



R/VEBORNE

CHAMPIONS FROM
BEYOND



COMPATIBLE

FIGHT. THE. RIVES.
IN THE GREATEST ROLEPLAYING GAME
FOR 5TH EDITION



BP

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Feedback and Playtesters

All the amazing backers who submitted feedback (too many to name!), and the amazing community.

Feedback Errata

Despite rigorous testing of Riveborne's content, including modes, races, and Champions, some issues in grammar, spelling, formatting, or balance may still emerge as more people use the book.

Your adventure, your voice! Help us perfect Riveborne by sharing your feedback and reporting any issues you encounter. Your insights are invaluable as we journey from version 0.9 to the ultimate 1.0 release.



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Quick Report

Spot an Issue? Let Us Know!



Shape Riveborne

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WELCOME TO RIVEBORNE

Riveborne is a standalone supplement designed using mechanics from the System Reference Document of the World's Greatest Roleplaying game. In this supplement, you will find a plethora of rules, monsters, and settings for introducing mysterious gateways, known as Rives, to your roleplaying games. Rives tear open rifts between worlds across the multiverse, drawing forth powerful champions to invade your games.

Riveborne has been created to be quick, accessible, and easy to inject into any narrative campaign, whatever the setting might be. This means less time planning and more time playing while still being flexible enough for Dungeon Masters to tweak things on the fly or even plan entire side adventures using the realms provided as a jumping-off point.

The two game modes also lean into varying styles of play, with the first offering a longer, story-driven adventure, taking place over many sessions and the second a shorter, combat-focused experience that can be completed in an evening of play.

The first game mode is a narrative-based setting known as the Cataclysm. Rives leading to otherworldly realms introduce new monsters and environmental events to your roleplaying campaigns. Players must journey to Rive-infested regions and defeat monstrous champions to close rifts that, in reality, threaten to tear the world apart. Over time, opportunities arise for players to learn more about the Rive's origins and journey to where it all began, culminating in a climactic conflict with the source of the cataclysms - the great Rivedragon, A'Nexodus.

The second game mode introduces the Colosseum of Dreams, a multiversal gladiatorial arena where players compete against the champions of various realms to earn the title of Arena Champion. Combats in this arena are a fast and brutal affair, with each champion having their own strengths, weaknesses, minions, and challenges to overcome. As bouts wear on, players can garner Triumph Tokens from the bloodthirsty crowds to change the tide of battle. Rile up the crowd's support enough, and they might toss health potions into the area, throw rotten food at enemies, or even introduce wandering creatures into the fray!



HOW TO USE THIS BOOK

Riveborne builds on the rules and roleplaying mechanics found in the System Reference Document, free to download (see QR code), and assumes players are familiar with the aforementioned ruleset and terminologies found therein.

This book is broken down into four distinct sections:

GAME MODE: ARENA

Here, you can find rules for running the combat-based gladiatorial mode of Riveborne, where characters issue challenges to Arena Champions, test their might against said champion's trials, and eventually face them in battle to claim their arena title. Eventually, characters will amass enough titles to challenge the great Rivedragon and proclaim themselves The Grandmaster.

GAME MODE: CATACLYSM

This section provides a guide on inserting the champions of Riveborne in a narrative campaign of your own design and includes a short introduction to the cataclysm itself, the origin of the Rives and the plight of their creator A'Nexodus, and the various multiversal realms available to call forth into your campaigns.

ADVENTURERS OF THE RIVE

This section contains new player races and subclasses, designed from the ground up to complement the champions and realms of Riveborne. Each race is drawn from one of eight realms and expanded with suggested behavioral traits and environmental challenges to overcome should they be used in narrative campaigns outside of their own worlds. Each subclass is inspired by one of the many champions Riveborne has to offer, granting players the opportunity to become the very monsters they fight.

Become a beacon in the darkness with the paladin Oath of the Nightflame, explore the blossoming power of rebirth with the druid Circle of Undeath, or use your sweet gains to pulverize your foes with the barbarian Path of the Wrestler.

PRIMAL COMPANIONS

This section introduces Primal Companions, charming creatures that join your side as a potential best friend and ally, carefully crafted from the remnants of fearsome Champion boss monsters. Whether seamlessly integrated with Heliana's Guide to Monster Hunting's Tamer class, or utilized independently, these familiars filled with personality promise a new experience.

