional 2d6 lightning damage. If this spell is cast underwater, the additional damage increases to 2d10 lightning damage.

Stone Footing

4th-level transmutation, weaving (K'aab)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (stone trinket in the shape of a foghorn bull)
Duration: 1 minute
Class: Druid, wizard
Choose a creature you can see within range. For the duration, the target has tremorsense up to 30 feet and cannot be knocked prone.

Sucking Void

1st-level conjuration, Null
Casting Time: 1 action
Range: 90 feet
Components: S
Duration: Instantaneous
Class: Bard, cleric, dragon herald, druid, paladin, ranger, sorcerer, warlock, wizard
You conjure a 5-foot-diameter sphere of nothingness in an unoccupied space you can see within range. Each creature within 20 feet of the sphere must make a Strength saving throw. On a failed save, the creature is pulled 10 feet directly toward the sphere and takes 1d10 cold damage and 1d10 necrotic damage. On a successful save, it takes half as much damage and is not pulled toward the sphere.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold and necrotic damage both increase by 1d10 for each slot level above 1st.



System Shock

4th-level necromancy, blood (Id)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a vial of blood)
Duration: Instantaneous
Class: Cleric, paladin, sorcerer, warlock, wizard

You channel disrupting energy into the nervous system of a target you can see within range. The target must succeed on a Constitution saving throw or take 10d6 necrotic damage and be stunned until the end of its next turn.

Tána Whispers

1st-level divination (K'aab)
Casting Time: 1 action
Range: Self
Components: V, S, M (a makaab stone)
Duration: Instantaneous
Class: Cleric, druid, ranger

When you cast this spell, you can ask a question about the area in your immediate vicinity, gaining the answer by understanding the signs of nature: the sound of insects, movements of animals, the creaking of the trees, etc. The question can be about events in the spell's area within the

Summon Feydh

6th-level conjuration, Dreamshaping (Fai)
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a single hair from a Feydh creature)
Duration: Concentration, up to 1 hour
Class: Bard, sorcerer, warlock, wizard

You summon a Feydh creature from the Dreamspace with a challenge rating of 6 or lower, which appears in an unoccupied space you can see within range. The creature returns to the Dreamspace when it drops to 0 hit points or when the spell ends.

The Feydh creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures but otherwise takes no actions.

Meddling with the Dreamspace can draw unwanted attention. When you cast this spell, roll 1d100. On a 1, instead of whatever creature you were attempting to summon, a Fell knight appears and is hostile toward you. If you have already cast this spell in the past 24 hours, the die for this roll is a d20 instead.



past day, about creatures in the area or ones that have passed through it, about the weather, or about other circumstances. The GM gives you a correct answer as interpreted through the environment around you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can ask one additional question per slot level above 1st.

Vaala Infusion

1st-level transmutation (any aspect)
Casting Time: 1 action
Range: Self
Components: S
Duration: Instantaneous
Class: Bard, dragon herald, sorcerer

By expending arcane power, you can replenish your pool of Vaala. You regain 2 Vaala points, up to your Vaala point maximum. This spell can't be cast with Vaala points, though you can still use points to augment it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you regain a number of Vaala points equal to twice the level of the spell slot used, up to your Vaala point maximum.

Vtesh's Might

4th-level transmutation, rune (Fai)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of brimstone)
Duration: 1 minute
Class: Cleric, dragon herald, paladin

You inscribe an amber rune on a weapon. For the duration, attack rolls made with that weapon score a critical hit on a d20 roll of 19 or 20.

Weave Vegetation

3rd-level conjuration, weaving (ritual, K'aab)
Casting Time: 1 action
Range: 120 feet
Components: S, M (a leaf clipping)
Duration: Until dispelled
Class: Druid, wizard

Vines and saplings grow at a point you can see within range, twining and weaving into the shape of your choice. When you cast this spell, you can designate the shape the plants take.

As a bonus action, you can dispel the structure, causing it to crumble into ash.

Wall. A wall of vegetation grows out of a solid surface. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or form the wall into the perimeter of a circle that has a diameter of up to 20 feet and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

A creature can move through the wall slowly. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement.

Bridge. You form a bridge of twisting vines. The bridge can be up to 60 feet long, 10 feet wide, and 5 feet thick, but it must be anchored to a solid surface at both ends. It can hold up to 1,000 lbs.

Trellis. You form a thin, easily climbable trellis of vines, anchored at a point you can see within range. The trellis can be up to 120 feet tall, 10 feet wide, and 2 feet thick, but it must be anchored to a solid surface at both ends. It can hold up to 500 lbs.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can double the length, width, or thickness of any of the above structures for each slot level above 3rd. Doubling the thickness of the bridge or trellis triples its weight limit.

Wind Web

2nd-level conjuration, weaving (K'aab)
Casting Time: 1 action
Range: 120 feet
Components: V, M (a feather and a strand of spider silk)
Duration: 1 hour
Class: Druid, ranger, wizard

You suspend an invisible web of wind in a flat circle with a 20-foot radius at a spot you can see within range. The web remains in the spot for the duration or until a creature enters the web's space. Any projectiles fired at the web are deflected upward and automatically miss. Large objects such as boulders are unaffected by the web.



When a Large or smaller creature enters the web's space for the first time, it must succeed on a Dexterity saving throw or be grappled and restrained as the web wraps around them and comes free from its spot. A grappled creature can repeat the saving throw at the end of each of its turns, escaping the web on a success.

Huge or larger creatures are unaffected by the web. If a creature of this size enters the web's space, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration extends to 8 hours.

Witness

5th-level enchantment, Null
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute
Class: Bard, cleric, dragon herald, druid, paladin, ranger, sorcerer, warlock, wizard

You choose a creature you can see within range and fill its mind with terrifying visions of the Null. The target must succeed on a Wisdom saving throw or suffer one level of exhaustion and become frightened of all creatures for the duration. An affected creature can repeat the saving throw at the end of each of its turns, ending the frightened effect on a success.

If the spell lasts for 1 minute, the target suffers 1 permanent Null corruption point.

Wingward

2nd-level abjuration (K'aab)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute
Class: Cleric, druid, ranger, wizard

This spell wards a willing creature you touch. For the duration, the creature can't be targeted by spells of 3rd level or lower that inhibit or reduce its flying speed.

Wretched Arcanum

4th-level transmutation, Null
Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of ash from a funeral pyre)
Duration: 1 minute
Class: Bard, cleric, dragon herald, druid, paladin, ranger, sorcerer, warlock, wizard

You become filled with the roaring might of the Null. The next time you cast a spell before the duration ends, it deals twice as much damage, and this spell ends.

Yahum Lift

3rd-level transmutation (Fai)
Casting Time: 1 action
Range: Touch
Components: V, S, M (a jawahm crystal shard)
Duration: Concentration, up to 1 hour
Class: Bard, ranger, sorcerer, warlock

You touch an unattached rock or slab of stone of Medium or smaller size, causing it to float up to 10 feet off the ground. For the duration, it can hold up to 300 lbs., and it obeys your mental commands, moving at a fly speed of 40 feet. If the weight on the stone exceeds 300 lbs., the stone descends at a rate of 60 feet per round until it reaches the ground or the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can make one additional stone float per slot level above 3rd.







CHAPTER 6: THE WORLD OF DRAGONBOND

Rhaava is a world of magic and adventure, filled with monsters, outlandish realms, and powerful forces. It is a world of constant change and upheaval. Immortal spirits yet roam the world hand-in-hand with mortals, many of whom retain some of the power they inherited from their Protogon forebears.

Most of Rhaava's important figures and stories come from the continent of Valerna, its largest and most populous landmass. Here, out of the many ancient tribes that roamed these once-primal lands, nearly a dozen realms have coalesced and risen above the rest, forming the most powerful nations of the world. Some came about through the tireless work of tribal alliances, while others grew from the ruins of their even mightier ancestors.

Valerna is a land carved by the destruction of the Protogons that first shaped the world and the ancient magical wars that followed, leaving behind incredible landscapes—deserts with floating crystals, forests dreamed into existence, and swamps made of the blood of living creatures—all of which share space uneasily with mortal settlements. In such places, both high adventure and danger can be found in every corner, from the threat of otherworldly creatures, from lingering supernatural curses of bygone ages, or from the gleaming blades of ruthless assassins and sell-swords. The threat of dragons—once limited to a single incursion every 27 years—is now ever present, and great wyrms descend regularly from the Red Moon of Drakha to feast upon the magical essence of mortals. Here, the earth-shattering clash of arcane forces is an everyday occurrence.

Yet it is the dragons—the world's greatest threat—that are also, in part, responsible for its greatest salvation. Thanks to the mysterious power of the Dragonbond, mighty heroes have risen across Valerna, who alone have the power to join with the wyrms to stand against their own, and against worse things still—foes from within and without the world of mortals.

In The Beginning...

The world of Rhaava is a mighty, primal world, the creation of which dates back only a few millennia. Born not by the hands of gods but by the very manifestation of Vaala, it is a world in constant motion, where empires rise and fall as part of the natural order, where destruction makes way for regrowth, and where magic is a way of life.

The Age of Protogons

Rhaava was at first populated only by powerful immortals, and the first among these were the Protogons. These colossal beings of immeasurable power bestrode the world with neither design nor desire. Vaala had given them sentience, and they knew only that they were the force that would set things in motion and that that motion would give birth to something new. Where the mighty Protogons trod, new life would form from the fabric of reality while lesser things shriveled and died. The very presence of a Protogon created change in the world. This was their nature, to embody the will of Vaala. Some Protogons had a greater sense of self than others and even gave themselves names. Kadmos, the Primordial Dragon, was among these. Kadmos questioned the Unwritten Rule—the only rule of existence—that the Protogons must not create others like themselves. After all, if the very essence of Vaala is change, momentum, and potential, surely bringing more Protogons into the world could only create greater potential. Unique amongst their kind, Kadmos examined their own existence and began to desire more.

The Age of Dragons

From the start, Kadmos had a curious mind. They wondered about the past and the future, about the secrets of Vaala. The First Dragon understood that the way of Vaala was a cycle of change, that all creation was an act of repetition. These things and more did Kadmos ponder until they became consumed by questions, and in turn the questions became justifications for breaking the rule. And thus, did the First Dragon replicate themselves, creating beings that were not lesser to Kadmos but equal to them, equal to the Protogons. They named these new beings dragons, and through them Kadmos's powers multiplied a hundredfold.

Appalled at Kadmos's disregard for the natural order, the Protogons waged war on the dragons. It was a long and costly conflict. Thousands of Kadmos's progeny were slaughtered, and even Protogons fell in battle, proving that the first beings could indeed be killed. Sobered by this realization, the Protogons united their powers and exiled all dragons, Kadmos included, to Drakha, the distant Red Moon. This act of banishment not only tore the dragons from Rhaava but severed their ties with Vaala. This unthinkable punishment became known as Kadmos's Curse, for it made the Primordial Dragon and its progeny less than Protogons. Without Vaala to twist and change and remake all around them, the dragons were doomed to grow old and die.

Though crippled by the Protogons' curse, Kadmos was not so easily defeated. During the final battle, even as Kadmos was cast from the surface of Rhaava, the Primordial Dragon tore out their own eye and placed it in the night sky. The Eye of Kadmos, now fixed among the stars, became a great celestial rift—a pathway between Rhaava and Drakha. Every twenty-seven years, the Eye blinks, and through it the dragons make incursions into the world to sate themselves on Vaala. Thus, a new balance of sorts was reached, with dragons making desperate forays into the world to drink of Vaala, prolonging their lives, but ultimately being doomed to return to confinement upon the Red Moon, where they would be forced to remain for all time.

Vaala

Vaala is a primal force that exists within all things, its strands connecting everything from stardust to seedlings, from the tiniest insect to the mightiest dragon. It is a force of change and perpetual motion, an energy that some might call magic but that the very wise would call potential. Vaala cannot be destroyed, but it can be transformed through action, the ebb and flow of Vaala shifting with every conscious deed. The more extreme the action, the greater the transformation, but there always must be change.

Vaala has three aspects. These are the three paths to truth, for those with eyes to see:

Fai, the Dream, which holds imagination and creativity.

K'aab, the Source, which guides life and death.

Id, the Will, which begets power and transformation.

The people of Valerna instinctively know how to manipulate Vaala in subtle ways through these aspects, yet the very wise might harness its power to instigate growth, renewal, or destruction. Through their embodiment of the aspects of Vaala, a sorcerer might wield powers terrible to behold. And yet no such magic is considered good or evil; magic is simply the acceleration of inevitable change. As surely as the cosmos must remain in motion, all things must change.

The Age of Mortals

The Protogons never fully recovered from the war against the dragons, and as their powers diminished, the mortal peoples of Rhaava, who had for so long existed only as the vagaries of the Protogons' powers had allowed, began to flourish, becoming wiser and more resourceful with every passing era. Already, the snake-like boaab and other saurians had gained footholds across Rhaava. But so too rose the ellari, masters of invention and creation, and the godao, lovers of order and crafts. Much later came the auna—the builders—whose toil and industry slowly began to tame the land. Seeing Rhaava transformed, an unnamed Protogon harnessed the Vaala to create the droda, a long-lived people tasked with protecting the earth and stone.

As the auna spread, they grew independent of the Protogons and developed language and culture of their own. They called themselves human, and they renamed

all the noble peoples, beasts, and plants of the world in their own tongues. Therefore, the ellari became known as elves, the godao were gnomes, and the droda were dwarves. These peoples spread across Rhaava to find purpose of their own. Their will was strong, their dreams vast, and Vaala followed in their steps. And as they inherited Rhaava, the Protogons diminished further still, not painfully but willingly, for they saw their role as complete. Some were transformed into new and unexpected forms, while others faded from history completely.

The mortals, it seemed, would have to find their own way in the world. The mortals fought among themselves, for they were different, and difference breeds conflict. The ellari wanted the godao to join their dance. The godao wanted their caves and tunnels to be barred to outsiders. And the humans always wanted more territory and resources. All this led to war, but war cannot last forever. The ellari learned to stand clear of godao labyrinths, and the first human tribes learned to respect the boundaries of the droda. And so it went, until at last there was peace.

But peace, like war, never lasts.

The Reckoning of Years

Most of the great realms of Valerna count the passage of time in their own fashion, but it is the Náhuinn sages, with their art of numbercraft, or *ixabac*, who have reckoned the beginning and ending of the great eras since the dawn of time. Their calendar is difficult for outsiders to comprehend, as it breaks down time into cycles of 52 days and 52 years, originating with the destruction of the Protogons, which scholars call the First Year. The dates listed here are thus derived from that calendar but presented in a fashion that mortals of other realms might understand. The ixabac scholars were the first to record the sum total of their knowledge of history as a single, continuous line counting back and forward from "zero." Other peoples tend to divide their calendars into annals or ages, based on significant events in their own realm, and thus opinion differs on the true start point of Valerna's history. For example, Year One of the Tyverian calendar begins when Blood Empress Tyveris sat the throne for the first time.



Timeline

All dates are based on the Náhuinn calendar.

Age of the Protogons

(Dates are approximate)

Unknown	*Sages argue still over the age of Rhaava. Some say the world is very young, perhaps only hundreds of thousands of years old. Some say it existed for millions of years before Vaala birthed the Protogons. All agree that for countless millennia, the world was a shifting, changing, chaotic place.*
ca. –52,000	*Kadmos creates more of their kind. Protogons war with Kadmos, and Kadmos is exiled to the Red moon, resulting in the formation of the Eye of Kadmos.*

Age of Mortals

ca. –18,000	*Mortal peoples start to appear, beginning with the saurians.*
ca. –15,000	*Formation of the great saurian kingdoms under the Scaled League.*
ca. –9000	*The Ellari Kingdoms are established.*
ca. –6000	*Human tribes are encountered across Valerna.*
ca. –5000	*Control of the Scaled League moves to the League of Snakefolk. They conquer most of their rivals and become the predominant mortal realm.*
-1620	*The first Dragonbonded appear. (This is the first event in history whose date is fully agreed upon by ixabac sages.)*

Age of Heroes

1	*Dragons and the Dragonbonded wage war on the Protogons. The Protogons are destroyed.*
100	*The deaths of the Protogons had created vast, tunneling craters across the world, which begin to form the Hollowdepths.*
270	*War between humans and snakefolk. The human warlord Altan founds the Altanesi Empire.*
557	*War between the Altanesi and orcs. The Altanesi Empire begins to fracture as other realms see Altan's treatment of the orcs as unjust. In a great devastation that the obakkar now call the Lessening, the orc peoples are scattered across Valerna, forming the distinct cultures seen today.*
572	*The Nahuac Coalition begins to form—a rough collective of tribes with common purpose.*
675–78	*The Altanesi war with an elven alliance; Altan is slain by the sorceress Inyse, prompting the fall of the Altanesi Empire. Humans push north, fighting against or settling with various other peoples.*
832	*The Dragonbonded ellari, Ennai, unwittingly triggers the Dreambleed, a cataclysmic magical event that wreaks devastation across Valerna, and sunders the Ellari kingdoms.*
840	*The Dragonbonded Covenant is formed as a way for Valerna's mightiest heroes to start fixing the world's problems rather than advancing personal interests. The Fell Courts are encountered for the first time.*
844	*The first daimoi appear in the Hollowdepths.*
866	*The Great Birthstone of the Nwoda rises in Enkhara, now sometimes known as the Jeweled Desert.*
900	*A group of individualistic Dragonbonded form a secret cabal, and write what they call the "Manifest", in stark response to the Covenant.*

Age of the Covenant

1001	*The Golden Age begins. The temple of Ret Sajuut is founded by the Dragonbonded Covenant in the Primalian Mountains.*
2949–89	*In response to the greatest dragon incursion ever seen, the Covenant decrees that it will take the fight to the dragons, and end the attacks once and for all – thus begins the great war against Drakha.*
2999	*A cabal of Dragonbonded ellari use their dream-shaping to seek an ultimate weapon from beyond Rhaava. They are slain in the attempt, and the deaths of their bonded dragons bring a Null titan into the world.*
3060	*The pirate captain Tyveris forms an alliance with the warlord Radjek, and begins her conquest of the Easterlands.*
3068–70	*The First Null War, ending with the formation of the Great Seals. It is over a thousand years before any new dragonbonds are formed.*
3070-80	*Rise of the Great Northern Realms (Allaria, Nahuac, Tyveria, Ysval), forged by the victors of the Null War. Nahuac becomes custodian of the seals and begins construction of three great temples to protect them.*
3084	*The prophet Galadyn arrives in Ysval.*
ca. 3099	*First known reference to the Eliadu, the Allarian book of laws. The Allarian feydh-hunters band together and formalize their order of warden lodges.*
3125–29	*Wars are waged between Ysval and Tyveria, and the city of Kara Tibor falls. Tyveria initiates the Blood Geas.*

3130–31	*The Nwoda descend into civil war, and the Zumari clan relocates to Tyveria. The sphinxes awaken.*
3362	*Blood Empress Tyveris dies, and with that, the Dragonbonded Covenant is formally ended.*

Age of War

ca. 3500	*The vast, fertile "shields" of Enkhara attract the shaba watu to their gemstone forests – other disparate settlers from leagues around flock to these oases to found new settlements.*
3504	*A group of dispossessed ellari seek to join the Nahuac Coalition but betray their hosts, instead stealing a hoard of Source slabs for their experiments. The ellari flee the vengeance of the Nahuinn and establish the Arkane Dominion far in the northwest.*
ca. 3700	*The Scourge Triumvirate forms in the south, and the djaat are freed.*
3700	*The Grand Guild rises to prominence in Allaria, gaining representation in the senate.*
3750–58	*The first great war between Allaria and Nahuac is waged.*
3812	*The first Shield City of Enkhara is completed, and the mysterious Witnesses take up the mantle of rulers and lawmakers.*
4056–57	*The Dragonbond returns. The Eye of Kadmos is forced open. The Second Null War begins. The Sikari reveal their strength to the world.*
4057	*Nefali is defeated. Adrael claims the Blood of Tyveris. Elyse is crowned Dragon Queen of Allaria. The Raven Knights leave Ysval and go into exile.*
4058	*Adrael's twin sister, Varanna, is sent to the City of Crimson Spires, becoming de facto head of the Crimson Hawks.*

Age of Endless Sagas

4060	*Oryan breaks the Blood Geas. The existence of the realm of Gellanor becomes known.*
4060–63	*The War of the North is waged between Ysval, Gellanor and Tyveria. During the turmoil, House Draavia founds a new settlement on the Cursed Coast. Ochilite ore is discovered.*
4064	*Oryan restores the temple of Ret Sajuut and founds the new Dragonbonded Covenant.*
4065	*Daar Altan begins to reforge the Altanesi kingdoms as the Altanesi Ascendancy.*



The Dragonbond



In the first centuries of the Age of Mortals, dubbed by some to be the Primal Age, life was a struggle. A few Protogons still walked the world, absentmindedly bringing devastation in their wake. The saurians, a line of mortals born after Kadmos's curse, became powerful, subjugating other peoples in preparation for incursions by their draconic masters every twentyseven years. When the dragons came, they wrought utter destruction and returned to the Red Moon with slaves picked from the strongest and wisest mortals they could find. Those left behind fought among themselves for scant resources in an endless war for survival.

All of that changed with the rise of the Dragonbonded.

A Dragonbonded is a dual being: a dragon and a mortal, bound together. The first occurred eons ago, and accounts of how it transpired conflict. The bestknown story recounts how the dragon Abraxas fought a Protogon and found unlikely aid in the form of the elven wizard Teryane. Other sources claim Teryane fell in love with Abraxas while the dragon had taken elven shape, and their bond was a kind of marriage. Some versions of the legend suggest Teryane and Abraxas were both devoured by a Protogon and, having fought their way out from the inside, were forever changed by the primal Vaala within the towering immortal. Whatever the truth, this first bond was unstable, requiring Teryane and Abraxas to seek out Kadmos so that the Primordial Dragon could cement the magic of their union. Soon afterward, other Dragonbonded appeared throughout the world whenever a mortal of great prowess would acknowledge a dragon as something other than monstrous and whenever the dragon, in kind, would see the mortal as something more than prey. In this instant, if the circumstances were right, the two would form a bond that transcended life and death and would became two hearts beating as one. The mortal partner is gifted a dragon's power, and the dragon receives a connection to Vaala that their kind has not enjoyed since Kadmos's Curse. But the power involved is often too much to endure, requiring a pilgrimage to a sacred temple, or even to the Red Moon itself, to stabilize the magic, lest the bond kill the bonded. Together, these dragons and mortals rose up against the Protogons themselves. The ensuing centuries saw a long, three-sided battle between the dragons of the Red Moon, mortal armies led by Dragonbonded heroes, and the few remaining Protogons. And the Protogons lost.



The Null

Beyond Vaala, beyond magic, is the Null.

The Null is nothing. It is the absence of drive, of magic, of being. It is the force of not-being, the great denier of will, the infinite silence after the noise of existence. If Vaala is potential, the Null is stagnation: two forces, in total opposition and, yet, intrinsically linked.

The Null is a state beyond states, an experience beyond experiences, and as such, cannot exist in the material universe. Or so it was believed. When some of the first Dragonbonded sought to harness raw Vaala, without the limitations of mortal intentions and perceptions, they inadvertently created a manifestation of the Null in the material world. The Null took physical forms, warped and debased, insults to Vaala. Misshapen, discolored masses of matter vaguely imitating flesh tore into the world from a place beyond, malformed tendrils grasping for solid matter, corrupting and infecting everything from air and water to flesh and blood. The Null spread across the world, the very antithesis of life on Rhaava. It was the greatest threat that reality had ever known…

The First Null War

The emergence of the Null divided the Dragonbonded. Some believed the Null could be harnessed as the ultimate weapon, protecting Rhaava from the predation of the dragons once and for all. Others believed the Null to be an abomination and forbade the use of Null magic entirely. When a contingent of the former group sacrificed themselves to bring forth more Nullborn entities into the world, Rhaava was consumed by a desperate war the likes of which had not been seen since dragons and Protogons had vied for supremacy.

Cities fell; kingdoms crumbled. With the great loss of life came a hopelessness that the Null might end all things. Ellari civilization was all but destroyed as the Null invaded their dreams, using their own Fai magic against them to birth ravening creatures into the world. All seemed lost.

But the remaining Dragonbonded rallied, uniting to face the darkness, the power of their bond the only surety against the Null-born monstrosities. As it was a sacrifice of the Dragonbonded that brought the Null into the world, so would a sacrifice return the Null to that lightless place whence it had come. The Dragonbonded used their powers to create three great seals, objects of immense power that would trap the Null in its empty void, closing the paths back to the material world forever. But such power comes at a price.

In Nahuac, a thousand willing volunteers swore fealty to the xibac necromancers, becoming the first deathless tribe. They severed themselves from Vaala, knowing that in doing so they embraced a fate worse than death. The xibac took this gift of Vaala, and with this power forged the first seal. Next, the blood sorceress Tyveris slew the love of her life, the Tyverian hero Mannai and his bonded dragon, Vystra, closing the second seal while condemning her line for all time with a blood curse. Finally, the Dragonbonded Arn Zai of Allaria, brother to Mannai, swore a binding oath that his people would protect the seals for eternity, an oath so powerful that it not only repelled the Null from the world, but somehow also ended the ritual bond between dragon and mortal.

From that day, Arn Zai became known as Qan Zai, the first Dragon King of Allaria, whose oath had saved the world but at great cost. But that which does not exist cannot truly be defeated. And beyond the seals, the Null endured, waiting for the day when the seals would be broken by the folly and petty ambitions of mortals…




Drakha
Northern Sea
The Northerlands
Gellanor League
Mouth of Mists
Galaseta
Sikaria
Palesion
Kaesto
Holy Alliance of Ysval
Fogwood
Dornat
Manmor
Arome
Vaden
Hy Esdan
Fort Mokdan
Frozen Waste
Sehir Tamur
The Frosthorn
Glass Mountains
Kara Lakhasi
Kara Matila
The Broken Range
City of Crimson Spires
Dukke
Ysval
Kaerkara
Elliana
Hazalis
The Bucentauri Wilderlands
Allaria
Longrange
Hydra Gate
Skythorns
Windwend
Fort Wailing
Allaria City
Riverglenn
Fort Lasting
The Westerlands
Fai Woods
The Cursed Coast
Fort Solace
Upper Primalian Range
Tyvajala Forest
Tyverian Empire
Ogerron Plains
Kara Vespida
Kara Valari
Taram Hills
Metran Chaos
The Easterlands
Sehir Aldam
Kara Trobeg
Wounded Peaks
Oriashi Jungles
Temple of the Covenant
Kara Gilpan
Amandin
Itzana
Huemino
Beentainn
Westwoods
Nahuwoods
Najeme
Agdaine
Hishcain
Clotmarshes
The Jagged Lands
Kara Sardeva
Valernian Sea
The Twins
Tlaminu
Nahuac Coalition
Cucainn
Ayolesn
Lower Primalian Range
The Bloodsalt
Shield Clans of Enkhara
Cipac Peninsula
Jadeward Peaks
The Jeweled Desert
Roaming Mountains
The Merenvar Peninsula
Gold Hills
Risen Altanesi Kingdoms
North Jade Islands
The Stormward Expanse
The Broken Kingdoms
The Lesser Unsailed
The Greater Unsailed
Goldgrass Plains
Magma Mountains
Ur Ubakk
Citadel Arab
South Jade Islands
The Scourge Triumvirate
Sanctuary
Tokhak
Hakanda
Citadel Kaananda
Citadel Yog
Lesser Yog
The Southorn
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Valerna

The Scarred Era

The fall of the Dragonbond was a turning point for Valerna. The sorceress Tyveris became Blood Empress of Tyveria after sacrificing her Dragonbonded lover, and the Nahuac Coalition was formalized to watch over the Great Seals. The Dragonbonded hero Zai Xi defeated two Nullborn in personal combat, thus becoming Qan Zai, the first Dragon King of Allaria. The last surviving Null cultists fled to the north, at last coming to their senses and denouncing the Null influence, founding the Holy Alliance of Ysval to atone for their part in the war.

Over the thousand years that followed, the four Great Northern Realms of Allaria, Tyveria, the Nahuac, and the Ysvalian Alliance, rose to dominate Valerna. They warred many times, jostling for prominence, yet stood united in their efforts against the dragons every 27 years.

It took centuries for the world to recover. Then three events took place that changed the history of Valerna yet again.

First, the Great Seals were broken by the plot of a powerful Null sorcerer, heralding not only the return of the Null, but the creation of the first new Dragonbonded for a millennium.

Second, the newly bonded traveled to Drakha to complete the bond, but refused to stay on the Red Moon while Valerna was in peril. Using forbidden magic, they forced open the eye of Kadmos, creating a permanent, if unstable, path between Drakha and Rhaava. This not only allowed their return but also permitted the boldest dragons to ignore the Curse of Kadmos for the first time in history and cross to Valerna at any time.

Finally, the Second Null War began, when a Null titan emerged from beyond the Great Seals and turned its might upon Nahuac. This war ended almost as soon as it began, as the new Dragonbonded, their draconic allies, and the armies of Nahuac stood strong against the tide of darkness. But in the aftermath, the Null still maintained a foothold in the world, alongside the now more frequent incursions by dragons. Valerna would never be the same again.

The Endless Sagas

Valerna is a place where nothing stays the same for long—through war, or sorcery, or incursions from beyond, or the machinations of mortals and immortals alike—there is always some new threat or some wondrous event with the potential to change the course of history. So tumultuous is this current era that some scholars have already taken to calling it the Age of Endless Sagas.

It has been thirty years since the four Dragonbonded emerged to face the Null, tearing the Eye of Kadmos in the process. Of them, Adrael and Elyse eschewed the laws of the ancient Dragonbonded, and became rulers of their own realms, each determined to bring about change for their people for very different reasons. The Náhuinn bonded, Eirándi, is now the greatest hero of Nahuac, though she refuses to either rule the Coalition or lead its armies, for her path is a solitary one. Only the Ysvalian, Oryan Yssan, seeks to restore balance to the world. Refounding the temple of Ret Sajuut, his new Dragonbonded Covenant grows in power each day, as new Dragonbonded appear across Valerna and make their way to his sanctuary.

The Four Great Northern Realms increasingly find themselves challenged for supremacy in Valerna. To the far north, Gellanor and Sikaria have proven several times that they are forces to be reckoned with, while to the south the Enkharans, the Scourge Triumvirate, and Risen Altanesi have been found to possess power and territory far in excess of what was previously believed. News reaches the ears of the wise about the emergence of a new power in what was once called the Broken Kingdoms, and the expansion of the mysterious Fell Courts that exist at once within and beyond the dreams of mortals. Meanwhile, discoveries of magical artefacts of great power have led to adventurers and mercenaries flocking to the contested lands of the Cursed Coast in droves.

Valerna now more than ever is a land of opportunity, where warlords, heroes and immortals strive to seize fortune and glory, and shape the world in their wake…

Realms of Valerna

Valerna is a diverse land of magic and wonder, war and hardship, adventure and treachery. The greatest civilizations of the known world exist here, realms formed from powerful coalitions. The story of Valerna is built upon the deeds of great heroes, and that story is still being woven. For in this land, the Dragonbonded first rose, and it is they who dictate the course of history to this day.

The following pages detail the main territories and borders in Valerna at the time of the Return of the Dragonbonded; these realms lead the cultural progress, political intrigues and military struggles across the continent.





Allaria

"Honor your dream."

The Dragon Kingdom of Allaria is one of the mightiest realms in Valerna, ruled by an ancestral dynasty of half-elven kings that base their power on a rigid system of laws, castes, and hierarchies. It is a marvelous realm of dualities, of artistry and rigid discipline. The realm contains the greatest spellcasters, artists, and inventors of Valerna, with a culture built upon the assumption that half-elves, called the allai (honor elves), are wiser than either elves or humans and are, therefore, uniquely suited to rule. Only recently have Allarians begun to challenge this dogma, leading to an ongoing, and sometimes violent, overhaul of their society.

The kingdom was born from an alliance between human states and the Ellari Kingdoms of the Westerlands. Tradition records that they joined forces to defeat a legendary hydra, now immortalized on the Allarian coat of arms. After the alliance, the greatest of the human hunters married ellari king, begetting the first half-elven line. The elves and humans who have followed in their footsteps

gave birth to the first generations of honor elves, making up Allaria's ruling class, who have controlled the kingdom ever since. By restricting rule to the allai, both the Ellari Kingdoms and the human warlords were held at bay, and Allaria grew stronger than both.

When the old Ellari Kingdoms were destroyed by a terrible magical cataclysm known as the Dreambleed, many of the ellari (silver elves) sought refuge in Allaria. The elves were increasingly discriminated against in their new home, becoming second-class citizens beneath the human and half-elf populace and still further beneath the imperious gaze of the ruling houses. Recently, the newly crowned Dragon Queen Elyse has overturned the old laws, granting equal rights to all citizens of Allaria, regardless of heritage. But old habits and festering enmities die hard. Despite the many social changes of Qan Elyse's reign, Allaria remains a proud realm, with ancestral institutions and deeply ingrained traditions that are not easily challenged. Its half-elves still behave like noble elites, and its recently freed castes struggle to find their place in a changing structure.

The Eliadu

Allaria remains a kingdom of honored tradition, virtuous nobility, strict rules, proud righteousness, and ancestral philosophy. Rich and poor alike are taught to respect the hierarchy of the Eliadu, the Sacred Law of the Realm. According to the Eliadu, social order is the cornerstone of Allaria's endurance, vital for the realm to function and for everyone to prosper. Although class differences are still pronounced, particularly in the largest cities, honor and law are so ingrained in Allarian culture that their society remains stable despite inequalities that a foreigner may perceive as injustice.

The Dreamless Treatment

Perhaps the best-known legacy of Allaria is also its most controversial practice. It's the dark consequence of a culture born of conflicting ideologies, but it's also what has led the kingdom to its current status as a world power. Called the Dreamless Treatment, this practice grew from the fear of the cataclysm that had so destroyed the silver elves' civilization. To avoid such a thing ever happening again, the first Dragon King of Allaria, Qan Zai, decreed that every silver elf in the kingdom must imbibe an alchemical formula daily to sever their ties to the Fai, effectively outlawing Dream magic across the realm.

Of course, such authoritarian measures only increased resentment of the ellari, who were blamed for the Dreambleed, and it was not until the Dragonbonded Qan Elyse rose to power centuries later that the Dreamless Treatment decree was repealed. The new Allarian motto, "Honor your dream," blends the high aspirations of the Eliadu with the right of every citizen to shape the world they desire in their minds and to make it a reality through honor and duty. Thus does Elyse seek to unite traditionalists and radicals under one banner, maintaining order while making restitution for centuries of injustice.

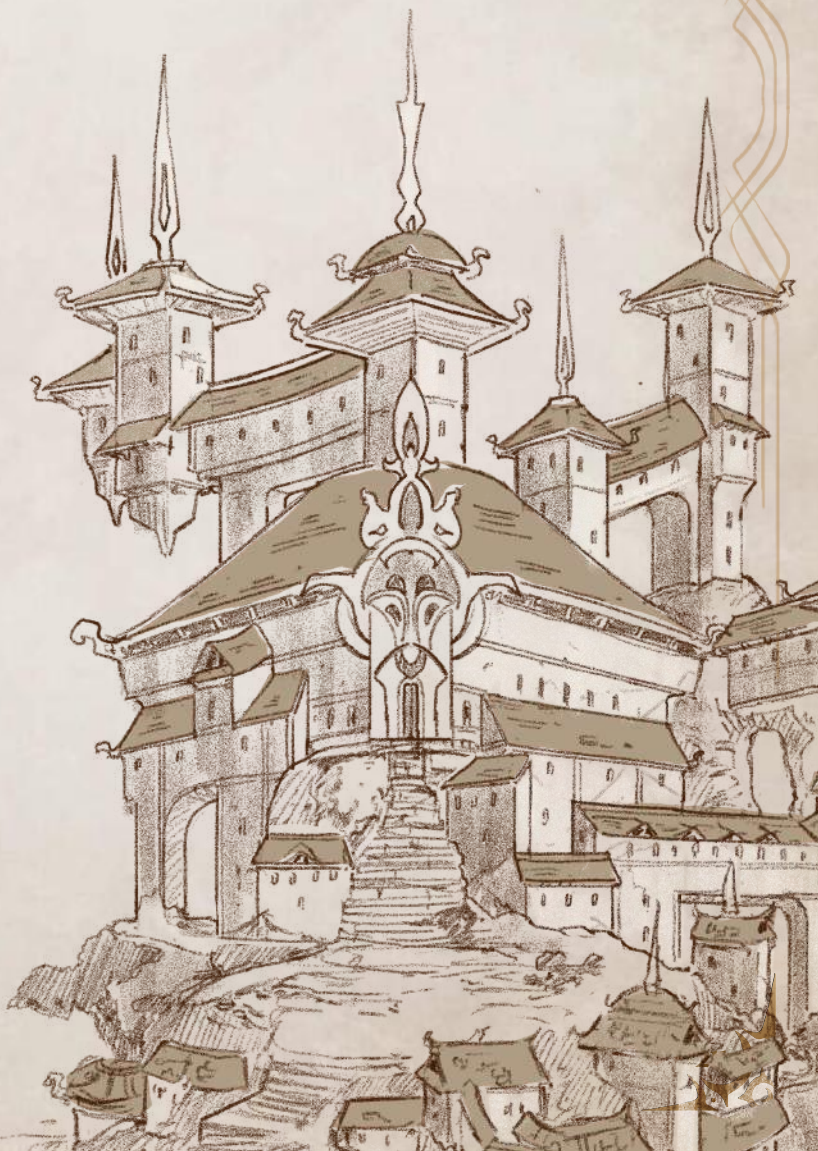
Armies of Allaria

The Allarian army is known for its elite training and unparalleled discipline. Its armies are often outnumbered but rarely outclassed. Allarian soldiers never break formation and focus on patience and on knowing when and where to strike, relying on elite, well-trained soldiers renowned for keeping their cool in battle.

The mainstay of an Allarian army is the Oathguard. These elite men-at-arms fight in well-drilled formations, excelling at defensive tactics and forming an impassable wall of steel against which wave after wave of enemy soldiers crash.

Supporting these doughty warriors are the qirin riders, specialist cavalry that use the qirin's intelligence to perform advanced maneuvers beyond the abilities of a regular mount. Alongside the qirin riders, bucentaur cavalry constitute the most fearsome element of the Allarian military. These mighty creatures more than compensate for their lack of discipline with their ferocity and zest for battle.

Since Qan Elyse ascended the throne, the armies of Allaria have included an increasing number of Dreamshapers amongst their ranks. Freed from the tyranny of the Dreamless Treatment, these combat wizards have learned to focus their connection with the Fai into a skillful art of warfare. Master strategists, Dreamshapers use their magic to transport Allarian units to where they are most needed or to confuse enemy troops with powerful illusions.





Tyveria

"Unleash your legacy."

At the center of Valerna lies the Blood Empire of Tyveria. As corrupt as it is powerful, Tyveria is the continent's political, cultural, and military core, and the only rival to Allaria for dominance over the other realms. Ruled over by the haughty, enigmatic maghyri, blood sorcerers with the vampiric ability to consume and manipulate the blood of other creatures, Tyveria is a conflicted empire of the greatest individual freedoms and the cruelest tyrannies. As the great maghyr houses rule the empire, their ennobled enforcers, the vampyri, control the majority human populace. Tyverians are famed for their ruthlessness, their thirst for power, and their disregard for what other peoples know as tact or diplomacy.

The Blood Empire was founded in the aftermath of war, when the great blood sorceress Tyveris gathered orc, human, and halfling tribes scattered throughout the land and forged them into an empire through strength, guile, and force of will. Though Tyveris's eponymous empire

outlasted her, it was weakened over the subsequent centuries thanks to the petty ambition and corruption of her successors. Despite its size and potential, it was only after centuries of stagnant, decadent despotism that the realm rose to its current glory when Adrael, a distant descendant of Tyveris, swept away the power held by the petty warlords and became Blood Emperor, turning the empire into a single force under his absolute control.

Tyveria's rise to dominance under Adrael's rule has been awe-inspiring, as rivals fell into line and swore fealty to him, and the self-indulgence of the Tyverian nobility was reforged into steely purpose. Nevertheless, the Blood Emperor's reforms have also bred enmity and resentment, and many would like to see Adrael's reign fail.

The Sanguine Legacy

In Tyveria, blood is power. Through blood sorcery, the maghyri imbue a blood tithe—preferably given willingly—with magical properties. This awakened blood is then used as currency, for its value to the ruling echelons of Tyverian society is immeasurable.

Such is the power of blood in Tyverian society that a maghyr's entire legacy–their deeds, magic, and will – permeates every drop of precious ichor within them. The more a maghyr imposes their will upon the world during their life, the stronger the imprint upon their blood. When a maghyr noble dies, their essence lives on in their blood, leaving their body in a shimmering cloud of red mist—the manifest embodiment of their power in life—which must be claimed by their surviving heirs by means of an intricate ritual. This sanguine legacy is passed on only to those who prove themselves worthy. The inheritor of such a great boon gains all the power of their forebears, strengthening their own bloodline so that each subsequent generation becomes more powerful than the last.

Not all maghyri succeed in claiming the sanguine legacy. Some even die during the ritual, understanding the true nature of their dark inheritance only at the very end. Only those who eschew humility and conduct the ritual with confidence and determination to bend the power to their own indomitable will, can be found worthy. Thus, the famed maghyr arrogance and callous disregard for tradition lives on through each generation.

There is a terrible side-effect to this sanguine legacy, however. The use of blood sorcery creates kadhah spirits, dark wraiths that stalk and harass the magic's wielder. Every maghyr has its own kadhah, which grows in strength and skill every time the maghyr uses their powers and lives on through their ancestral blood. Thus, each generation of maghyri breeds a stronger kadhah than the last, presenting an ever greater danger to their house. The maghyri see themselves as tragic heroes, cursed to be defeated by their own power. All maghyri live in certainty of their doom, and aspire to make their ultimate end as glorious as possible.

Armies of Tyveria

In battle, Tyverian armies are feared not for their skill and tactics but for their swift and relentless waves of attack. As halfling shevs disrupt and terrorize enemy lines with exploding flasks of poison gas, hordes of expendable troops are driven forward against the enemy, throwing themselves against shield walls without a thought for their own safety. The blood of the fallen only serves to empower the vampyr captains and maghyr sorcerers, increasing the army's strength the longer a battle rages.

The bulk of Tyverian infantry is formed of blooded soldiers, humans plucked from the hardest districts of the empire, or forged in the fires of the gladiatorial arenas, and trained to fight without fear. These troops are supported by hulking ogerrons, Tyverian orcs whose martial skill is as formidable as their brute strength.

Supporting the hordes of foot soldiers are some of the most fearsome cavalry in Valerna: vampyr warriors whose mounts are terrifying creatures mutated by blood magic and trained for war. Horrific skorpikons, giant Oriashi skorpikons, scuttle toward enemy lines, with poisoned stings and claws that can snap a person in twain. Overhead, the wasp-like vespidae swoop down upon their prey, disrupting enemy lines and sowing fear wherever they strike.





Nahuac

"Weave a worthy life."

The oldest realm of Valerna, Nahuac is a vast coalition of free states, finding commonality in their deep respect for nature, life, and death. The Náhuinn people believe in upholding their proud traditions, and they observe a philosophy of cooperation, working in harmony with each other and the forces of nature that surround them.

The humans of Nahuac are the oldest lineage in existence, tracing their forebears directly from the ancient Altanesi Empire. For this reason, the Náhuinn refer to themselves as Ándaidd (the First Free Ones). Indeed, Nahuac has survived two great ages of history and four major wars with its structures and institutions all but intact, and its people look to the past for lessons on how to face the future.

Nahuac is a land rich in diversity, with hills, mountains, thick forests, misty jungles, plains, roaring rivers, and arid deserts, all harboring a staggering array of life. Its northern border is marked by the Snaking Sea—the largest ocean

strait in Valerna. The people of Nahuac sustain themselves by hunting, foraging, fishing, and farming but never take from the land more than it can afford to give. Even Nahuac's cities are carefully constructed to be one with the land, growing almost organically out of the hills and jungles, their stepped pyramids rising majestically above lush gardens and winding rivers. The Náhuinn thrive through careful study of nature and a common philosophy based on respect for the land and the magic inherent in all things, living and nonliving. Despite its relative lack of industrial and economic development, Nahuac is one of the most powerful and prosperous nations in Valerna, with a simple yet unshakable culture and enviable magical and military might.

The Four Quarters

Nahuac's scattered peoples are distributed between four great nations, named Nahu Általid (the Four Quadrants), each with its own strong identity, culture, and practices adapted from the unique landscape around them. They are ruled by their own mahau (monarchs), who all have a voice in the fate of Nahuac.

Mígtal, the North Quarter: Bordering the Sea of Nahuac, Mígtal is the domain of the Nine Human States of the Coalition. It is a cold, dark land—a realm of strong magic and ancient knowledge. The Nine Lords of Death, the quarter's rulers, are powerful undead sorcerers and among the greatest wizards in Valerna.

The Mígtainn are regarded with mistrust because of their practice of xibac magic, which most other Náhuinn consider a perversion of Vaala. But the Nine Human States are as loyal and dedicated to the ideals of Náhuinn culture as anyone else, and they retain their place in the council despite a catalog of misunderstandings and conflicts with their more orthodox peers.

Ad'tal, the South Quarter: Located in the Cipác Peninsula, the lands of Ad'tal alternate between humid swamps, thick jungles, and barren wasteland. And the bendavee, the stoic lizardfolk of Nahuac, are equally at home in all of these territories.

The South Quarter contains seven states, spearheaded by the strongest bendavee tribes, known collectively as the Seven Thunders. These tribes contain the most ferocious warriors in Nahuac—the strong-arm of the realm's military.

Tlátal, the East Quarter: The largest and most powerful region of Nahuac, Tlátal is the domain of the Kaabac, so-called Source-gifted humans, whose attunement to Vaala enables them to take the form of beasts. Among Tlátal's states are the four Ocelinn Lordships, which oversee the lands of the jaguar people, plus the free states of the mun kisuut (bat-kin), maame (deer-kin), and cuhinn peoples (wolf-kin).

However, in a council of equals, the four ccelinn lords are more equal than others, and their voices always carry authority and command respect. The great city-state of Nahuacáinn, the unofficial capital of the Coalition, is one of the Ocelinn Lordships and the strongest state in Nahuac.

Iltal, the West Quarter: The oldest quarter of Nahuac, Iltal was settled when the early bendavee nations and those of the avian buunkun became independent states. Later, when the Altanesi Empire fell, the buunkun brought their human allies to the region, creating the Nahuac Coalition.

Iltal is a coastal region, windswept and mountainous, where the buunkun build their aeries, sanctum cities located far above the ground. The quarter contains thirteen states, the rulers of which, the Thirteen Flying Sages, serve as senior members of the Coalition, not as leaders but as mentors to the other rulers. While the Thirteen can't match the power of the ocelinn states, they more than make up for it with their wisdom, to which even the ocelinn bow. When disagreements arise within the Council of Speakers, it falls to the sages of Iltal to mediate and restore harmony.

Armies of The Nahuac Coalition

It is said that to fight the Náhuinn is to fight the very environment, and that is not far from the truth. At the behest of Nahuac's sorcerers, forests spring to life, rivers swell, the ground trembles, and the skies open. Where the armies of Nahuac march, nature itself marches also.

The bestial savagery of Nahuac is reflected by its disparate beast-kin regiments. Elite jaguar-like ocelinn launch assaults as swift as any cavalry, supported by rugged, iron-scaled bendavee warriors. Overhead the bat-like mun kisuut scout the lay of the land, while Buunkun sorcerers swoop across the field, incanting the makaab weave to turn nature itself against the foe.

And yet even these ferocious forces of nature often pale in comparison to the coteries of xibac sorcerers who march alongside them. These once-human necromancers are devious and underhanded, wielding the forbidden arts to weaken their targets or, even, raise the dead…





Ysval

"Kindle the light together."

A hardy, pious community, the Holy Alliance of Ysval is a light in the darkness of the snow-swept north. But this strong-hearted community had the darkest of beginnings. The youngest realm of Valerna, Ysval was formed only a few decades after the First Null War, when the defeated acolytes of the Null took refuge in the northern wilds. Their broken forces repented their dark ways, turning to worshipping the Light, finding renewed purpose in the frozen tundra and dark forests.

The Holy Alliance is organized into dukedoms, of which Ysval is the first and the most important, but they all share roughly the same power, authority, and rights. Ysval remains a small realm of scattered rural settlements and rough-hewn watchtowers, but the people are spirited and stalwart in their resistance against Tyverian annexation. It is the least powerful of Valernian realms, though its military has repeatedly been underestimated and, as a result, has stolen victory from several enemies,

even Tyveria itself. The Ysvalians would say that they win because they fight for their people, for their homes and families, and most of all, they fight with faith in the Galadyan Light.

Ysval would not have prospered so were it not for its alliance with the Hmyr giants and the púka halflings. Púka in particular complement the humans' determination and industriousness with their skilled craftsmanship, good humor, and legendary culinary skills. Through a sense of community and hard work, the Ysvalian settlers forged alliances that would slowly transform harsh tundra into fertile farmlands—in fact, the richest soil in Valerna—and the bleak northern nights into townships full of light and warmth. It is not without cause that the people of Ysval see themselves as a light in the darkness, a warm fire in the freezing night, and a helping hand in a lonely, unforgiving world.

The Galadyan Temple of Light

The only widespread organized religion in all Valerna, the Temple of Light rose after the First Null War when the surviving Null cultists and their families fled the forces of the Dragonbonded and hid in the bleak North.

Lost and defeated, eschewed by all allies, without the power of the Dragonbond, and with no Null magic to draw upon, these desperate refugees rejected their former faith, seeing in the bleak, dangerous shadow of their new home all the darkness that the Null represented. Facing death from cold and starvation, these huddled survivors clung to the idea of a new life, to light a fire in the dark that would summon likeminded believers in fellowship. This is remembered as the Kindling, the moment when the last Null cultists turned to the path of righteousness and lit the flame of community to survive the winter nights.

With renewed purpose and commitment to toil, the first Ysvalians built farmsteads, then villages, then towns, and finally small, crude walled cities. Many died in the hard winters, but eventually they prospered. Lights blazed in windows, fires crackled in hearths, and songs of praise and thankfulness were sung in the frozen north for the first time in history. The fire had been kindled, and with it came the light.

It was decades later that the first temple was founded. A whaler named Galadyn, his boat sunk by a monstrous sea creature, somehow delivered himself and his four crewmen safely to shore from the frozen seas, without a scratch. They claimed that the "Light had saved them." They are still remembered as the Delivered Five, and to this day the Five Cities of the Holy Alliance commemorate their rescue. Thereafter, Galadyn became a prophet of sorts. Wherever he went, frozen tundra became fertile, the sick were healed, and what was broken was mended. The Light had taken residence in him and, through him, manifested in the physical world. Soon, the Delivered Five came together to record their experiences in the Book of Galadyn, now a sacred text, and founded the Temple of Light, which would forevermore be the driving force of Ysvalian civilization. In every settlement, a great fire was lit—a beacon that must never be extinguished, a symbol of the Galadyan Light that blazes in the hearts of all Ysvalians.

While many believe this divine spark is a manifestation of all three aspects of Vaala, there are those in Valerna who believe another source is responsible for the Ysvalian's power. For that which the Null touches it does not so easily relinquish…

Armies of Ysval

More than strength, discipline, or loyalty, the Ysvalian army is built on cooperation and fellowship. Its Galadyan priests turn bands of brutal warriors into single cohesive units, joined by the power of the Light, lending strength to the whole far greater than the sum of its parts.

The human warriors of Ysval are drawn primarily from the knightly orders, heavily armored paladins whose faith in the Light is unshakeable and whose oaths make it nigh impossible to forsake the realm when battle calls. Galadyan Knights fight on foot, while their brethren of the Griffon and Reinknight orders ride into battle on ferocious griffons and heavily muscled tundra reindeer, respectively. Trundling alongside these powerful warriors, halflings bring their púka carts to war, distributing their delicious potions and brews to embattled soldiers, instilling the weary with renewed vigor.

And yet, even with these formidable forces, the Ysvalians are often outnumbered. Thus, it falls to their most powerful allies to redress the balance: the mighty Hmyr giants of the Bonewood. The giant clans are not aligned with the Light at all but have sworn kinship with the Ysvalians who have shown them nothing but kindness over the years, an unshakeable loyalty that spells doom for the enemies of Ysval.

Outside the four great realms, many other peoples inhabit Valerna. Some live in harmony with the kingdoms around them, while others seek to ascend to power themselves. As is the way on Rhaava, civilizations rise and fall, and old orders give way to new.





Other Realms

Sikaria

Along the northwestern coast lies the Arkane Dominion of Sikaria, a magocracy ruled by the enigmatic and capricious blue elves, the sikari. This wild region is inhabited by some of the strangest creatures on Rhaava, mutated by the changeling powers of the elves, themselves living testament to their own experimentations with the forces of nature.

Using their power of zoethurgy, the sikari cut themselves off from the Fai, thus escaping the ignominious fate of their kin, the ellari. As a culture, Sikarians are curious, inquisitive, and… confrontational. They embrace clashing ideas and aesthetics, accept unusual experiences, and challenge preconceptions. Their openness to new ideas and states of being makes them at times hedonistic and reckless, and as a result, their realm is a wonder to behold, a place where the only limit to creation is the boundless imagination of the elves.

The Shield Clans of Enkhara

Sometimes, the casual observer of the skies might catch a glimpse of a strange, glittering vessel gliding past the clouds. These are the famous shard-ships of the nwoda, the sky dwarves. These skilled navigators travel the world as traders, merchants, explorers, mercenaries, and sometimes pirates.

The sky dwarves hail from the Jeweled Desert, the name of which derives from the bizarre formations of floating gems that hover there majestically, defying gravity. The largest of these are

nwoda birthstones, or una'jawahm, floating fortresses of vast size. Beneath the birthstones, the desert springs to life, forming huge oases and verdant plains stretching for leagues in all directions. Within this lush circle, great "shield-cities" have risen under a powerful alliance of humans, dwarves, elves, sphinxes, and the mysterious Shaba Watu. Calling themselves the Shield Clans of Enkhara, they are a protectorate, sworn to bring their ideals of order to the lawlessness of the desert.

The Scourge Triumvirate

When the world still gasped for breath and the trees stopped walking, rooting themselves to the land, the boaab snakefolk, the first people, roamed Valerna. Admirers and worshippers of dragons, the boaab paid fealty to the great wyrms of Drakha. Then came other peoples, children compared to the boaab. Among them were the humans, with their endless ambition and shifting purpose, and the world was forever changed, plunged into the chaos known today.

Deposed from their position of power by the greedy humans, the boaab retreated to the Citadel Uur, the first and greatest fortress-city of Valerna, to live by the old true ways. They built three other citadels, and persisted there in isolation. Their culture thrived, and their lands expanded. Soon the obakkar orcs and the mysterious djaat rallied to the boaab, forming what is now known as the Scourge Triumvirate in the region of Sabaar, an ancient Bakkai word meaning "scouring flame." Now, bound by a centuries-old alliance, the Scourge is ready to take vengeance upon the world of humans and reclaim their rightful place as rulers of Valerna.

The Fell Courts

Deep in the enchanted forests and magical regions created by the Dreambleed, where the Fai is strongest in Valerna, there are realms that are not realms and a people that is not quite a people. These are the Fell Courts, the fey realm of the faari, or dream elves. The elven archmages that caused the Dreambleed were consumed by the devastation; all that remained of these great elves was their memory, which the Fai shaped into dream-like entities—alive, but not truly, and composed of pure Dream magic. These elves are now known as the fell.

No sooner were the Fell born than they set up an imaginary realm in the depths of the forest, a mockery of the great elven nations of yore. Myriad sylvan creatures flocked to this new haven of Fai magic—goblins, giants, forest spirits, and beast-kin—along with foolhardy humans who find themselves lost in the dream-like woods, wandering for an eternity in this shifting realm until they become one with the Fell Courts. Few mortals believe the Fell Courts exist, but for those ill-fated travelers who stray too close to the dark forests, the sinister sound of hunting horns on the wind and the cold, musical laughter of the elves heralds a danger all too real…

Gellanor

A small but powerful military coalition confined to the ice wastes of the polar seas, the Gellanor League, also called the Frost Horde, is less a realm than a wandering horde, intent on conquering all before them. Determined to fight their way from their frozen confinement, they eye the beacon fires of Ysval greedily and covet still more the wealth and power of Tyveria.



The Frost Horde arose when the Ysvalian Raven Knights refused to worship the Light of the Galadyan Temple and, as punishment, were exiled to the Northern Wastes. There, the knights' grudges festered until, at last, they drew other tribes from the frozen lands to their cause with promises of plunder and victory. Now, with the help of snow orcs, the orcs' mighty broodmothers known as the Winter Witches, and a stout army of mammoth-riding frost dwarves, the Raven Knights are poised to wreak vengeance on everything south of their border.

The Altanesi Ascendancy

Thousands of years ago, the first humans crawled out from under the oppression of the boaab and united all mortal tribes under a single banner. This became the Altanesi Empire, a realm of unparalleled knowledge and power whose armies marched at the behest of sorcerer-kings and flew the Altanesi colors from one end of Valerna to the other. But almost as suddenly as it had risen, the empire fell, although its legacy shaped the story of every other civilized realm. The Altanesi themselves, the descendants of those lost dynasties, retired to the Primalian Mountains, where they still live. They remain a mighty people, blessed with magical bloodlines but reduced to a collection of scattered tribal states.

Today, a warlord has come, claiming to be the last scion of the Altanesi lineages. The ancient allies of the Lost Empire have flocked to the warlord's banner, eager to restore the glory of their pasts. At first it seemed like an impossible dream, but gradually the Risen Altanesi have grown in power such that the great realms of Valerna have begun to take note. The Altanesi muster for war, their growing host of tribal warriors, tiger-kin, and jade gnomes eager to reclaim what they see as rightfully theirs. They call themselves the Ascendancy, and they intend to conquer the world.

The Cursed Coast

Stretching from the City of Crimson Spires in the north, to the mysterious Vision Valley in the south, the area known as the Cursed Coast has earned its name many times over. Once called the Dreaming Coast by the first elves, it has been the site of so many wars, disasters, and cataclysmic events that it has garnered a fell reputation. An ancient land, in which great civilizations have risen and fallen, it is said to resonate with a primordial power that lies buried beneath its mist-haunted valleys and great walled cities, power that the greedy and ambitious would stop at nothing to possess…

The Aunai States

The largest and most powerful faction in the Cursed Coast is not really a single realm at all but rather a collection of states united by common cause. Named for the ancient human kingdom of the auna people that is believed to have been the first real power in the Cursed Coast, the Aunai States are dominated by four cities, each ruled by a different noble family who has, at one point or another, claimed to be the rightful ruler of the entire coast.

For now, the rulers of Corim are in ascendancy—though not everyone is happy with the arrangement. The four states often rally to the call to arms for the greater good but only when it suits them, and only for a price.

Draavia

House Draavia of Tyveria were much opposed to Adrael's reforms, refusing to adopt the new ways. Clinging to power in the far-flung border city of Kara Matula, they dreamt of independence in the Cursed Coast, and sent expeditionary parties to conquer a new territory. However, this proved much more difficult than expected, and the new realm of Draavia is instead more of a vassal state, paying Tyveria handsomely for the privilege of being left to their own devices. Draavia is heavily industrialised, with huge mining operations scarring the landscape and tall chimneys belching smoke day and night, blackening the sky.

House Draavia clings to the old ways, making them especially hated by Ysvalians, who remember only too well the horrors of the Blood Geas. Until very recently, the Draavians forced the orcs of the Cursed Coast to work their mines, but now the orcs have rebelled, organizing together as the Orcannad and carving out their own territories, proving to be a constant thorn in the side of Draavian ambitions.

The City of Crimson Spires

Kara Tibor, better known as the City of Crimson Spires, is an independent city-state acting as the gateway to the north of the Cursed Coast. The true power in the city are the Crimson Hawks—an organised group of assassins and criminals, masterminded from the shadows by Adrael's sister, Varanna. The Hawks run operations in every city across the Cursed Coast and are feared throughout the land.

The Bjarda of Griffon's Beak

The Bjarda is an independent Ysvalian force that settled the territory north of the City of Crimson Spires, in an area they call Griffon's Beak, when Ysval withdrew from the city's occupation. They are a self-appointed order of enforcers, whose sworn duty is to keep an eye on the City of Crimson Spires, ensuring it never again falls under Tyverian rule.



The spire-lords see the Bjarda as little more than squatters—but evicting them would almost certainly bring the wrath of Ysval, and that would be a war neither party can afford.

Tuzaqu and Ahukala Territories

The Náhuinn territory of the Cursed Coast was once the northernmost tip of the Coalition, before they were cut off from their kin by the Dreambleed. They have developed in a microcosm ever since, forming their own small facsimile of the Coalition with their own councils and armies, though on a much smaller scale. The two primary factions are the Tuzaq (primarily ocelinn) and the Ahukal (xibac necromancers).

The ocelinn warbands of the Tuzaqu Territory mostly comprise white jaguars—incredibly rare in Nahuac but commonplace in the Cursed Coast. The white jaguar ocelinn have long held a rivalry with the xibac necromancers, culminating in the destruction of the xibac temple-city and an annexation of their lands. What the ocelinn didn't know, however, was that the temple-city was built over the ruins of a much older city, possibly built by the Altanesi and toppled during the Dreambleed, and the xibac have now largely moved underground into a fortified, subterranean realm of unknown size. It is whispered that the first necromancers once dwelt in that dark necropolis, and that the xibac are now privy to ancient lore that bolsters their powers.

The Náhuinn are besieged from all sides: Their territory to the west, nearest the coast, is much coveted as a route between Allaria and the Aunai States, and the ocelinn fight tooth and nail to keep their neighbours at bay. To the south lies the Vision Valley, and thus the southern border is lined with thrumming obelisks of Source slabs, designed to repel the mysterious feydh from Náhuinn lands.

Vision Valley

This beautiful, forested valley was once a scenic passage between the Cursed Coast and Nahuac, but few dare travel its ancient trails today. Since the Dreambleed, Vision Valley has become a place redolent with Fai energy, and it contains many hidden crossings through which the unwary traveler might find themselves spirited away to the court of Bele, a powerful Fell crown.

The Exile Kingdoms

These large areas of no-man's-lands have never been conquered and are made up of vast, windswept plains populated by fearsome beasts and roving monsters. It is even said that Null entities, cut off from the controlling influence of their long-banished horde, haunt ancient ruins here and prey on unwary travelers.

Into these inhospitable lands come the Exiled Lords. From dispossessed princes to robber barons, these outcasts and their retainers hope to stake their claim and make a kingdom in their own name in these cursed lands. Some are more successful than others—there are a few walled towns and fortresses that have stood the test of time. But for the most part, settlements rise and fall along with an endless succession of warlords.







CHAPTER 7: BESTIARY

This bestiary provides statistics for more than 80 monsters found within Valerna. Though these stat blocks should be usable in any 5th edition game, there are a few elements that are unique to Dragonbond. For example, each monster's type also lists which aspect of Vaala most influences their kind, something the GM may find useful for narrative flavor and other in-game considerations.

A Note on Creature Types

While most creature types in Dragonbond are common across 5th edition, a few do not have perfect correlations. Many of the peoples of Valerna, such as the bucentauri and the boaab, are not strictly Humanoid, despite their rich culture and their position as one of the main inhabitants of the continent, nor are they Monstrosities. In such cases, these creatures have been labeled as Beastfolk, a new creature type. They should be treated with the same depth and care given to Humanoid societies.

Additionally, Valerna does not have Fey creatures as they are found in other settings; the Feydh are the closest counterpart to the Fey and should be treated as Fey when dealing with game rules. Similarly, any Fey creatures imported from other resources can be considered Feydh in a Valerna setting.

Lastly, some creatures have the Vaala Spirit tag. Such entities are manifestations of Vaala within Valerna, either through a strong tie to Vaala in life that has persisted after death, such as the cihuen spirit, or as an embodiment of one of its aspects, like the azhid or kadhah. These monsters are particularly rich in Vaala.

Valerna is a world rich with life of every kind, from the lushest flora to the deadliest fauna. All life here is touched by Vaala, and all beings are part of the endless cycle that guides and shapes our world. We must never forget our place amongst them, for we are but creatures too, and we are nothing without the things that grow and the beasts that share our land.

Allarian Fai Hunter

The Dragon Kingdom of Allaria shares many borders with the Fai Woods, and it's rife with crossings where the Fell slip into Valerna from their dream realms. Left unchecked, these entities pose a major threat to Allarian cities and settlements. Fai hunters have trained for generations to keep the Fell and similar Fai creatures at bay, ever since the catastrophic Dreambleed sent shockwaves throughout the continent.

Feydh Slayers. Fai hunters are skilled at taking down Fell beings. They know the tricks of the feydh and can counter their magic and abilities with ease. They wield deadsteel weapons, which bypass many of the feydh's resistances, helping them repel the monsters and banish them back to where they came from.

Mounted Hunters. Fai hunters often patrol the forests of Allaria on the backs of their trained black qirin. These intelligent creatures are native to Allaria and move through the woods and undergrowth with ease. Many Fai hunters regularly work with the same qirin, and the two form a close bond that far surpasses that of a typical mount and rider.



Allarian Fai Hunter

Medium Humanoid (Elf, Fai)

Armor Class 15 (leather)
Hit Points 117 (26d8)
Speed 30 ft.

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

Saving Throws Dex +6, Wis +4
Skills Acrobatics +6, Perception +4, Stealth +6, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Allai, Common
Challenge 4 (1,100 XP) Proficiency Bonus +2

Deadsteel Weapons. The Fai hunter's weapons are made of deadsteel.

Feydh Slayer. The Fai hunter's attacks deal an extra 3 (1d6) damage to Feydh creatures.

Huntsword Training. The Fai hunter's specialized training allows it to use its Dexterity instead of its Strength for attack and damage rolls when wielding its huntsword.

ACTIONS

Multiattack. The Fai hunter makes two Huntsword or Shortbow attacks.

Huntsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320, one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Deny Dream (2/Day). When a creature within 60 feet of the Fai hunter attempts to teleport, it must succeed on a DC 14 Wisdom saving throw or the teleport fails.

Allarian Oathguard

Oathguard are the elite warriors of the Dragon Kingdom of Allaria. They are tactically flexible warriors who specialize in holding defensive positions in battle. Outside of the military, they often serve as elite guards. Qan Elyse, Allaria's Dragon Queen, has a regiment of oathguard that serve as her protectors.

Warden Lodges. Allaria houses multiple Warden Lodges, which act as schools and guilds for the military elite. These establishments have existed for centuries, and remain powerful despite Qan Elyse's recent social reforms. All oathguard train at a warden lodge, alongside qirin-riding wardens and other oathguard, and typically form strong bonds of friendship and respect with those of their lodge.



Allarian Oathguard

Medium Humanoid (Elf, Fai)

Armor Class 16 (scale mail)
Hit Points 195 (30d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Str +9, Con +6
Skills Athletics +9, Acrobatics +8, History +4
Senses darkvision 60 ft., passive Perception 11
Languages Allai, Common
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Dual-Wielder. The oathguard can wield two longswords.

ACTIONS

Multiattack. The oathguard makes three Longsword or Longbow attacks. It can replace one attack with a use of Spellcasting.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Spellcasting. The oathguard casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13).

2/day each: *heroism, hold person, protection from evil and good*

BONUS ACTIONS

Off-Hand Attack. If the oathguard makes at least one Longsword attack on its turn, it can make an additional Longsword attack.

Whirlwind (Recharge 5–6). The oathguard makes a spinning attack. Each creature within 5 feet must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) slashing damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone.

REACTIONS

Riposte. When an oathguard is hit by an enemy's melee attack, it can make a Longsword attack against a creature within 5 feet.

Allarian Warden

The noble cavalry of Allaria, wardens ride specially trained qirin—brave and beautiful beasts who are able to follow military orders and maintain formation in the heat of battle. When not actively at war, wardens often serve as high-ranking city guards and patrol the streets, keeping the citizenry safe from a variety of hazards. They often work in conjunction with Fai hunters, driving back threats from the Fell Courts.

Qirin Mounts. Wardens are rarely encountered off their qirin mount. They typically use silver qirin, which are thicker and sturdier than black qirin, but some high-ranking officers will ride gold qirin, particularly during parades or other shows of grandeur and force. Most wardens will use the same qirin throughout their time in the service.

Allarian Warden

Medium Humanoid (Elf, Fai)

Armor Class 14 (ring mail)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

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

Saving Throws Str +5
Skills Animal Handling +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Allai, Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Mounted Maneuvers. If the warden is mounted on a qirin, the warden has advantage on all attack rolls.

Actions

Multiattack. The warden makes two Glaive attacks.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Bonus Actions

Qirin Charge. If the warden is mounted and its mount moved at least 10 feet this turn, the warden can use its bonus action to make a Glaive attack.



Warden Lodges. Wardens train at specialized schools throughout Allaria and are typically paired with their qirin during this time. These lodges are powerful institutions, and some resist Qan Elyse's newer policies, embracing the disgruntled allai nobles who have flooded their halls in search of the prestige that Elyse stripped from them.

Azhid

A spirit made out of pure Id, an azhid is a manifestation of the collective desires of a people. An azhid is as powerful as the Id it has absorbed, which it consumes in the form of humanoid blood. While it has powerful Id magic, it can also use the thoughts and desires of any mortal, be it an ally or an enemy, to shape its magic into wondrous and terrifying forms. They are typically found in Tyveria, where the maghyr blood sorcerers shape blood and Id into a multitude of forms, but they can manifest anywhere in Valerna where desire is strong and Id is plentiful.

Blood Offerings. Many mortals offer blood to azhidi to earn their goodwill. Once the creature has consumed enough Id, it gains the ability to shape the Id of mortals and give physical reality to their wishes in accordance to the amount of blood given. Azhidi also seek the company of mortals, granting them wishes in exchange for blood. As an azhid grants more wishes and demands more blood, it becomes exponentially more powerful, until it can rival even the most powerful maghyr. The strongest azhidi become guardians of entire cities, receiving the worship and blood sacrifice of thousands of people in exchange for their power and blessings.



Azhid

Large Elemental (Vaala Spirit, Id)

Armor Class 15 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 30 ft., fly 60 ft.

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

Saving Throws Con +6, Wis +6, Cha +8
Skills Deception +8, Insight +6, Intimidation +8, Perception +6, Persuasion +8
Damage Immunities necrotic
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., truesight 30 ft., passive Perception 16
Languages Common, Primordial, Magy, Tyverian, telepathy 60 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

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

ACTIONS

Multiattack. The azhid makes two Blood Slash attacks. It can replace one attack with a use of Spellcasting.

Blood Slash. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 5 (1d10) necrotic damage, and the azhid regains hit points equal to the necrotic damage dealt.

Spellcasting. If there are living creatures at less than full hit points within 30 ft. of the azhid, it casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *blood whip, boil blood*

3/day: *suggestion*

1/day each: *cloudkill, geas, telekinesis*

Wish Granted. The azhid casts the wish spell on behalf of another creature. It does not suffer any negative effects from doing so. Once the azhid casts wish in this fashion, it cannot use this action again for 7 days.

BONUS ACTIONS

Blood Drain (Recharge 5–6). The azhid targets a living creature at less than full hit points within 30 ft. The creature must make a DC 18 Constitution saving throw, taking 10 (3d6) piercing damage plus 10 (3d6) necrotic damage and gaining 1 level of exhaustion on a failed save, or half as much damage and no exhaustion on a successful one.

Bendavee

Lizard people from the swamps and jungles of southern Nahuac, the bendavee are a culture of hardy warriors and explorers, with armored scales, camouflage abilities, and regenerative powers. They are peaceful when left alone but fearsome when provoked or threatened. They rule over Ad'tal, the South Quarter of Nahuac, and like most Náhuinn, they enjoy telling tales, singing songs of battles won and love lost, and believe everyone is a very small part of a greater whole. They have an innate tie to Source magic, and often practice makaab weaving, crafting wondrous items and structures from the land around them. Most Bendavee are at least passingly proficient with the macahui, a bladed mace common to the region.



Bendavee

Medium Beastfolk (Saurian, K'aab)

Armor Class 13 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +4, Wis +4
Skills Perception +4, Stealth +4, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Náhuinn
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Natural Stalker. The bendavee can ignore difficult terrain, and it gains advantage on Dexterity (Stealth) and Wisdom (Survival) checks.

Regeneration. The bendavee regains 4 (1d8) hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The bendavee makes two Bite attacks or one Macahui attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Macahui. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spellcasting. The bendavee casts one of the following spells, using Wisdom as the spellcasting ability (spell save 12).

At will: *mending, produce flame*

Blood Husk

A shameful secret of Tyveria, a blood husk is born when a vampyr or blood sorcerer drains too much blood from a donor, leaving the victim in a diseased, incurable, subhuman state. Their skin shrivels and grays, their faces becoming skull-like grimaces, and their hands become gnarled and claw-like. The blood husk's lack of blood instills in them an insatiable thirst that cannot be sated, no matter how many victims they feed upon. Neither alive nor dead, they exist in a state of undeath: never changing, never thinking, merely existing to feed on the living.

Insatiable Hunger. A blood husk will attack any living creature to drink its blood and eat its flesh, to seek a fleeting respite to its unending thirst. They attack with abandon, for they feel no pain, shed barely a drop of blood, and can withstand wounds that would kill a mortal ten times over.

Mindless Thralls. When a blood husk deteriorates further still, they almost become walking skeletons, known commonly as blood leeches due to the reddish hue their desiccated flesh adopts. These creatures are highly prized by blood sorcerers, for their complete lack of will makes them easier to control than servants or foot soldiers.

Blood Husk

Medium Undead (Id)

Armor Class 11
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	11 (+0)	5 (-3)	7 (-2)	6 (-2)

Saving Throws Con +2
Skills Perception +2, Stealth +5
Senses passive Perception 12
Languages understands Common
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Bloodhunger. The blood husk gains advantage on melee attack rolls against living creatures that are at less than full hit points.

Bloodsucker. A creature that starts its turn grappled by the blood husk takes 8 (2d6) necrotic damage, and the blood husk regains 8 hit points.

ACTIONS

Multiattack. The blood husk makes two attacks, only one of which can be a Bite attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature that is grappled by the blood husk, incapacitated, or restrained. *Hit:* 3 (1d4 + 1) piercing damage and 5 (1d8) necrotic damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage and is grappled (escape DC 13).

REACTIONS

Clinging Thirst. When a creature hits the blood husk with a melee attack, the blood husk can make a Bite attack against it.





Blooded Gladiator

The Tyverian culture, under the rule of maghyri and their vampyr underlings, values power and blood above all. In such a society, normal humans—those without the gift of blood sorcery—have very little chance of social advancement. Many humans become blooded gladiators—specialized combatants and pit fighters, with ambitions of becoming famous champions in the arena and being chosen to serve under a vampyr. Becoming a blooded gladiator requires an invitation from one of the many blooded orders across the Empire, after which, fame, glory, and prestige quickly follow—if the gladiator survives. The best of these orders may offer vampyr status in a noble house, or, for the very skilled or very lucky, the chance to become maghyr.

Ruthless. A blooded gladiator is cutthroat and vicious in their rivalries. They view this as their one chance to earn a better life and pursue it with a single-minded passion. They care little for those they destroy on their way to the top, and Tyveria rewards them for such callousness with fame and fortune.

Charismatic Fighters. While physical prowess is a priority for blooded gladiators, so is the ability to entertain and gather a loyal following. Those who earn the most attention gain the most accolades, and gladiators soon find that simply surviving the arena is not enough to win them prestige and social advancement.

Blooded Gladiator

Medium Humanoid (Human, Id)

Armor Class 13
Hit Points 97 (15d8 + 30)
Speed 30 ft.

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

Saving Throws Str +7, Con +5
Skills Athletics +7, Intimidation +6
Senses Passive Perception 10
Languages Common, Tyverian
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Blooded Rage. If the blooded gladiator is below half of its hit point maximum, it gains resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Multiattack. The blooded gladiator makes two Tyvalite Blade attacks.

Headbutt. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target grappled by the gladiator. *Hit:* 6 (1d4 + 4) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Tyvalite Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage, and the target is grappled. While the target is grappled, the gladiator cannot use its Whip attack.

BONUS ACTIONS

Reel and Bash. The blooded gladiator pulls a creature grappled by its whip up to 10 feet straight toward it and immediately makes a Headbutt attack.

REACTIONS

Misdirection. The blooded gladiator adds 2 to its AC against one weapon attack that would hit it.

Bloodclaw

For those humans who cannot thrive in the arenas of Tyveria, joining the ranks of the Blood Emperor's own army offer one of their only outlets for advancement. However, the military is as ruthless as any fighting pit, with fierce training that instills loyalty to the Empire above all.

Bloodclaws are the foot soldiers of Tyveria. Taught to be fearless and heedless with their own safety, they charge into battle to kill as many enemies as possible before they die and empower their vampyr with their blood. Wieling bladed arm extensions made of sharp tyvalite steel, bloodclaws leap into enemy forces to eviscerate anything that moves. They wear little armor, both for increased mobility and to spill more of their own blood on the battlefield for their vampyr captain to utilize.



Bloodclaw

Medium Humanoid (Human, Id)

Armor Class 13
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Str +5, Con +4
Skills Athletics +5, Intimidation +3
Senses Passive Perception 9
Languages Common, Tyverian
Challenge 1 (200 XP) **Proficiency Bonus** +2

Reckless. At the start of its turn, the bloodclaw can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of the next turn.

ACTIONS

Multiattack. The bloodclaw makes two Blood Blade attacks.

Blood Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

REACTIONS

Consuming Bloodlust. When the bloodclaw takes damage, it can deal an additional 3 (1d6) necrotic damage to itself. If it does so, until the end of its next turn, all of its attacks deal an extra 3 (1d6) damage.

Boaab

Boaab, or snakefolk, are a powerful type of saurians. The boaab once ruled much of Valerna, before the rise of the human and elf civilizations. After their defeat at the hands of the Altanesi Empire, the boaab withdrew from history before rising again after the second Null War as one of the three forces ruling the Scourge Triumvirate of Sabaar. The boaab have never forgotten the former glory of their empire and hope to one day rule over Valerna.

With powerful connections to Id, the boaab do not shy away from imposing their will upon others. The most ruthless boaab have no qualms about dominating their thralls' minds completely, suppressing their underlings' personalities and keeping them loyal and submissive.

Boaab Snakefolk

Even the common folk of the boaab are a terrifying sight on the battlefield. Their large size—most boaab measure upward of thirteen feet long—and their ability to muddle their opponent's mind make them a surprisingly formidable foe.

Boaab Dominators

Making up the ruling caste of the boaab, dominators are incredibly old and powerful beings, whose psychic and spellcasting powers have few matches in the mortal world. Each dominator is in charge of a single aspect of boaab government, under the service of the Ashen Archon, the supreme lord of Sabaar.

While most boaab have learned to tolerate human neighbors and even work with them once in a while—as long as they concede the boaab's authority—the dominator caste is made up of very ancient boaab families with long memories and a very ingrained hate for humans. Dominator clans keep their people's ancestral grudge against humans alive as if they had experienced it firsthand, and their agenda tends to perpetuate it.

Boaab Flamebrands

Combining stealth and martial prowess with psychic attacks, Flamebrands are cunning and terrifying foes. They typically wield four scimitars, one in each of their four hands, and slip through the battlefield, picking off enemies as they go. To aid in their strikes, Flamebrands use telepathy to distract their enemies before slipping in behind them and delivering a killing blow.

Outside of combat, the Flamebrands are charged with the creation, stewardship, and enforcement of the law in the Scourge Triumvirate, as well as tax collection and riot control, all of which they carry out ruthlessly. Their callous tactics have led to a simmering hatred or quiet fear of them amongst the populace.



Boaab Snakefolk

Large Beastfolk (Saurian, Id)

Armor Class 13 (natural armor)
Hit Points 78 (12d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +4, Int +3
Skills History +3, Insight +2, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Boa'a, Common, Sabaari, telepathy 30 ft.
Challenge 1 (200 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The boaab makes one Bite attack and one Scimitar attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned.

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

Spellcasting. The boaab casts *suggestion*, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13).

Boaab Dominator

Large Beastfolk (Saurian, Id)

Armor Class 16 (natural armor)
Hit Points 117 (18d10 + 18)
Speed 30 ft.

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

Saving Throws Dex +5, Int +6, Wis +4
Skills Arcana +6, Deception +8, History +6, Insight +4, Investigation +6, Persuasion +8
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Boa'a, Common, Sabaari, telepathy 60 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned.

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

Spellcasting. The boaab casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *hold person, suggestion, true strike*

3/day: *hypnotic pattern, compulsion, dominate person*

1/day: *eyebite, mass suggestion*

BONUS ACTIONS

Psychic Bolt. *Ranged Spell Attack:* +8 to hit, range 30 ft., one target. *Hit:* 27 (4d10 + 5) psychic damage, and the target must succeed on a DC 19 Wisdom saving throw or have disadvantage on attack rolls and saving throws until the end of its next turn.

Boaab Flamebrand

Large Beastfolk (Saurian, Id)

Armor Class 16 (studded leather)
Hit Points 78 (12d10 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+1)	18 (+4)	12 (+1)	14 (+2)	10 (+0)	16 (+3)

Saving Throws Dex +6, Int +4
Skills Deception +5, Perception +2, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Boa'a, Common, Sabaari, telepathy 30 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Exploit Distraction. If the boabb deals damage with a weapon attack, it deals an additional 7 (2d6) psychic damage.

ACTIONS

Multiattack. The boaab makes two Bite or Scimitar attacks in any combination. It can replace one attack with a use of Spellcasting.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned until its next long or short rest.

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

Spellcasting. The boaab casts *suggestion*, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13).

BONUS ACTIONS

Enflame Emotions. The boaab radiates a hyper-aggressive empathic stimulus, enraging a target creature within 30 feet. The target must succeed on a DC 13 Charisma saving throw or immediately make a melee attack against the nearest creature with advantage on the attack roll. All attack rolls against the target also have advantage until the end of the target's next turn.

Viper's Insight. The boaab reaches out with its mind to distract a creature within 20 feet with an Intelligence of 3 or higher. The target creature must succeed on a DC 13 Charisma saving throw or the boaab gains advantage on its next attack roll against the target.

Bucentaur

The native dwellers of the steppes of the Westerlands, bucentauri are a proud, brave people with a simple approach to life—enjoy it while it lasts and defend yours from outsiders. With the heads and lower bodies of oxen and the torsos of humanoids, bucentauri are tremendous melee fighters and even better archers, capable of mobile feats with bows that astound their allies and terrify their enemies.

Most bucentauri live free in the steppes, but a few have sworn fealty to the Dragon Kingdom of Allaria, trading their life as roaming raiders for one of honor and discipline in service.

Tribal bucentauri are gruff and taciturn in everyday interactions but boisterous in their celebrations. They look down on the "tamed"—their nickname for bucentauri that accept Allarian rule—but respect anyone that lives and lets live. Their Mahesh, or ruler, is Menkaar, a mighty and revered warlord that currently maintains an uneasy truce with the Allarian Dragon Queen, Qan Elyse, but allows his people to raid settlements and caravans that dare test the borders of his lands.

Bucentauri Bladesworn

Perhaps the most savage force in the Allarian military, bucentauri of the bladepath use massive swords or axes to charge heedlessly into battle. Their fierceness is such that all other units are instructed to stay clear of them.

Bucentauri Bowsworn

Serving in the Allarian armies, bowsworn archers are trained to use massive greatbows, larger than what a human could ever fire on horseback. Bucentauri of the bowpath can rely on their four-legged stability to make impressive shots, even when at a tactical disadvantage.

Bucentauri Raider

While some Bucentauri have accepted Allarian influence, most tribes maintain independence from the Dragon Kingdom and violently defend their territory from Allarian presence, particularly beyond the Great Gold River to the Northwest.



Bucentauri Bladesworn

Large Beastfolk (K'aab)

Armor Class 15 (breastplate)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	13 (+1)

Saving Throws Con +5, Wis +2
Skills Athletics +6, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Allai, Buka, Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Sweeping Charge. If the bladeworn moves at least 20 feet straight toward a creature and then hits it with a Greataxe attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is knocked prone, the bladesworn can make one Greataxe attack against it as a bonus action.

ACTIONS

Multiattack. The bladesworn makes two Gore or Greataxe attacks in any combination.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

BONUS ACTIONS

Launch. If the bucentaur hits with its Gore attack, it can make a second Gore attack. On a hit, this second attack does no damage, but the target is instead thrown 10 feet in a random direction and must succeed on a DC 14 Dexterity saving throw or land prone.

Bucentauri Bowsworn

Large Beastfolk (K'aab)

Armor Class 17 (splint)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Con +4, Wis +4
Skills Athletics +5, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Allai, Buka, Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

Bowsworn Archer. The bucentaur cannot suffer disadvantage on ranged weapon attacks with its greatbow due to range.

Laminate Hornbow. The bucentaur can add its strength bonus to ranged attack and damage rolls with its greatbow.

ACTIONS

Multiattack. The bucentaur makes two Gore or two Greatbow attacks in any combination.

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

Greatbow. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

BONUS ACTIONS

Launch. If the bucentaur hits with its Gore attack, it can make a second Gore attack. On a hit, this second attack does no damage, but the target is instead thrown 10 feet in a random direction and must succeed on a DC 13 Dexterity saving throw or land prone.

Bucentauri Raider

Large Beastfolk (K'aab)

Armor Class 12 (hide)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +6, Wis +5
Skills Athletics +6, Perception +5, Stealth +2
Senses darkvision 60 ft., passive Perception 15
Languages Buka, Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The bucentaur makes two Gore or Longsword attacks in any combination.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

BONUS ACTIONS

Launch. If the bucentaur hits with its Gore attack, it can make a second Gore attack. On a hit, this second attack does no damage, but the target is instead thrown 10 feet in a random direction and must succeed on a DC 14 Dexterity saving throw or land prone.

Buunkun

Buunkun, or birdfolk, are an ancestral and wise people who developed their first civilization long before humans did. Once allied with the ambitious boaab, the buunkun split from them to focus on their isolated, orderly society, until humans convinced them to form an alliance, which led to the founding of the Nahuac Coalition.

Bright and Varied. The buunkun people are divided into numerous smaller subgroups, which have distinctly different appearances depending on their place of origin: from the valiant raptorfolk of the high peaks to the stunning crestfolk of the low slopes and from the loyal plumefolk of the misty forests to the stunning rainbowfolk of the tall trees.

Buunkun Mahuílid

Many buunkun, like most citizens of Nahuac, have the status of a mahuíl, expected to tend fields, build homes, and repair towns in exchange for rations. While not always trained in fighting, all buunkun know how to defend themselves and each other.

Buunkun Kaabweavers

Often masters of the art of makaab weaving, many buunkun are able to turn nature itself against an enemy or strengthen the tána spirit of an ally. Kaabweavers use their sacred pattern magic to control, shape, and even build with natural elements.



Buunkun Mahuíl

Medium Beastfolk (Saurian, K'aab)

Armor Class 11
Hit Points 44 (8d8 + 8)
Speed 20 ft., fly 60 ft.

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

Saving Throws Wis +5, Cha +4
Skills Medicine +5, Nature +3, Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Buun, Common, Náhuinn
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Actions

Multiattack. The buunkun makes two Bite or two Dart attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Dart. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Buunkun Kaabweaver

Medium Beastfolk (Saurian, K'aab)

Armor Class 13 (leather armor)
Hit Points 110 (20d8 + 20)
Speed 20 ft., fly 60 ft.

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

Saving Throws Dex +4, Wis +5
Skills Insight +5, Medicine +5, Nature +3, Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Buun, Náhuinn
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The buunkun makes two Bite, Staff, or Dart attacks in any combination. It can replace one attack with a use of Spellcasting.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spellcasting. The buunkun casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *cure wounds, fog cloud, thunderwave*

2/day: *call lightning, heat metal, moonbeam, wind wall*

1/day: *ice storm*

Static Spark (Recharge 5–6). The buunkun harnesses the ambient electrical charge in the area, shooting off sparks to stun its enemies. Each creature within 30 feet of the buunkun must make a DC 14 Constitution saving throw. On a failure, the creature takes 7 (3d4) lightning damage and is stunned until the end of their next turn, taking half as much damage and avoiding being stunned on a success.

Cihuen Spirit

Cihuen spirits are the lingering echoes of an individual who sacrificed themselves for their children, friends, or their allies. Their powerful sacrifice made them return to life as Fai entities, blessed (or cursed) with a sort of immortality. They tend to linger near the location where they died, but some have been seen miles away, called by some purpose only they understand.

Echos of Life. A cihuen spirit looks like they did in life, except for being deathly gaunt, wearing a flowing tunic, and having white pupils. They may still carry ghostly versions of the things they used in life, if they had a particularly strong emotional connection to the item: A warrior may carry their sword passed down for generations; a mother may still wear her locket depicting her children; or a bard may have the lute she spent years strumming.