Crafting Primal Companions is a fun alternative to the conventional summoning of companions. Picture yesterday's formidable foes transformed into today's powerful allies—while retaining their distinct traits. These companions are here to stay, joining you in your adventures, and growing together with you as the journey continues, giving rise to unique new powers and abilities as they develop together with you.

CHAMPIONS

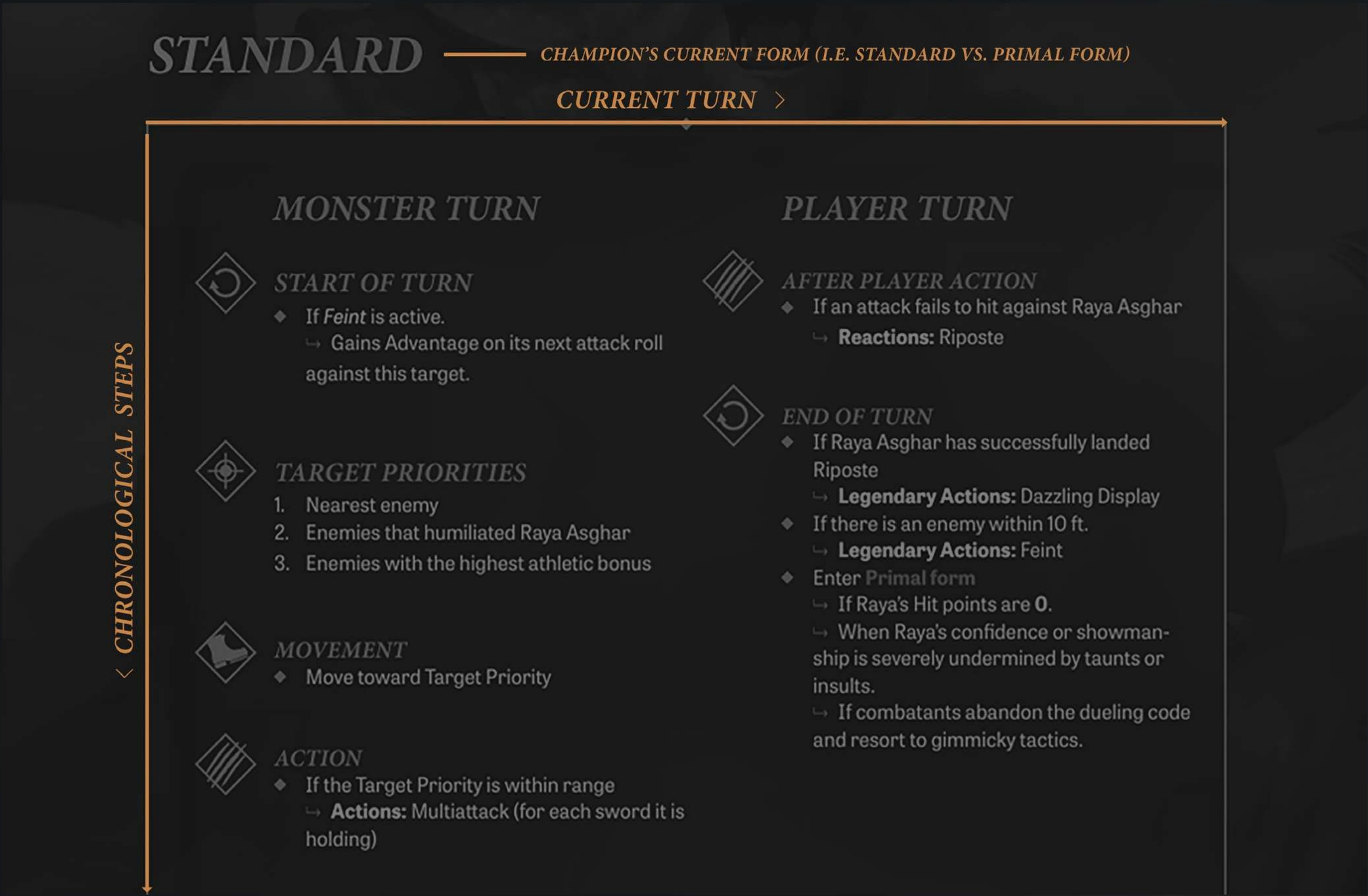
This section governs all the details about how to use each champion, their origins, personalities, combat specialty, DM tips for running encounters, and the Habits of Mind—a user-friendly flowchart system that helps streamline encounters more effectively and aids DMs in making informed, on-the-fly decisions about how a champion might act.