Renewed Purpose. All cihuen spirits manifest because of the strength of their sacrifice and their emotional ties to those they died for, but they do not seem to have a unified reason for returning. Many cihuen spirits appear to dying mortals, to guide them into the Source and let their souls fade away peacefully. Others are vengeful, seeking harm on those they blame for their deaths. Some seem confused and lost, as if they themselves don't even understand the reason they remain.



Cihuen Spirit

Medium Undead (Vaala Spirit, Fai)

Armor Class 16 (natural armor)
Hit Points 130 (20d8 + 40)
Speed 0 ft., fly 40 ft. (hover)

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

Saving Throws Dex +6, Wis +5, Cha +6
Skills Perception +5
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 15
Languages Common, Náhuinn
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Incorporeal Movement. The cihuen spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magical Attacks. The cihuen spirit's weapon attacks are magical.

ACTIONS

Multiattack. The cihuen spirit makes two Ghostly Weapon attacks.

Ghostly Weapon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) necrotic damage, and the creature must succeed on a DC 14 Wisdom saving throw or become frightened of the cihuen spirit until the end of its next turn.

Weeping Scream. The cihuen spirit emits a piercing wail. Each creature frightened of the cihuen spirit within 20 ft. of it must succeed on a DC 16 Charisma saving throw or take 7 (2d6) force damage plus 7 (2d6) psychic damage.

BONUS ACTIONS

Hunter's Mark (Recharge 4–6). The cihuen spirit casts *hunter's mark* against a creature within 90 ft. of it.

REACTIONS

Smite Essence. Once per turn, when the cihuen hits with a Ghostly Weapon attack, the attack deals an additional 7 (2d6) psychic damage.

Dragons

Dragons are immense, nearly immortal beings of reptilian appearance, with extraordinary strength, cunning, and pride. They can grow to incredible size and age and possess formidable breath weapons, physical attacks, and even potent magic. Divided into familial broods, dragons are some of the most powerful creatures in Valerna, able to wreak unrivaled death and destruction.

Dragons predate nearly every other being in the cosmos, apart from the Protogons, and their mighty, monstrous forms still reflect the power of the ancient days. They require huge amounts of Vaala, the magical essence that channels life, in order to grow in size and maintain their magic. However, dragons were exiled to the Red Moon of Drakha in the first ages of the world, and this sundering cut them off from Vaala itself. To feed their ravenous appetites for Vaala, dragons sporadically raid Rhaava, the mortal world, to feed on the magic inherent to its inhabitants and imbued in objects there. The dragons that cross the portals between worlds stage frightful raids on the lands of Rhaava, especially the continent of Valerna, returning to Drakha with their spoils of magic and captives.

Given time and enough access to Vaala, the dragons of Rhaava grow at a consistent rate. However, some dragons may be stunted in their growth and power despite their age, due to a lack of Vaala, while others may far surpass their peers if they can secure an ample supply. Below is the common growth rate for dragons in Valerna and on the Red Moon.

Dragon Age Categories

STAGE	SIZE	AGE RANGE
Hatchling	Tiny/Small	Less than a year
Wyrmling	Medium	1–5 years
Young	Large	6–100 years
Adult	Huge	101–800 years
Ancient	Gargantuan	800 years or more

Kadmic Runes and Spells

Though the draconic broods of Drakha have been severed from a natural connection to Vaala by their banishment, the dragons make use of spells through their use of Kadmic runes, or dragon runes, as they are more commonly called. These symbols are complicated glyphs, drawn on objects or even in the air itself, that allow the dragons to channel magical power. Some runes allow dragons to cast spells, and others grant them magical abilities.

As an option, the GM can give any of the dragons presented below a number of Kadmic runes, either to cast spells or grant abilities, without adjusting the CR of the dragon. The number of runes a dragon can have is indicated in the Dragon Runes and Spell Level table.

Kadmic Spell Runes. A dragon utilizing runes to cast spells can use its Intelligence, Wisdom, or Charisma (its choice) as its spellcasting ability, and it calculates its spell attack rolls and saving throws in the standard manner.

Spell save DC = 8 + its proficiency bonus + its spellcasting modifier

Spell attack modifier = its proficiency bonus + its spellcasting modifier



Each dragon innately knows all of the spells from the Wizard and Cleric spell lists. When a dragon finishes a long rest, it prepares a number of spells from either list equal to its proficiency bonus. The spells must be of a level the dragon has the ability to cast. See the Dragon Runes and Spell Level table below.

When a dragon uses a rune to cast a spell, it expends the rune as if it was a spell slot. Each rune can be used to cast any of the dragon's prepared spells. Dragons recover all expended runes when they finish a long rest.

Nearly all dragons can use runes to cast spells, though the number of runes they know and the maximum level of the spell they can cast are determined by their age category, as shown in the table below. Spells cast using these runes ignore any required material components.

Dragon Runes and Spell Level

STAGE	NUMBER OF RUNES	MAXIMUM SPELL LEVEL
Hatchling	Can't learn Kadmic runes	Can't learn Kadmic runes
Wyrmling	2	1
Young	3	3
Adult	4	5
Ancient	5	7

When adding runes and spells to a dragon stat block, the following entry can be added to its Actions section:

Runic Spellcasting. The dragon uses a Kadmic rune to cast one of the following spells, requiring no material components and using Intelligence, Wisdom, or Charisma (dragon's choice) as the spellcasting ability.



Coatl Dragon

Deep in Drakha's only jungle, the feathered dragons carry out their inscrutable experiments and collect astonishing objects and diverse life-forms in their obsessive pursuit of knowledge.

Feral and Curious. Coatl dragons are difficult to understand by mortal standards. On one hand, they strive for wisdom and understanding, and on the other, they can enter into a frenzy over mundane things like minor territorial disputes or claiming prey. In the beginning, Coatl dragons were violent, but this all changed when Kuxcoatl came to power, after defeating the former azhurma, and taught his brood the ways of magic and knowledge.

Bookwyrms. Deep in the Arcanum Wilds, the feathered dragons research ceaselessly, trying to expand their already vast knowledge—for with knowledge comes power. Those dragons with the largest libraries and access to the most magic hold the most power in the brood. Each Coatl dragon hoards their knowledge and power, which is both their greatest strength and their greatest weakness. If they pooled their resources, Coatl dragons could become the mightiest brood on Drakha. Coatl dragons spend most of their time in their laboratories, doing fieldwork when there is something interesting to discover. The day-to-day logistics of their laboratories falls to their dragonkin, who share their masters' curiosity, serving as assistants that organize specimens and make sure that everything is prepared for their dragon.

A Society of Loners. Kuxcoatl reigns at the top of the brood, followed by his greatest spellcasters. Coatl dragons rarely hold council, preferring to communicate via their messengers or magical runes, but they do call an assembly for matters of great importance.

Coatl Hatchling

Tiny Dragon

Armor Class 15 (natural armor)
Hit Points 14 (4d4 + 4)
Speed 15 ft., climb 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	14 (+2)	8 (-1)	11 (+0)

Saving Throws Dex +3, Con +3, Int +4, Wis +1, Cha +2
Skills Arcana +4, Perception +3, Stealth +3
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 -1) piercing damage.

REACTION

Elemental Redirection (3/Day). If the dragon succeeds on a saving throw against a spell or effect that deals acid, cold, fire, lightning, or thunder damage, it can divert some of the energy. The damage the dragon takes is reduced by 7 (1d10 + 2). The dragon then immediately makes a ranged spell attack against one target it can see within 15 feet. The modifier for this attack roll is +4. On a hit, the target takes damage of the same type equal to the amount of damage the dragon reduced.

Coatl Dragon Wyrmling

Medium Dragon

Armor Class 16 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	13 (+1)	15 (+2)	9 (-1)	12 (+1)

Saving Throws Dex +3, Con +3, Int +4, Wis +1, Cha +3
Skills Arcana +4, History +4, Perception +3, Stealth +3
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 1 (200 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses the following breath weapon:

Dragonfire. The dragon breathes fire in a 15-foot cone. Each creature in the area must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 12):

1/day: *color spray*

REACTION

Elemental Redirection (3/Day). If the dragon succeeds on a saving throw against a spell or effect that deals acid, cold, fire, lightning, or thunder damage, it can divert some of the energy. The damage the dragon takes is reduced by 13 (2d10 + 2). The dragon then immediately makes a ranged spell attack against one target it can see within 15 feet. The modifier for this attack roll is +4. On a hit, the target takes damage of the same type equal to the amount of damage the dragon reduced.

Young Coatl Dragon

Large Dragon

Armor Class 17 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	17 (+3)	11 (+0)	15 (+2)

Saving Throws Dex +4, Con +6, Int +6, Wis +3, Cha +5
Skills Arcana +6, History +6, Perception +6, Stealth +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Blue Flame Sphere. The dragon breathes a sphere of cerulean flames around itself in a 15-foot radius. Each creature in that area must make a DC 13 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 14):

At will: *prestidigitation*

1/day each: *color spray, counterspell, hold person, silent image*

REACTION

Elemental Redirection (3/Day). If the dragon succeeds on a saving throw against a spell or effect that deals acid, cold, fire, lightning, or thunder damage, it can divert some of the energy. The damage the dragon takes is reduced by 19 (3d10 + 3). The dragon then immediately makes a ranged spell attack against one target it can see within 15 feet. The modifier for this attack roll is +5. On a hit, the target takes damage of the same type equal to the amount of damage the dragon reduced.

Adult Coatl Dragon

Huge Dragon

Armor Class 18 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	21 (+5)	14 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Int +10, Wis +7, Cha +8
Skills Arcana +10, History +10, Perception +12, Stealth +6
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Mystifying Presence. It then makes one Bite attack and two Claw attacks. It can replace one attack with a Tail Lasso attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail Lasso. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 17). The dragon can only grapple one Large or smaller creature at a time.

Mystifying Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become charmed for 1 minute. While charmed by this action, a creature also has a speed of 0. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Mystifying Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 60-foot cone. Each creature in the area must make a DC 18 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Blue Flame Sphere. The dragon breathes a sphere of cerulean flames around itself in a 30-foot radius. Each creature in that area must make a DC 18 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

Lance of Disruption. The dragon breathes a magic beam in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 18 Wisdom saving throw, taking 32 (5d12) force damage on a failed save, or half as much damage on a successful one. Each spell of 3rd level or lower ends on creatures and objects of the dragon's choice in the target area.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *prestidigitation*

1/day each: *color spray, counterspell, dispel magic, hold person, major image, silent image, slow*

REACTION

Elemental Redirection (3/Day). If the dragon succeeds on a saving throw against a spell or effect that deals acid, cold, fire, lightning, or thunder damage, it can divert some of the energy. The damage the dragon takes is reduced by 27 (4d10 + 5). The dragon then immediately makes a ranged spell attack against one target it can see within 15 feet. The modifier for this attack roll is +10. On a hit, the target takes damage of the same type equal to the amount of damage the dragon reduced.

LEGENDARY ACTIONS

The 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 dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a Tail Lasso attack.

Wing Attack (Costs 2 Actions). Each creature in a 10-foot radius around the dragon must succeed on a DC 18 Strength saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Arcana (Costs 3 Actions). The dragon either uses its Spellcasting action or it chooses one Small or smaller object that isn't being worn or carried that it can see within 60 feet of it. It magically hurls the selected object at a creature it can see within 60 feet of the object. The target must succeed on a DC 18 Dexterity saving throw or take 24 (7d6) bludgeoning damage.

Ancient Coatl Dragon

Gargantuan Dragon

Armor Class 21 (natural armor)
Hit Points 313 (19d20 + 114)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	23 (+6)	24 (+7)	18 (+4)	19 (+4)

Saving Throws Dex +8, Con +13, Int +14, Wis +11, Cha +11
Skills Arcana +14, History +14, Perception +18, Stealth +8
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28
Languages Common, Draconic
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Mystifying Presence. It then makes one Bite attack and two Claw attacks. It can replace one attack with a Tail Lasso attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail Lasso. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, and the target is grappled (escape DC 22). The dragon can only grapple one Large or smaller creature at a time.

Mystifying Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become charmed for 1 minute. While charmed by this action, a creature also has a speed of 0. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Mystifying Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 90-foot cone. Each creature in the area must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Blue Flame Sphere. The dragon breathes a sphere of cerulean flames around itself in a 60-foot radius. Each creature in that area must make a DC 21 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

Lance of Disruption. The dragon breathes a magic beam in a 60-foot line that is 10 feet wide. Each creature in that area must make a DC 21 Wisdom saving throw, taking 45 (7d12) force damage on a failed save, or half as much damage on a successful one. Every spell of 3rd level or lower ends on creatures and objects of the dragon's choice in that area.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 22):

At will: *prestidigitation*

1/day each: *color spray, counterspell, dispel magic, greater invisibility, hallucinatory terrain, hold person, major image, resilient sphere, silent image, slow*

REACTION

Elemental Redirection (3/Day). If the dragon succeeds on a saving throw against a spell or effect that deals acid, cold, fire, lightning, or thunder damage, it can divert some of the energy. The damage the dragon takes is reduced by 34 (5d10 + 7). The dragon then immediately makes a ranged spell attack against one target it can see within 15 feet. The modifier for this attack roll is +14. On a hit, the target takes damage of the same type equal to the amount of damage the dragon reduced.

LEGENDARY ACTIONS

The 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 dragon regains spent legendary actions at the start of its turn.

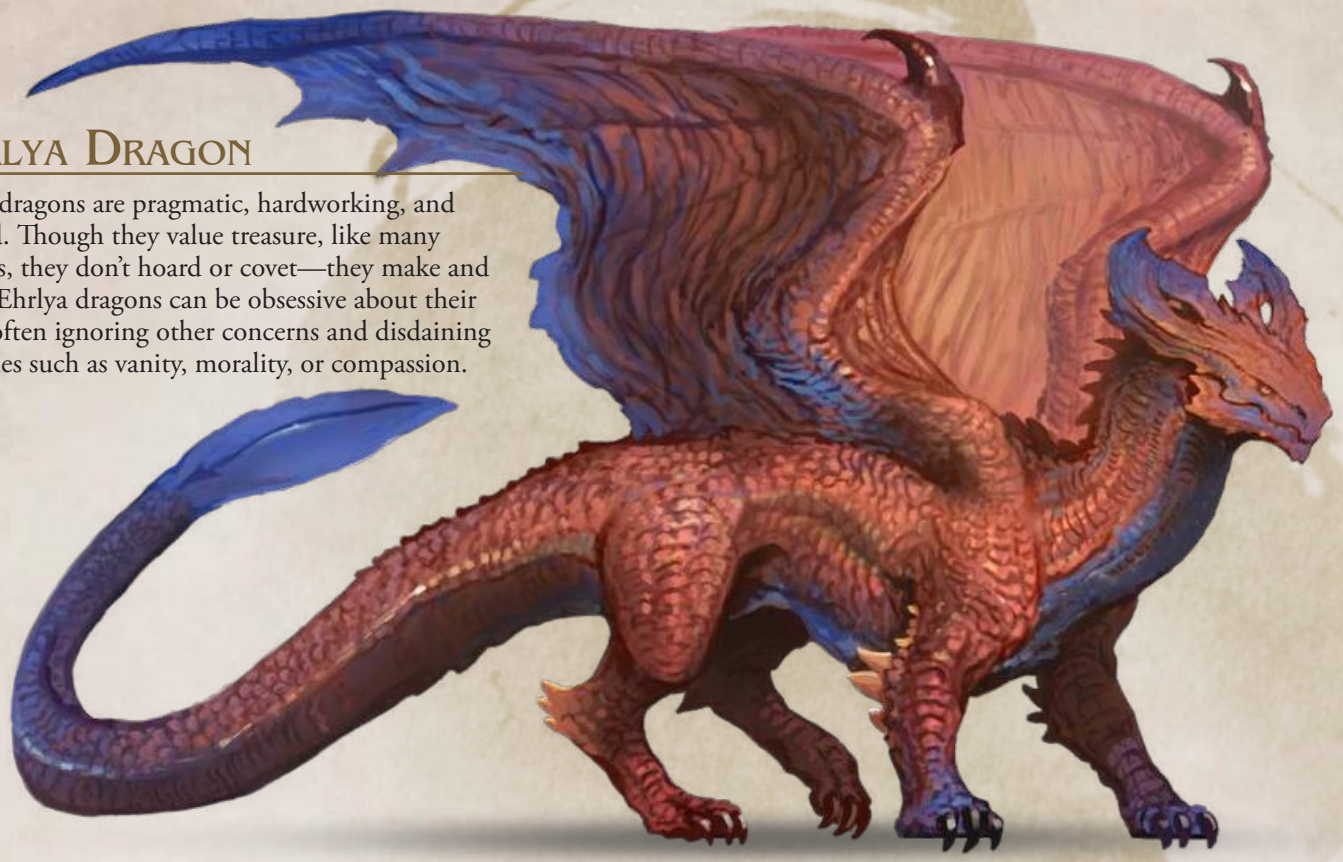
Tail Attack. The dragon makes a Tail Lasso attack.

Wing Attack (Costs 2 Actions). Each creature in a 15-foot radius around the dragon must succeed on a DC 22 Strength saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Arcana (Costs 3 Actions). The dragon either uses its Spellcasting action or it chooses one Medium or smaller object that isn't being worn or carried that it can see within 60 feet of it. It magically hurls the selected object at a creature it can see within 60 feet of the object. The target must succeed on a DC 21 Dexterity saving throw or take 31 (9d6) bludgeoning damage.

Ehrlya Dragon

Ehrlya dragons are pragmatic, hardworking, and focused. Though they value treasure, like many dragons, they don't hoard or covet—they make and refine. Ehrlya dragons can be obsessive about their work, often ignoring other concerns and disdaining frivolities such as vanity, morality, or compassion.



Focused Artisans. Ehrlya dragons rarely leave their lairs, intensely focused on crafting and guarding their creations. They appreciate gifts and loot but only as long as they can try to recreate or surpass its quality. Each Ehrlya dragon has their own forge, where they spend their life on their smithing projects. It's not uncommon for two or more Ehrlya to work together on one big project, under the supervision of their masters. For the Ehrlya, skill is the most highly regarded virtue. Whoever crafts the best work is lauded, respected, and given younger dragons to teach.

Bronzeforged. The scales of Ehrlya dragons are bronze or copper, and the air around them always feels hot and stuffy, no doubt as a result of their link to their volcanic lairs. Despite their focus on craft, they are fearsome opponents. Their bodies are the toughest and most resilient of dragonkind, as many of them have enhanced themselves in their own forges, and they balk at no threat. Besides their dragonkin helpers and cargo haulers, the Ehrlya employ metallic creatures of all sizes and designs, animated by magic to obey the dragons' commands. These constructs are mindless but utterly reliable, performing their assigned duties with a machine's precision and follow-through.

Dehrilya's Elite. Brood Ehrlya is the smallest, but its members are a formidable force, which all other dragons acknowledge and respect.

Ehrlya Hatchling

Small Dragon

Armor Class 16 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 15 ft., climb 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	9 (-1)	10 (+0)	9 (-1)

Saving Throws Dex +2, Con +3, Wis +2, Cha +1
Skills Perception +4, Persuasion +1, Nature +1, Stealth +2
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Truefire. Fire damage dealt by the dragon's attacks and abilities ignore fire resistance and treat fire immunity as fire resistance.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Flash Heat (3/Day). The dragon chooses a manufactured metal object, such as a metal weapon or metal armor, that it can see within 15 feet. The object momentarily becomes glowing hot. Any creature in physical contact with the object takes 5 (1d10) fire damage. Moreover, until the start of the dragon's next turn, the following are true:

- If the item is a weapon, its wielder has disadvantage on attack rolls made with it.
- If the item is armor or otherwise worn, the wielder's speed is reduced by 10 feet.
- If the object is a tool, a creature using it has disadvantage on ability checks made with it.

Ehrlya Wyrmling

Medium Dragon

Armor Class 17 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Saving Throws Dex +2, Con +4, Wis +2, Cha +1
Skills Perception +4, Persuasion +1, Nature +2, Stealth +2
Damage Immunities fire
Senses blindsight 30 ft., darkvision 90 ft., passive Perception 14
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Truefire. Fire damage dealt by the dragon's attacks and abilities ignore fire resistance and treat fire immunity as fire resistance.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses the following breath weapon:

Dragonfire. The dragon breathes fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Flash Heat (3/Day). The dragon chooses a manufactured metal object, such as a metal weapon or metal armor, that it can see within 30 feet. The object momentarily becomes glowing hot. Any creature in physical contact with the object takes 16 (3d10) fire damage. Moreover, until the start of the dragon's next turn, the following are true:

- If the item is a weapon, its wielder has disadvantage on attack rolls made with it.
- If the item is armor or otherwise worn, the wielder's speed is reduced by 10 feet.
- If the object is a tool, a creature using it has disadvantage on ability checks made with it.

Young Ehrlya Dragon

Large Dragon

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	12 (+1)	12(+1)	11 (+0)

Saving Throws Dex +3, Con +7, Wis +4, Cha +3
Skills Perception +7, Persuasion +3, Nature +4, Stealth +3
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Truefire. Fire damage dealt by the dragon's attacks and abilities ignore fire resistance and treat fire immunity as fire resistance.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 30-foot cone. Each creature in the 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.

Magma Spit. The dragon spits three small orbs of magma and pyroclastic material at different points up to 30 feet away, which erupt into explosions of fire. Each creature within 10 feet of these points must make a DC 15 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one explosion is affected only once.

Flash Heat (3/Day). The dragon chooses two manufactured metal objects, such as a metal weapon or metal armor, that it can see within 60 feet. Each object must either be unattended or in the possession of a different creature. The objects momentarily become glowing hot. Any creature in physical contact with the object takes 16 (3d10) fire damage. Moreover, until the start of the dragon's next turn, the following are true:

- If the item is a weapon, its wielder has disadvantage on attack rolls made with it
- If the item is armor or otherwise worn, the wielder's speed is reduced by 10 feet
- If the object is a tool, a creature using it has disadvantage on ability checks made with it.

REACTION

Reactive Scales. When the dragon is hit by an attack, the dragon temporarily coats its scales with metal. Until the start of its next turn, it has a +3 bonus to its AC, including against the triggering attack.

Adult Ehrlya Dragon

Huge Dragon

Armor Class 19 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	15 (+2)	15 (+2)	13 (+1)

Saving Throws Dex +5, Con +11, Wis +7, Cha +6
Skills Perception +12, Persuasion +6, Nature +7, Stealth +5
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Truefire. Fire damage dealt by the dragon's attacks and abilities ignore fire resistance and treat fire immunity as fire resistance.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Molten Bite attack and two Claw attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Molten Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage, and the target must make a DC 18 Dexterity saving throw. On a failed saving throw, nonmagical metal armor worn by the target, or a nonmagical metal shield held by the target, takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 AC bonus is destroyed.

Spiked Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 3 (1d6) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 60-foot cone. Each creature in the area must make a DC 19 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.

Magma Spit. The dragon spits three small orbs of magma and pyroclastic material at different points up to 60 feet away, which erupt into explosions of fire. Each creature within 10 feet of these points must make a DC 19 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one explosion is affected only once.

Ash Cloud. The dragon exhales a 30-foot sphere of choking, obscuring ash centered on itself. Each creature in that area must make a DC 19 Constitution saving throw, taking 49 (9d10) poison damage, or half as much damage on as successful one. The area is heavily obscured until the start of the dragon's next turn. The dragon is immune to the damage from this action and can see through the ash without obstruction.

Flash Heat (3/Day). The dragon chooses three manufactured metal objects, such as a metal weapon or metal armor, that it can see within 60 feet. Each object must either be unattended or in the possession of a different creature. The objects momentarily become glowing hot. Any creature in physical contact with the object takes 22 (4d10) fire damage. Moreover, until the start of the dragon's next turn, the following are true:

- If the item is a weapon, its wielder has disadvantage on attack rolls made with it
- If the item is armor or otherwise worn, the wielder's speed is reduced by 10 feet
- If the object is a tool, a creature using it has disadvantage on ability checks made with it.

REACTION

Reactive Scales. When the dragon is hit by an attack, the dragon temporarily coats its scales with metal. Until the start of its next turn, it has a +3 bonus to its AC, including against the triggering attack.

LEGENDARY ACTIONS

The 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 dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a Spiked Tail attack.

Pull Metal. The dragon yanks upon the magnetic nature of a Small or larger suit of metal armor or a metal weapon. The creature wearing or wielding the metal armor or weapon must make a DC 18 Strength saving throw, or be pulled 10 feet toward the dragon. A creature holding a metal weapon affected by this action can use its reaction to drop the item. When it does so, the creature is not pulled, but the weapon is pulled across the ground into the dragon's square.

Wing Attack (Costs 2 Actions). Each creature within 10 ft. of the dragon must succeed on a DC 20 Strength saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Ehrlya Dragon

Gargantuan Dragon

Armor Class 22 (natural armor)
Hit Points 407 (22d20 + 176)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	26 (+8)	17 (+3)	17 (+3)	15 (+2)

Saving Throws Dex +7, Con +15, Wis +10, Cha +6
Skills Perception +17, Persuasion +9, Nature +10, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Truefire. Fire damage dealt by the dragon's attacks and abilities ignore fire resistance and treat fire immunity as fire resistance.

ACTIONS

Multiattack. The dragon uses its Frightful Presence and then makes two Claw attacks and one Molten Bite attack.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Molten Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage, and the target must make a DC 21 Dexterity saving throw. On a failed saving throw, nonmagical metal armor worn by the target, or a nonmagical metal shield held by the target, takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10, or a shield that drops to a +0 bonus is destroyed.

Spiked Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 3 (1d6) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 90-foot cone. Each creature in the area must make a DC 23 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Magma Spit. The dragon spits three small orbs of magma and pyroclastic material at different points up to 90 feet away, which blossom into explosions of fire. Each creature within 20 feet of these points must make a DC 23 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one explosion is affected only once.

Ash Cloud. The dragon exhales a 30-foot sphere of choking, obscuring ash centered on itself. Each creature in that area must make a DC 23 Constitution saving throw, taking 66 (12d10) poison damage, or half as much damage on as successful one. The area is heavily obscured until the start of the dragon's next turn. The dragon is immune to the damage from this action and can see through the ash without obstruction.

Flash Heat (3/Day). The dragon chooses three manufactured metal objects, such as a metal weapon or metal armor, that it can see within 60 feet. Each object must either be unattended or in the possession of a different creature. The objects momentarily become glowing hot. Any creature in physical contact with the object takes 27 (5d10) fire damage. Moreover, until the start of the dragon's next turn, the following are true:

- If the item is a weapon, its wielder has disadvantage on attack rolls made with it have disadvantage
- If the item is armor or otherwise worn, the wielder's speed is reduced by 10 feet
- If the object is a tool, a creature using it has disadvantage on ability checks made with it.

REACTION

Reactive Scales. When the dragon is hit by an attack, the dragon temporarily coats its scales with metal. Until the start of its next turn, it has a +3 bonus to its AC, including against the triggering attack.

LEGENDARY ACTIONS

The 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 dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a Spiked Tail attack.

Pull Metal. The dragon yanks upon the magnetic nature of a Small or larger suit of metal armor or a metal weapon. The creature wearing or wielding the metal armor or weapon must succeed on a DC 21 Strength saving throw or be pulled 10 feet toward the dragon. A creature holding a metal weapon affected by this action can use its reaction to drop the item. When it does so, the creature is not pulled, but the weapon is pulled across the ground into the dragon's square.

Wing Attack (Costs 2 Actions). Each creature within 10 ft. of the dragon must succeed on a DC 23 Strength saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Exor Dragon



Antagonistic, cruel, and ravenous masters of the desert, Exor dragons like nothing more than the thrill of the hunt, relishing in the defeat their prey feels as fear overpowers them.

Aggressive Recruitment. Exor dragons are extremely combative, often leaping into a fight for the sheer thrill of battle. Their constant hunting always provides excellent practice.

As part of their aggressive territorial expansion, Exor dragons will often enter the lands of another brood, looking to stake their own claims, often overwhelming the local brood.

If they deem any of the conquered dragons worthy, they might offer them a chance to become part of their hunting pack. They devour the unworthy, inviting the potential recruits to partake in the feast of their former broodmates. If the new recruits can keep up, learn the ways of the Exor, and survive the bloody trials ahead, they can become full-fledged hunters in the pack. If not, they are abandoned to fend for themselves—which often means becoming target practice for Exor dragons.

Training for the hunt, both for recruited dragons and for those born among the Exor, is brutally taxing. Mentors are expected to show no mercy to their wards, and many do not survive training. Not even a hatchling will be given any quarter if it shows any weakness or incompetence.

When an Exor dragon becomes strong enough, it is expected to challenge those older or stronger than it and prove their worth in a lethal contest. Rawraxxa, the azhurma of the brood, retains her title only on the basis that she has never been defeated.

Apex Predators. The Exor are scattered around the deserts of Drakha, hunting individually or at the head of their own packs. They prowl their hunting grounds, masters of the desert's ways, and know how to find water even in the driest environments.

Those few Exor that have reached old age are covered with scars or are missing limbs, their continued survival proof enough of their strength and worth.

Exor Hatchling

Small Dragon

Armor Class 15 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 15 ft., burrow 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	7 (-2)	10 (+0)	9 (-1)

Saving Throws Dex +3, Con +3, Wis +2
Skills Perception +4, Stealth +3, Survival +2
Senses blindsight 10 ft., darkvision 60 ft., tremorsense 20 ft., passive Perception 14
Languages Common, Draconic
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Ambush Hunter. When the dragon burrows at least 10 feet straight toward a creature on the surface and then hits it with a melee attack on the same turn, the target takes an extra 3 (1d6) damage of the same type as the triggering attack.

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Exor Wyrmling

Medium Dragon

Armor Class 16 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft., burrow 15 ft., climb 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Str +5, Dex +3, Con +5, Wis +2
Skills Perception +4, Stealth +5, Survival +2
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., tremorsense 20 ft., passive Perception 14
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Ambush Hunter. When the dragon burrows at least 10 feet straight toward a creature on the surface and then hits it with a melee attack on the same turn, the target takes an extra 3 (1d6) damage of the same type as the triggering attack.

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

ACTIONS

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

Breath Weapons (Recharge 5–6). The dragon uses the following breath weapon:

Dragonfire. The dragon breathes fire in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Young Exor Dragon

Large Dragon

Armor Class 17 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 40 ft., burrow 20 ft., climb 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	20 (+5)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Str +7, Dex +4, Con +8, Wis +4
Skills Perception +7, Stealth +7, Survival +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 17
Languages Common, Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Ambush Hunter. When the dragon burrows at least 15 feet straight toward a creature on the surface and then hits it with a melee attack on the same turn, the target takes an extra 7 (2d6) damage of the same type as the triggering attack. Any creature within 5 ft. of the dragon when it reaches the surface for this attack must succeed on a DC 15 Dexterity saving throw or be pushed 5 feet away from the dragon in a straight line and knocked prone.

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d10 + 4) piercing damage.

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

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Sandblast. The dragon spits a swirling ball of tiny gravel shards at a point it can see within 15 feet, where it detonates in an explosion of flame and shrapnel. Each creature in a 10-foot radius sphere centered on that point must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) fire damage and 18 (4d8) slashing damage and is blinded until the beginning of the dragon's next turn. On a successful save, the creature takes half as much damage and is not blinded.

REACTION

Sand Shroud. When the dragon is hit with an attack, it can beat its wings, creating an obscuring dust cloud in a 10-foot radius around itself. Until the start of its next turn, the area is heavily obscured to creatures other than the dragon. Wind disperses the cloud.

Adult Exor Dragon

Huge Dragon

Armor Class 18 (natural armor)
Hit Points 202 (15d12 + 105)
Speed 40 ft., burrow 30 ft., climb 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	24 (+7)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Str +11, Dex +6, Con +12, Wis +7
Skills Intimidation +7, Perception +12, Stealth +11, Survival +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 90 ft., passive Perception 22
Languages Common, Draconic
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Ambush Hunter. When the dragon burrows at least 20 feet straight toward a creature on the surface and then hits it with a melee attack on the same turn, the target takes an extra 10 (3d6) damage of the same type as the triggering attack. Any creature within 10 ft. of the dragon when it reaches the surface for this attack must succeed on a DC 19 Dexterity saving throw or be pushed 5 feet away from the dragon in a straight line and knocked prone.

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage and 7 (2d6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 60-foot cone. Each creature in the area must make a DC 20 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Sandblast. The dragon spits a swirling ball of tiny gravel shards at a point it can see within 30 feet, where it detonates in an explosion of flame and shrapnel. Each creature in a 15-foot radius sphere centered on that point must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) fire damage and 22 (5d8) slashing damage and is blinded until the beginning of the dragon's next turn. On a successful save, the creature takes half as much damage and is not blinded.

Molten Breath. The dragon exhales molten glass in a 15-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 39 (6d12) fire damage and is restrained in molten glass. On a successful save, a creature takes half as much damage and is not restrained. At the beginning of each of its turns, a restrained creature takes 19 (3d12) fire damage. The restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success, or another creature can use its action to free the restrained creature.

REACTION

Sand Shroud. When the dragon is hit with an attack, it can beat its wings, creating an obscuring dust cloud in a 15-foot radius around itself. Until the start of its next turn, the area is heavily obscured to creatures other than the dragon. Wind disperses the cloud.

LEGENDARY ACTIONS

The 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 dragon regains spent legendary actions at the start of its turn.

Sense Hidden. The dragon can see invisible creatures and objects as if they were visible.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). Each creature within 10 ft. of the dragon must succeed on a DC 19 Strength saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Exor Dragon

Gargantuan Dragon

Armor Class 21 (natural armor)

Hit Points 370 (19d20 + 171)

Speed 40 ft., burrow 60 ft., climb 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	28 (+9)	15 (+2)	17 (+3)	16 (+3)

Saving Throws Str +15, Dex +8, Con +16, Wis +10

Skills Intimidation +10, Perception +17, Stealth +15, Survival +10

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 90 ft., passive Perception 27

Languages Common, Draconic

Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Ambush Hunter. When the dragon burrows at least 30 feet straight toward a creature on the surface and then hits it with a melee attack on the same turn, the target takes an extra 14 (4d6) damage of the same type as the triggering attack. Any creature within 10 ft. of the dragon when it reaches the surface for this attack must succeed on a DC 21 Dexterity saving throw or be pushed 5 feet away from the dragon in a straight line and knocked prone.

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage and 7 (2d6) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 60-foot cone. Each creature in the area must make a DC 24 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Sandblast. The dragon spits a swirling ball of tiny gravel shards at a point it can see within 60 feet, where it detonates in an explosion of flame and shrapnel. Each creature in a 30-foot radius sphere centered on that point must make a DC 24 Dexterity saving throw. On a failed save, a creature takes 36 (8d8) fire damage and 36 (8d8) slashing damage and is blinded until the beginning of the dragon's next turn. On a successful save, the creature takes half as much damage and is not blinded.

Molten Breath. The dragon exhales molten glass in a 30-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw. On a failed save, a creature takes 45 (7d12) fire damage and is restrained in molten glass. On a successful saving throw, a creature takes half as much damage and is not restrained. At the beginning of each of its turns, a restrained creature takes 26 (4d12) fire damage. The restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success, or another creature can use its action to free the restrained creature.

REACTION

Sand Shroud. When the dragon is hit with an attack, it can beat its wings, creating an obscuring dust cloud in a 30-foot radius around itself. Until the start of its next turn, the area is heavily obscured to creatures other than the dragon. Wind disperses the cloud.

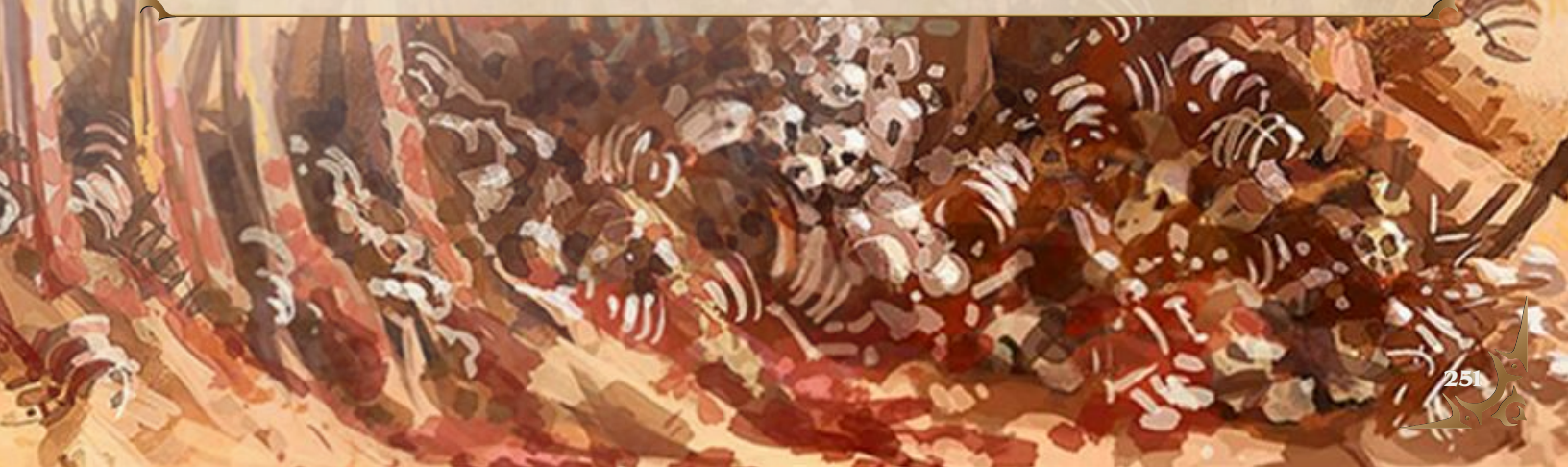
LEGENDARY ACTIONS

The 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 dragon regains spent legendary actions at the start of its turn.

Sense Hidden. The dragon can see invisible creatures and objects as if they were visible.

Tail Attack. The dragon makes a Tail attack.

Wing Attack (Costs 2 Actions). Each creature within 10 ft. of the dragon must succeed on a DC 23 Strength saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



Fulgen Dragon

Fulgen dragons believe themselves to be superior to other dragons, and their beauty and might support their claim. They are stunning to observe with their metallic scales glinting in the sky, and facing one of them usually means certain death, even for other dragons.

Master Planners. Fulgen dragons have exceptional foresight, as learned and inherited from their azhurma, Aureus the Lawmaker. They spend most of their time debating topics like law, magic, and rhetoric among themselves and honing their fighting skills.



The Fulgen consider menial work and tending to their basic needs to be lowly tasks, which they delegate to their dragonkin followers and Rhaavan captives. Thus unencumbered with minutiae, they can focus on deeper matters.

The most renowned Fulgen dragons occasionally take other dragons as disciples, to learn philosophy, politics, and strategy. The Fulgen Academy's majestic gardens are packed with disciples strolling with their tutor, building on their shared knowledge for the future greatness of the brood.

Golden Society. Fulgen dragons boast the most diverse and complex society in Drakha, with the wisest and strongest dragons occupying the highest positions of government in the Fulgen's Golden City while Valernian and dragonkin citizens carry out their duties in its outer ring. Fulgen dragons rule over a large number of dragonkin and Valernian servants. It is intrinsic to their nature to view other beings as inferior; however, thanks to Aureus's laws, they have learned to temper their primal desires with obedience, graciously suffering, and at times even tolerating, the presence of lesser beings.

Fulgen Hatchling

Small Dragon

Armor Class 14 (natural armor)
Hit Points 22 (5d6 + 5)
Speed 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	12 (+1)	14 (+2)	10 (+0)	14 (+2)

Saving Throws Str +3, Con +3, Wis +2, Cha +4
Skills Insight +2, Perception +4, Persuasion +4, Stealth +1
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

BONUS ACTION

Decree (Recharge 6). The dragon utters a command to a creature within 30 ft of it that can hear it. The target must succeed on a DC 12 Wisdom saving throw or fall prone. If the target falls prone, the dragon can fly up to half its flying speed toward the target and make one Bite attack if the target is in range.

Fulgen Wyrmling

Medium Dragon

Armor Class 15 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., fly 60 ft.

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

Saving Throws Str +5, Con +4, Wis +2, Cha +4
Skills Insight +2, Perception +4, Persuasion +4, Stealth +2
Damage Immunity fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses the following breath weapon:

Dragonfire. The dragon breathes fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 14 (6d6) fire damage on a failed save, or half as much damage on a successful one.

BONUS ACTION

Decree (Recharge 6). The dragon utters a command to a creature within 45 ft. of it that can hear it. The target must succeed on a DC 12 Wisdom saving throw or fall prone. If the target falls prone, the dragon can fly up to half its flying speed toward the target and make one Bite attack if the target is in range.

Young Fulgen Dragon

Large Dragon

Armor Class 16 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	16 (+3)	13 (+1)	17 (+3)

Saving Throws Str +9, Con +8, Wis +5, Cha +8
Skills Insight +5, Perception +9, Persuasion +7, Stealth +4
Damage Immunity fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.

Burning Aura. The dragon surrounds itself with spinning bands of burning magic in a 5-foot radius until the beginning of its next turn. When a creature enters that area for the first time on its turn or starts its turn there, the creature must make a DC 16 Dexterity saving throw. On a failed save, the creature takes 13 (3d8) fire damage and 13 (3d8) force damage. On a successful save, the creature takes half as much damage.

BONUS ACTION

Decree (Recharge 6). The dragon utters a command to a creature within 30 ft. of it that can hear it. The target must succeed on a DC 15 Wisdom saving throw or fall prone. If the target falls prone, the dragon can fly up to half its flying speed toward the target and make one Bite attack if the target is in range.

Adult Fulgen Dragon

Huge Dragon

Armor Class 17 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Str +13, Con +12, Wis +8, Cha +10
Skills Insight +8, Perception +14, Persuasion +10, Stealth +6
Damage Immunity fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. Then it makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 60-foot cone. Each creature in the area must make a DC 20 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Burning Aura. The dragon surrounds itself with spinning bands of burning magic in a 10-foot radius until the beginning of its next turn. When a creature enters that area for the first time on its turn or starts its turn there, the creature must make a DC 20 Dexterity saving throw. On a failed save, the creature takes 31 (7d8) fire damage and 31 (7d8) force damage. On a successful save, the creature takes half as much damage.

Auric Lance. The dragon spews molten golden metal in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 38 (7d10) fire damage and is restrained. On a successful save, a creature takes half as much damage and is not restrained. At the beginning of each of its turns, a restrained creature takes 27 (5d10) fire damage from the molten metal. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The molten metal crumbles to dust after 1 minute.

BONUS ACTION

Decree (Recharge 6). The dragon utters a command to a creature within 60 ft of it that can hear it. The target must succeed on a DC 19 Wisdom saving throw or fall prone. If the target falls prone, the dragon can fly up to half its flying speed toward the target and make one Bite attack if the target is in range.

REACTION

Deny Foe (3/Day). When a creature the dragon can see attacks it, the dragon can teleport up to 60 feet to an unoccupied space it can see. If the dragon is outside of the attack's range after teleporting, the attack misses.

LEGENDARY ACTIONS

The 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 dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a Tail attack.

Teleport. The dragon teleports up to 60 feet to an unoccupied space it can see.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Fulgen Dragon

Gargantuan Dragon

Armor Class 21 (natural armor)
Hit Points 455 (26d20 + 182)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+7)	19 (+4)	17 (+3)	21 (+5)

Saving Throws Str +16, Con +14, Wis +10, Cha +12
Skills Insight +10, Perception +17, Persuasion +12, Stealth +7
Damage Immunity fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Drakhan Resistance. The dragon has advantage on all saving throws against spells and other magical effects and is immune to the *maze* spell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. Then it makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 60-foot cone. Each creature in the area must make a DC 22 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Burning Aura. The dragon surrounds itself with spinning bands of burning magic in a 15-foot radius until the beginning of its next turn. When a creature enters that area for the first time on its turn or starts its turn there, the creature must make a DC 22 Dexterity saving throw. On a failed save, the creature takes 36 (8d8) fire damage and 36 (8d8) force damage. On a successful save, the creature takes half as much damage.

Auric Lance. The dragon spews molten golden metal in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 44 (8d10) fire damage and is restrained. On a successful save, a creature takes half as much damage and is not restrained. At the beginning of each of its turns, a restrained creature takes 27 (5d10) fire damage from the molten metal. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The molten metal crumbles to dust after 1 minute.

BONUS ACTION

Decree (Recharge 6). The dragon utters a command to a creature within 90 feet of it that can hear it. The target must succeed on a DC 20 Wisdom saving throw or fall prone. If the target falls prone, the dragon can fly up to half its flying speed toward the target and make one Bite attack if the target is in range.

Roaring Command (Recharge 6). The dragon roars an order at a creature within 60 feet of it that can hear it. The target must succeed on a DC 24 Intelligence saving throw or use its reaction to make a single melee or ranged weapon attack against a target chosen at random from among the creatures it can see within range of its attack. If there are no creatures within range, the target instead uses its reaction to move up to its speed away from the dragon.

REACTION

Deny Foe (3/Day). When a creature the dragon can see attacks it, the dragon can teleport up to 60 feet to an unoccupied space it can see. If the dragon is outside of the attack's range after teleporting, the attack misses.

LEGENDARY ACTIONS

The 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 dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a Tail attack.

Teleport. The dragon teleports up to 60 feet to an unoccupied space it can see.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



Magnifex Dragon

As elegant and vain as they are fierce and cruel, Magnifex dragons are the embodiment of beauty and self-importance. Obsessions over their appearance and aesthetics run in their blood, and they viciously lash out against anything they deem unsightly.

A Beautiful Home. Magnifex dragons give great importance to their lairs, choosing the most stunning landscapes of Drakha to settle in. Their territory of Paradis is vast and breathtaking, with lakes of mercury and rivers of bismuth running between crystalline peaks. There, the Magnifex surround themselves with gorgeous wonder, with grand towers and sculptures as far as the eye can see. A colossal fountain at the center of Paradis looms over similar landmarks, not only because of its size, elegance, and beauty but also because the Magnifex ritually fill it with the blood of their fallen opponents and prey. The mixture of mercury and blood produces a color like no other, fascinating citizens and visitors alike.

Natural Born Aesthetes. Magnifex dragons crave incredible experiences, no matter how lurid or shocking. Whatever fulfills a dragons' needs for aesthetic catharsis is a work of art and, as such, deserves a place in that dragon's lair. Each dragon's collection is a matter of constant pride as well as turmoil, as they are fiercely competitive. Magnifex are not above stealing from or killing each other for a particular artifact. The brood's parties are also renowned, as they have a legendary capacity for revelry, and violence, and no excess is frowned upon. The wisest of the brood have learned to remain sober during such events so that their senses remain unclouded when the fighting begins. Creatures wishing to parlay with a Magnifex would do well to bring tribute in the form of unusual or beautiful artwork. Some accounts suggest that the presence of noteworthy art itself encouraged one dragon to spare the life of an artist or supplicant. However, as artistry is in the eye of the viewer, individual Magnifex have differing opinions on the virtues of a particular piece, so getting a positive reaction from such tribute is still a matter of chance and how well one knows that particular dragon. Given a choice, bards are usually consumed last by a Magnifex, or even spared completely, for who better to spread the word of the wyrm's glory?

Eternally Competitive. Magnifex dragons are very competitive, always striving to outdo each other with their outlandishness, exquisite taste, and coveted art collections. Rivalry and scheming is encouraged rather than frowned upon. Not only is it an efficient way to weed out the competition, but it also ensures that only the greatest vision and most beautiful collections remain to highlight the grandeur of Paradis. Fame and prestige are fleeting there, however, and no limits are observed when defending one's social standing. A dragon can be the darling of society one day and nothing but a bloody carcass—displayed as a work of art—the next.

Magnifex Hatchling

Small Dragon

Armor Class 15 (natural armor)
Hit Points 14 (4d6)
Speed 15 ft., climb 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	7 (-2)	9 (-1)	13 (+1)

Saving Throws Dex +3, Con +2, Wis +1, Cha +3
Skills Insight +1, Perception +3, Stealth +3
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Common, Draconic
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Magnifex Wyrmling

Medium Dragon

Armor Class 16 (natural armor)
Hit Points 28 (5d8 + 6)
Speed 30 ft., climb 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	11 (+0)	10 (+0)	18 (+4)

Saving Throws Dex +3, Con +3, Wis +2, Cha +6
Skills Insight +2, Perception +4, Performance +6, Persuasion +6, Stealth +4
Damage Resistance fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 1 (200 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses the following breath weapon:

Dragonfire. The dragon breathes fire in a 15-foot cone. Each creature in the area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

BONUS ACTION

Crystal Upthrust (3/Day). A 5-foot-diameter spike of gray crystal erupts in a space of the dragon's choice within 30 feet of it. If the space is occupied by a creature, it must succeed on a DC 11 Dexterity saving throw or be restrained until the start of the dragon's next turn. A creature that is Huge or larger has advantage on this saving throw. The crystal is an object with AC 12 and 10 hit points. It dissolves at the start of the dragon's next turn.

Young Magnifex Dragon

Large Dragon

Armor Class 17 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., climb 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	17 (+3)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Dex +7, Con +6, Wis +4, Cha +8
Skills Insight +4, Perception +7, Performance +8, Persuasion +8, Stealth +7
Damage Resistance fire
Damage Immunity poison
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

ACTIONS

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

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

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

Tail Stinger. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage and be poisoned. At the start of each of its turns, a poisoned creature can repeat the saving throw, taking 7 (2d6) poison damage on a failed save, or ending the effect on a success.

Scintillating Scales (Recharge 6). The dragon's scales shine with an iridescent sheen, shimmering with colors. A number of creatures of the dragon's choice, up to its Proficiency bonus, within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be charmed until the beginning of the dragon's next turn. While charmed by this action, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its daze.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Crystal Spray. The dragon spews bismuth crystals in a 15-foot cone that is 5 feet wide. Each creature in the area of effect must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 22 (4d10) slashing damage and is poisoned for 1 minute. At the end of each of its turns, a poisoned creature can repeat the saving throw, ending the effect on itself on a success. A creature already poisoned by the dragon's Tail Stinger has disadvantage on this saving throw.

BONUS ACTION

Crystal Upthrust (3/Day). Two 5-foot-diameter spikes of gray crystal erupt in two spaces of the dragon's choice within 30 feet of it. If the space is occupied by a creature, it must succeed on a DC 14 Dexterity saving throw or be restrained until the start of the dragon's next turn. A creature that is Huge or larger has advantage on this saving throw. The crystal is an object with AC 12 and 10 hit points. It dissolves at the start of the dragon's next turn.

Adult Magnifex Dragon

Huge Dragon

Armor Class 18 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	23 (+6)	21 (+5)	15 (+2)	14 (+2)	22 (+7)

Saving Throws Dex +11, Con +10, Wis +7, Cha +12
Skills Insight +7, Perception +12, Performance +12, Persuasion +12, Stealth +11
Damage Resistance fire
Damage Immunity poison
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence and then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail Stinger. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage, and the target must succeed on a DC 18 Constitution saving throw or take 7 (2d6) poison damage and be poisoned. At the start of each of its turns, a poisoned creature can repeat the saving throw, taking 7 (2d6) poison damage on a failed save, or ending the effect on a success.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Scintillating Scales (Recharge 6). The dragon's scales shine with an iridescent sheen, shimmering with colors. A number of creatures of the dragon's choice, up to its Proficiency bonus, within 60 feet of it must succeed on a DC 18 Wisdom saving throw or be charmed until the beginning of the dragon's next turn. While charmed by this action, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage, or if someone else uses an action to shake the creature out of its daze.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 60-foot cone. Each creature in the area must make a DC 18 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Crystal Spray. The dragon spews bismuth crystals in a 30-foot cone. Each creature in the area of effect must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 33 (6d10) slashing damage and is poisoned for 1 minute. At the end of each of its turns, a poisoned creature can repeat the saving throw, ending the effect on itself on a success. A creature already poisoned by the dragon's Tail Stinger has disadvantage on this saving throw.

Crystal Cloud. The dragon exhales a ball of roiling bismuth crystals at a point it can see within 60 feet of it. At the chosen point, the ball expands into a floating cloud of sparkling shards with a 30-foot radius that lasts until the end of the dragon's next turn.

When a creature enters the effect's area for the first time or starts its turn there, that creature must make a DC 18 Constitution saving throw. The creature takes 31 (7d8) poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

- If a creature fails the saving throw by 5 or more, it is also restrained. A creature restrained by this effect must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the effect ends. If it fails its saves three times, it is turned to crystal and subjected to the petrified condition until the creature ends the effect with three successful saves. The successes and failures don't need to be consecutive.
- If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

BONUS ACTION

Crystal Upthrust (3/Day). Three 5-foot-diameter spikes of gray crystal erupt in a space of the dragon's choice within 60 feet of it. If the space is occupied by a creature, it must succeed on a DC 18 Dexterity saving throw or be restrained until the start of the dragon's next turn. A creature that is Huge or larger has advantage on this saving throw. The crystal is an object with AC 12 and 10 hit points. It dissolves at the start of the dragon's next turn.

LEGENDARY ACTIONS

The 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 dragon regains spent legendary actions at the start of its turn.

Claw. The dragon makes a Claw attack.

Wing Attack (Costs 2 Actions). Each creature within 10 ft. of the dragon must succeed on a DC 18 Strength saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crystal Detonation (Costs 3 Actions). The dragon remotely detonates one crystal created by its Crystal Upthrust bonus action that it can see. Each creature within 10 feet of the crystal must make a DC 18 Dexterity saving throw or take 21 (6d6) slashing damage. The dragon regains hit points equal to the damage taken.

Ancient Magnifex Dragon

Gargantuan Dragon

Armor Class 20 (natural armor)
Hit Points 308 (18d20 + 119)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	27 (+8)	23 (+7)	17 (+3)	16 (+3)	28 (+9)

Saving Throws Dex +14, Con +8, Wis +9, Cha +15
Skills Insight +9, Perception +15, Performance +15, Persuasion +15, Stealth +14
Damage Resistance fire
Damage Immunity poison
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence and then makes three attacks: one with its Bite attack and either two Claw attacks or one Tail Stinger attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail Stinger. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage, and the target must succeed on a DC 21 Constitution saving throw or take 14 (4d6) poison damage and be poisoned. At the start of each of its turns, a poisoned creature can repeat the saving throw, taking 14 (4d6) poison damage on a failed save, or ending the effect on a success.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Scintillating Scales (Recharge 6). The dragon's scales shine with an iridescent sheen, shimmering with colors. A number of creatures of the dragon's choice, up to its Proficiency bonus, within 60 feet of it must succeed on a DC 21 Wisdom saving throw or be charmed until the beginning of the dragon's next turn. While charmed by this action, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage, or if someone else uses an action to shake the creature out of its daze.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 90-foot cone. Each creature in the area must make a DC 21 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.

Crystal Spray. The dragon spews bismuth crystals in a 60-foot cone. Each creature in the area of effect must make a DC 21 Dexterity saving throw. On a failed save, a creature takes 49 (9d10) slashing damage and is poisoned for 1 minute. At the end of each of its turns, a poisoned creature can repeat the saving throw, ending the effect on itself on a success. A creature already poisoned by the dragon's Tail Stinger has disadvantage on this saving throw.

Crystal Cloud. The dragon exhales a ball of roiling bismuth crystals at a point it can see within 60 feet of it. At the chosen point, the ball expands into a floating cloud of sparkling shards with a 60-foot radius that lasts until the end of the dragon's next turn.

When a creature enters the effect's area for the first time or starts its turn there, that creature must make a DC 21 Constitution saving throw. The creature takes 54 (12d8) poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

- If a creature fails the saving throw by 5 or more, it is are also restrained. A creature restrained by this effect must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this effect three times, the effect ends. If it fails its saves three times, it is turned to crystal and subjected to the petrified condition until the creature ends the effect with three successful saves. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
- If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

BONUS ACTION

Crystal Upthrust (3/Day). Five 5-foot-diameter spikes of gray crystal erupt in a space of the dragon's choice within 60 feet of it. If the space is occupied by a creature, it must succeed on a DC 21 Dexterity saving throw or be restrained until the start of the dragon's next turn. A creature that is Huge or larger has advantage on this saving throw. The crystal is an object with AC 12 and 10 hit points. It dissolves at the start of the dragon's next turn.

LEGENDARY ACTIONS

The 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 dragon regains spent legendary actions at the start of its turn.

Claw. The dragon makes a Claw attack.

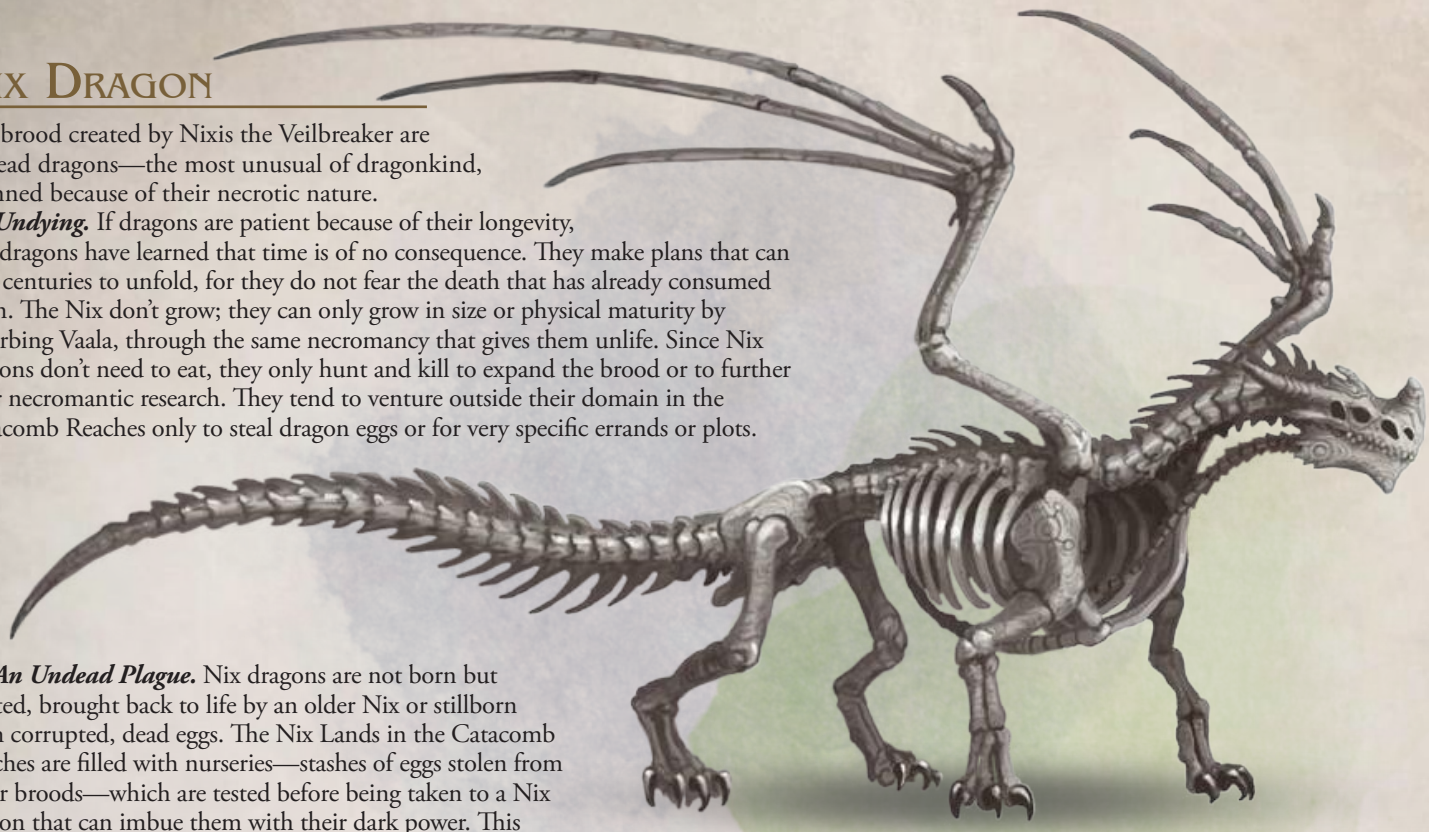
Wing Attack (Costs 2 Actions). Each creature within 15 ft. of the dragon must succeed on a DC 20 Strength saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crystal Detonation (Costs 3 Actions). The dragon remotely detonates one crystal created by its Crystal Upthrust bonus action that it can see. Each creature within 10 feet of the crystal must make a DC 21 Dexterity saving throw or take 54 (15d6) slashing damage. The dragon regains hit points equal to the damage taken.

Nix Dragon

The brood created by Nixis the Veilbreaker are undead dragons—the most unusual of dragonkind, shunned because of their necrotic nature.

Undying. If dragons are patient because of their longevity, Nix dragons have learned that time is of no consequence. They make plans that can take centuries to unfold, for they do not fear the death that has already consumed them. The Nix don't grow; they can only grow in size or physical maturity by absorbing Vaala, through the same necromancy that gives them unlife. Since Nix dragons don't need to eat, they only hunt and kill to expand the brood or to further their necromantic research. They tend to venture outside their domain in the Catacomb Reaches only to steal dragon eggs or for very specific errands or plots.



An Undead Plague. Nix dragons are not born but created, brought back to life by an older Nix or stillborn from corrupted, dead eggs. The Nix Lands in the Catacomb Reaches are filled with nurseries—stashes of eggs stolen from other broods—which are tested before being taken to a Nix dragon that can imbue them with their dark power. This necromantic power has altered the environment in the Catacomb Reaches, causing the terrain itself to give birth to dead plants, which continue growing and giving their rotten fruit as if they were alive. Nix dragons of great power can also create other Nix dragons, but some fail in their attempt, birthing Flawed Ones, undead dragons without intelligence or will who depend on their creator to act or move.

Fellowship in Darkness. Dependent on each other's necromancy and shunned by other broods, Nix dragons have developed closer ties as a community than other dragons, holding council regularly to discuss magic and how to grow their numbers and power. All Nix dragons have developed a form of telepathy, which allows them to communicate by speaking directly into another being's mind. Despite this linking of minds, they still experience occasional conflict, sometimes fighting over eggs or envying each other's abilities, but most of their wrath is saved for battling other dragons or facing dangers that threaten the brood. And where other broods disdain any so-called lesser beings, the Nix give begrudging respect to those skilled in necromancy. The Nix dragons display stalwart loyalty to their azhurma since she was the first to bring them to life, imbuing stolen eggs with her dark power and granting undeath to the embryos inside. And now, it is her will that gives all Nix dragons life and sentience. However, she does not demand their obedience and rules through respect rather than outright fear. Those choosing to shun her gift or her brood are free to leave the Catacomb Reaches to seek their own way.

A Careful Path. Nix dragons freely enter into cooperative agreements with other broods or lesser species and will use proxies to venture forth on independent expeditions to carry out certain tasks. However, they carefully avoid attracting the attention of other broods, especially the Fulgen, for Aureus is ever suspicious of the machinations Nixis is involved in and her dabbling in things best left alone.

Nix Hatchling

Small Undead Dragon

Armor Class 15 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 15 ft., climb 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	8 (-1)	7 (-2)	7 (-2)

Saving Throws Dex +2, Con +4, Wis +0, Cha +0
Skills Perception +2, Stealth +2
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Common, Draconic, telepathy 20 ft.
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

Nix Runes. The dragon has special Nix runes embedded in its bones, which animate its undead body and provide specific magical abilities (indicated below). Nix runes can be suppressed with dispel magic (DC 19) or an antimagic field. If its runes are suppressed, the dragon no longer deals necrotic damage with its Draining Bite, it cannot use its Nix runes, and it can't increase its age category. Suppressed runes are restored after a long rest.

Undead Nature. The dragon doesn't require air, food, drink, or sleep. It does need to consume Vaala to progress to the next age category.

Actions

Draining Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 2 (1d4) necrotic damage.

Bonus Actions

Nix Rune: Life (3/Day). The dragon bolsters itself with necromantic energy, gaining 8 (2d4 + 4) temporary hit points for 1 hour.

Nix Wyrmling

Medium Undead Dragon

Armor Class 16 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., climb 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	9 (-1)	8 (-1)

Saving Throws Dex +2, Con +5, Wis +1, Cha +1
Skills Arcana +2, Perception +3, Religion +2, Stealth +2
Damage Immunities fire, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Common, Draconic, telepathy 20 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

Nix Runes. The dragon has special Nix runes embedded in its bones, which animate its undead body and provide specific magical abilities (indicated below). Nix runes can be suppressed with dispel magic (DC 19) or an antimagic field. If its runes are suppressed, the dragon no longer deals necrotic damage with its Draining Bite, it cannot use its Nix runes, and it can't increase its age category. Suppressed runes are restored after a long rest.

Undead Nature. The dragon doesn't require air, food, drink, or sleep. It does need to consume Vaala to progress to the next age category.

ACTIONS

Draining Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 4 (1d8) necrotic damage.

Breath Weapons (Recharge 5–6). The dragon uses the following breath weapon:

Dragonfire. The dragon breathes fire in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Nix Rune: Limbwrack (3/Day). A ray of sickening dark energy lances out from the dragon's claws toward a creature within 60 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 13 (3d8) poison damage and have its speed reduced to 0 until the end of its next turn.

BONUS ACTIONS

Nix Rune: Life (3/Day). The dragon bolsters itself with necromantic energy, gaining 13 (2d6 + 6) temporary hit points for 1 hour.

Young Nix Dragon

Large Undead Dragon

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +4, Con +8, Wis +4, Cha +4
Skills Arcana +5, Perception +8, Religion +5, Stealth +4
Damage Immunities fire, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic, telepathy 40 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

Nix Runes. The dragon has special Nix runes embedded in its bones, which animate its undead body and provide specific magical abilities (indicated below). Nix runes can be suppressed with dispel magic (DC 19) or an antimagic field. If its runes are suppressed, the dragon no longer deals necrotic damage with its Draining Bite, it cannot use its Nix runes, and it can't increase its age category. Suppressed runes are restored after a long rest.

Undead Nature. The dragon doesn't require air, food, drink, or sleep. It does need to consume Vaala to progress to the next age category.

ACTIONS

Multiattack. The dragon makes one Draining Bite and two Claw attacks.

Draining Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

Necrotic Orb. The dragon spits a sphere of black flame at a point it can see within 15 feet of it, which then detonates in an explosion of shadow and fire. Each creature in a 15-foot radius centered on that point must make a DC 16 Dexterity saving throw, taking 16 (3d10) fire damage and 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Nix Rune: Limbwrack (3/Day). The dragon projects two rays of sickening dark energy from its claws toward a creature, or two different creatures, within 60 feet of it. Each target must succeed on a DC 16 Constitution saving throw or take 18 (4d8) poison damage per ray targeting it and have its speed reduced to 0 until the end of its next turn.

Nix Rune: Undead Puppet (3/Day). The dragon animates up to four undead servants from corpses or piles of bones within 30 feet of it for 1 hour. The dragon decides whether each undead creature is a ghoul or a specter. On each of the dragon's turns, the undead servants obey the dragon's mental commands if they are within 60 feet of it and follow those orders until the task is complete. If the dragon issues no commands, the undead servants only protect themselves against hostile creatures. After 1 hour, the undead servants crumble to dust. The dragon can have no more than four undead servants active at a time.

BONUS ACTIONS

Nix Rune: Life (3/Day). The dragon bolsters itself with necromantic energy, gaining 21 (3d8 + 8) temporary hit points for 1 hour.

Adult Nix Dragon

Huge Undead Dragon

Armor Class 18 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	24 (+7)	14 (+2)	13 (+1)	12 (+1)

Saving Throws Dex +6, Con +13, Wis +7, Cha +7
Skills Arcana +8, Intimidation +13, Perception +13, Religion +8, Stealth +6
Damage Immunities fire, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 60 ft., darkvision 90 ft., passive Perception 23
Languages Common, Draconic, telepathy 60 ft.
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the Nix dragon fails a saving throw, it can choose to succeed instead.

Nix Runes. The dragon has special Nix runes embedded in its bones, which animate its undead body and provide specific magical abilities (indicated below). Nix runes can be suppressed with dispel magic (DC 19) or an antimagic field. If its runes are suppressed, the dragon no longer deals necrotic damage with its Draining Bite, it cannot use its Nix runes, and it can't increase its age category. Suppressed runes are restored after a long rest.

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

Undead Nature. The dragon doesn't require air, food, drink, or sleep. It does need to consume Vaala to progress to the next age category.

ACTIONS

Multiattack. The Nix dragon uses its Frightful Presence. It then makes three attacks: one with its Draining Bite and two with its Claws. It can replace one attack with a use of Fling.

Draining Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 14 (4d6) necrotic damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and if the target is a Large or smaller creature, it is grappled (escape DC 19).

Fling. A creature grappled by the dragon's tail is thrown up to 20 feet in a direction of the dragon's choice and knocked prone. If a thrown target strikes a solid surface or another creature, the thrown target takes 7 (2d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or also take the same damage and be knocked prone.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.

Necrotic Orb. The dragon spits a sphere of black flame at a point it can see within 30 feet of it, which then detonates in an explosion of shadow and fire. Each creature in a 30-foot radius centered on that point must make a DC 21 Dexterity saving throw, taking 33 (6d10) fire damage and 33 (6d10) necrotic damage on a failed save, or half as much damage on a successful one.

Deathleech Cone. The dragon breathes necrotic fumes in a 30-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or take 45 (10d8) necrotic damage. For each creature that fails this save, the dragon regains 10 (3d6) hit points.

Nix Rune: Limbwrack (3/Day). The dragon projects three rays of sickening dark energy from its claws toward a creature, or up to three different creatures, within 90 feet of it. Each target must succeed on a DC 21 Constitution saving throw or take 18 (4d8) poison damage per ray targeting it and have its speed reduced to 0 until the end of its next turn.

Nix Rune: Undead Puppet (3/Day). The dragon animates up to 6 undead servants from corpses or piles of bones within 30 feet of it for 1 hour. The dragon decides whether each undead creature is a ghoul or a specter. On each of the dragon's turns, the undead servants obey the dragon's mental commands if they are within 60 feet of it and follow those orders until the task is complete. If the dragon issues no commands, the undead servants only protect themselves against hostile creatures. After 1 hour, the undead servants crumble to dust. The dragon can have no more than 6 undead servants active at a time.

BONUS ACTIONS

Nix Rune: Life (3/Day). The dragon bolsters itself with necromantic energy, gaining 21 (2d10 + 10) temporary hit points for 1 hour.

REACTIONS

Nix Rune: Absorption (3/Day). When the dragon takes acid, cold, fire, lightning, or thunder damage, it can gain immunity to the triggering damage type until the start of its next turn. In addition, the first time the dragon hits with a melee weapon attack on its next turn, the target takes an extra 10 (3d6) damage of the same type.

LEGENDARY ACTIONS

The Nix 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 Nix dragon regains spent legendary actions at the start of its turn.

Claw. The dragon makes a Claw attack.

Wingslash (Costs 2 Actions). The dragon attacks with its wings. Each creature within 10 feet of it must succeed on a DC 19 Dexterity saving throw or take 15 (3d6 + 5) slashing damage and be knocked prone. The dragon can then fly up to half its flying speed.

Order Undead (Costs 3 Actions). The dragon gives an order and each undead creature under the dragon's control within 120 feet of it uses its reaction to move up to half its speed and make a melee attack against the nearest hostile creature that it can see.

Ancient Nix Dragon

Gargantuan Undead Dragon

Armor Class 21 (natural armor)
Hit Points 390 (20d20 + 180)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	28 (+9)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Dex +7, Con +16, Wis +9, Cha +9
Skills Arcana +10, Intimidation +16, Perception +16, Religion +10, Stealth +7
Damage Immunities fire, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic, telepathy 120 ft.
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Drakhan Resistance. The dragon has advantage on all saving throws against spells and spell-like abilities and is immune to the *maze* spell.

Legendary Resistance (3/Day). If the Nix dragon fails a saving throw, it can choose to succeed instead.

Nix Runes. The dragon has special Nix runes embedded in its bones, which animate its undead body and provide specific magical abilities (indicated below). Nix runes can be suppressed with dispel magic (DC 19) or an antimagic field. If its runes are suppressed, the dragon no longer deals necrotic damage with its Draining Bite, it cannot use its Nix runes, and it can't increase its age category. Suppressed runes are restored after a long rest.

Undead Nature. The dragon doesn't require air, food, drink, or sleep. It does need to consume Vaala to progress to the next age category.

ACTIONS

Multiattack. The Nix dragon uses its Frightful Presence. It then makes three attacks: one with its Draining Bite and two with its Claws. It can replace one attack with a Tail attack or a use of Fling.

Draining Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 14 (4d6) necrotic damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) necrotic damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage, and if the target is a Large or smaller creature, it is grappled (escape DC 22).

Fling. A creature grappled by the dragon's tail is thrown up to 40 feet in a direction of the dragon's choice and knocked prone. If a thrown target strikes a solid surface or another creature, the thrown target takes 7 (2d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 22 Dexterity saving throw or also take the same damage and be knocked prone.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Dragonfire. The dragon breathes fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 87 (25d6) fire damage on a failed save, or half as much damage on a successful one.

Darkorb. The dragon spits two spheres of black flame at two different points it can see within 60 feet of it. The spheres blossom into 60-foot radius explosions of shadow and fire. Each creature in those areas must make a DC 24 Dexterity saving throw, taking 33 (6d10) fire damage and 33 (6d10) necrotic damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one darkorb is affected only once.

Deathleech Cone. The dragon breathes necrotic fumes in a 60-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or take 45 (10d8) necrotic damage. For each creature that fails this save, the dragon regains 21 (6d6) hit points.

Nix Rune: Death (3/Day). The dragon telepathically whispers dark words of power into the mind of a creature within 90 feet of it. The target must make a DC 24 Constitution saving throw, taking 65 (10d12) necrotic damage on a failed save, or half as much damage on a successful one. If the save fails, each undead creature within 60 feet of the target gains temporary hit points equal to half the damage dealt to the target. A humanoid killed by this action rises at the start of the dragon's next turn as a zombie that is permanently under the dragon's control, following the dragon's mental commands to the best of its ability. Creatures shielded from telepathy are immune to this action.

Nix Rune: Limbwrack (3/Day). The dragon projects four rays of sickening dark energy from its claws toward a creature, or up to four different creatures, within 120 feet of it. Each target must succeed on a DC 24 Constitution saving throw or take 18 (4d8) poison damage per ray targeting it and have its speed reduced to 0 until the end of its next turn.

Nix Rune: Undead Puppet (3/Day). The dragon animates up to 8 undead servants from corpses or piles of bones within 30 feet of it for 1 hour. The dragon decides whether each undead creature is a ghoul or a specter. On each of the dragon's turns, the undead servants obey the dragon's mental commands if they are within 60 feet of it and follow those orders until the task is complete. If the dragon issues no commands, the undead servants only protect themselves against hostile creatures. After 1 hour, the undead servants crumble to dust. The dragon can have no more than 8 undead servants active at a time.

Risen in Nix (1/Day). The dragon targets one Nix dragon that has been reduced to 0 hit points that it can see within 60 ft. of it. The target creature is restored to full hit points and its Nix runes are restored.

BONUS ACTIONS

Nix Rune: Life (3/Day). The dragon bolsters itself with necromantic energy, gaining 25 (2d12 + 12) temporary hit points for 1 hour.

REACTIONS

Nix Rune: Absorption (3/Day). When the dragon takes acid, cold, fire, lightning, or thunder damage, it can gain immunity to the triggering damage type until the start of its next turn. In addition, the first time the dragon hits with a melee weapon attack on its next turn, the target takes an extra 17 (5d6) damage of the same type.

LEGENDARY ACTIONS

The Nix 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 Nix dragon regains spent legendary actions at the start of its turn.

Claw. The dragon makes a Claw attack.

Wingslash (Costs 2 Actions). The dragon attacks with its wings. Each creature within 10 feet of it must succeed on a DC 22 Dexterity saving throw or take 17 (3d6 + 7) slashing damage and be knocked prone. The dragon can then fly up to half its flying speed.

Order Undead (Costs 3 Actions). The dragon gives an order and each undead creature under the dragon's control within 120 feet of it uses its reaction to move up to half its speed and make a melee attack against the nearest hostile creature that it can see.

Dream Imp

Tiny, winged humanoids with four arms and oversized eyes, dream imps are beloved by the Fell Courts for their boundless whimsy and creativity. Constantly singing, humming, or crafting wild tales, dream imps serve to keep the stories of the faari alive and well, both within the Fell Courts and in the mortal world.

Imaginary Friends. Dream imps travel through the dreams of children, manifesting as a friend or companion, particularly to those children who are lonely or have particularly vivid imaginations. Often, it's impossible for adults to even see a dream imp if the imp wishes to remain undetected, and any report of the creature is written off as a childish flight of fancy.

Changelings. As the dream imp builds a relationship with a child, together the two craft more and more elaborate imaginings, guided by the imp, which feed the Fell Courts. However, sometimes the imp gets a taste of the mortal world, and as the bond between the imp and child deepens, the imp becomes more and more childlike, while the child becomes less and less tethered to their own world. Eventually, the imp takes the child's place and sends them to the Fell Courts. Never aging, the imp may become unsatisfied with its mortal existence and return to the Fell Courts within short order; other times, it clings to its false existence for too long and is discovered.



Dream Imp

Tiny Feydh (Fai)

Armor Class 13
Hit Points 10 (4d4)
Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	11 (+0)	10 (+0)	9 (-1)	18 (+4)

Skills Deception +6, Perception +1, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 90 ft., passive Perception 11 (21 when relying on sight)
Languages Common, Oneiric
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Dream Crossing. Once a day, the dream imp can use a bonus action to slip through the barrier between Rhaava and the Dreamspace. Similarly, once a day, it can use an action to open a passage, allowing creatures to pass through from one to the other, for up to 1 minute.

Fai Ancestry. The dream imp gains advantage on saving throws against being charmed, and magic can't put it to sleep.

Magic Evasion. Spell attack rolls made against the dream imp have disadvantage.

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

Actions

Multiattack. The dream imp makes two Slap attacks against a single target.

Slap. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and 1 psychic damage.

Disconcerting Laughter. The dream imp emits a shrill giggle. Each creature within 20 ft. of it that can hear it must succeed on a DC 14 Wisdom saving throw or become restrained until the end of its turn.

Fai Tongues. The dream imp casts *tongues* on itself, requiring no material components.

Invisibility. The dream imp magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the dream imp wears or carries turns invisible with it.

Bonus Actions

Fai Leap. The dream imp can teleport up to 3 times in quick succession, moving no more than a total of 30 feet. This can be used in conjunction with its Slap attacks.

Ellari Dreamshaper

The ellari, also known as the silver elves, are masters of Fai magic, and none more so than the Dreamshapers. With deep connections to the Dream aspect of Vaala, Dreamshapers bring imagination into reality, crafting physical creations out of magic and inspiration. Dreamshapers work in many professions across Valerna, including in academia, architecture, art, diplomacy, espionage, and the military. Teams of Dreamshapers will work together, bringing entire buildings into existence or manifesting great sheets of fire or ice to destroy an encroaching army with but a thought.

Dreamwalkers. Like their faari counterparts, ellari can walk within dreams, allowing them to meet with other individuals across Valerna, no matter the distance. Some use this as a casual way to stay connected with their loved ones, while others train as spies, slipping unseen into the dreams of others to collect vital intelligence or information. Some Dreamshapers refine this skill to the point where they can physically step through the dreams of others, appearing on the other side of the continent in a blink.



Dreamshaper

Medium Humanoid (Elf, Fai)

Armor Class 14 (leather armor)
Hit Points 85 (19d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	17(+3)	18 (+4)	13 (+1)

Saving Throws Dex +5, Wis +6
Skills Arcana +5, History +5, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Allai, Common, Ellari
Challenge 2 (450 XP) **Proficiency Bonus** +2

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

ACTIONS

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Spellcasting. The ellari casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *mending, minor illusion, produce flame*

3/day: *charmed reverie, dreamwalking, moonbeam, sleet storm, fabricate*

1/day: *black tentacles, dreamlance, faithful hound*

BONUS ACTIONS

Fai Step. The ellari teleports up to 30 feet to an unoccupied space it can see.

REACTIONS

Counterspell. When a creature within 60 feet of the ellari casts a spell of 3rd level or lower, the spell fails and has no effect.

Fai Fall. If the ellari falls, it can cast feather fall on itself.

Parry. The ellari adds 5 to its AC against one melee attack that would hit it. To do so, it must see the attacker and be wielding a melee weapon.



Fadrake

Belief in the feydh is essential to their existence. Without stories and tales of them being told, they vanish from memory and cease to be. Occasionally, however, a tale will be told of feydh creatures that do not exist, yet as the story grows and flights of fancy take hold, the very telling can bring the subject of the stories into existence. Fadrakes are one such creature, formed from pure Fai and altered by the dreamer's imagination. They roam where the barrier between Valerna and the Dreamspace is thin, and have primarily been seen in the Fai Woods.

Fantastical and Strange. Born of tall tales and twisted into being by feydh magic, no two fadrakes are alike. Some are nightmarish versions of dragons, dripping venom and possessing far too many limbs, while others may display vivid plumage, butterfly wings, or even antlers. They may be friendly or hostile, but all fadrakes are unpredictable, steeped in the chaos of their creation.

Fadrake

Huge Feydh (Fai)

Armor Class 18 (natural armor)
Hit Points 220 (21d12 + 84)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	19 (+4)	7 (-2)	10 (+0)	16 (+3)

Saving Throws Wis +4, Cha +7
Damage Vulnerabilities psychic
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't deadsteel
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., truesight 60 ft., passive Perception 10
Languages understands Oneiric
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Altered Form. The fadrake has two of the following physical traits: antlers, butterfly wings, eyestalks, feathered crest, and tail stinger.

Antimagic Vulnerability. If the fadrake is the target of a dispel magic effect, or if it enters the area of an antimagic field or a magic circle (against any creature type), it must succeed on a Constitution saving throw against the caster's spell save DC or take 4 (1d8) psychic damage per spell level.

Bewildering Presence. Each creature that starts its turn within 30 ft. of the fadrake and can see or hear it must succeed on a DC 19 Wisdom saving throw or become confused, as per the confusion spell, until the end of its turn. If the affected creature is concentrating on a spell, that spell ends.

Dreams Realized. Illusion spells that don't normally deal damage, such as the major image spell, can harm a fadrake. By the same token, an illusory wall or object will physically stop the fadrake as if it were real. As an action, a caster can use an appropriate illusion to make a melee spell attack targeting the fadrake with a range of 5 feet from the illusion, dealing 3 (1d6) psychic damage per spell level on a hit.

Keen Eyesight (Eyestalks Only). The fadrake has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance. The fadrake gains advantage on saving throws against spells and other magical effects. This includes saving throws against effects that trigger the fadrake's Antimagic Vulnerability.

Actions

Multiattack. The fadrake makes two Claw attacks and one Bite, Gore, or Tail Stinger attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage, and the target is grappled (escape DC 23). The fadrake can only grapple two creatures at the same time, and it cannot attack with a claw that it's using to grapple a target.

Gore (Antlers Only). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the target must succeed on a DC 20 Strength saving throw or fall prone.

Tail Stinger (Tail Stinger Only). *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 35 (10d6) poison damage on a fail, or half as much damage on a success.

Alluring Plumage (Feathered Crest Only). The fadrake flares its feathered crest. Each creature who can see the fadrake must succeed on a DC 16 Charisma saving throw or use its reaction to move its full movement directly toward the fadrake.

Wing Flap (Butterfly Wings Only). Each creature in a 20-foot radius around the fadrake must succeed on a DC 23 Strength saving throw or be pushed back 10 feet, take 11 (1d6 + 8) bludgeoning damage, and fall prone.

Psychic Flame (Recharge 5–6). The fadrake breathes illusory fire in a 60-foot cone. Each creature in the area must succeed on a DC 19 Wisdom saving throw or take 7 (2d6) psychic damage plus 7 (2d6) fire damage.

Bonus Actions

Bewildering Whispers. The fadrake can target a creature that has been affected by its Bewildering Presence since the end of the fadrake's last turn. The target must succeed on a DC 19 Wisdom saving throw or suffer from the effects of a suggestion spell, as though it were cast by the fadrake.

Fai Goblin

Small, winged feydh with wild hair and a mischievous disposition, Fai goblins are deviously dangerous foes. They serve the Fell Courts by bringing mortals into the Dreamspace, typically through riddles or trickery. Fai goblins do not prefer using violence as a first or even second resort, but they will fight viciously if backed into a corner.

Agents of the Fell. Often found within the Fai Woods, goblins travel through Valerna in search of mortals to fulfill their needs. These mortals, called Spirited, are vital to the Courts' survival, bringing with them their dreams and tales. Though the goblins have a strong tendency to obey the rules, their rules are often skewed heavily in the goblins' favor. Mortals who agree to a game or a bargain with a Fai goblin often fall afoul of a tricky clause or loophole and find themselves spirited away to the Fell Courts.

Fetches. Tricky and often spiteful, goblins will sometimes force a mortal into making a bargain by taking a mortal baby and leaving a fetch in its place. The fetch, an enchanted trinket or poppet that provides a clue to the child's whereabouts in the Fai Woods, fulfills the goblin's sense of equal exchange: If something is taken, something should be left behind. Typically, the distraught parent will follow the clue to find the goblin and be tricked or coerced into accompanying them to the Fell Courts in exchange for the return of their child.



Fai Goblin

Small Feydh (Fai)

Armor Class 14
Hit Points 21 (6d6)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	11 (+0)	16 (+3)	12 (+2)	17 (+3)

Saving Throws Dex +5, Int +5
Skills Perception +4, Stealth +7, Survival +4
Damage Vulnerabilities bludgeoning, piercing, and slashing from deadsteel weapons
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened
Senses darkvision 40 ft., passive Perception 14
Languages Ellari, Oneiric
Challenge 2 (450 XP) **Proficiency Bonus** +2

Dream Crossing. Once a day, the Fai goblin can use a bonus action to slip through the barrier between Rhaava and the Dreamspace. Similarly, once a day, it can use an action to open a passage, allowing creatures to pass through from one to the other, for up to 1 minute.

Fai Ancestry. The Fai goblin gains advantage on saving throws against being charmed, and magic can't put it to sleep.

Glamoured Shroud. The Fai goblin has advantage on Dexterity (Stealth) checks made to hide.

ACTIONS

Multiattack. The Fai goblin makes three Fai Bow or Claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Fai Bow. *Ranged Weapon Attack:* +5 to hit, range 30/250, one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcasting. The Fai goblin casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *bane, charm person, command, vicious mockery*

3/day: *enthrall, hideous laughter, sleep, suggestion*

1/day each: *compulsion, dominate person, geas*

BONUS ACTIONS

Fai Step. The Fai goblin teleports up to 30 feet to an unoccupied space it can see.

Fai Hydra

If the monsters of Allaria are born out of Fai from the dreams of mortals, hydras are a manifestation of unbridled nightmares. Dating from the earliest, most primal age of Rhaava, hydras are veritable monsters, unsuited to survive in any natural ecosystem due to their enormous size, impossible anatomy, and unnatural appetite.

Creature of Nightmares. A massive creature with multiple heads atop as many long, serpentine necks, a Fai hydra is a particularly challenging foe. The danger comes not only from the multi-pronged attack but also from the hydra's breath, which causes creatures to fall into an unnatural slumber. While asleep, they experience terrible nightmares that empower the hydra.

The Hydra Lord and the Allai

Allarian legend holds that their progenitors, the human huntress Karra and Qan, the ellari king of Taessai, cemented their betrothal over the defeat of a fearsome Fai hydra that threatened both their peoples. Taessai was renamed Allaria, the Crown of Honor, and Qan and Karra's thirteen children became the first children with elven and human ancestry, known as allai. To this day, the Dragon Kingdom of Allaria marches beneath the banner of the hydra, to honor their ancestors and the tale.



Fai Hydra

Huge Monstrosity (Fai)

Armor Class 17 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	23 (+6)	3 (-4)	9 (-1)	9 (-1)

Saving Throws Str +10, Con +10
Skills Perception +3
Damage Vulnerabilities bludgeoning, piercing, and slashing from deadsteel weapons
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 80 ft., passive Perception 13
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Bolstered by Dreams. The Fai hydra gains a bonus to all of its attack rolls and saving throws equal to the number of creatures slumbering due to its Dream Fog within 90 feet of it.

Fai Ancestry. The Fai hydra gains advantage on saving throws against being charmed, and magic can't put it to sleep.

Multiple Heads. The Fai hydra has four heads. When the Fai hydra has more than one head, it has advantage on attack rolls made with its Bite and has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

- If the Fai hydra takes more than 25 points of damage in a single turn, one of the heads falls unconscious. At the start of the Fai hydra's turn, one unconscious head regains consciousness unless its Regeneration trait is suppressed.

Regeneration. A Fai hydra regains 10 hit points at the start of its turn if it has at least 1 hit point. If the Fai hydra takes necrotic damage or damage from a deadsteel weapon, this trait does not activate during the Fai hydra's next turn.

Actions

Multiattack. The Fai hydra makes as many Bite attacks as it has heads. It can replace one attack with a use of Dream Fog.

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

Tail Sweep. Each creature within 10 feet of the Fai hydra must succeed on a DC 18 Dexterity saving throw or take 15 (2d8 + 6) bludgeoning damage and be knocked prone.

Dream Fog (Recharge 5–6). The Fai hydra exhales a sickly blue fog in a 30-foot cone. Each creature in that area must succeed on a DC 16 Wisdom saving throw or fall unconscious for the next minute. The effect ends early for a creature if it takes damage or if someone uses an action to shake or slap it awake. For the duration, the slumbering creature is assailed with horrible nightmares, which bolsters the hydra.

Reactions

Ferocious Response. If a Fai hydra is hit with a melee weapon attack, it can make a Bite attack against the attacker if it is within reach. It can take this reaction a number of times per turn equal to the number of heads it has remaining.

Fándred Monk

The Walkers of the Eight Paths, the Order of Fándred are a nature-loving order of monks from the Westerlands who first rose in Nahuac but have since spread across Valerna. They wear gray-green robes that make them hard to spot but easy to recognize. They prefer open fields to roads, forests to cities, and they wander Valerna guarding the land itself against anything that threatens life.

Totem Monks. Fándred monks use tána magic, the totemic art of Nahuac sages, to power their monastic abilities. Their guiding spirits give them special abilities and inspire their combat styles. Some Fándred monks can take the shape or powers of an animal attuned to their Tána path.

Tenets of Fándred. The Eight Paths are directly derived from the Fourth Paths of Náhuinn tradition. Each of the Eight Paths corresponds to a tána aspect and is also a philosophical code, guiding the monks on their journeys.

The Branch. The path of protection and healing, which follows the principle "Stand for Others." Fándred monks are expected to lend their aid to anyone that needs it, regardless of allegiance. Monks of the Branch can heal themselves or others with a touch. Their animal is the bear.

The Claw. The path of bravery, which follows the principle "Control your Fear." All Fándred monks are expected to lay their lives on the line in the fight against evil. Monks that have chosen the Claw tána have unshakable willpower and determination. Their animal is the jaguar.

The Feather. The path of teaching, which follows the principle "Watch from Above." Being at peace, being complete in oneself, leads others to the truth. Feather monks are inspiring leaders, making warriors of the weak and heroes of the meek. Their animal is the eagle.

The Leaf. The path of perception, which follows the principle "Remain Aware." A Fándred monk must pay attention to the world so they can understand and protect it. Monks of the Leaf are peerless detectives and trackers, trained to sniff out evil and danger. Their animal is the wolf.

The Lightning. The path of strength in action, which follows the principle "Oppose all Threats." It's not enough to fight evil; a Fándred monk must do so decisively and without hesitation. Monks with the Lightning tána are the most militaristic and ruthless of the order. Their animal is the hawk.

The Moon. The path of understanding, which follows the principle "Seek the Truth." A Fándred monk will never take things at face value and will always try to reach the bottom of things, regardless of opinions. Monks of the Moon have supernatural insight and can't be lied to. Their animal is the snake.

The Stone. The path of endurance, which follows the principle "Face what Comes." Borrowing from the cultural stoicism of the Náhuinn, Fándred monks are expected to take what life throws at them, be it pain or hardship. Stone monks have superhuman fortitude and perseverance. Their animal is the boar.

The Wind. The path of movement, which follows the principle "Stay in Motion." The Fándred credo frowns on roots and attachments, be they to places, people, or identities. Wind monks have incredible speed, both when traveling and when fighting. Their animal is the deer.

Fándred Monk

Medium Humanoid (Any, K'aab)

Armor Class 16
Hit Points 52 (8d8 + 16)
Speed 45 ft.

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

Saves Str +3, Dex +5
Skills Insight +5, Perception +5, Nature +3, Survival +5
Senses passive Perception 15
Languages Common, Náhuinn
Challenge 3 (700 XP) **Proficiency Bonus** +2

Path of Eight. The Fándred monk follows one of the following paths (your choice): Path of the Branch, Path of the Claw, Path of the Feather, Path of the Leaf, Path of the Lightning, Path of the Moon, Path of the Stone, Path of the Wind.

Decisive Action (Path of the Lightning Only). The Fándred monk has advantage on initiative rolls and on all attack rolls it makes during the first round of combat.

Keen Awareness (Path of the Leaf Only). The Fándred monk has advantage on Perception checks and on all saving throws against becoming blinded or deafened.

Like the Wind (Path of the Wind Only). The Fándred monk has advantage on saving throws and ability checks against being grappled or restrained, and it can move through difficult terrain as if it were normal terrain.

Unarmored Defense. While the Fándred monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Vaala Strikes. The Fándred monk's weapon attacks are magical.

ACTIONS

Multiattack. The Fándred monk makes two Quarterstaff and two Unarmed Strike attacks.

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

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or become stunned until the end of the Fándred monk's next turn.

Blessing of the Source. The Fándred monk casts *enhance ability* on itself, without using any material components.

Call to Victory (Path of the Feather Only, 3/Day). The Fándred monk bolsters an ally within 30 feet of it who can hear it. The next time the ally makes an attack roll, saving throw, or ability check, it rolls 1d6 and adds the result to the roll.

Defensive Strike (Path of the Stone Only). The Fándred monk makes two Quarterstaff attacks, and all weapon attacks against it have disadvantage until its next turn.

Healing Source (Path of the Branch Only, 3/Day). The Fándred monk casts *cure wounds*.

Pierce the Veil (Path of the Moon Only, 3/Day). For 1 minute, the Fándred monk becomes aware of any hidden, concealed, or invisible creatures or objects within 60 feet of it, and it automatically succeeds on saving throws to perceive illusions.

Stillness of Mind (Path of the Claw Only, 3/Day). The Fándred monk ends any charmed or frightened conditions on itself and becomes immune to all charm and fear effects for 1 minute.



Fataar

The bullies of the Fai Woods, fataari are burly ogre-sized humanoid feydh who gather in gangs to stalk and harass other feydh, particularly hamanimi and Fai goblins. They behave as little more than bandits, often hijacking or robbing their neighbors' treasures. When they tire of other feydh, fataari turn their attention to wandering mortals.

Fataari are large, muscular humanoids, with clawed hands, hoofed feet, and large tusks, horns, or antlers. Their skin has a vivid color, such as red, blue, or green, and they like to decorate their body with tattoos, jewelry, and war trophies. They prefer to fight with large, two-handed weapons and pride themselves on their intimidating appearances.

Fataar

Large Feydh (Fai)

Armor Class 15 (breastplate)
Hit Points 59 (7d10 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	11 (+0)	9 (-1)	13 (+1)

Saving Throws Str +6, Con +5
Skills Intimidation +3, Perception +1, Survival +1
Senses truesight 60 ft., passive Perception 11
Languages Allai, Common, Oneiric
Challenge 3 (700 XP) **Proficiency Bonus** +2

Fai Ancestry. The fataar gains advantage on saving throws against being charmed, and magic can't put it to sleep.

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

ACTIONS

Multiattack. The fataar makes two Maul attacks and one Claw or Tusks attack.

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

Maul. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Tusks. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 14 Strength saving throw or fall prone.

BONUS ACTIONS

Forest Predator. The fataar casts *hunters mark*.

REACTIONS

Sharp Retort. When the Fataar takes damage from a melee attack, it can make a Tusks attack against the attacker.



Fell Knight

Fell knights, also known as Dreamrunners, are the noble warriors of the fearsome faari, the Dream elves of the Fai Woods. They are distinguished by their Fai glass armor and hold their appearance and knightly demeanor in high esteem. They often ride on grand hunts through the Fai Woods and enjoy holding tournaments to establish who among them is the most skilled and, thus, the most worthy to call themselves a knight.

Knightly Names. Fell knights like to give themselves symbols, titles, or mottos based around the story or dream that breathed them into existence. Such monikers include the Knight of Frogs, the Knight of Roses, and the Knight of Stars. A Fell knight's title all but replaces their birth name, which many of them don't have or don't remember.

Dreamlike Appearance. When riding to hunt a foe or explore the Fai Woods, Fell knights wear suits of ornate armor and carry weapons all made of Fai glass. They ride specially trained, multi-tailed Fell foxes that can jump great heights and distances.



Fell Knight

Medium Feydh (Fai)

Armor Class 21 (Fai glass plate)
Hit Points 82 (15d8 + 15)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +6
Skills Athletics +6, Insight +4, Perception +4, Intimidation +6
Damage Vulnerabilities bludgeoning, piercing, and slashing damage from deadsteel weapons
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 14
Languages Allai, Common, Oneiric
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fai Ancestry. The Fell knight gains advantage on saving throws against being charmed, and magic can't put it to sleep.

Magic Weapons. The Fell knight's weapon attacks are magical.

Actions

Multiattack. The Fell knight makes two Fai Glass Lance or Fai Glass Maul attacks.

Fai Glass Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 2 (1d4) psychic damage.

Fai Glass Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+ 3) piercing damage plus 2 (1d4) psychic damage.

Spellcasting. The Fell knight casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *charm person, command, fog cloud*

1/day: *enthrall, spirit guardians*

Bonus Actions

Dream Step. The Fell knight teleports up to 30 feet to an unoccupied space it can see.

Reactions

Counterspell. When a creature within 60 ft. of the Fell knight casts a spell of 3rd level or lower, the spell fails and has no effect.

Fell Fox

The Fell fox is an elegant and reclusive beast from the deepest reaches of the Fai Woods. Slender, horse-sized creatures with vulpine heads, long legs that end in clawed paws, and mottled coats, Fell foxes are hard to spot and even harder to catch. They can easily outpace many threats, and when cornered, they confuse and confound their enemies by undulating their five whip-like tails in an entrancing pattern. Some claim Fell foxes have an innate connection to Fai, while others insist it is simply their proximity to so many feydh crossings that has influenced their nature.

Though shy, Fell foxes can be befriended by those who have the patience to coax them out of hiding. They are the favored mounts for the knights of the Fell armies, as their remarkable intelligence makes them loyal companions rather than simple beasts of burden.



Fell Fox

Large Feydh (Fai)

Armor Class 13
Hit Points 52 (7d10 + 14)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	11 (+0)	15 (+2)	13 (+1)

Skills Athletics +5, Insight +4, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages understands Oneiric but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Fai Leap. The Fell fox's long jump is up to 40 feet, with or without a running start. It doesn't provoke opportunity attacks when it jumps.

ACTIONS

Multiattack. The Fell fox makes one Paws attack and one Bite attack.

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

Paws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target must succeed on a DC 13 Strength saving throw or fall prone.

Camouflage. The Fell fox and any creature riding it become invisible for 1 minute. If either the Fell fox or its rider makes an attack or casts a spell, both become visible.

Confounding Tails. Any creature within 5 ft. of the Fell fox must succeed on a DC 14 Intelligence saving throw or become incapacitated until the end of its next turn.

REACTIONS

Opportunistic Predator. If the Fell fox successfully hits with its Paws attack and the target falls prone, the Fell fox can make a Bite attack against the prone target.

Flame Djaat

Creatures of elemental rock and fire, flame djaat are beings of Source and have strong ties to the earth and nature. The flame djaat have semi-humanoid forms, with hardened rock armor plating their bodies and raging infernos lighting them from within.

Forging and Reforging. A flame djaat who rests for too long risks hardening and falling into a semi-conscious slumber for years or even centuries. Therefore, they must forever stay in motion, constantly shaping and reshaping their forms in their forges deep within the mountains.

The Scourge Triumvirate. The majority of flame djaat live within the volcanic mountains in the Southorn and work in concert with the boaab and the obakkar, creating a society called the Scourge Triumvirate. Their alliance is one of mutual benefit: The flame djaat's self-forging process creates a lava infused with Vaala. The obakkar refine this lava into Source-potent bakka amber, which they use to craft arms and armor, and they gift the tar-like by-product, which is rich in Will, to the boaab. The boaab then use this tar in their own rituals, which in turn feeds the djaat.



Flame Djaat

Medium Elemental (K'aab)

Armor Class 12
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13(+1)	14 (+2)	8 (-1)	17 (+3)

Saving Throws Int +4, Cha +5
Skills Acrobatics +4, Arcana +4, Intimidation +5
Damage Vulnerabilities cold
Damage Immunities fire; bludgeoning slashing, and piercing from nonmagical attacks
Senses passive Perception 11
Languages Common, Djaataki, Sabaari
Challenge 2 (450 XP) **Proficiency Bonus** +2

Fire Shield. When the djaat is hit with a melee attack, the attacker takes 9 (2d8) fire damage.

Glow of the Flame. The djaat radiates bright light in a 20-foot radius and dim light for an additional 20 feet. As a bonus action, the djaat can increase or decrease the radius of its glow by 10 feet (to a maximum of 40 feet or a minimum of 10 feet).

ACTIONS

Multiattack. The djaat makes two Flame Blade or Fire Bolt attacks in any combination. It can replace one attack with a use of Spellcasting.

Flame Blade. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 15 (4d6 + 1) fire damage.

Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Flare (Recharge 6). A burst of fire flares out from the djaat. Any creature within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 7 (2d6) fire damage and become blinded until the end of its next turn.

Spellcasting. The djaat casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *burning hands, faerie fire*

3/day: *fly, scorching ray*

REACTION

Healing Fire. When the djaat hits a target with a weapon attack, it regains hit points equal to half the fire damage dealt with its attack. It cannot use this reaction if it has suffered cold damage since the last time it hit a target with a weapon attack.

Foghorn

The foghorn, also called a tundra unicorn, is a great wooly pachyderm with a single horn on its enormous head. Foghorns are slow and clumsy but very strong, and they move in large herds across the frozen landscape, relying on their numbers and huge size to dissuade any would-be predators. The foghorn's hairy hide is particularly thick and difficult to penetrate, adding an increased layer of protection.

Creatures of Myth. Rarely encountered outside of their native cold climates, their isolated nature has spawned many theories about their origin and its potential connection with winter witchcraft. Some claim a sect of winter witches can transform into the massive beasts and blend in with the herd, though they admittedly cannot imagine why someone would want to do such a thing.

Imposing Mounts. Despite their large, imposing appearances, some within Ysval have managed to tame foghorns for use as mounts. The small but elite Order of the Foghorn, in particular, stylizes themselves after their fierce and stubborn animal companions with the motto "Strong and head-on."

Foghorn

Large Beast (K'aab)

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	7 (-2)	19 (+4)	2 (-4)	7 (-2)	5 (-3)

Senses Passive Perception 11
Damage Resistances cold
Languages —
Challenge 5 (200 XP) **Proficiency Bonus** +3

Trample. If the foghorn moves its full movement in a straight line, it can make a Lumbering Stomp attack against each creature within 5 ft. of that line. A creature hit with a Lumbering Stomp attack in this manner must succeed on a DC 18 Strength saving throw or be knocked prone. This movement does not provoke opportunity attacks.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) piercing damage, and the target must succeed on a DC 16 Strength saving throw or fall prone.

Lumbering Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Reaction

Flatten. When the foghorn successfully knocks a creature prone with its Gore attack, it can immediately make a Lumbering Stomp attack against the prone creature.



Fog Fauna

"Fog fauna" is a generalization that refers to a wide range of large creatures common to the Ysvalian Tundra and the Northerlands. They might be carnivores or herbivores, but they are all Large or larger Beasts with thick wool or fur to resist the cold climate. The foghorn is only one such fog fauna, a category which also includes fogboars, foghounds, and auroxen.

Galadyan Priest

Hailing from the nation of Ysval, Galadyan priests are individuals who have dedicated themselves to the Light. Trained by the Galadyan Temple, Galadyan priests combat the Null wherever they find it, destroying any sign of its influence lest it spread and destabilize their community. They travel from town to town, searching for signs of Null corruption, spreading the word of the Light, and helping those in need, asking nothing in exchange except a warm meal and a place to shelter from the cold. They carry harpoon lightstaffs that glow with holy light; as the priests faith and power grows, so does the light of their staff.

The Temple of Galadyan Light. The most important organization in Ysval, and the most important church of Valerna by far, is the Galadyan Temple of Light, the religious system that guides the Ysvalian Alliance's culture, beliefs, and society. It promotes the tenets of community, and guides its followers to kindle the warm light in the cold darkness. All members are expected to follow the Light, and all are encouraged to be ever vigilant to ensure everyone is maintaining the tenets of the Temple and upholding the community.

Blessed by the Light. Galadyan priests are blessed individuals, both in daily life and in the battlefield. The strength of their belief empowers their Vaala, making their very presence anathema to Null entities, as the creatures cannot thrive where Vaala is exceptionally strong. A single Galadyan priest can drive out a horde of Null and cleanse an entire town of its corruption, simply with a few whispered prayers and an invocation of the Light.



Galadyan Priest

Medium Humanoid (Any, Any Aspect)

Armor Class 15 (half plate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Con +4, Wis +5
Skills Medicine +5, Persuasion +4, Religion +2, Survival +5
Senses passive Perception 13
Languages Common, Ysvalian
Challenge 1 (200 XP) **Proficiency Bonus** +2

Light of Hope. The priest has advantage on Wisdom and Constitution saving throws and regains the maximum number of hit points possible from any healing.

Null Hunter. The priest has advantage on ability checks to uncover and track Null creatures and has advantage on attack rolls and saving throws against Null creatures and their effects.

ACTIONS

Lightstaff. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 4 (1d8) radiant damage.

Aura of the Light (Recharges after a Short or Long Rest). For the next three rounds, any hostile creature that starts its turn within 10 feet of the priest takes 3 (1d6) fire damage plus 3 (1d6) radiant damage, while any friendly creature that starts its turn within 10 feet of the priest regains 7 (2d6) hit points. While this aura is active, the priest radiates bright light in a 5-foot radius and dim light for an additional 5 feet.

Abjure Null (1/Day). The priest utters a word of rebuke, and each Null creature within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be afraid of the priest for 1 minute and immediately use its reaction to move its full speed away from the priest. It must spend its turns trying to move as far away from the priest as it can get; for its action, it can only take the Dash action. If there is nowhere to move, the creature can use the Dodge action. If an affected creature takes any damage, this effect ends for that creature.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *command, light, sacred flame*

3/day each: *cure wounds, hold person, lesser restoration*

1/day: *greater restoration*

BONUS ACTIONS

Healing Muster (3/Day). The priest targets a creature within 30 feet of it that it can see. The priest restores 7 (2d6) hit points to the target, and the target can immediately use its reaction to make a melee attack.

Gem Troll

Hulking bipeds with rock-like jaws and claws, gleaming eyes, and crystalline protrusions jutting from their thick hide, gem trolls are an intimidating sight for the average Valernian. They prowl the wilds of Enkhara, searching for crystal and rock to sate their constant hunger, though they may establish a lair if they find a particularly rich deposit of crystal. In such cases, they become extremely territorial, attacking anyone or anything that comes within a half-mile of their lair.

Jawahm Devourers. Gem trolls eat all crystal and rock, but they have a particular craving for the jawahm crystal clusters of the Enkharan Desert. The floating crystals' Fai magic infuses the gem trolls with a hint of their power, gifting them some minor floating abilities akin to the nwoda's yahum magic.

Gemstone Raiders. Although typically solitary creatures with low intelligence, gem trolls will sometimes form packs to attack gemstone forests within the Shield Clans or raid nwoda trading caravans. In such instances, the creatures are driven primarily by hunger and instinct and will even devour nwoda as the drive to consume jawahm'a pushes them to extremes.

Gem Troll

Large Elemental (Fai)

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	5 (-3)	11 (+0)	7 (-2)

Saving Throws Con +8
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Primordial
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Yahum Magic. The troll's long jump is up to 30 ft., with or without a running start. Its movement ignores difficult terrain.

Actions

Multiattack. The troll makes two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target grappled by the troll. *Hit:* 14 (3d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is grappled (escape DC 16). The troll has two claws, each of which can grapple only one target.

Rock Throw. *Ranged Weapon Attack:* +7 to hit, range 20/50 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Reactions

Yahum's Gift. If the troll falls, it slows its descent, lands on its feet, and takes no damage (as per the feather fall spell).



Godao

Godao, also known as golden gnomes, are the second oldest people of Valerna. With an industrious nature and a knack for Fai magic and tinkering, many godao tend to fall into creative professions, crafting great works of art and engineering. They're found in most realms in Valerna, but reside primarily in Allaria, where they work alongside the ellari and allai to create stunning technical and architectural achievements.

Guild Gnomes. Most godao in Allaria work for the Grand Guild, a transnational network of trade and engineering research. The Guild maintains embassies and business deals in every realm in Valerna, cultivating relationships and preserving the Guild's interests across the continent.

Guild Enforcers

Guild enforcers are the muscle of the Grand Guild and typically act as bodyguards for Guild ambassadors or merchants that spend much of their time on the road. However, it is not uncommon to find a Guild enforcer paying a visit to local merchants to collect dues or to "encourage" the Guild's competition to leave town. Godao who lack the knack for crafting often become Guild enforcers, lending their skills in combat and brute force to protect the Guild's investments.



Godao

Small Humanoid (Gnome, Fai)

Armor Class 12
Hit Points 14 (4d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	18 (+4)	12 (+1)	14 (+2)

Saving Throws Int +6, Wis +3
Skills Arcana +6, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Allai, Common, Godao
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Tinkerer. The godao is proficient in tinker's tools and has advantage on Intelligence checks related to tinkering.

Actions

Multiattack. The godao makes one Dagger or two Repeater Crossbow attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Repeater Crossbow. *Ranged Weapon Attack:* +4 to hit, range 90/240 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Guild Enforcer

Small Humanoid (Gnome, Fai)

Armor Class 14 (studded leather armor)
Hit Points 33 (6d6 + 12)
Speed 25 ft.

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

Saving Throws Con +4, Int +2
Skills Athletics +5, Insight +3, Intimidation +2, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Allai, Common, Godao
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Multiattack. The guild enforcer makes two Electrified Club or three Repeater Crossbow attacks.

Electrified Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or take 3 (1d6) lightning damage and become stunned until the end of its next turn.

Repeater Crossbow. *Ranged Weapon Attack:* +4 to hit, range 90/240 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Trick Shot. The next ranged weapon attack made by the Guild Enforcer ignores half cover and three-quarters cover.

Hamanimi

A song among the reeds, laughter through the leaves, and a rush of delicate steps among the undergrowth are all hints that a hamanimi is nearby. Once spirits of the forest spoken of in hushed tones by nearby villagers, the hamanimi were eventually awakened to a more earthly existence by the Fell crowns, who wove the tales of the hamanimi into a form that suited them. Now, the hamanimi act as guardians of the gateways between Valerna and the Fell Courts.

Beings of Nature. Hamanimi are born from, and connected to, a specific anchor spot in nature—a tree, a lake, or a river, for example. They form groves around their anchor, protecting it from mortal outsiders. Their relatively newfound subservience to the Fell has made them fickle and quick to anger, filled with bitterness at the peaceful lives they once lived. Some hamanimi may dissuade someone from entering their grove by shifting the forest around them, leading the mortal in circles until they tire, while others do not hesitate to kill anyone who dares step foot in their territory.

Lake Hamanimi

Connected to freshwater sources, such as rivers and ponds, lake hamanimi often resemble female feydh with pale bluish skin, flowing hair, and long garments that appear woven from river foam and water.

Lake hamanimi use the dreams of mortals to clean their water and give it magical properties. Drinking from a lake hamanimi's water is like partaking of the dreams of its countless victims, bringing alien memories and temporary madness to the drinker.

Leaf Hamanimi

A leaf hamanimi is linked to an ancient tree, an orchard, or even a field of flowers. Appearing as a female feydh with wood-brown skin, their clothes seem to be woven from leaves and roots, while their hair may look like moss or the whorls of wood grain.

Leaf hamanimi use the dreams they steal to give shape to beautiful flowers or grow gigantic trees. Any vegetation of unusual size or color may indicate there are leaf hamanimi in the vicinity.

Night Hamanimi

A night hamanimi looks like a beautiful female feydh with moon-white skin and deep-black hair and eyes. Her flowing hair and black garments seem to ebb and flow as wisps of smoke, and her very silhouette seems to dissipate and reform as it moves.

The most wicked and mischievous of their kind, night hamanimi guard the darkness itself, the starry nights in the woods and the hidden, misty glades. They are known for their dark sense of humor and hedonistic streak, gained from their neighbors in the Fell Courts.

Night hamanimi roam the night seeking entertainment and intrigue, often at the expense of innocent creatures. They like to play insidious pranks on other feydh, spread gossip about Fell lords, and seduce mortals for a laugh. More than a few tragic stories of heartbreak and sorrow have their origins in a night hamanimi's elaborate games.



Lake Hamanimi

Medium Feydh (Fai)

Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 40 ft.

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

Saves Con +3, Cha +5
Skills Nature +5, Perception +3, Persuasion +5, Survival +5, Stealth +6
Senses darkvision 60 ft., passive Perception 13
Languages Oneiric, telepathy 30 ft.
Challenge 1 (200 XP) **Proficiency Bonus** +2

Fai Ancestry. The hamanimi gains advantage on saving throws against being charmed, and magic can't put it to sleep.

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

Speak with Aquatic Creatures. The hamanimi can communicate with any creature native to freshwater environments as if they shared a language.

Actions

Draining Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) poison damage, and the hamanimi regains the same amount of hit points. In addition, the target must succeed on a DC 13 Constitution saving throw or become stunned until the end of the hamanimi's next turn. If a living creature is brought to 0 hit points with this attack, the creature's body dissolves, its essence used to feed the hamanimi's waters. The creature cannot be brought back to life except by the wish spell or similar magic.

Dissolving Form. The hamanimi touches a body of freshwater at least 10 feet wide. The hamanimi teleports up to 30 ft. to any place within the same body of water and becomes invisible and immune to bludgeoning, piercing, and slashing damage from nonmagical weapons. The hamanimi can remain in this state indefinitely, but it cannot target a creature with an attack while it does so.

Water Gift. The hamanimi touches one Feydh, Humanoid, or Giant creature. The target gains a swim speed equal to their movement speed and the ability to breathe water. This benefit lasts until the target finishes a short or long rest.

Waterlog (Recharge 5–6). The hamanimi causes water to rise in the ground around it. Each creature within 20 ft. of the hamanimi must succeed on a DC 14 Strength saving throw or become restrained until the end of the hamanimi's next turn.

Reactions

Drink Magic (Recharges after a Long Rest). If the hamanimi is the target of a 3rd-level or lower spell or spell-like ability that requires a Wisdom or Charisma saving throw, it can choose to counter the spell, negating it. Additionally, the hamanimi regains 4 (1d8) hit points per spell level.

Leaf Hamanimi

Medium Feydh (Fai)

Armor Class 13
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	13 (+1)	15 (+2)	17 (+3)

Saves Dex +5, Con +5
Skills Nature +6, Perception +4, Persuasion +5, Survival +6, Stealth +7
Senses darkvision 60 ft., passive Perception 14
Languages Oneiric, telepathy 30 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Fai Ancestry. The hamanimi gains advantage on saving throws against being charmed, and magic can't put it to sleep.

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

Speak with Nature. The hamanimi can communicate with Beasts and Plants as if they shared a language.

ACTIONS

Draining Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) poison damage, and the hamanimi regains the same amount of hit points. In addition, the target must succeed on a DC 14 Constitution saving throw or become stunned until the end of the hamanimi's next turn. If a living creature is brought to 0 hit points with this attack, the creature's body turns to dust, its essence used to feed the hamanimi's plants. The creature cannot be brought back to life except by the wish spell or similar magic.

Fuse into Wood. The hamanimi touches a Large or larger inanimate plant, then teleports inside it, gaining total cover from all attacks, spells, and effects. The hamanimi can remain in this state indefinitely, but it cannot interact with other creatures while it does so. If the tree is destroyed, the hamanimi reappears in an unoccupied space within 5 feet.

Pollen Cloud (Recharge 5–6). The hamanimi emits a cloud of noxious pollen. Each creature within 20 ft. of the hamanimi must succeed on a DC 14 Constitution saving throw or take 10 (3d6) poison damage and become poisoned until the end of the hamanimi's next turn.

Spellcasting. The hamanimi casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *entangle*

1/day: *spike growth*

REACTIONS

Drink Magic (Recharges after a Long Rest). If the hamanimi is the target of a 3rd-level or lower spell or spell-like ability that requires a Wisdom or Charisma saving throw, it can choose to counter the spell, negating it. Additionally, the hamanimi regains 4 (1d8) hit points per spell level.



Night Hamanimi

Medium Feydh (Fai)

Armor Class 13
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	13 (+1)	19 (+4)

Saves Wis +3, Cha +6
Skills Deception +6, Insight +3, Nature +4, Perception +3, Survival +3, Stealth +5
Senses darkvision 120 ft., passive Perception 15
Languages Oneiric, telepathy 30 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Fai Ancestry. The hamanimi gains advantage on saving throws against being charmed, and magic can't put it to sleep.

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

Speak with Nature. The hamanimi can communicate with Beasts, Elementals, and Plants as if they shared a language.

ACTIONS

Draining Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) poison damage, and the hamanimi regains the same amount of hit points. In addition, the target must succeed on a DC 14 Constitution saving throw or become stunned until the end of the hamanimi's next turn. If a living creature is brought to 0 hit points with this attack, the creature's body disappears, its essence used to feed the hamanimi itself. The creature cannot be brought back to life except by the wish spell or similar magic.

Blend into the Night. The hamanimi becomes invisible and intangible. The hamanimi cannot be targeted by any attack or effect while in this state. The hamanimi can remain in this state indefinitely, but it cannot interact with other creatures while it does so. The hamanimi can not use this ability in bright light.

Dizzying Gaze. The hamanimi stares at all creatures within a 20-foot cone. Each creature in the area that can see the hamanimi must succeed on a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage and become stunned until the end of the hamanimi's next turn.

Spellcasting. The hamanimi casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *charm person, disguise self*

1/day: *calm emotions, suggestion*

REACTIONS

Drink Magic (Recharges after a Long Rest). If the hamanimi is the target of a 3rd-level or lower spell or spell-like ability that requires a Wisdom or Charisma saving throw, it can choose to counter the spell, negating it. Additionally, the hamanimi regains 4 (1d8) hit points per spell level.



Hamanu

Medium Feydh (Fai)

Armor Class 13
Hit Points 60 (11d8 + 11)
Speed 40 ft.

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

Saves Dex +5, Con +3
Skills Nature +4, Perception +2, Performance +7, Survival +2, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Oneiric, telepathy 30 ft.
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Beguiling Performer. A creature that observes a hamanu performance for more than 1 minute must succeed on a DC 13 Wisdom saving throw or become charmed for the next 8 hours. When charmed in this way, the creature must use its full movement to approach the hamanu, where it joins in the revelries by dancing, singing, or performing in another fashion, and must continue to do so until the charm ends. If a creature remains charmed for the entire duration, it gains 1 level of exhaustion. The creature can repeat the saving throw if it takes damage, ending the effect on itself on a success.

Fai Ancestry. The hamanu gains advantage on saving throws against being charmed, and magic can't put it to sleep.

Leaps and Bounds. The hamanu ignores difficult terrain.

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

Speak with Nature. The hamanu can communicate with Beasts as if they shared a language.

ACTIONS

Multiattack. The hamanu makes two Gore or Poisoned Talons attacks.

Gore. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage, and the target must succeed on a DC 11 Strength saving throw or fall prone.

Poisoned Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

Feydh Performance. The hamanu hums, sings, plays an instrument, or performs a rhythmic dance. Each creature that can see or hear the hamanu must succeed on a DC 13 Wisdom saving throw or become incapacitated until the end of the hamanu's next turn.

BONUS ACTIONS

Weeping Wounds. The hamanu targets a poisoned creature that it can see within 30 feet of it. The target must succeed on a DC 13 Constitution saving throw or suffer 2 (1d4) poison damage each round until it receives magical healing, uses an action to make a successful 11 Wisdom (Medicine) check, or takes a short rest.

Hamanu

The male counterparts of hamanimi, hamanu are animalistic feydh with horns and raptor-like features, such as feathers or talons, on a vaguely humanoid frame. Like hamanimi, hamanu are enigmatic and can be aggressive toward mortals that enter their woods uninvited.

Roaming Entertainers. As opposed to hamanimi, who become attached to a region's landscape, hamanu are a manifestation of its animal denizens and are not tied to a particular location. Most hamanu excel at a number of performing arts, including music, dance, and poetry, and they will often use a quiet moment to entertain hamanimi and other hamanu. Occasionally, the Fell will call on them to perform at their courts, and the hamanu sometimes form traveling troupes that go from grove to grove, spreading music and tales. The arrival of such a troupe is often heralded by the sound of drums, which some travelers claimed to have heard in the dark of night. Hamanu have a particular love for ballads and sprawling epics but are not above performing a rousing drinking song if the occasion calls for it.

Entrancing Performances. A few bold mortals will go in search of such hamanu arts, and those who return report strange music or half-remembered visions of bizarre performances that later manifest in their own dreams. Some return with hoarse voices or fingers bloodied from lute strings, as if they themselves had been pulled into a reverie they cannot entirely recall.



Hmyr

Mighty giants from the Fogwood along Ysval's northwest border, the hmyr are massive humanoids with animalistic features, such as hooves, fur, or antlers. They were sole masters of the land before the arrival of humans, and while some hmyr have made tenuous alliances with the Ysvalians out of respect for their crusade against the Null, others resent Ysval's expansion into what they see as their territory.

Shaggy humanoids who stand over thirteen feet tall with lean muscles, hmyr dress in furs, carry wooden weapons and accessories, and paint their skin with blues, grays, and greens. The most striking feature of hmyr giants are their antlers, which they display with pride, painting or carving them according to their clan or profession.

Fogwood Denizens. The hymr live in the Fogwood, a vast, sprawling landscape of mountains and forests to the northwest of the Ysvalian Alliance. The region is full of hazards, one of which is the hymr themselves, and few Ysvalians dare to venture too far into the territory for fear of angering their allies. Fog fauna—massive beasts such as foghorns and auroxen—are native to this area. These creatures are vital to the hymr's survival, as they tame some for work and war and hunt others for their meat and hide.

Honor in Battle. Hmyr see themselves as noble warriors and fight as such; often they'll issue a challenge before attacking and sing battlesongs during the clash. Hmyr believe there is honor in dying in combat and giving one's life to the natural cycle.



Boar Clan

The most common of hmyr, the Boar Clan people are considered the most wise and mystic of the hmyr giants. Though they are slow to anger and only resort to violence when necessary, they are fierce warriors and do not shy from a fight when it is brought to them. Their presence itself is inspiring, and their battlesongs bolster their allies in the heat of battle.

Pactmakers

Speakers of the Boar Clan, pactmakers are tasked with establishing alliances with other peoples and were responsible for the accord between the hmyr and Ysval. They are incredibly powerful in Source magic and use their abilities with care and responsibility. They are respected by most other hmyr for their wisdom and diplomacy.

Wolf Clan

Hmyr of the Wolf Clan are more aggressive than their Boar kin. Instead of using magic to inspire others, they let wrathful Source spirits enhance their own ferocity. They are far more likely than their Boar cousins to take offense or issue a challenge over a relatively minor slight. Wolf hmyr draw strength from the earth and trees themselves as they smash into enemy lines like a growling force of nature.

Fomyr

Fomyr is the common name given to various hmyr clans who never agreed to the leadership of the Boar pactmakers, much less to the alliance with Ysvalians. Fomyr giants often clash with both humans and other hmyr in their attempt to drive humans away from their lands. Fomyr don't believe humans have honor and attack them without warning, often eating them alive. Some fomyr have resorted to Null-worship, becoming the very thing they hated in their need to drive humans away.

Boar Hmyr

Large Giant (K'aab)

Armor Class 15 (leather armor, shield)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	13 (+1)	18 (+4)	13 (+1)

Saves Con +6, Wis +6
Skills Nature +3, Perception +6, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Hmyrya, Ysvalian
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Forest Camouflage. The hmyr has advantage on Dexterity (Stealth) checks made in forested terrain.

Inspiring Protector. All allies within 10 feet of the hmyr can use the Dodge or Help action as a bonus action.

ACTIONS

Multiattack. The hmyr makes two Club or Tree Javelin attacks.

Club. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Tree Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 60/240 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Spellcasting. The hmyr casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *cure wounds*

1/day: *silence, protection from energy*

BONUS ACTIONS

Battlesong. The hmyr sings an inspiring song of battle. Each ally within 60 feet of the hmyr that can hear it gains a +2 bonus to its attack rolls and saving throws until the start of the hmyr's next turn.

Wolf Hmyr

Large Giant (K'aab)

Armor Class 17 (unarmored defense)
Hit Points 157 (15d10 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	11 (+0)	13 (+1)	13 (+1)

Saves Str +8, Con +8
Skills Nature +3, Perception +4, Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Hmyrya, Ysvalian
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Forest Camouflage. The hmyr has advantage on Dexterity (Stealth) checks made in forested terrain.

Inspired Rage. If the hmyr moves at least half its speed in a straight line before making a weapon attack, it gains advantage on the attack roll.

Pack Tactics. The hymr has advantage on attack rolls against a creature if at least one of the hmyr's allies is within 5 feet of the creature and the ally isn't incapacitated.

Predator's Intuition. The hmyr has advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to spot a hidden creature and Wisdom (Survival) checks made to track a creature. It ignores half cover and three-quarters cover and does not suffer disadvantage on attack rolls due to its target being invisible.

Unarmored Defense. When the hmyr isn't wearing armor, its AC includes its Constitution modifier.

ACTIONS

Multiattack. The hmyr makes three Greataxe attacks.

Greataxe. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 30/90 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage, and if the target is Medium or smaller, it must succeed on a DC 15 Strength saving throw or be pushed 5 feet directly away from the hmyr and be knocked prone.

Fomyr

Large Giant (K'aab)

Armor Class 14 (leather armor, shield)
Hit Points 123 (13d10 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	19 (+4)	11 (+0)	13 (+1)	11 (+0)

Saves Con +6, Wis +3
Skills Arcana +4, Nature +4, Perception +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Hmyrya, Ysvalian
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Dark Camouflage. The fomyr has advantage on Dexterity (Stealth) checks.

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

ACTIONS

Multiattack. The fomyr makes two Maul or Tree Javelin attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Tree Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 60/240 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

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

At will: *chill touch*

1/day: *charm person, invisibility, ray of enfeeblement*

REACTIONS

Reflective Counterspell (Recharges after a Long Rest). When a creature within 60 ft. of the fomyr casts a spell of 3rd level or lower, the fomyr decides whether the spell fails and has no effect or whether it is redirected to another target within 60 feet of the fomyr.

Hmyr Pactmaker

Large Giant (K'aab)

Armor Class 11 (16 with barkskin)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	19 (+4)	13 (+1)	20 (+5)	16 (+3)

Saves Con +7, Wis +8
Skills Nature +4, Perception +8, Persuasion +6, Survival +8
Senses darkvision 60 ft., passive Perception 18
Languages Hmyrya, Ysvalian
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Forest Camouflage. The hmyr has advantage on Dexterity (Stealth) checks made in forested terrain.

ACTIONS

Greataxe. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 30/90 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage.

Spellcasting. The hmyr casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

3/day each: *barkskin, conjure woodland beings, dispel magic, hold person*

1/day each: *heal*

BONUS ACTIONS

Inspiring Surge. One creature within 60 ft. of the hmyr that can hear it regains 8 (2d4 + 3) hit points and can immediately do one of the following: stand up from prone, move up to half of its movement, or make a weapon attack.



Hua Bird

A tiny, flightless bird with a reptilian tail and scale-like feathers from the Westerland forests of Nahuac, the hua bird looks harmless enough upon first glance. However, it possesses a powerful venom which can turn living creatures to stone. Due to this, the hua bird has few natural predators, and those that are bold enough to go after the unassuming creature typically possess a resistance to the creature's venom.

Magical Blood. Despite the risk involved, many wizards and other magic users contract hunters to bring them hua birds, either alive or dead (though preferably dead, for obvious reasons), as the hua's blood is a potent magical reagent. Of course, such a job comes with a high price tag, and the blood itself fetches a hefty sum in the right markets.



Hua Bird

Tiny Beast (K'aab)

Armor Class 13 (natural armor)
Hit Points 70 (20d4 + 20)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	13 (+1)	3 (-4)	13 (+1)	5 (-2)

Condition Immunities petrified
Senses passive Perception 11
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Petrifying Poison. A creature poisoned by the hua bird that is reduced to 0 hit points by a weapon attack from the hua bird immediately turns to stone and is petrified.

ACTIONS

Multiattack. The hua bird makes one Beak attack and one Tail Barb attack.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d3 + 2) piercing damage plus 4 (1d8) poison damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned and restrained for 1 minute. The target can repeat the saving throw at the end of its turn, ending the effect on a success.

Tail Barb. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) piercing damage and 9 (2d8) poison damage.

BONUS ACTION

Venomous Spit. *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* 2 (1d4) poison damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute.The target can repeat the saving throw at the end of its turn, ending the effect on a success.

Iko'ob

One of the oldest peoples of Valerna, the iko'ob, or jade gnomes, existed in their current culture since the times of the Altanesi Empire. Hidden from Valerna for millennia, they resurfaced recently to rejoin the Altanesi Ascendancy in its attempt to restore the Lost Empire.

Iko'ob have bright red hair, skin of various shades of green, and hunched stances. They dress in sumptuous, almost regal clothing and wear golden jewelry. Many iko'ob sport gear or modifications made of clockwork or walk in the company of statues animated by their Source magics.

Rebuilders. Arriving at the newly reforged Altanesi Ascendancy in its infancy, the iko'ob gnomes aided Daar Altan in recovering the ruins of the old Altenesi Empire from the sea. Literally pulling the drowned cities from beneath the water, the iko'ob not only uncovered ancient architecture but also set about repairing and strengthening the reborn empire itself.



Iko'ob

Small Humanoid (Gnome, K'aab)

Armor Class 12 (15 with mage armor)
Hit Points 54 (12d6 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Int +5, Wis +4
Skills Arcana +5, History +5, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Ikoi, Late Altanesi, Old Altanesi
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Gnome Cunning. The iko'ob has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects.
Siege Expert. The iko'ob's spells and weapons deal double damage against objects.

ACTIONS

Clockwork Haymaker (3/Day). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 3) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spellcasting. The iko'ob casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *mending, shocking grasp*

3/day: *mage armor, thunderwave*

1/day: *invisibility, major image, web*

BONUS ACTIONS

Acidic Spray (Recharge 6). The iko'ob targets a creature that it can see within 30 feet of it. The target must succeed on a DC 11 Dexterity saving throw or take 5 (2d4) acid damage.

Kadhah

Kadhah are the darkest manifestation of the power of blood sorcery. They are spirits inextricably tied to the blood magic of maghyri. Each maghyr's control over blood, life, and death comes at a bitter price, as they are forever haunted by their own kadhah, the living manifestation of their peerless power. A kadhah is every bit as strong and ruthless as the maghyr whose magic spawned it.

A kadhah is like a mirror, reflecting the power and memories of its maghyr. Every time a maghyr uses blood sorcery, their kadhah grows in size and power, becoming more terrible and more unbeatable as the sorcerer learns and expands their mastery of Id. Though no maghyr will die of old age, it is practically assured that every maghyr will die at the hands of their own kadhah.

Initially appearing as web-like masses of dark blood, Kadhah take on various forms and sizes according to their maghyr's growing power. Amidst the pulsating blood floats a white mask that can change its visage to any humanoid face that it can draw from the maghyr's thoughts and memories. The mask cries blood as the kadhah attacks and feeds on its prey.

Consequences of Power. A kadhah manifests in response to the use of powerful blood magic. The most common manifestation is when a maghyr reaches beyond their abilities or abuses their blood magic; a kadhah that manifests in response to such an abuse will immediately attack its maghyr and persist until either it or the maghyr is destroyed. Manifestation will also occur if an individual bound by a blood pact breaks their part of the deal. A blood pact is sealed by the power of a maghyr, and their kadhah will manifest to punish the pact-breaker. However, some kadhah are bound to places where powerful blood magics were used. In such cases, it manifests in response to its maghyr's use of their power but remains even after the death of the maghyr, tied to the location by the echoes of the maghyr's magic.

Endless and Growing Threat. It may take days, months, or even years for a kadhah to become self-aware, but as soon as it does, killing its maghyr will become the sole purpose of its existence. Even if killed, the kadhah will reform again from its maghyr's increased power and continue to haunt and stalk its target with ever-greater strength and viciousness. The only true way to stop a kadhah is the death of its maghyr; a kadhah destroyed while it's maghyr still lives will reform and become more powerful.

Stain

When a kadhah first appears, it is barely a side effect—a magical consequence of its maghyr's spellcasting. With the rough intelligence of a parasite, a kadhah stain will lash out blindly at its maghyr, instinctively seeking to devour its source of power. A kadhah stain has just the barest hint of self-awareness, uses no combat tactics, and can only manifest in its maghyr's close vicinity.

Carcass

At this stage, the kadhah can possess dead flesh and blood, entering the corpses of humanoids killed or touched by the maghyr's magic. In this form, it resembles a skinless version of the possessed creature, surrounded by swirls of blood and wearing its white mask on the corpse's face. A kadhah carcass has begun learning from its maghyr and can use the simplest basic tactics, such as grappling or striking from behind.

Shade

It's in this stage that the kadhah can first manifest on its own, without the need of a possessed corpse. It takes the form of a large humanoid silhouette sculpted from flowing blood, in the vague shape of its maghyr. A kadhah shade can move independently and roam the world on its own, although it will still focus on chasing and killing its maghyr. A kadhah shade knows basic tactics and tries to mimic its maghyr's methods and abilities, which give it a rudimentary ability to predict the maghyr's moves.

Horror

At this stage, the kadhah has reached full understanding of its own nature and power and can even make complex plans such as setting traps, arranging ambushes, or forging alliances. A kadhah horror can also communicate in the maghyr's language. It no longer resembles the maghyr, but takes on a more beast-like form, prowling the streets and wilderness in search of its prey.

Outbreak

The strongest form of Kadhah recorded, an outbreak is a veritable monstrosity, unbound and unstoppable. A kadhah outbreak looks like a massive, writhing cloud of dark, thick blood, which squirms and floats over the land like a storm. It can bring death and destruction on a massive scale, often threatening entire towns or cities in an effort to destroy its maghyr.

Having reached the peak of its intelligence, a kadhah outbreak will gladly use this new power level to threaten its maghyr, making even long-term plans to undermine their allies, their home, and any known refuges. A kadhah outbreak is the very definition of an archenemy, one that is as strong as it is smart and as dangerous as it is indestructible.

Kadhah Size Chart

The chart below matches the relative size and power of a kadhah to its maghyr's character level. As a general rule, a maghyr of the listed level has a kadhah of the corresponding strength. Not all kadhah are the same, however, and some of them can grow very powerful on their own, far beyond their maghyr's ability.

Maghyr Level	Kadhah Stage	Kadhah Size
1–4	Stain	Small
5–8	Corpse	Medium
9–12	Shade	Medium
13–16	Horror	Large
17+	Outbreak	Huge

Kadhah Stain

Small Aberration (Vaala Spirit, Id)

Armor Class 13 (natural armor)
Hit Points 30 (4d6 + 16)
Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	18 (+4)	3 (-4)	8 (-1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 20 ft., darkvision 40 ft., passive Perception 9
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Blood Hunt. The kadhah was created by the magic of one specific maghyr. The kadhah has advantage on all attack rolls and ability checks targeting its maghyr, and it ignores its maghyr's damage resistances and immunities.

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

ACTIONS

Blood Slash. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage plus 7 (2d6) psychic damage, and the kadhah regains hit points equal to half the psychic damage dealt.

Mirrored Bloodcasting. If the kadhah's maghyr is at less than its hit point maximum and within 10 ft. of it, the kadhah can cast any spell known by its maghyr, using its maghyr's spellcasting ability, spell save DC, and spell attack bonus.

Kadhah Carcass

Medium Aberration (Vaala Spirit, Id)

Armor Class 15 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	19 (+4)	7 (-2)	11 (+0)	9 (-1)

Saving Throws Con +7, Cha +2
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Blood Hunt. The kadhah was created by the magic of one specific maghyr. The kadhah has advantage on all attack rolls and ability checks targeting its maghyr, and it ignores its maghyr's damage resistances and immunities.

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

ACTIONS

Multiattack. The kadhah carcass makes two Blood Slash attacks.

Blood Slash. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 12 (3d6 + 2) slashing damage plus 10 (3d6) psychic damage, and the kadhah regains hit points equal to half the psychic damage dealt.

Mirrored Bloodcasting. If the kadhah's maghyr is at less than its hit point maximum and within 20 ft. of it, the kadhah can cast any spell known by its maghyr, using its maghyr's spellcasting ability, spell save DC, and spell attack bonus.

BONUS ACTION

Constant Regret. If a creature has suffered psychic damage since the start of the kadhah's last turn, the creature must succeed on a DC 11 Wisdom saving throw, with the target suffering that psychic damage again on a failure. Once a creature successfully saves against this ability, it cannot be affected by this ability again until after it has taken a long rest.

Kadhah Shade

Medium Aberration (Vaala Spirit, Id)

Armor Class 16 (natural armor)
Hit Points 199 (21d8 + 105)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	20 (+5)	11 (+0)	14 (+2)	14 (+2)

Saving Throws Con +9, Cha +6
Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 60 ft., darkvision 90 ft., passive Perception 16
Languages understands Magy but can't speak
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Blood Hunt. The kadhah was created by the magic of one specific maghyr. The kadhah has advantage on all attack rolls and ability checks targeting its maghyr, and it ignores its maghyr's damage resistances and immunities.

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

ACTIONS

Multiattack. The kadhah shade makes two Blood Slash attacks.

Blood Slash. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage plus 14 (4d6) psychic damage, and the kadhah regains hit points equal to half the psychic damage dealt.

Mask of Torment (Recharge 5–6). The kadhah changes its mask to a visage that causes psychological distress in those who witness it. Each creature that is within 10 feet of the kadhah and can see it must succeed on a DC 14 Charisma saving throw or be stunned until the beginning of the kadhah's next turn.

Mirrored Bloodcasting. If the kadhah's maghyr is at less than its hit point maximum and within 30 ft. of it, the kadhah can cast any spell known by its maghyr, using its maghyr's spellcasting ability, spell save DC, and spell attack bonus.

BONUS ACTIONS

Constant Regret. If a creature has suffered psychic damage since the start of the Kadhah's last turn, the kadhah can force it to make a DC 15 Wisdom saving throw, with the target suffering that psychic damage again on a failure. Once a creature successfully saves against this ability, it cannot be affected by this ability again until after it has taken a long rest.

Kadhah Horror

Large Aberration (Vaala Spirit, Id)

Armor Class 18 (natural armor)
Hit Points 252 (24d10 + 120)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	15 (+2)	17 (+3)	18 (+4)

Saving Throws Con +10, Cha +9
Skills Arcana +7, Insight +8, Perception +8, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 60 ft., darkvision 90 ft., passive Perception 18
Languages Common, Magy
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Blood Hunt. The kadhah was created by the magic of one specific maghyr. The kadhah has advantage on all attack rolls and ability checks targeting its maghyr, and it ignores its maghyr's damage resistances and immunities.

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

ACTIONS

Multiattack. The kadhah horror makes three Blood Slash attacks. It can replace one of the attacks with a use of Bloodcasting.

Blood Slash. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage plus 17 (5d6) psychic damage, and the kadhah regains hit points equal to half the psychic damage dealt.

Mask of Torment. The kadhah changes its mask to a visage that causes psychological distress in those who witness it. Each creature that is within 30 feet of the kadhah and can see it must succeed on a DC 18 Charisma saving throw or be stunned until the beginning of the kadhah's next turn.

Mirrored Bloodcasting. If the kadhah's maghyr is at less than its hit point maximum, the kadhah can cast any spell known by its maghyr, using its maghyr's spellcasting ability, spell save DC, and spell attack bonus.

BONUS ACTIONS

Constant Regret. If a creature has suffered psychic damage since the start of the kadhah's last turn, the kadhah can force it to make a DC 18 Wisdom saving throw, with the target suffering that psychic damage again on a failure. Once a creature successfully saves against this ability, it cannot be affected by this ability again until after it has taken a long rest.

Kadhah Outbreak

Huge Aberration (Vaala Spirit, Id)

Armor Class 19 (natural armor)
Hit Points 325 (26d12 + 156)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	22 (+6)	19 (+4)	20 (+5)	23 (+6)

Saving Throws Con +12, Cha +12
Skills Arcana +10, Insight +11, Intimidation +12, Perception +11, Persuasion +12, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 90 ft., darkvision 120 ft., passive Perception 21
Languages Common, Magy, any other languages spoken by its maghyr
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Blood Hunt. The kadhah was created by the magic of one specific maghyr. The kadhah has advantage on all attack rolls and ability checks targeting its maghyr, and it ignores its maghyr's damage resistances and immunities.

Legendary Resistance (3/Day). If the kadhah fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. The kadhah makes three Blood Slash attacks. It can replace one of the attacks with a use of Bloodcasting.

Blood Slash. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage plus 21 (6d6) psychic damage, and the kadhah regains hit points equal to half the psychic damage dealt.

Mask of Torment. The kadhah changes its mask to a visage that causes psychological distress in those who witness it. Each creature that is within 60 feet of the kadhah and can see it must succeed on a DC 19 Charisma saving throw or be stunned until the beginning of the kadhah's next turn.

Mirrored Bloodcasting. If the kadhah's maghyr is at less than its hit point maximum, the kadhah can cast any spell known by its maghyr, using its maghyr's spellcasting ability, spell save DC, and spell attack bonus.

BONUS ACTIONS

Constant Regret. If a creature has suffered psychic damage since the start of the kadhah's last turn, the kadhah can force it to make a DC 19 Wisdom saving throw, with the target suffering that psychic damage again on a failure. Once a creature successfully saves against this ability, it cannot be affected by this ability again until after it has taken a long rest.

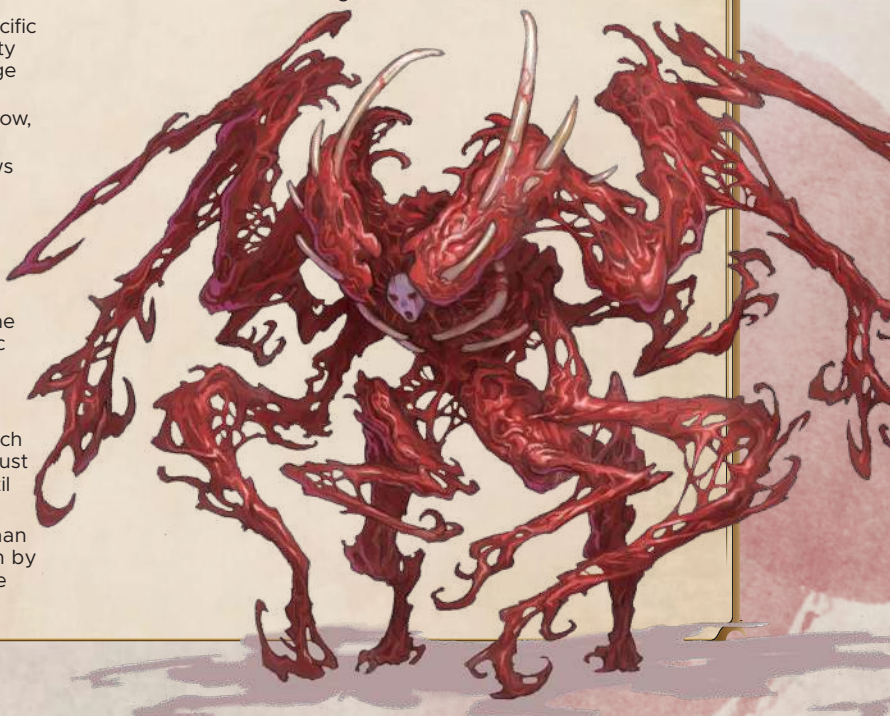
LEGENDARY ACTIONS

The kadhah 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 kadhah regains spent legendary actions at the start of its next turn.

Blood Slash. The kadhah makes one Blood Slash attack.

Move. The kadhah moves up to its speed without provoking opportunity attacks.

Red Mist (Costs 2 Actions). The kadhah emits a blood mist in a 30-foot radius. Each creature within the area must make a DC 19 Constitution saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one, and the kadhah regains hit points equal to half the necrotic damage dealt.



Maghyr

The maghyri are the rulers of the Tyverian Empire. An ancestral caste of blood sorcerers who live on the blood of living creatures, maghyri do not die of old age and are particularly resilient against disease and illness, although they may be killed normally—often at the hands of other maghyri.

Blood Power. First and foremost, maghyri are blood sorcerers, their inborn power enhanced by their maghyr status. A single maghyr can hold off a dozen enemies at the same time, draining opponents of their blood and using it as a physical weapon against the survivors or stopping their enemies' hearts and strengthening the blood of their allies with a single wave of their hand. Though maghyri can pull the blood from their enemies' veins to power their magic, many of them carry vials of blood with them to use as spell components.

Rival Houses. The maghyr status is hereditary, and all current maghyri descend from the maghyri that were part of the first cabal controlled by Tyveris. Each of the members of this cabal went on to found a noble house, which became one of the ruling families of Tyveria. Currently, maghyr houses remain at each other's throats, struggling for political and economical power under the absolute rule of Blood Emperor Adrael.

The Sanguine Legacy. Maghyri came to be when Tyveris, the woman that would go on to found the Tyverian Empire, cast a mighty blood spell to seal the Null Entities during the First Null Wars. The spell made her and all her followers effectively immortal, at the cost of giving them an unquenchable thirst for blood. Maghyri can indeed live indefinitely by feeding on the blood of others, and particularly strong maghyri may also awaken this blood, giving the target limited blood sorcery powers in turn. Blood awakened by maghyri is an important resource in Tyveria, packaged and traded as luxury goods.

Kadhah. Despite the maghyri's deadly rivalries and dangerous lifestyle, the tightest leash on their immortality comes from their own power. Regardless of how long they survive other threats, death is inescapable for every maghyr, as they are pursued by their kadhah—a vengeful entity emerging from their own sorcerous power whose only purpose is to destroy its maghyr. Every kadhah mirrors, and is spawned by, a specific maghyr's power. As a maghyr becomes more powerful, so too does their kadhah, and even if a maghyr defeats their kadhah, it eventually reforms again from the maghyr's growing magical power. In the end, the kadhah always outmatches the maghyr, and it will win, eventually.



Maghyr

Medium Humanoid (ld)

Armor Class 13 (16 with mage armor)
Hit Points 148 (27d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Saving Throws Con +4, Cha +8
Skills Arcana +5, Deception +8, Insight +4, Persuasion +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 11
Languages Common, Magy, Tyverian
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Bloodcasting. The maghyr can use the blood of others to power its spells. If there is a living creature at less than its hit point maximum within 30 ft. of the maghyr, the maghyr can cast spells as though it were in the creature's space, but it must use its own senses. Additionally, when the maghyr uses its Blood Slash attack, it can cause the attack to originate from the creature instead of itself.

ACTIONS

Multiattack. The maghyr makes three attacks with its Bite, Dagger, or Blood Slash in any combination, but only one can be a Bite attack. It can replace one attack with a use of Spellcasting.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 9 (2d8) necrotic damage, and the maghyr regains hit points equal to the amount of necrotic damage dealt.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Blood Slash. *Melee Spell Attack:* +8 to hit, reach 30 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, and the maghyr regains hit points equal to half the slashing damage dealt.

Spellcasting. The maghyr casts one of the following spells, replacing any material components with blood and using Charisma as the spellcasting ability (spell save DC 16):

At will: *blood whip, chill touch, true strike*

3/day each: *boil blood, false life, hold person, mage armor*

1/day: *blood pact, circle of death*

BONUS ACTIONS

Cleanse. The maghyr ends an effect that causes it to take damage on each of its turns.

Quickened Blood. The maghyr makes a Blood Slash attack.

REACTIONS

Blood Shield. If the maghyr is hit by a weapon or spell attack, it gains +5 bonus to its AC until the start of its next turn, including against the triggering attack.

Maskbound

When the warhorns sound and the Fell march into battle, some Spirited (mortals who reside in the Fell Courts) are fitted with special wooden masks. These masks are meticulously crafted by the hamanu to absorb the memories of battle from all who wear them. Over time, the mask fills with emotions, thoughts, and vivid, dream-like scenes, imparting skills and knowledge to the current maskbound.

Battle-Frenzied. The Spirited who wears one of these masks becomes overwhelmed by the memories and emotions of all who came before them, and they enter a frenzy-like state that suppresses their personalities and makes them ideal frontline fighters. A Spirited loses their sense of self while in this state and becomes particularly resistant to magics and other abilities that would affect their mind. A maskbound relies on their frenzy-induced strength and skill rather than complicated tactics but are aware enough to temper their recklessness with simple strategy.

Lingering Remnants. A maskbound who survives the battle has their mask reclaimed by the Fell Court who gifted it to them and is then sent on their way. Often, an unmasked Spirited has a hard time returning to their previous existence as they struggle with lingering memories that don't belong to them. A Spirited who wears too many masks may lose themselves permanently to their battle frenzy.



Maskbound

Medium Humanoid (Fai)

Armor Class 13
Hit Points 67 (15d8)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	10 (+0)	8 (-1)	7 (-2)	10 (+0)

Skills Acrobatics +5, Athletics +6
Damage Resistances psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, stunned
Senses blindsight 30 ft., passive Perception 8
Languages Common, Oneiric
Challenge 1 (200 XP) **Proficiency Bonus** +2

Feydh Frenzy. The maskbound is unaffected by illusions and has advantage on all Intelligence, Wisdom, and Charisma saving throws.

ACTIONS

Multiattack. The maskbound makes two Clawed Glove attacks.

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

BONUS ACTIONS

Somersault. The maskbound takes the Disengage action or stands up from prone.

REACTIONS

Reflective Suffering. If a maskbound is targeted by an effect or attack that deals psychic or force damage, it can choose to not take that damage, and another creature that the maskbound can see within 30 feet of it must succeed on a DC 13 Wisdom saving throw or suffer that damage instead.

Null

Where Vaala is the primal energy of potential that pervades the living world, the Null is the opposing force. The energy of the void, a force that exists outside of the movement of the cosmos, the Null is a paradox in of itself: It is and is not, and it exists only to unmake.

The Null first manifested in Valerna when a daring experiment intent on harnessing raw Vaala went awry. The Null consumes Vaala. But unlike dragons, it is not empowered by it, nor does it require Vaala to persist. Instead, the Vaala it touches is undone, unraveled, destroyed, and turned against itself. Where Vaala seeks change and creation, the Null seeks nothingness, emptiness, and the end of all things, even Vaala itself.

Corrupting Power. The Null is strong, some say even stronger than Vaala. Some sages claim that the experiment to harness raw Vaala did not fail after all, and that the Null is simply the true form of Vaala. Occasionally, the power-hungry or truly desperate will turn to the Null for aid, only to be corrupted in turn.

Corpse Cluster

One of the most horrifying outgrowths of the Null, a corpse cluster forms when the Null infects dead bodies. The bodies twist and merge into a single horrific creature that crawls or shambles after its prey in a writhing mass of grasping limbs. As it kills living creatures, it adds them to its mass, becoming larger and larger.

Since the Null seeks to create a physical presence in the world, corpse clusters exist only to kill other creatures and add their bodies to its own, exponentially increasing the Null's ability to interact with the physical world. Unless destroyed, a corpse cluster will continue adding bodies to its mass, growing larger and more horrifying.

Nullborn

When the Null is forced to exist in the material world, it produces Nullborn—nonliving entities of pure void. Raw Null energy looks like insubstantial shadow; not black but grayish or milky white, with dark bulging or crackling veins. A Nullborn is a nightmarish, distorted thing made of this substance, with a combination of traits from various living beings or truly bizarre physical features. The one thing Null entities never display, however, are eyes.

Nullborn Avatar

When a very powerful Null spellcaster dies, or when Null magic is used on a massive scale, a Nullborn avatar can be formed. Massive Null entities with startling intelligence, Nullborn avatars are horrifying foes, capable of summoning other Null entities and directing those around them. Left unchecked, whole cities could quickly fall to a Nullborn avatar's onslaught.

Null Abomination

Despite the risks, some spellcasters attempt to harness the Null for their own advancement or to power their own twisted experiments. Though a spellcaster may start out with the best of intentions, they are inevitably corrupted by the Null itself. Their transformation is horrific to observe and may happen slowly over the course of weeks or months or in one flash of terrifying Null magic. They become malformed humanoids, their bodies contorting and bloating, sprouting gnarled limbs and tentacle-like appendages, and their eyes vanish, leaving behind hollow sockets or lumps of knotted flesh. A Null abomination retains some of its former arcane knowledge, though twisted by the Null.

Null Faceless

The faceless were once humanoids that died by Null magic or corruption. Their bodies were reborn as stunted Null things, featureless thralls of the void. Animated by the same power that killed it, a Null faceless is a creature of loss and oblivion, with only the most tenuous grasp on its own self to animate it in dim remembrance of its former life.

A faceless looks like a vaguely humanoid, malformed sculpture of grayish clay, with only the barest hint of a face. It cannot think or speak; it will only shamble toward the closest living thing to kill it with its corrupting touch.

Null-Touched

One of the most common effects of Null corruption in living beings is a gradual loss of identity. Most Null-touched individuals forget their name, then their past, then their personality, and their eyes disappear as their body becomes twisted by corruption. Once the corruption is complete, they become servitors of the Null with no remaining trace of their former selves.

Voidworm

A precursor to a greater Nullborn incursion, voidworms are often the first thing to appear when Null magic is used or channeled. Voidworms are monstrosities composed of Null antimatter with long, cylindrical bodies, sometimes bearing a mouth or pseudopods. They devour any Vaala in their vicinity, creating an environment ripe for the Null, and can create corpse clusters from fallen creatures to bolster the Null's forces.

Vaala Points and the Null

The Null consumes and destroys Vaala, and this is represented in some of the Null creatures' stat blocks by abilities that cause a loss of Vaala points.

If your game is not using the Vaala pool system, any Null ability that drains Vaala can instead reduce a creature's Constitution score by 1. A creature dies if this reduces their Constitution to 0. The reduction lasts until the creature finishes a long rest.

Nullborn

Large Aberration (Null)

Armor Class 13 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 30 ft., climb 20 ft.

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

Saving Throws Con +7, Str +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison, psychic, radiant, thunder
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

Null-Touch. A living creature that deals damage to a Nullborn within 5 feet of it that reduces the Nullborn to 0 hit points must succeed on a DC 9 Charisma saving throw or become cursed. If the creature remains cursed for 24 hours, it transforms into a Null-touched**.**

ACTIONS

Multiattack. The Nullborn makes three melee attacks.

Slash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) necrotic damage.

Tendril. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage, and the target is grappled (escape DC 14) if it is a Medium or smaller creature. A grappled creature is restrained and takes 7 (2d6) necrotic damage at the start of each of its turns. The Nullborn can grapple up to three creatures at the same time, and this doesn't affect the number of melee attacks it can perform on its turn.

Corpse Manifestation. If there are three or more corpses within 10 feet of a Nullborn, it uses them to create a corpse cluster. The cluster is under the Nullborn's control and is destroyed if the Nullborn is destroyed.

REACTIONS

Spreading Nullrot. When the Nullborn deals damage to a creature, the creature must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) necrotic damage at the start of each of its turns for 1 minute. An affected creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success. A creature that successfully saves against this effect is immune to Spreading Nullrot of all Null creatures for the next 24 hours.

Null Faceless

Medium Aberration (Null)

Armor Class 13 (natural armor)
Hit Points 34 (4d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	19 (+4)	3 (-4)	5 (-3)	3 (-4)

Condition Immunities charmed, exhaustion, petrified, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Null Corruption. A living creature that dies while poisoned by the Null faceless's Touch attack rises again as a Null faceless in 24 hours.

Null Flesh. The Null faceless is immune to any spell or effect that would alter its form.

ACTIONS

Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) necrotic damage, and the creature must succeed on a DC 13 Constitution saving throw or become poisoned until it completes a long or short rest.



Corpse Cluster

Large Construct

Armor Class 10
Hit Points 52 (7d10 + 14)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	3 (-4)	3 (-4)	3 (-4)

Damage Immunities necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, prone
Senses blindsight 30 ft., passive Perception 6
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

Unraveling Structure. When a corpse cluster is injured, its form begins losing cohesion. At the start of each of its turns, a corpse cluster at less than half of its hit point maximum must succeed on a DC 12 Constitution saving throw or take 11 (2d10) force damage.

Vulnerable Form. Any spell or magical effect that would alter the corpse cluster's form causes it to disassemble instead, reducing its hit point maximum by 10 per spell level.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 15).

Increasing Mass. The corpse cluster grabs a dead body within 10 ft. and adds it to its form. The corpse cluster's hit point maximum increases by 10 and it regains 10 hit points. If the corpse cluster's hit point maximum increases by 80 or more in this way, its size increases to Huge, and it can make one additional Slam attack per turn.

Nullborn Avatar

Huge Aberration (Null)

Armor Class 19 (natural armor)
Hit Points 375 (30d12 + 180)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+7)	8 (-1)	22 (+6)	22 (+6)	14 (+2)	6 (-2)

Saving Throws Con +12, Int +12
Skills Perception +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison, psychic, radiant, thunder
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 300 ft. (blind beyond this radius), truesight 30 ft., passive Perception 18
Languages —
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the Nullborn avatar fails a saving throw, it can choose to succeed instead.

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

Null Telepathy. The Nullborn avatar can communicate telepathically with any Null creatures within 300 feet of it.

Null Touch. When the Nullborn avatar is destroyed, each creature within 100 ft. of it must succeed on a DC 19 Charisma saving throw or become cursed. If a creature remains cursed for 24 hours, it transforms into a Null-touched.

ACTIONS

Multiattack. The Nullborn avatar makes six Slash attacks or six Tendril attacks.

Slash. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 10 (3d6) necrotic damage.

Tendril. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) necrotic damage, and the target is grappled (escape DC 21) if it is a Huge or smaller creature. A grappled creature is restrained and takes 21 (6d6) necrotic damage at the start of each of its turns. The Nullborn avatar can grapple up to four creatures at the same time, and this doesn't affect the number of melee attacks it can perform on its turn.

Corpse Manifestation. If there are three or more corpses within 20 feet of a Nullborn avatar, it uses them to create a corpse cluster. The cluster is under the avatar's control and is destroyed if the avatar is destroyed.

BONUS ACTIONS

Fracture Psyche (Recharge 4–6). The Nullborn avatar emits a wave of debilitating Null energy. Each living creature within 60 feet of the avatar must make a DC 19 Wisdom saving throw. On a failure, it takes 21 (6d6) psychic damage, loses 5 Vaala Points, and becomes stunned until the end of its next turn. On a success, it takes half as much damage, does not lose Vaala points, and is not stunned.

REACTIONS

Spreading Nullrot. When the Nullborn avatar deals damage to a creature, the creature must succeed on a DC 19 Wisdom saving throw or take 7 (2d6) necrotic damage at the start of each of its turns for 1 minute. An affected creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success. A creature that successfully saves against this effect is immune to Spreading Nullrot of all Null creatures for the next 24 hours.

LEGENDARY ACTIONS

The Nullborn avatar takes 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 Nullborn avatar regains spent legendary actions at the start of its turn.

Move. The Nullborn avatar moves up to its movement speed without provoking an opportunity attack.

Tendril. The Nullborn avatar makes one Tendril attack.

Command Null (Costs 2 Actions). The Nullborn avatar telepathically commands its allies to attack. Any Null creature within 120 feet can use its reaction to immediately make one weapon attack.

Null Abomination

Large Aberration (Null)

Armor Class 16 (natural armor)
Hit Points 253 (22d10 + 132)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	13 (+1)	7 (-2)	8 (-1)

Saving Throws Con +11, Int +6
Skills Arcana +6, Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison, radiant
Condition Immunities charmed, frightened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13
Languages —
Challenge 16 (15,000 XP)
Proficiency Bonus +5

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



ACTIONS

Multiattack. The Null abomination makes three Tendril attacks. It can replace one attack with one use of Spellcasting.

Tendril. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) necrotic damage, and the target is grappled (escape DC 19) if it is a Large or smaller creature. A grappled creature is restrained and takes 10 (3d6) necrotic damage at the start of each of its turns. The Null abomination can grapple up to two creatures at the same time, and this doesn't affect the number of melee attacks it can perform on its turn.

Drain Vaala. Each creature grappled by the Null abomination must succeed on a DC 18 Constitution saving throw or take 27 (6d8) necrotic damage and lose 2 Vaala Points. The Null abomination regains hit points equal to half the damage dealt.

Spellcasting. The Null abomination casts one of the following spells, requiring no material components and using Intelligence as the spell casting ability (spell save DC 14):

At will: *chill touch, dispel magic*

3/day each: *blight, eye bite*

BONUS ACTIONS

Dissonant Howl (Recharge 6). The Null abomination lets out a cry that echoes in the minds of its enemies. Each creature within 120 feet that can hear the Null abomination must make a DC 18 Wisdom saving throw. On a failure, the creature takes 44 (8d10) psychic damage and becomes stunned until the end of its next turn. On a success, it takes half as much damage and is not stunned.

Voidworm

Medium Aberration (Null)

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	13 (+1)	3 (-4)	7 (-2)	4 (-3)

Saving Throws Con +3, Str +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison, psychic, radiant, thunder
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) necrotic damage, and the target loses 1 Vaala point.

Tendril. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d6 + 1) necrotic damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. A grappled creature is restrained and takes 3 (1d6) necrotic damage at the start of each of its turns. The voidworm can only have one creature grappled at a time.

Entrancing Tendrils. The voidworm undulates its tendrils in a disconcerting pattern. Each creature within 30 feet of the voidworm that can see it must succeed on a DC 13 Wisdom saving throw or become paralyzed until the end of the creature's next turn.

Corpse Manifestation. If there are three or more corpses within 10 feet of a voidworm, it uses them to create a corpse cluster. The cluster is under the voidworm's control and is destroyed if the voidworm is destroyed.

Null-Touched Creatures

Any living thing may be corrupted by contact with the Null. A Null-touched is any creature that has suffered from Null corruption, causing malformations, whitish tumors, or even the loss of body parts.

When a living creature becomes Null-touched, it retains its traits and statistics except as specified below:

Type. The creature's type becomes Aberration, and it gains the Null tag.

Alignment. The creature becomes unaligned. It loses all traits and abilities related to its alignment.

Ability Scores. The creature's Intelligence, Wisdom, and Charisma scores are halved, to a minimum of 1.

Senses. The creature loses its eyes to Null corruption. It gains blindsight out to 30 ft., if it didn't have it already.

Immunities. The creature gains immunity to necrotic and radiant damage, and it can no longer become blinded, deafened, charmed, or frightened.

Resistances. The creature gains resistance to psychic damage and to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Spellcasting. The creature loses the ability to cast spells if it had it.

New Trait: Necrotic Touch. The creature's weapon attacks deal additional necrotic damage equal to its Constitution modifier (minimum of 1 additional necrotic damage).

Null-Touched Wolf*

Medium Aberration (Null), Unaligned

Armor Class 13 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	1 (-5)	6 (-2)	3 (-3)

Skills Perception +0, Stealth +4
Damage Immunities necrotic and radiant
Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities blinded, charmed, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The Null-touched wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The Null-touched wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 1 necrotic damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



* The Null-touched above uses a wolf as the base creature.

Here, I have recorded observations of some such beings, including deadly entities conjured from the dreams and nightmares of the sleeping, beasts born from the very will of those strong enough to endow them with life, creatures manifested from the source of Vaala and from beyond the veil of life and death.

Nwoda

The sky dwarves of the Enkharan Desert, known as nwoda, are an adventurous, clannish people, filled with wanderlust but also with strong ties to their homeland and the floating gem clusters where they make their homes. The best-known trait of sky dwarves is their ability to make stones fly, and to perform incredible acrobatics themselves, with the floating magic they call yahum.

A nwoda is a muscular dwarf with gemlike growths where other humanoids grow hair. The color of these growths depends on the dwarf's clan, be it Yuman (amethyst), Yaku (ruby), Kuti (sapphire), or the self-exiled Zumari (emerald). Records also tell of a lost clan, the Amasi (diamond) sky dwarves, but the nwoda avoid discussing such things with outsiders.

Born of Gems. The nwoda's ability to fly is not limited to themselves but is a power imparted to them by their una'jawahm'a, their birthstones, the city-sized floating gem clusters where every nwoda is born. Each clan has their own una'jawahm that corresponds to their clan's color, and each is filled with complex, winding tunnels and vast caverns that make up the nwoda's home. In the shadow of each una'jawahm, oases and forests of strange, crystalline plant life have sprung into existence, known as ni'khela, or shield plateaus. On these Shields, these islands of refuge, disparate, nomadic peoples have formed walled cities to live off of this odd environment.

Sky Pirates. Nwoda dwarves are also the most feared pirates in the world, as their flying ships can raid anyone, anywhere. While the immense majority of nwoda pirates belong to the Emerald clan, all sky dwarf tribes have their own raiding ships and quite a number of infamous captains to their name.

Nwoda

Medium Humanoid (Dwarf, Fai)

Armor Class 13
Hit Points 97 (15d8 + 30)
Speed 25 ft., flying 20 ft. (hover)

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

Saving Throws Dex +5, Wis +4
Skills Acrobatics +5, Nature +5, Perception +4, Survival +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Nwoda
Challenge 2 (450 XP) **Proficiency Bonus** +2

Dwarven Resilience. The nwoda has advantage on saving throws against poison effects.
Natural Flight. The nwoda's long jump is up to 30 feet, and its high jump is up to 10 feet, with or without a running start. It ignores difficult terrain when landing.

ACTIONS

Multiattack. The nwoda makes two Dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

REACTIONS

Yahum's Gift. If the nwoda falls, it slows its descent, lands on its feet, and takes no damage (as per the feather fall spell).



Nwoda Sky Captain

Medium Humanoid (Dwarf, Fai)

Armor Class 14 (leather)
Hit Points 156 (24d8 + 48)
Speed 25 ft., flying 20 ft.

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

Saving Throws Str +5, Dex +6, Con +5
Skills History +4, Intimidation +6, Perception +4, Persuasion +6, Survival +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Common, Nwoda
Challenge 6 (2,300 XP) **Proficiency** +3

Dwarven Resilience. The nwoda has advantage on saving throws against poison effects.
Evasive Flight. When the nwoda takes the Dash action, until the start of the nwoda's next turn, all weapon attacks against it are made with disadvantage**.**
Natural Flight. The nwoda's long jump is up to 30 feet, and its high jump is up to 10 feet, with or without a running start. It ignores difficult terrain when landing.
Shard-Weapons. The nwoda's weapon attacks are magical.

ACTIONS

Multiattack. The nwoda makes three weapon attacks.
Shard-Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 15). The nwoda cannot use its Shard Hook attack when it has a creature grappled in this way.
Shard-Shooter. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 15 Dexterity saving throw or take 4 (1d8) acid damage.

BONUS ACTIONS

Dash. The nwoda can take the Dash action.
Extra Attack. The nwoda makes one Shard-Hook or one Shard-Shooter attack.

REACTIONS

Yahum's Gift. If the nwoda falls, it slows its descent, lands on its feet, and takes no damage (as per the feather fall spell).
Shield. If the nwoda is hit by an attack, it gains a +5 bonus to its AC until the start of its next turn, including against the triggering attack.

Nwoda Sky Pirate

Medium Humanoid (Dwarf, Fai)

Armor Class 13 (leather)
Hit Points 112 (15d8 + 4.5)
Speed 25 ft., flying 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Str +3, Dex +4
Skills Acrobatics +4, Nature +2, Perception +3, Survival +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 13
Languages Common, Nwoda
Challenge 3 (700 XP) **Proficiency Bonus** +2

Dwarven Resilience. The nwoda has advantage on saving throws against poison effects.
Evasive Flight. When the nwoda takes the Dash action, until the start of the nwoda's next turn, all weapon attacks against it are made with disadvantage.
Natural Flight. The nwoda's long jump is up to 30 feet, and its high jump is up to 10 feet, with or without a running start. It ignores difficult terrain when landing.
Shard-Weapons. The nwoda's weapon attacks are magical.

ACTIONS

Multiattack. The nwoda makes two weapon attacks.
Poisoned Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 11 (2d10) poison damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute.
Shard-Shooter. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage, and the target must succeed on a DC 13 Dexterity saving throw or take 4 (1d8) acid damage.
Dirty Tricks. The nwoda performs a series of confusing maneuvers against one creature within 15 feet of it that can see it. The target must succeed on a DC 13 Wisdom saving throw or the nwoda has advantage on its attack rolls against the target until the end of the nwoda's next turn.

REACTIONS

Yahum's Gift. If the nwoda falls, it slows its descent, lands on its feet, and takes no damage (as per the feather fall spell).

Obakkar

Also known as amber orcs, obakkar are a matriarchal tribal people native to the Southorn. They tend to be tall and lean muscled, with large tusks jutting out of their lower jaw. They decorate these tusks with markings and jewelry made of a Source-rich material called bakka amber.

Bakka Amber. Obakkar create bakka amber by refining the lava produced by the flame djaat, crafting it into a stone-like substance they then hone into weapons, armor, jewelry, art, and more. Bakka amber is sacred to the obakkar and is sometimes powdered and consumed during their rites. The material gives them a resistance to fire and poison and strengthens them from within, even allowing them to draw on shared ancestral memories that might otherwise be lost.

Martriarchal. Due to the Lessening, a great curse set upon the orcs by the Altanesi Empire long ago, the obakkar have a diminished and fractured populace. Children are also rare among their tribes, leading the female obakkar to be revered and obeyed as wise leaders. They tend to be the largest and most powerful of their kind and gather warriors around them to form communities based on strength and family.



Obakkar

Medium Humanoid (Orc, K'aab)

Armor Class 16 (breastplate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Str +5, Con +4
Skills Animal Handling +3, Athletics +5, Survival +3
Damage Resistances fire, poison
Senses darkvision 60 ft., passive Perception 11
Languages Bakkai, Common, Sabaari
Challenge 2 (450 XP) **Proficiency** +2

Bakka Amber. As long as the obakkar has an item made of bakka amber in its possession, it has advantage on Strength and Constitution saving throws.

Actions

Multiattack. The obakkar makes two weapon attacks.

Poleaxe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

War-Mothers

War-mothers are the leaders of their respective tribes or communities and command great respect from their people. They serve as the head, the heart, and the hands of their clan, offering counsel, establishing rules and laws, and commanding troops on the battlefield when the need arises. They oversee everything in the community, from the tiniest details of the day-to-day to declarations of war and peace with other tribes and peoples.



Obakkar War-Mother

Medium Humanoid (Orc, K'aab)

Armor Class 17 (half-plate)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

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

Saving Throws Str +6, Con +5
Skills Animal Handling +5, Athletics +6, History +5, Persuasion +6, Survival +5
Damage Resistances fire, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages Bakkai, Common, Sabaari
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Bakka Amber. As long as the obakkar has an item made of bakka amber in its possession, it has advantage on Strength and Constitution saving throws.
Memory of the Ancients. The obakkar has advantage on Intelligence (History) checks made to recall information about its people.

Actions

Multiattack. The obakkar makes three weapon attacks.
Poleaxe. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.
Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

War-Mother's Cry (Refresh 6). The obakkar lets out a fierce battle cry. All allies of the obakkar within 60 feet of it that can hear it gain advantage on attack rolls, saving throws, and ability checks until the start of the obakkar's next turn.

Reactions

Protective Defense. When a creature within 5 feet of the obakkar is hit with an attack, the obakkar can insert itself between the attacker and the target. The target takes half damage from the attack, and the obakkar takes the same amount of damage.

Ocelinn

The ocelinn of Nahuac are tánaid—shapeshifting humans blessed with a strong tie to the Source aspect of Vaala—that can transform into jaguars. They are but one of many types of tánaid, but they are by far the most numerous, found across Valerna, though they reside primarily within Nahuac. They excel at stealth and make ideal guides when traveling through the dense Nahuac jungles. Armed with macahui, bladed maces made of vicious obsidian, an ocelinn can be a formidable enemy—or steadfast ally.

Lords of the East. The ocelinn, also known as jaguar-kin, dominate Tlátal, the East Quarter of Nahuac, which is in turn broken into seven states. Four of these states belong to the ocelinn, and the other three belong to other tánaid. The four ocelinn states are known collectively as the Ocelinn Lordships and wield great power within their quarter and throughout Nahuac.



Ocelinn

Medium Humanoid (Human, K'aab)

Armor Class 12
Hit Points 71 (13d8 + 13)
Speed 30 ft. (40 ft. in jaguar form)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+2)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +3, Stealth +4, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Náhuinn
Challenge 1 (200 XP) **Proficiency Bonus** +2

Kaabmarked Amulet. The ocelinn wears a mystical amulet attuned to the Source aspect of Vaala. While wearing this amulet, if the ocelinn shifts into jaguar form, any items it is wearing or carrying enter an extradimensional space within the amulet, leaving only the amulet around their neck, wrist, or waist, and they return when it reverts to human or hybrid form.

Keen Hearing and Smell. The ocelinn has advantage on Wisdom (Perception) checks relying on hearing or smell.

Pounce (Jaguar Form Only). If the ocelinn moves at least 20 ft. straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the ocelinn can make one Bite attack against it as a bonus action.

Shapeshifter. The ocelinn can use its action to polymorph into a jaguar-human hybrid or into a jaguar. Its statistics remain the same in each form except where noted. Any equipment it is wearing or carrying is not transformed unless it is wearing a Kaabmarked amulet (see above). The ocelinn can use a bonus action to revert to human form.

ACTIONS

Multiattack. In human form, the ocelinn makes one Macahui or Longbow attack. In jaguar form, the ocelinn makes one Claw and one Bite attack. In hybrid form, it can attack like a human or make two Claw attacks.

Bite (Jaguar Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage.

Claw (Hybrid or Jaguar Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Longbow (Human or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 +2) piercing damage.

Macahui (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Ogerron

Large, bulky humanoids with pale skin covered in thick, knobby growths, ogerron are most commonly found in Tyveria, where they are second in population only to humans. Sometimes called skull orcs, most of the ogerron within Tyveria are part of the Blood Empire's military forces, either conscripted or mercenary, and the strongest and smartest of these are employed as elite guards in cities and at the homes of the maghyr lords. They are rare outside of Tyveria, though it is not uncommon to find isolated settlements of ogerron in other regions, particularly near Tyveria's borders.

Roaming Rebels. Those ogerron within the Easterlands who are not under the imperial thumb form enclaves in the countryside, and some have grown so powerful that even the maghyri fear to enter them. These ogerron attack Tyverian cities and settlements and generally disrupt the Blood Empire's control where they can, as they do not believe their people should exist only to serve the maghyri and their ilk and long for ogerron independence.

The Rite of Flesh. The ogerron, like all other orcs, suffered from the Lessening, a curse levied upon them by the ancient Altenesi Empire. After the orcs fractured and the ogerron reformed in Tyveria, they began the tradition of the Rite of Flesh, a ritual consumption of the bodies of their fallen enemies. It is through this ritual that the ogerron gain strength and overcome the Lessening, absorbing the Vaala of the fallen.

Song for the Dead. The ogerron recognize death as a natural part of life and honor those who have died—particularly those who fell in the service of the living—with a ceremonial song called a bastuu. All ogerron can sing the bastuu, but the chanters known as bastuuka often lead the song during ceremonies and act as their people's historians. An ogerron partaking in the Rite of Flesh also sings a bastuu for the fallen, honoring even their enemies in death.

Ogerron Chainer

When the ogerron go to war, they use their impressive size and immense bulk to their advantage against their enemies. Ogerron chainers wield massive spiked chains that ensnare their foes and pull them within range of their massive fists. They often work in concert with ogerron maulers and other melee fighters, keeping their enemies entangled and giving their allies an edge.

Ogerron Mauler

The true muscle of any Tyverian army is the ogerron mauler. Wielding a maul in each hand, these hulking soldiers plow through the battlefield, laying waste to those around them with sweeping arcs of their heavy attacks. Mauler's hit hard and hit often, their strength and ferocity more than making up for any lack of technique.

Feasting Upon the Null

The flesh of Null entities and those corrupted by them offer no nourishment for the ogerron's Rite of Flesh. It is tasteless and lacks Vaala, and it carries with it the Null's taint. Only starving or desperate ogerron feast on Null-touched flesh and risk becoming corrupted themselves in turn.

Ogerron

Large Humanoid (Orc, Id)

Armor Class 14 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Str +6, Con +5
Skills Athletics +6, History +3, Perception +3, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Ogerri, Tyverian
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Cleave. If the ogerron successfully hits a Medium or smaller creature with its Greataxe attack, it can immediately make an attack against a second creature within 5 feet of it.

Oversized. The ogerron can use a Small or Medium object as an improvised weapon to make melee weapon attacks, dealing 8 (1d8 + 4) damage on a successful hit. The type of damage is determined by the object being used, as decided by the GM. The object breaks and becomes unusable on a critical hit or if a 1 is rolled on the die for the attack roll.

Rite of Flesh. If the ogerron has partaken in the Rite of Flesh within the past 24 hours, it has advantage on Strength checks and Strength saving throws. To gain these benefits, the ogerron must spend at least 10 minutes ritually consuming the flesh of an enemy killed in battle.

Actions

Multiattack. The ogerron makes two Greataxe attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 5) slashing damage.

Reactions

Bastuu Call (Recharges after a Long Rest). When another ogerron dies within 60 feet of it, the ogerron can let loose a strain of a bastuu. Until the end of the ogerron's next turn, any ally within 30 feet of the ogerron that can hear it receives a +1 bonus to its attack rolls and ability checks and gains advantage on all saving throws against becoming charmed or frightened.

Ogerron Chainer

Large Humanoid (Orc, Id)

Armor Class 15 (breastplate)
Hit Points 150 (20d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	8 (-2)

Saving Throws Str +7, Con +5
Skills Athletics +7, Intimidation +1, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Ogerri, Tyverian
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Oversized. The ogerron can use a Small or Medium object as an improvised weapon to make melee weapon attacks, dealing 8 (1d8 + 4) damage on a successful hit. The type of damage is determined by the object being used, as decided by the GM. The object breaks and becomes unusable on a critical hit or if a 1 is rolled on the die for the attack roll.

Rite of Flesh. If the ogerron has partaken in the Rite of Flesh within the past 24 hours, it has advantage on Strength checks and Strength saving throws. To gain these benefits, the ogerron must spend at least 10 minutes ritually consuming the flesh of an enemy killed in battle.

ACTIONS

Multiattack. The ogerron makes two Spiked Chain attacks and uses Reel.

Headbutt. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target must succeed on a DC 15 Constitution saving throw or become stunned until the end of its next turn.

Spiked Chain. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, and the target must succeed on a DC 15 Dexterity saving throw or become grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and saving throws, and the ogerron can't use this weapon against another target.

Reel. The ogerron pulls a creature grappled with its Spiked Chain attack up to 20 feet straight toward the ogerron.

BONUS ACTIONS

Vicious Consequences. The ogerron makes a Headbutt attack against a creature within 5 feet of it that is grappled by it.

REACTIONS

Bastuu Call (Recharges after a Long Rest). When another ogerron dies within 60 feet of it, the ogerron can let loose a strain of a bastuu. Until the end of the ogerron's next turn, any ally within 30 feet of the ogerron that can hear it receives a +1 bonus to its attack rolls and ability checks and gains advantage on all saving throws against becoming charmed or frightened.

Ogerron Mauler

Large Humanoid (Orc, Id)

Armor Class 15 (breastplate)
Hit Points 150 (20d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	8 (-2)

Saving Throws Str +8, Con +6
Skills Athletics +8, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Ogerri, Tyverian
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Oversized. The ogerron can use a Small or Medium object as an improvised weapon to make melee weapon attacks, dealing 9 (1d8 + 5) damage on a successful hit. The type of damage is determined by the object being used, as decided by the GM. The object breaks and becomes unusable on a critical hit or if a 1 is rolled on the die for the attack roll.

Rite of Flesh. If the ogerron has partaken in the Rite of Flesh within the past 24 hours, it has advantage on Strength checks and Strength saving throws. To gain these benefits, the ogerron must spend at least 10 minutes ritually consuming the flesh of an enemy killed in battle.

ACTIONS

Multiattack. The ogerron makes four Maul attacks.

Maul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

REACTIONS

Bastuu Call (Recharges after a Long Rest). When another ogerron dies within 60 feet of it, the ogerron can let loose a strain of a bastuu. Until the end of the ogerron's next turn, any ally within 30 feet Of the ogerron that can hear it receives a +1 bonus to its attack rolls and ability checks and gains advantage on all saving throws against becoming charmed or frightened.



Orlar

The rarest of Valernian orcs, the orlar, or snow orcs, are nomadic tribes from the frozen wastes of the Northerlands, with most belonging to the Gellanor League. They have a culture centered on both physical and emotional strength, praising both stoicism and passion and treating both bravery and pain as marks of virtue.

Orlar are larger than obakkar but smaller than ogerron, with pale skin covered in a fine white fur and blue, gray, or green eyes. Their fur is soft and downy but provides surprising insulation against the harsh cold of the Northerlands.

Nomadic Warbands. The orlar live in tight-knit warbands, traveling across the Northlands to avoid the worst of the weather. Each warband is led by an orlar witch, known as a coven mother, who is chosen by her people as the wisest and most powerful of the band's witches. The coven mother guides her people and leads the ceremonies that create the orlar's sacred oljuu potions.

Oljuu. The orlar's relationship with pain has historically been defined by their sacred oljuu, a potion that helps them withstand unimaginable agony and allows them to continue fighting when other warriors might stumble and fall. The creation of oljuu is a ritual unto itself and speaks to the orlar's identity in their adopted homeland. An orlar band will hunt and kill the deadliest creature found in the Northerlands—the ygarrua, ice giants with magical frost armor that coats their bodies.

Once the ygarrua is brought down, the orlar harvest the ice from its corpse and bring it to the winter witches. There, the ice is combined with the blood of their fallen brethren—orlar warriors who have sacrificed themselves for this purpose, giving their lives for the continuation of their people. Once prepared, the winter witches infuse the potion with storm magic, awakening the power within the oljuu, before bottling and distributing it to their people. It is with this threefold power—of the land, of the storm, and of the orlar themselves—that the snow orcs have won their survival.



Orlar Warrior

Orlar warriors make up the majority of each orlar warband. They practice a careful balance of passion and stoicism and view pain not as a thing to be avoided but as a natural part of life, to be embraced and understood. Orlar warriors march at the behest of their coven mother, or when the Winter Coven calls Gellanor to war.

Orlar Witch

Also known as Sisters of the Storm, orlar witches are the spiritual leaders of their people. Almost always female, orlar witches are winged, Dream-touched orcs who wield powerful storm magic. No one knows the origin of the witches' wings, or their powers, though some claim they were a product of the Dreambleed, or that the first witch made a pact with a powerful feydh entity. The orlar witches are the sole crafters of the orlar's oljuu, a secret they guard closely.

The Winter Coven

The true power within the Gellanor League, the Winter Coven is a group of the realm's most powerful orlar witches. They practice strange and secret magics, and provide guidance to the coven mothers of each of the various warbands. The saddest and proudest moment for a warband is when their coven mother is chosen to join the Winter Coven—she will lend her guidance to all of Gellanor but must leave her people behind to do so.

Orlar

Medium Humanoid (Orc, K'aab)

Armor Class 12
Hit Points 22 (3d8 + 9)
Speed 30 ft.

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

Saving Throws Dex +4
Skills Survival +3
Damage Resistances cold, lightning
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orlaai, Ysvalian
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Oljuu. If the orlar has consumed an oljuu potion within the past 24 hours, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally, once per day while under the effects of the oljuu, if the orlar is reduced to 0 hit points but not killed outright, it is reduced to 1 hit point instead.

ACTIONS

Falchion. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 7 (1d10 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Orlar Warrior

Medium Humanoid (Orc, K'aab)

Armor Class 14 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

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

Saving Throws Dex +5, Con +5
Skills Acrobatics +5, Perception +3, Survival +3
Damage Resistances cold, lightning
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orlaai, Ysvalian
Challenge 1 (200 XP) **Proficiency Bonus** +2

Oljuu. If the orlar has consumed an oljuu potion within the past 24 hours, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally, once per day while under the effects of the oljuu, if the orlar is reduced to 0 hit points but not killed outright, it is reduced to 1 hit point instead.

Reckless. At the start of its turn, the orlar warrior can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The orlar warrior makes two Falchion or two Longbow attacks.

Falchion. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

BONUS ACTION

Strength of Oljuu (Recharges after a Short Rest). The orlar calls upon the power of the oljuu and gains 9 (2d8) temporary hit points. These temporary hit points last until they are depleted or the orlar takes a short or long rest. If the orlar has not consumed oljuu in the past 24 hours, they gain half as many temporary hit points.

Orlar Witch

Medium Humanoid (Orc, K'aab)

Armor Class 12 (16 with barkskin)
Hit Points 78 (12d8 + 24)
Speed 30 ft., fly 30 ft.

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

Saving Throws Con +4, Wis +6
Skills Animal Handling +6, Medicine +6, Nature +3, Survival +8
Damage Resistances cold, lightning
Senses darkvision 60 ft., passive Perception 14
Languages Common, Orlaai, Ysvalian
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Oljuu. If the orlar has consumed an oljuu potion within the past 24 hours, it has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally, once per day while under the effects of the oljuu, if the orlar is reduced to 0 hit points but not killed outright, it is reduced to 1 hit point instead.

Shapechanger. The orlar can use its action to polymorph into a white raven or back into its true form. When in raven form, the orlar's walking speed is 5 feet, and it has a flying speed of 50 feet. Its statistics are the same in its raven form, except for the speed changes noted. Anything the orlar is wearing transforms with it, but nothing it is carrying does. The orlar reverts to its true form if it dies.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

Spellcasting. The orlar witch casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *barkskin, shillelagh*

3/day each: *animal messenger, bane, haste, hold person, slow*

1/day each: *awaken, call lightning, wind wall*

BONUS ACTION

Snowshape (1/Day). The orlar can manipulate snow and ice within 60 feet of it, causing one of the following effects.

Blizzard. An area 40 feet tall with a 20-foot radius centered on a point within range is filled with swirling snow, causing the area to become heavily obscured.

Hailstorm. An area 40 feet tall with a 20-foot radius centered on a point within range is filled with pelting hail. Each creature in the area must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) bludgeoning damage. A creature who ends its turn in the affected area must repeat the saving throw, taking additional damage on each failed save.

Ice Slick. An area in a 20-foot radius centered on a point within range becomes difficult terrain. Additionally, any creature that moves more than 5 feet while in this area must succeed on a DC 14 Dexterity saving throw or fall prone.

The effect lasts for 1 minute or until the orlar's concentration is broken (as if concentrating on a spell). For the duration, the orlar can use a bonus action to move the current effect to a new point within range or choose a new effect; if it does so, the previous effect ends.

Púka

Small humanoids with round faces and large eyes, Púka, also known as bright halflings, have a friendly, childlike appearance. Though they are found in many Valernian cities and realms, they are well known throughout the Ysvalian Alliance as skilled cooks, crafters, and artisans and can often be found in these roles throughout the continent.

Púka

Small Humanoid (Fai)

Armor Class 11
Hit Points 11 (2d6 + 4)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	13 (+1)	15 (+2)	12 (+1)

Saving Throws Cha +3, Wis +4
Skills Medicine +4, Nature +3, Perception +4, Survival +4
Senses passive Perception 14
Languages Common, Ysvalian
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Brave. The púka has advantage on saving throws against becoming frightened.

Halfling Nimbleness. The púka can move through the space of any Medium or larger creature.

Lucky. When the púka rolls a 1 on an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll.

ACTIONS

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

Affable Allies. The púka are typically a shy but amiable people. Their meals are warm and filling, their fires bright, and their songs a balm to the heart on an icy winter night. Púka carts are a welcome sight across Valerna, loaded down with valuable supplies as well as barrels of ale and pots of soup. These carts provide support to the Ysvalian military during times of war but also travel the countryside, often serving as the connective tissue between far-flung villages.

Púka Lights. Though púka settlements exist in the wilds of Ysval, finding them can be difficult, as they prefer to remain hidden away in the mountains and caverns of the countryside. However, travelers who have become lost in the wilderness have reported seeing a floating light in the distance that guided them to a púka village or encampment, where they were welcomed out of the cold with smiles, hot food, and a warm bed. No one knows what causes these púka lights to appear, but those within Ysval know they can rely on such a sight to guide them to safety.



Qirin

The qirin are noble beasts from the Dragon Kingdom of Allaria. Intelligent, wise, and empathetic, a qirin makes an ideal animal companion and is the mount of choice for Fai hunters, wardens, and nobility, both for their demeanor and their striking appearance. A horse-like creature with shimmering scales, elegant horns, and cloven hooves, the qirin is a beautiful sight in the wild and a stunning sight on the battlefield. Because of this, the qirin has become associated with hope and glory throughout Allaria.

Black Qirin

The black qirin is the most common type of qirin found in the forests and wilds of Allaria. Its scales and hide are a combination of brown, black, white, and golden-tan, though several color patterns are bred for in captivity and not found in the wild. They are the smallest of the qirin types, with smaller horns, making them far more nimble in a forest environment than their silver and gold cousins. For this reason, they are often the chosen qirin mount for Fai hunters and others who patrol the more densely wooded regions of Valerna.

Silver Qirin

Larger and bulkier than black qirin, silver qirin are the preferred mounts for the Allai wardens and are more often found on a battlefield or in a military parade. They have a heartier constitution than their black or gold kin, more suited for carrying heavier loads, and they can learn complex maneuvers for both combat and show. The silver qirin's horns are much larger than the black qirin's, and they sometimes grow sharp spines on their cheekbones, jaws, and front legs. As their name implies, the coloration of silver qirin tends more toward grays and blacks, with shimmering silver scales.

Gold Qirin

The regal gold qirin is the most eye-catching of the three qirin types. With an ivory white coat, metallic gold scales, and elaborate horns, the gold qirin is the mount of Allarian nobility. Typically prized for their aesthetics, there are numerous types of gold qirin; some sport stripes, while others have a mottled, cloud-like pattern on their coat and others still are pure white. Gold qirin are often kept for show rather than for battle. Although their owners may ride them in hunts or for sport, they are trained more for competitions and parades than combat.



Black Qirin

Large Beast (Fai)

Armor Class 13 (natural armor)
Hit Points 52 (8d10 + 8)
Speed 60 ft.

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

Skills Insight +4, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages understands all spoken languages but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Qirin Leap. The qirin's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start. This movement does not provoke opportunity attacks.

ACTIONS

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage.

Kick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

BONUS ACTIONS

Empathic Guidance (2/Day). The qirin chooses one creature it can see within 30 feet of it. The target gains advantage on the next attack roll, saving throw, or ability check.

Gold Qirin

Large Beast (Fai)

Armor Class 13 (natural armor)
Hit Points 78 (12d10 + 12)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Cha +6, Wis +4
Skills Insight +4, Perception +4, Performance +6
Senses darkvision 60 ft., passive Perception 14
Languages understands all spoken languages but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Qirin Leap. The qirin's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start. This movement does not provoke opportunity attacks.

ACTIONS

Horns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage.

Kick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Regal Prance. The gold qirin flashes its scales. Each creature within 30 feet of the qirin that can see it must succeed on a DC 13 Wisdom saving throw or become charmed by the qirin for 1 minute. If the target takes damage, it can repeat the saving throw.

BONUS ACTIONS

Empathic Guidance (5/Day). The qirin chooses one creature it can see within 30 feet of it. The target gains advantage on the next attack roll, saving throw, or ability check.

Silver Qirin

Large Beast (Fai)

Armor Class 13 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	13 (+1)	14 (+2)

Saving Throws Str +6, Con +5
Skills Athletics +6, Insight +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages understands all spoken languages but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Qirin Leap. The qirin's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start. This movement does not provoke opportunity attacks.

ACTIONS

Multiattack. The qirin makes two Kick attacks and one Horns attack.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage.

Kick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

BONUS ACTIONS

Empathic Guidance (3/Day). The qirin chooses one creature it can see within 30 feet of it. The target gains advantage on the next attack roll, saving throw, or ability check.

Qillu

The qillu, also known as keen halflings, have sharp minds that make them particularly gifted at professions that require organization and a high attention to detail, such as historians, bookkeepers, clerks, and librarians. They forget very little of what they learn and can recall information years after they read it.

Qillu are short humanoids, with long arms, long ears, and snub noses, and they can have a variety of skin and hair colors, including pale white, pitch black, and shades of gray, peach, and brown.

The Ledger. Rumors claim the qillu keep a massive ledger that spans generations and details the histories of various peoples of Valerna, including names, biographies, family trees, and notable deeds, all kept up-to-date via a complex spy network. Why the qillu would keep such a ledger is a mystery, and most dismiss this legend outright, claiming it's pure fiction based on the qillu's incredible memories.

Qillu

Small Humanoid (Halfling, K'aab)

Armor Class 12
Hit Points 14 (4d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Int +5, Wis +4
Skills Arcana +5, History +5, Investigation +5, Perception +4
Senses passive Perception 14
Languages Allai, Common
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Eye for Detail. The qillu has advantage on Intelligence (Investigation) checks.

Halfling Nimbleness. The qillu can move through the space of any Medium or larger creature.

Keen Mind. The qillu can accurately recall anything it has seen or read in the past year. Additionally, it has advantage on Intelligence (History) checks to recall information.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spellcasting. The qillu casts one of the following spells, using intelligence as the spellcasting ability (spell save DC 13).

At will: *comprehend languages, dancing lights, message*



Shev

The shev, also known as shadow halflings, originated in Southeast Valerna. Their civilization grew from out of the Clotmarshes in Tyveria, one of the most unforgiving regions in Valerna. As the shev adapted to their homeland, they learned to be cautious and inventive. Shev are small and typically hairless, with pasty skin and wide, pale eyes. Their teeth are sharp, and their faces are bat-like, bearing broad snub noses and long, pointed ears.

Inventive Alchemists. Shev were the first alchemists in Valerna, developing healing concoctions and virulent poisons early to fight off their homeland's deadly ecosystem. Later on, they were the first of Valernian peoples to experiment with nonmagical explosives. Their arsenal ranges from bottles containing explosive components full of shrapnel and a liquid that ignites when the air touches it, to sticky liquids that slow their opponents and poisonous gases that blind, choke, or kill them outright.

Tyverian Recruits. The Blood Empire of Tyveria was quick to bring the shev into their fold, utilizing the shadow halflings' inventiveness for their own ends. Many shev act as spies, alchemists, and cutthroats for the Tyverian military, the Crimson Hawks, or the maghyr noble houses.



Shev

Small Humanoid (Halfling, Id)

Armor Class 13
Hit Points 66 (12d6 + 24)
Speed 25 ft.

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

Saving Throws Dex +5, Int +5
Skills Arcana +5, Perception +2, Stealth +5, Survival +2
Damage Resistances poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Common, Tyverian
Challenge 1 (200 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The shev makes two Light Crossbow or two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) poison damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Acid Bomb (3/Day). The shev throws a bomb to a point of its choice within 60 feet of it. Each creature within a 10 ft. radius of the bomb must make a DC 13 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a success.

BONUS ACTIONS

Cunning Action. The shev can take the Dash, Disengage, or Hide action.

Shimmerworm

Few beings in Valerna rival the fear and dread invoked by the appearance of dragons, but the shimmerworm is one such creature. Altered by some unknown magic, they are massive creatures that tunnel within the frozen tundra of the Northerlands and are armored with enchanted ice that sparkles like quartz crystals.

Terror from Beneath. Since shimmerworms burrow beneath the ice, snow, and hard earth, there is often little forewarning when one approaches. Tremors and a strange shifting of the snowpack are the only signs of an imminent shimmerworm attack, and those are often noticed mere moments before the creature breaks forth from the ground.

Monstrous Quarry. Though no one knows the origins of these strange monsters, the sjóda of the Gellanor League have taken to hunting them for their meat and useful body parts, the way the Ysvalians hunt whales, and even hold competitions to see which camp can bring down the largest specimen. This serves a dual purpose: The sjóda gain plentiful food and materials, but they also cull the shimmerworm population. If it's left unchecked, shimmerworms can grow so large they can devour entire settlements.



Shimmerworm

Gargantuan Monstrosity (Fai)

Armor Class 19 (natural armor)
Hit Points 350 (20d20 + 140)
Speed burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	25 (+7)	6 (-2)	10 (+0)	3 (-4)

Saving Throws Str +12, Con +13, Wis +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold
Condition Immunities blinded, frightened, poisoned, prone
Senses blindsight 30 ft., tremorsense 120 ft., passive Perception 10
Languages —
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Icy Armor. Any creature that hits the shimmerworm with a melee attack takes 14 (4d6) cold damage.
Magical Attacks. The shimmerworm's attacks are magical.
Siege Monster. The creature deals double damage to objects and structures.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target must succeed on a DC 20 Dexterity saving throw or be swallowed by the shimmerworm. A swallowed creature is blinded and restrained, and it has total cover from attacks and effects outside the shimmerworm. A swallowed creature takes 14 (4d6) cold damage and 21 (6d6) acid damage at the start of each of the shimmerworm's turns.

If the shimmerworm takes 40 damage or more on a single turn from a creature inside it, the shimmerworm regurgitates all swallowed creatures at the end of that turn. A regurgitated creature falls prone within 10 feet of the shimmerworm. If the shimmerworm dies, all swallowed creatures are no longer restrained and can escape the corpse by using 20 feet of movement, exiting prone.

Frost Breath (Recharge 4–6). The shimmerworm exhales frigid ice shards in a 60-foot cone. Each creature within the area must make a DC 21 Constitution saving throw. On a failed save, the creature takes 21 (6d6) piercing damage plus 32 (5d12) cold damage and is incapacitated until the end of its next turn. On a successful save, the creature takes half as much damage and is not incapacitated.

Reactions

Death Throes. When the shimmerworm is reduced to 0 hit points, each creature within 20 feet of it must make a DC 20 Dexterity saving throw, taking 66 (10d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Sjóda

The sjóda, also known as frost dwarves, are among the hardiest peoples of Valerna. Their hair and beards are made of icicle-like crystals, and their skin is hardened and impervious to the cold. They wear hide clothing and wield weapons made of stormsteel—a dull iron that has been enchanted by winter witches, giving it a matte gray appearance.

Nomadic Caravans. Sjóda travel in war-tusker mammoth caravans that also serve as their moving homes, with children and civilians riding the war-tuskers while scouts and warriors patrol around the caravan using snowhound sleds. At the darkest hours of the night, they set up gigantic camps using tents made from animal hides. One can see sjóda camps at a distance thanks to the glow of the carved lanterns they place around their tents.

Determined Survivors. Sjóda have trouble coexisting with other groups. Their caravans can deplete an entire region of game and lumber in a single season, and the other denizens of the Northerlands tend to be hostile to frost dwarves as a result. The most important value of frost dwarf culture, however, is survival, be it among the elements or against an enemy. The only place where sjóda tribes are always welcome is the Gellanor League, where their mammoth caravans ply their well-known fur and gem trade, and their numbers and strength represent a mighty boost to the Gellan armies.

Sjóda

Medium Humanoid (Fai)

Armor Class 16 (hide armor, shield)
Hit Points 30 (4d8 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Con +5, Wis +3
Skills Athletics +5, Perception +3, Survival +3
Damage Resistances cold, poison
Senses darkvision 60 ft., passive Perception 13
Languages Common, Sjóda
Challenge 1 (200 XP) **Proficiency Bonus** +2

Frost Dwarf Resilience. The sjóda has advantage on Constitution saving throws.

ACTIONS

Multiattack. The sjóda makes two Stormsteel Battle Axe or Light Crossbow attacks.

Stormsteel Battle Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 2 (1d4) cold damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



Sikari

The blue elves of the sea, the sikari are known for their scientific acumen and their unusual life alchemy, which allows them to modify the bodies of living beings, including themselves. They have built a whole underwater civilization based on their science: the Arkane Dominion of Sikaria. Most sikari sport several body modifications and alter themselves both for practical and aesthetic purposes.

Zoethurgy and Kistemis. The alchemical science utilized by the sikari is known as zoethurgy, and it is a practice of molding and changing living beings. They do not limit themselves to simple modifications, however; sikari have created entire species of sentient beings through their zoethurgical experimentation on creatures found within the oceans of Valerna, including the ushobai crabfolk and the karuukai sharkfolk.

According to the sikari, all such work is in pursuit of kistemis, the sikari value of knowledge gained through experimentation. The sikari are constantly striving for change, pushing the limits of what is known and what is possible, and they see both the ends and the means as justified within their worldview.

Creators and Children. Many sikari view themselves as gods among their people due to their ability to alter and, allegedly, elevate other species. Even those sikari who are not so conceited as to make such lofty claims consider themselves creators and consider their subjects to be their children. Often, a sikari will act as a benevolent figure to their subjects, and their subjects, in turn, may treat them as a beloved parent, regarding them with adoration and even, in some cases, worship. However, not all creations share such a benevolent view of this relationship; some simply wish to live their lives in peace outside of Sikarian rule, while others actively foment rebellion against the blue elves.

Academic Competition. Several great schools of thought, known as arkane akademia, exist within the Dominion, in fierce competition with one another. Each school considers themselves the pinnacle of Sikarian advancement, with their own unique approaches and methodologies. They hold four incredibly popular competitions every year, known collectively as the Antagoneia, where they debate theories, display artworks, and pit their biological creations against each other in gladiatorial combat.

Born of Betrayal. The sikari began as ellari refugees from the Dreambleed, sheltering in Nahuac, where they took an interest in Source slabs, natural formations rich in K'aab that are sacred to the Náhuinn people. Perhaps unaware of this sacred nature, or perhaps in spite of it, these elves began experimenting with the Source slabs, using the power within them to craft their first forays into zoethurgy and forming the first geni stones. When the Náhuinn discovered the sikari's actions, they felt it was a betrayal of their trust and an attack on their culture, and they banished the elves from their lands.

Geni Stones. Each sikari possesses a geni stone, which they use to power their zoethurgy. Without such a stone, a sikari's modifications may begin to fail, and they may no longer be able to use their powers. As such, the sikari cherish their geni stones, and some even embed them into their bodies in an attempt to keep them safe.



Sikari

Medium Humanoid (Elf, K'aab)

Armor Class 13
Hit Points 27 (6d8)
Speed 40 ft., swim 40 ft.

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

Saving Throws Dex +5, Int +5, Cha +4
Skills Acrobatics +5, Arcana +5, Deception +4, Persuasion +4
Damage Resistances lightning
Senses darkvision 60 ft., passive Perception 10
Languages Common, Ellari, Sikarian
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The sikari can breathe both air and water.

Combat Modifications. The sikari has advantage on all Dexterity (Acrobatics) and Strength (Athletics) checks and on Dexterity checks made to determine initiative.

Fai Ancestry. The sikari has advantage on saving throws against being charmed, and magic can't put it to sleep.

ACTIONS

Multiattack. The sikari makes two Electrified Strike or Trident attacks. It can replace one attack with a use of Bioshock.

Electrified Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 3 (1d6) lightning damage and the target must succeed on a DC 13 Constitution saving throw or be stunned until the start of the sikari's next turn.

Trident. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Bioshock. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) lightning damage, and the target cannot take reactions until the start of the sikari's next turn.

Spellcasting. The sikari casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *thunderwave*
1/day: *shatter*

Skorpikon

Large carapaced arthropods, skorpikons have massive pincers and long, curving tails tipped with a wicked stinger. They originate in the Oriashi jungles of Tyveria, where they hunt other creatures and nest in deep burrows formed from the underbrush. The signs of a nearby skorpikon lair are hard to spot, as the broken and cracked bones of its prey are quickly covered by leaf litter and lost to the jungle.

Tyverian Cavalry. The Tyverian military raises trained skorpikons for their cavalry units, fitting the creatures with curved saddles and draping them with decorative tyvalite barding. Their many legs make them particularly adept at overcoming rough terrain, and in large numbers they can easily overwhelm other creatures, even those larger than they.

Skorpikon

Large Beast (Id)

Armor Class 14 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Spiked Carapace. Any creature that makes a melee attack against the skorpikon must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) slashing damage.

Killing Blow. If the skorpikon makes two successful Claw attacks on the same turn, the attack roll for its Stinger attack is made with advantage.

ACTIONS

Multiattack. The skorpikon makes two Claw attacks and one Stinger attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage, and if the target is Medium or smaller it is grappled (escape DC 13).

Stinger. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take an additional 7 (2d6) poison damage and become incapacitated until the end of its next turn.



Ushobai

One of the most successful experiments of Sikarian zoethurgy, ushobai are armored behemoths, created for combat. They look like rotund, roughly upright crabs or lobsters with huge claws and protruding eyes, gaining them the name crabfolk. They relish combat, and often find a place in Sikarian society as athletes, soldiers, or gladiators.

Gladiatorial Schools. Two primary training schools exist within Sikaria: Paloi and Pankratei. Both train ushobai to fight in the Antagoneia, massive competitions where Sikarians pit their creations against one another and combatants vie for supremacy. These two training schools have a fierce rivalry, their students often going to head-to-head in the final matches.



Ushobai

Large Beastfolk (Deepborn, K'aab)

Armor Class 13 (natural armor)
Hit Points 34 (4d10 + 12)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	9 (-1)	12 (+1)	10 (+0)

Saving Throws Str +5, Wis +3
Skills Athletics +5, Perception +3, Survival +3
Senses blindsight 30 ft., passive Perception 13
Languages Common, Sikarian
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The ushobai can breathe air and water.
Recklessly Territorial. When defending its waters, the ushobai can decide to attack recklessly when it makes its first attack each turn. If so, it has advantage on all attack rolls it makes during that turn, but all attack rolls against them have advantage until its next turn.

ACTIONS

Multiattack. The ushobai makes one Pincer and one Spear attack.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). The ushobai can grapple up to one creature for each of its two pincers. It can only attack with a pincer that is not grappling a creature or holding a weapon.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Uutabai

Large Beastfolk (K'aab)

Armor Class 14 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	10 (+0)	14 (+2)

Saving Throws Con +5
Skills Athletics +6, Intimidation +4
Senses passive Perception 10
Languages Iuuta, Sikarian
Challenge 2 (450 XP) **Proficiency Bonus** +2

Charge. If the uutabai moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Deep Lungs. The uutabai can hold its breath for up to 30 minutes.

ACTIONS

Multiattack. The uutabai makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

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

Uutabai

Known simply as seabears by outsiders, uutabai are a species of beastfolk native to Valerna's frozen northern coasts. While not aggressive, they are very territorial and rarely welcome foreigners or intruders. Uutabai are bulky and furred, with large forearms and clawed hands that allow them to walk on two or four legs. They sport large tusks, wide-set eyes, and a large nose near the top of their head. They often add heavy clothing over their natural fur coat and complement their frightening claws with forged weapons.

Ancient Clans. It isn't known how long uutabai have existed, but their oral tradition claims to go back to the world's creation and the Protogons. Uutabai elders, who handle diplomacy, history, and magic, are cherished for their wisdom. Each uutabai clan has one such elder and one leader, charged with guiding their people to victory against other clans or foreign invaders.



Vampyr

The lesser nobility of Tyveria, vampyri are Will-chosen humans like their maghyr masters, their inner willpower awakened by blood sorcery. However, vampyri cannot awaken blood themselves and, thus, are dependent on maghyri to retain their magic. Vampyri need to feed on the blood of living creatures to survive, but they compensate for this weakness with enhanced physical attributes and senses.

Noble Retainers. Vampyri serve as vassals to maghyr houses, ruling their lands and enforcing peace in the name of their masters. Other than maghyr relatives and human servants, a maghyr's court is mainly made up of vampyr lieutenants and confidantes. Vampyri also have an important political presence, standing behind their maghyri in ruling councils and giving them their votes in diplomatic matters that affect the maghyr caste—or the Blood Empire itself—as a whole.

Military Officers. Virtually all Tyverian career officers are vampyri who have only known battle as a way of life, as skilled in strategy and leadership as they are in personal combat. Vampyr soldiers are often trained as mounted combatants, be it in the skorpikon cavalry or the ranks of skyborne vespida riders. They feed on the blood spilled by their mount, becoming stronger as they fight.

Blood Oath. The highest-ranking vampyri swear allegiance to a maghyr patron, who provides them with a steady blood supply and shared power in exchange for servitude. Such a bond makes the vampyr into an extension of the maghyr's power, sharing their essence through blood. These vampyri are known as bloodsworn and serve as their maghyr's bodyguards and most trusted agents.

Should the blood oath be broken, be it because the maghyr dies or dismisses the bloodsworn or because the bloodsworn renounces it, the vampyr becomes suddenly weakened, and they will need to find a new master soon or risk becoming feral, with no blood sorcery to awaken their power and control their blood thirst. Oathbreakers are rarely sought after again, however, and most bloodsworn know their life is forfeit if they lose their patron.

Vampyr

Medium Humanoid (Human, Id)

Armor Class 12
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	14 (+2)

Saving Throws Cha +4, Con +4
Skills Insight +2, Intimidation +4, Perception +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Magy, Tyverian
Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The vampyr makes either three melee attacks—two with its Claws and one with its Bite—or two Light Crossbow attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) plus 2 (1d4) necrotic damage, and the vampyr regains hit points equal to half the necrotic damage dealt.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



Vespida

Large flying insects with massive stingers and wings, vespidai, or blood wasps, give off a loud, droning buzz as they patrol the skies. They are native to the Oriashi jungle, where they live in large swarms and build massive mud nests that house dozens of them. The droning from a vespida nest can be felt in the ground almost a mile away, as the vibrations from so many wings sends a constant hum through the earth.

Swarming Predators. Vespidai rarely hunt alone, instead venturing out in groups of at least three to search for prey. When they find a creature, they swarm around it, using their massive stingers to poison and eventually kill their target. If the prey is small enough, one vespida will carry it back to the nest to feed the others. Otherwise, they'll cleave it into manageable pieces with their mandibles, bringing each chunk back separately.

Aerial Cavalry. Vespidai are the air force of the Tyverian armies, trained for battle and long-range reconnaissance. They are most often deployed as elite shock troops, using their manueverabiltiy and advantageous view of the battlefield to overwhelm their opponents and disrupt enemy forces. They are also used as beasts of burden in many Tyverian cities. Though they are not as strong individually as some creatures, their ability to deliver goods by air makes them infinitely valuable.



Tread carefully, and remember--the one who pokes the vipers' nest is the one who will most surely die from a poisoned bite.

Vespida

Large Beast (Id)

Armor Class 15 (natural armor)
Hit Points 78 (12d10 + 12)
Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	2 (-4)	9 (-1)	3 (-4)

Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Droning Buzz. Any creature that starts its turn within 30 ft. of a flying vespida must succeed on a DC 13 Wisdom saving throw or become frightened of the vespida until the end of the vespida's next turn.

ACTIONS

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take an additional 7 (2d6) poison damage and become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of its turn, ending the effect on a success.

BONUS ACTION

Unnecessary Cruelty. The vespida makes a Stinger attack against a frightened creature within 5 feet.

Waada

The waada are among the most widespread and powerful creatures of the Hollowdepths, the dark world of underground caves below Valerna. Bloated, bipedal amphibians from the toxic wetlands of the Hollowdepths, the waada's overdeveloped brains spill outside their skulls and give them powerful psychic abilities, which they use for illusion and deception.

Scheming Traders. The waada have formed a civilization revolving around trade, extortion, and information. Their main stock is intelligence, acquired not only from their extensive information network across the Hollowdepths but also from the actual, processed and bottled intelligence of living creatures, which the waada can extract and then store, analyze, and sell. The waada network is a fixture of the Hollowdepths. They know every rumor and every location and have contacts in every cavern, and it is reasonably suspected that they are behind organized crime on the surface, being partners of, or even the power behind, the Allarian Undercurrent or the Crimson Hawks.

Thought Eaters. The waada feed their psychic powers by consuming the brains of other creatures, feasting on their thoughts and memories. This sustains their alien life cycles, their diet, and their economy; every waada has a cellar storing their favorite thoughts, which they later may share with visitors or customers. In fact, the prestige of a waada is closely tied to the kind of thoughts they serve at social gatherings. The waada are also eternal collectors, gathering not only the thoughts of their victims but also physical keepsakes of their most memorable meals, and their swamp palaces are gaudy, covered in varied, sentimental trinkets intended to trigger pleasurable recollections. The waada's victims are eventually drained of all intelligence, becoming semi-sentient husks, known as thoughtless, which the waada use as servants and beasts of burden.



Waada

Huge Aberration (Id)

Armor Class 16 (natural armor)
Hit Points 199 (21d12 + 63)
Speed 30 ft.

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

Saving Throws Wis +8, Cha +8
Skills Arcana +8, Deception +8, History +8, Insight +8, Investigation +8, Perception +8, Persuasion +8
Senses darkvision 60 ft., passive Perception 18
Languages Common, Primordial, Wadeep, telepathy 90 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Create Thoughtless. A creature that remains charmed by a waada for more than 24 hours is permanently charmed by that waada and becomes a thoughtless. The creature's Intelligence, Wisdom, and Charisma scores are reduced to 3, and it is under the complete control of the waada. If the waada dies, the creature becomes permanently incapacitated. Only the greater restoration spell or similar magic can remove the charmed or incapacitated condition and restore the creature's abilities.

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

ACTIONS

Multiattack. The waada makes one Tongue attack and uses either its Psychic Drain or Spellcasting.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) psychic damage, and if the creature is Medium or smaller it becomes grappled (escape DC 16). A grappled creature is considered restrained. The waada cannot make Tongue attacks while it has a creature grappled in this way.

Psychic Drain. The waada targets a creature it can see within 90 feet of it that has a brain. The creature must make a DC 16 Intelligence saving throw. On a failure, the creature takes 22 (4d10) psychic damage, its Intelligence score is reduced by 1d4, and it becomes stunned until the end of its turn. On a success, the creature takes half as much damage, does not have its Intelligence score reduced, and is not stunned. A creature whose Intelligence score is reduced to 0 by this attack becomes a thoughtless, as per the waada's Create Thoughtless trait. Any ability score reductions from this action are permanent. Only a greater restoration spell or similar magic can return the creature to its original state.

Spellcasting (Psionics). The waada casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16):

At will: *charm person*

3/day: *modify memory*

1/day: *dominate person*

BONUS ACTIONS

Command Thoughtless. The waada commands each creature it has charmed to perform a single action. The command can be generic, such as "protect me" or "attack them."

Leap. The waada moves up to its speed, ignoring difficult terrain and moving through other creatures' spaces.

Xibac Kaabmarked

The North Quarter of Nahuac, Mígtal, is ruled over by nine powerful undead sorcerers. They, and most other humans in Mígtal, practice xibac necromancy, which most of Nahuac considers a perversion of Source magic. Those who practice such magic, however, consider it a natural part of Source.

Risen Undead. Xibac sorcerers are able to create undead to serve them. Most of these undead are mindless thralls, known as the kaabmarked and are little more than walking corpses. Raising an undead with their memories, feelings, and personality intact is a much more difficult process, requiring a ritual involving not just Source but also Dream and Will.

Xibac Burned

Typically created from those who died by fire, xibac burned are not often used in public due their appearance. Their flesh is charred and cracked, their hair or feathers blackened or missing entirely. However, they still hold a spark of the fire that killed them within their hearts. Their touch can burn, and they can regenerate themselves from that same spark, making them useful in battle.

Xibac Burned

Medium Undead (K'aab)

Armor Class 13 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	3 (-4)	13 (+1)	7 (-2)

Damage Immunities fire, necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands Common and Náhuinn, but cannot speak them
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Kaabmark. The xibac burned bears a magical rune, known as a kaabmark, somewhere on its body. When the xibac burned is reduced to 0 hit points, it will rise again at full hit points 24 hours later, unless the its kaabmark is destroyed.

ACTIONS

Burning Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage plus 3 (1d6) fire damage.

Fire Bolt. *Ranged Spell Attack*: +3 to hit, range 30 ft., one creature. *Hit:* 5 (1d8 + 1) fire damage.

Flame Within. The xibac burned regains 7 (2d6) hit points.

Xibac Drowned

A xibac drowned is a waterlogged undead. Their appearance can vary, depending on where they died and how long they remained beneath the water. Some simply look dead, while others may be bloated or wrinkled, mummified from their time in a bog, or covered in barnacles or the remnants of aquatic parasites.

Xibac Numbed

Most kaabmarked are known as numbed—animated bodies without a mind or soul, which move only by virtue of the necromantic powers that compel them. As their name implies, they are unfeeling and fearless, and they act only under the orders of their creator, continuing their function as they decompose until they are no more than skeletons.

Xibac Drowned

Medium Undead (K'aab)

Armor Class 13 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Damage Immunities cold, necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common and Náhuinn, but cannot speak them
Challenge 3 (700 XP) **Proficiency Bonus** +2

Kaabmark. The xibac drowned bears a magical rune, known as a kaabmark, somewhere on its body. When the xibac drowned is reduced to 0 hit points, it will rise again at full hit points 24 hours later, unless its kaabmark is destroyed.

ACTIONS

Multiattack. The xibac drowned makes two Claw attacks.

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

BONUS ACTIONS

Rotten Spray (Recharge 5–6). The xibac drowned vomits gore-choked water in a 10-foot cone. Each creature in the area must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage and become poisoned until the end of its next turn.

Xibac Numbed

Medium Undead (K'aab)

Armor Class 10 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	7 (-2)	13 (+1)	1 (-5)	10 (+0)	3 (-4)

Damage Immunities necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common and Náhuinn, but cannot speak them
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Kaabmark. The xibac numbed bears a magical rune, known as a kaabmark, somewhere on its body. When the xibac numbed is reduced to 0 hit points, it will rise again at full hit points 24 hours later, unless its kaabmark is destroyed.

ACTIONS

Macahui Blade. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage.

BONUS ACTIONS

Grave Breath. The xibac numbed exhales a gout of cold graveyard mist in a 15-foot cone. Each creature in the area must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

Xibac Lich

Using Source magic to animate the dead, xibac necromancers are also able to apply this same approach on themselves, extending their lifespan even past death. Unlike most other societies, however, in Mígtal, it is an accepted part of life and death that the practice of necromancy leads to lichdom. Xibac liches are not shunned nor feared by their people, nor do they need to practice their craft in secret. They are instead honored and revered as powerful and wise arcane practitioners within their quarter.

Totemic Shamans. Xibac necromancers prepare for their eventual undeath by crafting totems made from the remains of other peoples. Because death has disconnected them from Vaala, they must use these totems as foci to channel Source into their magics. Often, these totems take the form of elaborate headdresses adorned with bones or skulls of other Valernians. They are both a symbol of the lich's power and position and a vital tool of their continued power.

Powerful Leaders. The most powerful liches in all of Valerna are the Nine Lords of Mígtal, the leaders of the nine states in the North Quarter of Nahuac. Their practice of necromancy alienates them from much of Valerna, so they rule as one, maintaining a united front to protect themselves and their states from hostilities from other realms, and from the rest of Nahuac itself.

Xibac Lich

Medium Undead (K'aab)

Armor Class 15 (natural armor)
Hit Points 214 (33d8 + 66)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	20 (+5)	16 (+3)	9 (-1)

Saving Throws Int +9, Wis +7
Skills Arcana +9, History +9, Medicine +7
Damage Immunities cold, necrotic, poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, frightened, poisoned, unconscious
Senses truesight 120 ft. (blind beyond this radius), passive Perception 10
Languages Common, Náhuinn
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Create Kaabmarked. As part of a ritual that takes 1 hour, the xibac can reanimate the corpses of Medium or Small humanoids within 10 feet. The number of corpses they can reanimate at once depends on the type of kaabmarked they use this ritual to create: five xibac numbed, three xibac burned, or two xibac drowned. The kaabmarked undead are under the xibac's control. If the xibac is destroyed, any remaining kaabmarked attack the creature nearest to them until they are also destroyed.

Kaabmark. The xibac bears a magical rune, known as a kaabmark, somewhere on its body. When the xibac is reduced to 0 hit points, it will rise again at full hit points 24 hours later, unless its kaabmark is destroyed.

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

ACTIONS

Necrotic Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d8) bludgeoning damage plus 10 (3d6) necrotic damage, and the xibac regains 5 hit points.

Siphon Life (Recharge 5–6). Each creature within 15 feet of the xibac must make a DC 17 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save or half as much damage on a successful one. The xibac regains hit points equal to half the damage dealt. A creature reduced to 0 hit points in this way rises at the start of its next turn as a xibac numbed under the xibac's control.

Spellcasting. The xibac casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 18):
At will: *animate dead, chill touch, dispel magic*
3/day each: *cloudkill, create undead*
1/day each: *disintegrate, finger of death*

REACTIONS

Counterspell. When a creature within 60 ft. of the xibac casts a spell of 3rd level or lower, the spell fails and has no effect.
Shield. If the xibac is hit by an attack, it gains a +5 bonus to its AC until the start of its next turn, including against the triggering attack.



Yummar Raider

The yummar people are ancient human nomads who survived the Dreambleed and the fall of the Altanesi Empire, turning into hunter clans within the frozen Northerlands. They have been neighbors of other snow peoples for centuries, sometimes as allies, sometimes as rivals. Over time, the yummar have accepted members from countless other tribes, becoming a culture identified by their customs more than their physical traits.

In battle, yummar warriors are fierce and bold, launching into the fray with frightful cries that herald pain and carnage. Their only armor is their fur clothing, but their weapons are made of sharp and vicious steel, and they overwhelm their foes with their sheer numbers.



Yummar Raider

Medium Humanoid (Human, K'aab)

Armor Class 14 (hide)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	11 (+0)	9 (-1)	13 (+1)

Saving Throws Str+4, Con +5
Skills Perception +1, Survival +1
Senses passive Perception 11
Languages Common, Gellan
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The yummar makes two Harpoon or Longsword attacks.

Harpoon. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Dexterity saving throw or be impaled on the harpoon. An impaled creature cannot move more than 20 feet from the yummar without first succeeding on a DC 11 Strength check to yank the harpoon free, taking 3 (1d6) piercing damage in the process.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage.

APPENDIX A: HARVESTING & CRAFTING

Many adventurers purchase their gear from shops as they pass through town or scavenge armor and weapons from the corpses of those they've killed. However, some adventurers prefer to have a more hands-on approach, and may wish to craft their own gear from the materials they find on their journeys. Others may wish to own their own shops that they operate in the downtime between adventures, supplementing their endeavors with a more traditional income. Introduced in this section are two new optional systems: Harvesting and Crafting.

Dragon Hunter Harvesting and Crafting. The Harvesting and Crafting rules presented here work separately from those for the Dragon Hunter class features. The corpse of a creature can only be harvested once, using either system; a player cannot harvest skutte for Dragon Hunter forma and also harvest parts for the crafting system found here from the same corpse.

> **Heliana's Guide to Monster Hunting**
>
> The crafting section presented here is built to be able to stand alone or to work in conjunction with the crafting systems in Heliana's Guide to Monster Hunting from our friends at Loot Tavern. There, you'll find additional rules like volatile components that can explode, ruining components with destructive damage types, salvaging old magic items, ritual carving using spellcasting abilities instead of Dexterity, and finding traders to buy and sell components.
>
> Happy hunting!

Harvesting Rules

After a creature is slain, its components must be harvested quickly before their magic fades. There are five steps involved in this process.

Step 1 - Description

When a creature dies, the GM consults the harvest table corresponding to the creature's type and determines which of the listed components are available to be harvested.

Example. In the example below, the party wishes to harvest a young Fulgen dragon they have slain. The GM consults the Dragon Harvest table and decides that the dragon has the following components on offer: 2 eyes, a breath sac, 50 phials of blood, a pouch of teeth, a pouch of claws, and its hide. Because the dragon is CR 10, the party can also harvest robust essence from it (see later in this chapter for more on essence).

Dragon Harvest

COMPONENT DC	COMPONENTS
5	*Eye, flesh, phial of blood*
10	*Bone, egg, fat, pouch of claws, pouch of teeth*
15	*Horn, liver, pouch of scales*
20	*Heart*
25	*Breath sac*

Step 2 - Harvest List

The harvesters then quickly decide what they want to harvest and in which order. This order is known as the harvest list.

Example. The party chooses to harvest the following components in the listed order: a pouch of teeth, 2 eyes, the breath sac, and then the essence.

Step 3 - Harvest DCs

After the party has created its harvest list, the GM calculates the Harvest DCs. They list out the chosen components in the order the party wishes to harvest them and sequentially add each Component DC to the total of all the previous Component DCs. The Component DC represents how hard a component is to harvest.

Example Harvest List

COMPONENT	COMPONENT DC	HARVEST DC
Pouch of teeth	10	10 (10)
Eye (1)	5	15 (10+5)
Eye (2)	5	20 (10+5+5)
Breath Sac	25	45 (10+5+5+25)
Robust essence	30	75 (10+5+5+25+30)

Step 4 - Harvesting check

The players make a Harvesting check. A Harvesting check is the combined total of two ability checks: an Assessment check and a Carving check; these are described in more detail later in this chapter.

Example. Because the creature being harvested is a dragon, the skill associated with the Assessment and Carving checks is Survival. The wizard, the assessing harvester, makes an Intelligence (Survival) check with a result of 17. The Barbarian, the carving harvester, makes a Dexterity (Survival) check with a result of 20. The results of the two checks combine to equal 37.

Step 5 - Loot

Compare the result of the Harvesting check to the harvest list you made in step 3. If the Harvesting check's result met or exceeded the Harvest DC for a component, that component is successfully harvested.

Example. A result of 37 means that everything except the breath sac and essence are acquired.

Components & Difficulty

Harvesting terms and concepts are explained below.

Component DC. Some components, like teeth, are very simple to extricate, whilst others, like hide, take a great deal of skill to extract without ruining them. Each component has a Component DC, indicating how hard it is to safely extract before it loses its magical potency. The harvest tables later in this section describe the different components that varying creature types might yield.

Quantity. The GM decides how many of each component are available for harvest based on the creature. For example, a severely damaged aboleth might only yield 1 eye and 1 tentacle, rather than its usual bounty.

Harvest List. Components can be harvested in any order, regardless of Component DC. The harvest list details which components the harvesters wish to extract and in which order. The harvesters must agree on the harvest list together or defer to the carving harvester.

Harvest DC. After the harvesters establish their harvest list, calculate the Harvest DCs. This is achieved by adding the Component DC of each component in the list to the DC of the components higher up in the list. These cumulative DCs are known as the Harvest DCs; harvesters successfully extract each component for which they meet or exceed its Harvest DC.

Duration & Degradation

Harvesting a creature takes a set duration based on the size of the creature, as listed in the Creature Size and Harvest Time table.

Creature Size and Harvest Time

CREATURE SIZE	HARVEST TIME
Tiny	5 minutes
Small	10 minutes
Medium	15 minutes
Large	30 minutes
Huge	2 hours
Gargantuan	12 hours

Degradation

The adventurers have only a short time, post-mortem, to harvest components. Spells like gentle repose do not prevent this. This rule prevents the aftermath of each fight from becoming a harvest-fest by limiting the number of creatures that can be harvested.

The Rules. For harvesting to yield magical components, a harvester must begin harvesting a corpse within 1 minute of the creature's death and, once it has begun harvesting, not cease harvesting the corpse for the duration of the check. As the shortest harvest time of any creature is 5 minutes, a character only has time to harvest one creature after a battle before the other creatures have degraded.

Assessment and Carving

The Harvesting check is the summed total of two ability checks: Assessment and Carving. A single creature can choose to make both checks; if it does so, however, it makes both of these checks with disadvantage. With all Harvesting checks, the skill used for the check depends on the type of creature the characters are attempting to harvest. For example, beasts require a Survival check while aberrations require an Arcana check.

Creature Types and Associated Skills

CREATURE TYPE	SKILL
Aberration	Arcana
Beast	Survival
Beastfolk*	Medicine
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Feydh* or Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

**This creature type is new to this book.*

Assessment. To correctly assess how best to extract and store creature components, a character must make an Intelligence check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Assessment check is known as the assessing harvester.

Carving. Skill with a knife is the proven method of harvesting components. A creature attempting to harvest a corpse makes a Dexterity check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Carving check is known as the carving harvester.

Assessment check = 1d20 + Intelligence modifier + proficiency bonus (if applicable)
Carving check = 1d20 + Dexterity modifier + proficiency bonus (if applicable)
Harvesting check = Assessment check result + Carving check result

Spells and Buffs. For a spell or magical effect to have any influence on the outcome of harvesting, it must affect a harvester for the entire duration of the Harvesting check (see Creature Size and Harvest Time table earlier in this chapter). For this reason, spells with a duration of 1 minute, like bless or guidance, never confer their bonus to the result of the check. A spell like enhance ability, however, which lasts for 1 hour, could confer its advantage to a Harvesting check, for example, so long as the spell begins before the check starts and does not end until after the check is completed.

Harvest Tables

This section presents the components that may be available for each creature type. When a player declares their intention to harvest a creature, consult the relevant table in this section and choose the components that make sense for the creature. For example, an aboleth has tentacles, eyes, mucus, blood, and a hide, but doesn't have claws, chitin, or antennae. Boss monsters can have unique components that aren't found in these harvest tables.

Superscripts. Some harvestable components have small superscript letters after their name. These can be ignored unless you're using Heliana's Guide. A 'v' indicates the component is volatile (an optional rule found in Heliana's Guide), an 'E' indicates they are edible (but aren't used to craft items), while an 'E+' indicates they are both edible and used in crafting. Components whose edible category is not obvious (such as primordial dust being a spice) are indicated with an asterisk and explained below the table.

Unusual Anatomy

If a creature has some interesting anatomy not on the appropriate harvest table, you can grab the component and DC from a different creature type's harvest table.

Aberration Harvesting

COMPONENT DC	COMPONENTS
5	*Antenna^{E+*}, eye^{E+}, flesh^{E}, phial of blood^{E+}*
10	*Bone^{E+}, egg^{E}, fat^{E+}, pouch of claws, pouch of teeth, tentacle*
15	*Heart^{E}, phial of mucus, liver^{E}, stinger*
20	*Brain^{E+}, chitin, hide, main eye^{v}*

*Regarding edible components: antennae can be used as eyes.

Beast Harvesting

COMPONENT DC	COMPONENTS
5	*Antenna^{E+*}, eye^{E+}, flesh^{E}, hair, phial of blood^{E+}*
10	*Antler, beak, bone^{E+}, egg^{E}, fat^{E+}, fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk*
15	*Heart^{E+}, liver^{E+}, poison gland, pouch of feathers, pouch of scales, stinger, tentacle*
20	*Chitin, pelt*

*Regarding edible components: antennae can be used as eyes.

Beastfolk* Harvesting

COMPONENT DC	COMPONENTS
5	*Eye^{E+}, flesh^{E}, hair, phial of blood^{E+}*
10	*Antler, beak, bone^{E+}, egg^{E}, fat^{E+}, fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk*
15	*Heart^{E+}, liver^{E}, poison gland, pouch of feathers, pouch of scales, stinger, tentacle*
20	*Chitin, pelt*

*This creature type is new to this book.

Celestial Harvesting

COMPONENT DC	COMPONENTS
5	*Eye[E+], flesh[E], hair, phial of blood[E+], pouch of dust[E+*]*
10	*Bone[E+], fat[E+], horn, pouch of teeth*
15	*Heart[E+], liver[E], pouch of feathers, pouch of scales*
20	*Brain[E], skin*
25	*Soul[V]*

*Regarding edible components: a pouch of dust is spice.

Construct Harvesting

COMPONENT DC	COMPONENTS
5	*Phial of blood[E+], phial of oil[E+*]*
10	*Flesh[E+], plating, stone*
15	*Bone[E+], heart[E], liver[E], gears*
20	*Brain[E], instructions*
25	*Lifespark[V]*

*Regarding edible components: phials of oil are fat

Dragon Harvesting

COMPONENT DC	COMPONENTS
5	*Eye[E+], flesh[E], phial of blood[E+]*
10	*Bone[E+], egg[E], fat[E+], pouch of claws, pouch of teeth*
15	*Horn, liver[E], pouch of scales*
20	*Heart[E+]*
25	*Breath sac[V]*

Elemental Harvesting

COMPONENT DC	COMPONENTS
5	*Eye[E+], primordial dust[E+*]*
10	*Bone[E+]*
15	*Volatile mote of air/earth/fire/water[V]*
25	*Core of air/earth/fire/water[V]*

*Regarding edible components: primordial dust is spice.

Feydh* or Fey Harvesting

COMPONENT DC	COMPONENTS
5	*Antenna[E+**], eye[E+], flesh[E], hair, phial of blood[E+]*
10	*Antler, beak, bone[E+], egg[E], horn, pouch of claws, pouch of teeth, talon, tusk*
15	*Heart[E+], fat[E+], liver[E+], poison gland, pouch of feathers, pouch of scales, tentacle, tongue*
20	*Brain[E], skin, pelt*
25	*Psyche[V]*

*This creature type is new to this book.

**Regarding edible components: Antennae can be used as eyes.

Fiend Harvesting

COMPONENT DC	COMPONENTS
5	*Eye[E+], flesh[E], hair, phial of blood[E+], pouch of dust[E+*]*
10	*Bone[E+], horn, pouch of claws, pouch of teeth*
15	*Heart[E+], fat[E+], liver[E], poison gland, pouch of feathers, pouch of scales*
20	*Brain[E], skin*
25	*Soul[V]*

*Regarding edible components: a pouch of dust is spice.

Giant Harvesting

COMPONENT DC	COMPONENTS
5	*Flesh[E], nail, phial of blood[E+]*
10	*Bone[E+], fat[E+], tooth*
15	*Heart[E+], liver[E+]*
20	*Skin*

Humanoid Harvesting

COMPONENT DC	COMPONENTS
5	*Eye, phial of blood[E+]*
10	*Bone[E+], egg[E], pouch of teeth*
15	*Heart[E+], liver[E+], pouch of feathers, pouch of scales*
20	*Brain[E+], skin*

Monstrosity Harvesting

COMPONENT DC	COMPONENTS
5	*Antenna[E+*], eye[E+], flesh[E], hair, phial of blood[E+]*
10	*Antler, beak, bone[E+], egg[E], fat[E+], fin, horn, pincer, pouch of claws, pouch of teeth, talon, tusk*
15	*Heart[E+], liver[E+], poison gland, pouch of feathers, pouch of scales, stinger, tentacle*
20	*Chitin, pelt*

*Regarding edible components: antennae can be used as eyes.

Ooze Harvesting

COMPONENT DC	COMPONENTS
5	*Phial of acid[E+*]*
10	*Phial of mucus[E+]*
15	*Vesicle[E+]*
20	*Membrane*

*Regarding edible components: acid is blood, mucus is fat, and vesicles are livers.

Plant Harvesting

COMPONENT DC	COMPONENTS
5	*Phial of sap[E+*], tuber[E+]*
10	*Bundle of roots[E+*], phial of wax[E+], pouch of hyphae[E+*], pouch of leaves*
15	*Poison gland[E+*], pouch of pollen[vE+*], pouch of spores[vE+*]*
20	*Bark[E+*], membrane[E+*]*

*Regarding edible components: sap is blood, tuber is flesh, roots and hyphae are bones, wax is fat, poison glands are livers, pollen and spores are spice, bark and membranes are hearts.

Undead Harvesting

COMPONENT DC	COMPONENTS
5	*Eye[E+], bone[E+], phial of congealed blood[E+]*
10	*Marrow, pouch of teeth, rancid fat[E]*
15	*Ethereal ichor[E+*], undying flesh[E+]*
20	*Undying heart[vE+]*

*Regarding edible components: ethereal ichor is spice.

Essence

Essence is required to craft more powerful magic items. It comes in five forms: frail, robust, potent, mythic, and deific. These essences are required to craft items of uncommon, rare, very rare, legendary, and artifact rarity, respectively. Whilst essence can be extracted from all creature types, the essence available depends on the creature's Challenge Rating (CR). The following Essence Harvesting table can be appended to all the creature harvest tables in this section.

Monstrosity Harvesting

CREATURE CR	COMPONENT DC	COMPONENTS	ITEM RARITY
3–6	25	*Frail essence*	Uncommon
7–11	30	*Robust essence*	Rare
12–17	35	Potent essence	Very rare
18–24	40	*Mythic essence*	Legendary
25+	50	*Deific essence*	Artifact

You can't harvest a lower-level essence from a higher CR creature—they have only one essence, the one dictated by its CR!

Appearance. In the world of Dragonbond, essence is Vaala, the power of life and potential. When you harvest essence from a creature you are gathering Vaala and storing it (temporarily) in specially designed containers for crafting purposes. Vaala's appearance typically varies by aspect; Fai usually looks like wispy pale-blue or silver energy, Id often manifests in jagged black or red bolts, and K'aab frequently occurs as beams of gold or green light.

Vaala as Essence

In the Dragonbond setting, the essence harvested from a creature corresponds to its primary Vaala aspect—Fai, Id, and K'aab—as indicated in its stat block in Chapter 7: Bestiary. Certain items may require essence with an associated aspect. For instance, the tinker's pouch requires *frail essence* (Fai), and so needs frail essence harvested from a Fai creature. For creatures outside of this book, the GM can determine the appropriate Vaala aspect associated with the creature.

Crafting

The crafting rules below provide what you need to know to craft each item in this book.

You can't enchant a *lightstaff* without a harpoon. Within this guide, there are two types of crafting, each associated with a type of crafting check.

Manufacturing is the creation of mundane (non magical) items from raw materials by a creature proficient with a tool using a Manufacturing check.

Enchanting is the magnification of a mundane item by a spellcaster to give it magical powers using an Enchanting check.

Forging, detailed in *Heliana's Guide*, is where both these processes are combined, allowing a non-spellcasting craftsperson to work magic into raw materials as the item takes shape.

Manufacturing

Despite an adventurer's best efforts, they're probably going to end up with one or two pieces of nonmagical gear. Someone needs to make those items, and the following manufacturing rules put that power in the players' hands. To manufacture a mundane item, a creature needs three things: materials, a tool, and time. In some cases, at the GM's discretion, a creature might also need auxiliary equipment. Let's take a harpoon as an example.

Materials and Cost. As a rule of thumb, the material cost of an item is one-third of its purchase value. Thus a harpoon, for example, is worth 3 gp and requires 1 gp of materials. The GM has great latitude in deciding what these mundane materials might be. The Manufacturing DC and Time table on pages later in this chapter summarizes the material cost of different mundane items.

Potion and *spell scroll* bases are unique in that there is no base item to compare the material cost to. In both cases, the cost of these magic items' nonmagical materials is 3 gp.

Abilities and Tools. Manufacturing an item requires a tool. The tool required depends on the item's type. The GM has considerable leeway in deciding if a tool is applicable or not, and has the final say on the tool required for any item. In addition, different tools require different abilities to use them. Some tools, like carpenter's tools, grant a choice of abilities, much like how finesse weapons let you choose Strength or Dexterity when making an attack roll. See the Tools and Their Products table below for a breakdown of tools, abilities, and item types.

Tool Proficiency. Proficiency with a tool isn't necessary to attempt a Crafting check that requires that tool. If a character does not have the required proficiency, it can still make the check, albeit with disadvantage. At the GM's discretion, this disadvantage can be avoided if the character receives guidance from a book or a creature with the requisite proficiency.

Difficulty and Flavour. Mundane items have a manufacturing DC associated with their item type; the more complex the item, the higher the DC. See the Manufacturing DC and Time table later in this chapter for the full breakdown.

Check. To manufacture an item, a creature must gather the required materials, tools, and auxiliary equipment and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes a Manufacturing check using proficiency with the appropriate tool. A success on this check results in a completed item. A failure results in a non-functioning item or, if you use the quirks optional rule from *Heliana's Guide*, a functioning item with one or more flaws.

Example: Manufacturing a Harpoon

Materials: 3 sp steel

Time: 8 hours

Tools: Smith's tools

Auxiliary Equipment: Forge & anvil

Manufacturing Check: DC 14 Strength or Constitution using smith's tools



Tools and Their Products

TOOL	ABILITY	ITEM TYPES
Alchemist's supplies	Intelligence	*Potions; miscellaneous (any salves or lotions)*
Brewer's supplies	Constitution	*Potions*
Calligrapher's supplies	Dexterity	*Scrolls*
Carpenter's tools	Dexterity or Strength	*Ammunition (arrows, bolts, and blowgun needles), instruments, rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, quarterstaves, shortbows, tridents); miscellaneous (anything made of wood)*
Cartographer's tools	Dexterity or Intelligence	*Maps; miscellaneous (anything involving paper)*
Cobbler's tools	Dexterity or Intelligence	*Miscellaneous (footwear)*
Cook's utensils	Constitution	*Magical meals**
Glassblower's tools	Constitution or Dexterity	*Rods, staves, wands; miscellaneous (anything made of glass)*
Herbalism kit	Intelligence	*Potions; miscellaneous (any salves or lotions)*
Jeweller's tools	Dexterity	*Miscellaneous (anything involving jewels or precious metals)*
Leatherworker's tools	Dexterity	*Armor (light or hide), weapons (slings, whips)*
Mason's tools	Strength	*Ammunition (sling bullets), miscellaneous (anything made of stone)*
Painter's supplies	Dexterity	*Scrolls*
Poisoner's kit	Dexterity or Intelligence	*Poisons*
Potter's tools	Dexterity	*Miscellaneous (anything made of clay)*
Smith's tools	Constitution or Strength	*Ammunition (sling bullets, repeater crossbow bolts), armor (heavy or medium except hide, shields), rods, staves, wands, weapons (axes, daggers, flails, javelins, maces, mauls, morningstars, polearms, tridents, swords, warhammers)*
Tinker's tools	Dexterity	*Instruments, rods, staves, wands, weapons (crossbows), wondrous items (anything with a mechanism)*
Weaver's tools	Constitution or Dexterity	*Armor (padded), weapons (nets, slings); miscellaneous (cloaks, hats, robes, anything made of cloth)*
Woodcarver's tools	Dexterity or Strength	*Ammunition (arrows, bolts, and blowgun needles), instruments, rods, staves, wands, weapons (polearms, blowguns, clubs, darts, greatclubs, javelins, longbows, quarterstaves, shortbows, tridents); miscellaneous (anything made of wood)*

Miscellaneous indicates the item could belong to any category. Usually such items specify a material from which they are made. The category this most often applies to is wondrous items.

*This is a new item category introduced in Heliana's Guide.

Tools and Their Products

ITEM TYPE		MATERIAL COST	TOOLS OR SUPPLIES	TIME	DC	ITEM VALUE#
Adventuring gear		Varies	Varies	2 hours	11	Varies
Ammunition	Arrows (20)	3 sp	Carpenter or woodcarver	1 hour	13	1 gp
	Atlatl Dart (5)*	2 sp	*Carpenter or woodcarver*	1 hour	12	1 gp
	Bolts (20)	3 sp	*Carpenter or woodcarver*	1 hour	13	1 gp
	Needles (50)	3 sp	*Carpenter or woodcarver*	1 hour	13	1 gp
	Repeater crossbow bolts, heavy (4)*	2 sp	Tinker	8 hours	14	1 gp
	Repeater crossbow bolts, light (8)*	2 sp	Tinker	8 hours	14	1 gp
	Sling Bullets (20)	1 cp	Mason or Smith	1 hour	13	4 cp
	Swivel Ballista Bolt (10)*	2 gp	Smith or Tinker	1 hour	13	5 gp
	Swivel Ballista Bola Bolt (1)*	13 gp	Smith or Tinker	4 hours	14	25 gp
Armor	Shield	3 gp	Carpenter, smith, or woodcarver	8 hours	13	10 gp
Light Armor	Padded	2 gp	Leatherworker or weaver	8 hours	13	5 gp
	Leather	3 gp	Leatherworker	16 hours	15	10 gp
	Studded leather	15 gp	Leatherworker	24 hours	17	45 gp
Medium Armor	Hide	3 gp	Leatherworker	8 hours	13	10 gp
	Chain shirt	17 gp	Smith	16 hours	15	50 gp
	Scale male	17 gp	Smith	24 hours	17	50 gp
	Breastplate	130 gp	Smith	40 hours	18	400 gp
	Half plate	250 gp	Smith	80 hours	19	750 gp
Heavy Armor	Ring mail	10 gp	Smith	16 hours	15	30 gp
	Chain mail	25 gp	Smith	32 hours	16	75 gp
	Splint	70 gp	Smith	40 hours	18	200 gp
	Plate	500 gp	Smith	200 hours	20	1,500 gp
Dragon Equipment	Aerial gondola*	400 gp	Carpenter	40 hours	20	1,200 gp
	Dragonriding saddle, Large/Huge/Gargantuan*	50 gp/ 70 gp/ 100 gp	Leatherworker	36 hours/ 80 hours/ 150 hours	18	150 gp/ 200 gp/ 300 gp
	Dragon barding, Large/ Huge/Gargantuan*	x4/x8/x20	Varies	x3/x6/x15	+2	Varies
	Swivel Ballista*	30 gp	Smith	26 hours	17	100 gp
	Tailspike					
	Axe, Huge/Gargantuan*	135 gp/260 gp	Smith	54 hours/108 hours	18	400 gp/800 gp
	Blade, Huge/Gargantuan*	100 gp/200 gp	Smith	48 hours/96 hours	18	300 gp/600 gp
	Greatblade, Huge/ Gargantuan*	160 gp/330 gp	Smith	72 hours/144 hours	18	500 gp/1,000 gp
	Spike, Huge/Gargantuan*	50 gp/100 gp	Smith	24 hours/54 hours	18	150 gp/300 gp

ITEM TYPE		MATERIAL COST	TOOLS OR SUPPLIES	TIME	DC	ITEM VALUE#
Instrument		20 gp	Carpenter, tinker, woodcarver	16 hours	15	60 gp
Potion Base		3 gp	Alchemist, brewer, herbalism	2 hours	15	10 gp
Ring		Varies**	Jeweler	8 hours	15	Varies**
Rod, staff, wand		Varies**	Varies	8 hours	17	Varies**
Shev explosive	Acid bomb	15 gp	Alchemist	8 hours	17	50 gp
	Putrid gas	15 gp	Alchemist	8 hours	17	50 gp
	Splatter bomb	50 gp	Alchemist	8 hours	17	150 gp
Spell scroll base		3 gp	Calligrapher, cartographer, painter	2 hours	15	10 gp
Simple Melee Weapon	Club	3 cp	Carpenter or woodcarver	0.25 hours	14	1 sp
	Dagger	7 sp	Smith	1 hour	14	2 gp
	Greatclub	7 cp	Carpenter	0.5 hours	14	2 sp
	Handaxe	2 gp	Smith	3 hours	14	5 gp
	Harpoon*	3 sp	Smith	8 hours	14	1 gp
	Heavy Macahui*	6 gp	Woodcarver	18 hours	14	12 gp
	Javelin	3 sp	Carpenter, smith, or woodcarver	1 hour	14	**1 gp**
	Light hammer	7 sp	Mason or smith	1 hour	14	2 gp
	Macahui*	3 gp	Woodcarver	12 hours	14	8 gp
	Mace	2 gp	Mason or smith	3 hours	14	5 gp
	Quarterstaff	2 gp	Carpenter, smith, or woodcarver	0.5 hours	14	**5 sp**
	Sickle	2 sp	Smith	1 hour	14	1 gp
	Spear	3 sp	Carpenter, smith, or woodcarver	1 hour	14	1 gp
Simple Ranged Weapon	Crossbow, light	8 gp	Tinker	12 hours	14	25 gp
	Dart (x20)	3 cp	Carpenter or woodcarver	1 hour	14	**1 sp**
	Repeater crossbow, light*	25 gp	Tinker	30 hours	14	75 gp
	Shortbow	8 gp	Carpenter or woodcarver	12 hours	14	25 gp
	Sling	3 cp	Weaver or leatherworker	0.25 hours	14	1 sp

Tools and Their Products

ITEM TYPE		MATERIAL COST	TOOLS OR SUPPLIES	TIME	DC	ITEM VALUE#
Martial Melee Weapons	Battleaxe	3 gp	Smith	6 hours	17	10 gp
	Blood blade*	16 gp	Smith	24 hours	17	50 gp
	Flail	3 gp	Smith	6 hours	17	10 gp
	Glaive	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Greataxe	10 gp	Smith	18 hours	17	30 gp
	Greatsword	17 gp	Smith	24 hours	17	50 gp
	Halberd	7 gp	Carpenter, smith, or woodcarver	12 hours	17	20 gp
	Huntsword*	50 gp	Smith	24 hours	17	150 gp
	Lance	3 gp	Carpenter, smith, or woodcarver	6 hours	17	10 gp
	Longsword	5 gp	Smith	8 hours	17	15 gp
	Maul	3 gp	Mason or smith	6 hours	17	10 gp
	Moonblade*	5 gp	Smith	24 hours	17	15 gp
	Morningstar	3 gp	Smith	6 ours	17	**10 gp**
	Pike	3 gp	Carpenter, smith, or woodcarver	6 hours	17	**10 gp**
	Rapier	8 gp	Smith	12 hours	17	25 gp
	Reaver scythe*	60 gp	Smith	24 hours	17	150 gp
	Scimitar	3 gp	Smith	6 hours	17	**10 gp**
	Shortsword	3 gp	Smith	6 hours	17	10 gp
	Spiked chain*	15 gp	Smith	24 hours	17	50 gp
	Trident	2 gp	Carpenter or smith	3 hours	17	5 gp
	War pick	2 gp	Smith	3 hours	17	5 gp
	Warhammer	5 gp	Mason or smith	8 hours	17	15 gp
	Whip	7 sp	Leatherworker	1 hour	17	2 gp
Martial Ranged Weapons	Aerial lance*	50 gp	Woodcarver	20 hours	17	160 gp
	Atlatl*	1 gp	Woodcarver	2 hours	17	5 gp
	Blowgun	3 gp	Carpenter or woodcarver	6 hours	17	10 gp
	Crossbow, hand	25 gp	Tinker	40 hours	17	75 gp
	Crossbow, heavy	17 gp	Tinker	24 hours	17	50 gp
	Longbow	17 gp	Carpenter or woodcarver	18 hours	17	50 gp
	Net	3 sp	Weaver	1 hour	17	1 gp
	Repeater crossbow, heavy*	50 gp	Tinker	40 hours	17	150 gp
Wondrous item***		Varies**	Varies***	8 hours	15	Varies**

#Item values in bold are different to the SRD (core 5e rules)

*This is a new item type found in this book.

**These items have a great variety in their constituent materials, from a gnarled tree root with a cost similar to a quarterstaff (2 sp) to gold and jewel-encrusted items fit for royalty. Regarding rods, staves, and wands, you can choose a weapon that is close in material and appearance to how you picture this item.

***This can include nonmagical instruments like a compass, telescope, or the mundane component of a magical wondrous item. The required tool and component cost is entirely up to the GM's discretion.

Special Materials

In chapter 4, several new types of materials for armor, weapons, and other items and equipment. Crafting items with these materials often alters the cost, crafting time, and DC of the final crafting checks. The materials and their respective changes are listed in the Crafting with Special Materials table. To determine the final cost, crafting time, and crafting DC, apply the modification listed to an existing recipe.

For example, a standard dagger requires 7 sp of material, 1 hour crafting time, and a successful DC 14 Strength or Constitution check with smith's tools. A dagger made with stormsteel would instead require 14 sp worth of material, 2 hours of crafting time, and a successful DC 16 Strength or Constitution check with smith's tools.

Crafting with Special Materials

MATERIAL	COST MODIFICATION	CRAFTING TIME MODIFICATION	CRAFTING DC MODIFICATION
Bakka amber	x2	x2	+3
Deadsteel	x3	x1.5	+2
Fai glass	x3	x2	+4
Jawahm crystal	x1.5	x2	+4
Stormsteel	x2	x2	+2
Tyvalite	x2	x1.5	+1

Enchanting

Enchanting involves extracting the magical power from creature components and applying them to mundane items. In practice, this can take the form of physically grafting the components to the item or, for the magically inclined, direct transfer of magical power.

Materials. The required materials for enchanting are: a mundane item, a magical component, and an essence. The first two are determined by the item's recipe, while the latter is determined by the item's rarity (see the Enchanting Rarity, DC, and Time table).

Essence. While magic items gain their nuances from the creature components used in their creation, the amplitude of an item's power is derived from a substance known as essence. The more rare the item, the more powerful it is and the more potent the essence required.

If you use a rarer essence than required for a particular item, the item gains the rarity of the essence used, affecting the time and DC required to make it (see the Enchanting Rarity, DC, and Time table). For example, if you make a helm of telepathy using a robust essence, it would be rare instead of uncommon, requiring 80 hours instead of 20 hours to craft. At the GM's discretion, the power of the item can be increased accordingly, perhaps by increasing the DC of the saving throws to match the new rarity (from DC 13 to 15) or even adding other effects.

Difficulty and Time. The DC and time required for the enchanting check depend on the rarity of the magic item being crafted and whether or not it has attunement; the rarer the item, the more difficult and time consuming it is to craft. This is broken down in the Enchanting Rarity, DC, and Time table. Enchanting doesn't have to be done all in one go—a typical enchanter might only work for 8 hours each day.

Spell Scrolls. Spell scrolls are unique in that the creature crafting the spell scroll also needs to know the spell they are crafting. For wizards, this means having the spell in their spellbook. For bards, rangers, sorcerers, and warlocks, this means having the spell in their list of known spells. For clerics, druids, and paladins, this means any spell in their spell list.

Skills. As with harvesting, the skill associated with an enchanting check depends on the type of creature the component was harvested from. So, if you're making a lightstaff, which requires a foghorn's horn as its component, you would make an ability check using Survival. See the Creature Type and Associated Skills table for the full breakdown.

Unlike harvesting, only creatures with a spellcasting ability can enchant, as the ability used in the Enchanting check must be the creature's spellcasting ability (typically Intelligence, Wisdom, or Charisma). A wizard (whose spellcasting ability is Intelligence) enchanting a harpoon into a lightstaff would thus make an Intelligence (Survival) check.

Creature Types and Associated Skills

CREATURE TYPE	SKILL
Aberration	Arcana
Beast	Survival
Beastfolk*	Medicine
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Feydh* or Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

*This creature type is new to this book.

Check. To enchant an item, a creature must gather the required materials and spend the requisite time. This time need not be continuous. At the end of the enchanting time, a creature makes an Enchanting check with its spellcasting ability using proficiency with the appropriate skill. A success on this check results in a completed enchantment. On a failure, the enchantment fails or, if you're using the quirks optional rule from Heliana's,

the enchantment can still take hold, but the item gains a number of flaws based on the difference between the result of the check and the check's DC. Success or failure, the essence and component are consumed.



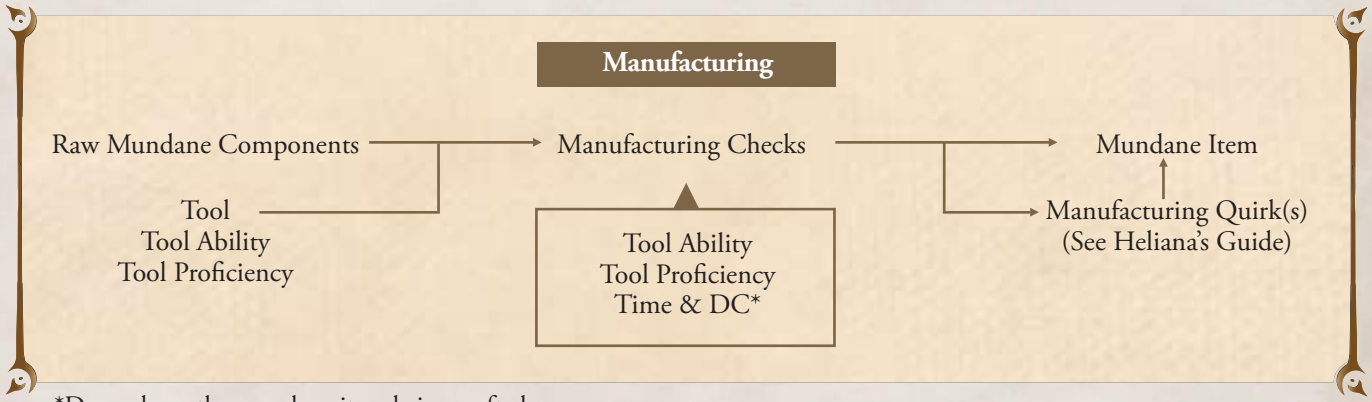
Example: Enchanting a Lightstaff

Materials: Harpoon, foghorn horn, robust essence
Time: 80 hours
Enchanting Check: DC 18 spellcasting ability (Survival)

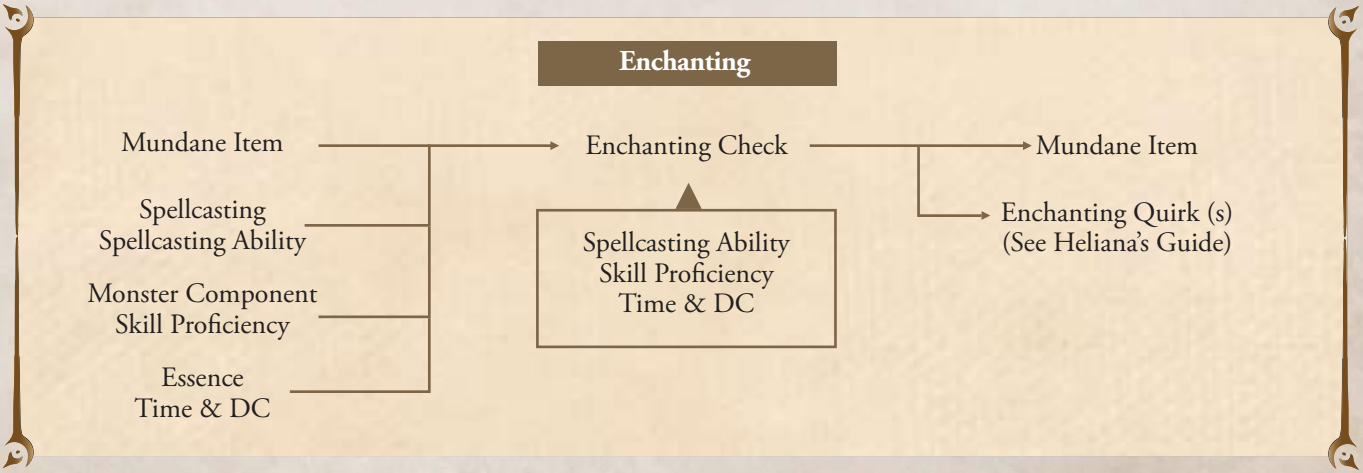
Enchanting Rarity, DC, and Time

Item Rarity	Essence	Enchanting Check DC	Enchanting Time (Hours)		
			Consumable	Non-Attunement	Attunement
Common	—	12	0.5	1	2
Uncommon	Frail	15	4	10	20
Rare	Robust	18	20	40	80
Very Rare	Potent	21	80	160	320
Legendary	Mythic	25	320	640	1,280
Artifact	Deific	30	50,000	100,000	200,000

Crafting Summary



*Depends on the mundane item being crafted



APPENDIX B: DRAGONCRAFTING

A hallmark of the dragon hunters is their signature magical items crafted by applying dragon bones, scales, and other components to mundane equipment. The art of making these items, collectively known as dragoncrafting, involves using skutte to apply a forma to a nonmagical item.

Skutte. Components harvested from dragons for use in dragon hunter forma are known collectively as skutte.

Forma. The pattern or instructions for an item augmentation that grants magical enhancements is known as a forma. See the "Dragon hunter" section of chapter 2 for more information on forma.

Skutte

Skutte is a catch-all term for parts harvested from a slain dragon and preserved or prepared with a special technique so they can be used for dragoncrafting. Each unit of skutte equals one collection of preserved and prepared dragon parts. Each forma lists how many units of skutte are required to apply it to an item.

Harvesting Skutte

To harvest skutte from a slain dragon, you must spend an appropriate amount of time processing the dragon's corpse, as indicated in the Skutte Harvesting table. This includes the actual harvesting but also the time needed to preserve and prepare the parts. It takes 1 hour to harvest 1 skutte from a slain dragon. At the end of the harvesting time, you make a DC 10 Wisdom (Survival) check. On a success, you gather the maximum number of skutte available for the size of the dragon and the amount of time you spent harvesting. On a failure, you only gather half the available skutte (rounded down).

Harvesting a slain dragon must begin within 1 hour of when the dragon was killed. Any skutte not harvested within that time period is lost to spoilage.

A dragon hunter does not need to harvest all of the available skutte from a dragon. You may choose, for instance, to only spend 2 hours harvesting a Large dragon instead of 6. However, in that case, if you are successful on your Survival check, you would only obtain 2 skutte instead of 6.

Additional characters working on the same dragon can shorten the harvest time, but any character harvesting the slain dragon for skutte must have at least three levels in dragon hunter or be supervised by a character that has at least three levels in dragon hunter. For every additional individual aiding the hunter, the time to harvest is reduced by 1 hour (to a minimum of 1 hour).

Skutte Harvesting

DRAGON SIZE	TIME TO HARVEST	SKUTTE AVAILABLE
Tiny	*1 hour*	1
Small	*2 hours*	2
Medium	*4 hours*	4
Large	*6 hours*	6
Huge	*8 hours*	8
Gargantuan	16 hours	16

Dragoncrafting and Complex Crafting

To ease gameplay, rather than detail the minutiae of listing the specific number and parts that can be made into which items, the dragoncrafting rules use an abstraction called skutte. Skutte and the rules for applying them pertain solely to the dragon hunter class. However, some groups may wish to use more extensive rules for harvesting monster components and crafting items from them outside of the dragon hunter's forma. For broader and more detailed crafting rules unrelated to the dragon hunter class, see Appendix A: Harvesting & Crafting.

DRAGONBOND

Character Name

Class & Level | Background

Ancestry | Alignment | XP

Strength | Proficiency Bonus | Initiative | AC | Speed | Vaala Pool

Dexterity | Constitution | Intelligence | Wisdom | Charisma

Max HP | Temporary HP | Current HP

Successes | Hit Die | Failures

Saving Throws

- ○ ___ Strength
- ○ ___ Dexterity
- ○ ___ Constitution
- ○ ___ Intelligence
- ○ ___ Wisdom
- ○ ___ Charisma

Vaala Affinity

Vaala Point Max

Aspect	Motes
Fai	○-○-○-○-○
Id	○-○-○-○-○
K'aab	○-○-○-○-○

Skills

- ○ ___ Acrobatics (Dex)
- ○ ___ Animal Handling (Wis)
- ○ ___ Arcana (Int)
- ○ ___ Athletics (Str)
- ○ ___ Deception (Cha)
- ○ ___ History (Int)
- ○ ___ Insight (Wis)
- ○ ___ Intimidation (Cha)
- ○ ___ Investigation (Int)
- ○ ___ Medicine (Wis)
- ○ ___ Nature (Int)
- ○ ___ Perception (Wis)
- ○ ___ Performance (Cha)
- ○ ___ Persuasion (Cha)
- ○ ___ Religion (Int)
- ○ ___ Sleight of Hand (Dex)
- ○ ___ Stealth (Dex)
- ○ ___ Survival (Wis)
- ○ ___
- ○ ___
- ○ ___

Features & Traits

Name	*Attack Bonus*	*Damage/Type*

Attacks & Spellcasting

Equipment

Passive Perception

Copper | Silver | Gold | Platinum

Proficiency & Languages

Character Name



Speed

AC

HP

Age

Skin

Hair

Eyes

Height

Weight

Name

Brood

Size

Treasure

Personality Traits

Ideals

Backstory

Bonds

Notes

Flaws

SPELLCASTING CLASS

ABILITY

BONUS

SAVE DC

CANTRIPS

1ST SLOTS USED

2ND SLOTS USED

3RD SLOTS USED

4TH SLOTS USED

5TH SLOTS USED

6TH SLOTS USED

7TH SLOTS USED

8TH SLOTS USED

9TH SLOTS USED

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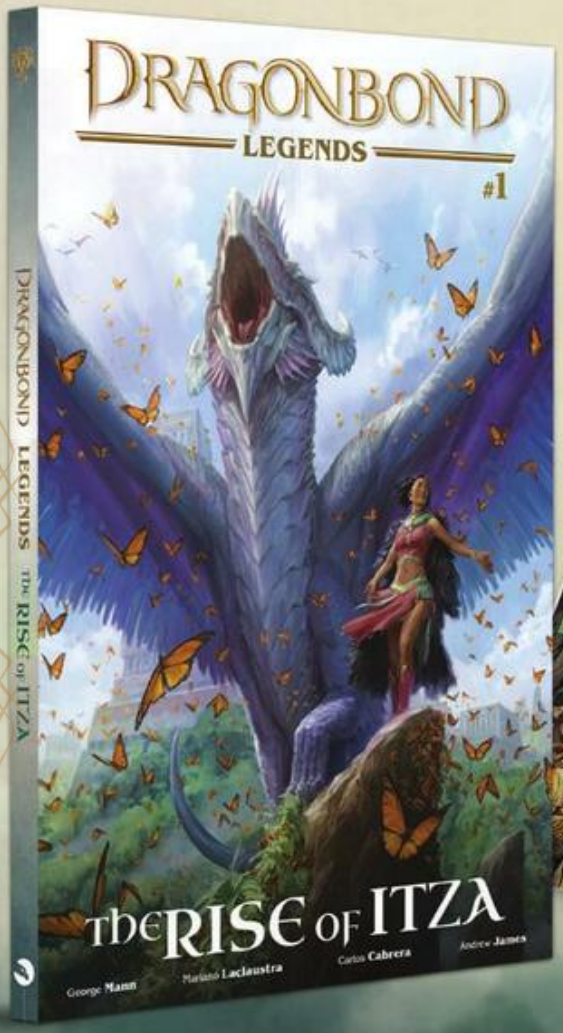
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A juvenile Fulgen dragon, displaying the brood's typical powerful, lean build.

Note the subcutaneous support of the dorsal ridge.

The keeled shape of the head aids in flight aerodynamics.

The small contact points of the feet allow for fast running when not in the sky.



A developing Magnifex wyrmling slumbers in her egg as bismuth crystals form on the shell exterior.



Exor wyrmlings are able to fly, run, and hunt from the moment they hatch.

Itza's Guide to Dragonbonding

5e

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