When writing our champions, our focus was on grasping their Motivations and Goals. This involved defining their desires, dreams, and what propelled them. This gave us an improved understanding of why they made certain choices and took specific actions.

Equally vital is delving into the champion's Early Life and Environment. This means exploring their upbringing, family and origins.

For newcomers, our user-friendly Habits of Mind Flowchart system offers structured guidelines for DMs, aiding them in navigating boss encounters more effectively. This helps in making informed decisions and ensuring a smooth gameplay experience. It's a valuable tool that facilitates seamless engagement, maintaining the flow of the game.

Say goodbye to the frustration of reading the boss stat block in advance and trying to remember every action. With our system, the burden of option paralysis due to an overload of action possibilities has become a thing of the past.



Navigating the Habits of mind system



System Reference Document
Free download!

<https://dnd.wizards.com/resources/systems-reference-document>



ARENA MODE

Drifting silently through the depths of space lies the mysterious Colosseum of Dreams - a gargantuan superstructure crafted from the finest materials across the multiverse and home to The Grandmaster, an otherworldly entity of incredible power and influence.

Within the expansive golden halls of the Colosseum lies a multitude of combat arenas, each with its own Arena Champion who fights for the amusement of their bloodthirsty fans. The Grandmaster invites warriors from across the multiverse to challenge these Champions for the chance to claim the title of Arena Champion for themselves. Although few make it out alive, the ones that do are crowned champions and may just find themselves invited back to compete against Warriors craving a chance at their prestigious title - should The Grandmaster deem them fit.

The Colosseum of Dreams sports many arenas of various shapes and sizes, each tailored to its particular Arena Champion. When characters are invited to participate in the Colosseum, they can choose which Arena Champion to challenge. Before facing their chosen champion, characters must first prove themselves to be worthy enough foes by completing two initial bouts in the champion's arena. During these bouts, characters can complete special missions to garner **Triumph Tokens**, which they can spend on items, spells, or other features that may grant them an edge in the final conflict against the arena's current Champion. Should characters emerge victorious, they claim the title of Arena Champion as their own. The Grandmaster may call them back to defend their title or even participate in The Grandmaster's pride and joy, **The Endless Arena**.

"As rifts open, powerful champions from all across the multiverse are called forth from within them to fight in the Colosseum's bloodthirsty, gladiatorial arena combat. To prove one's might against such terrifying foes not only earns them the respect of their peers and the favor of the gathering crowds but bestows deific boons upon the victors, granting them incredible strength and feeding their ever-growing bloodlust, luring them back into the arena once more for another round of carnage and bloodshed in the hopes of greater glory.

However, should challengers fall to defeat, their bodies are ground into dust, and the ashes are used as mortar to construct yet another grand arena, perpetuating the never-ending cycle of multiversal conflict."

**WELCOME TO THE
COLOSSEUM OF DREAMS.**

ARENA MECHANICS

The multiversal arenas of the Rift are vast and varied in design, each upheld by the magic of its Arena Champion and maintained using the grisly remains of past opponents. When a team first enters the Arena, they must choose an Arena Champion to challenge. Once a team has issued its challenge, it must see it through to its end.

CHALLENGING THE CHAMPION

When characters issue an Arena Challenge, that challenge is divided into three bouts: two Rousing Bouts and one Feature Fight.

The Arena Champion is only faced during the third and final bout of the challenge. At the end of the first and second bouts, teams are sent back to their respective **Preparation Chambers** and given 1 hour to prepare before re-entering the arena.



ROUSING BOUT 1

The initial Rousing Bout introduces challengers to a group of foes, often beasts or monsters akin to the Arena Champion's type. These creatures, sharing the Champion's alignment, fight to the death in combat.

Typically of weaker strength than the challengers, this encounter is designed to be a Medium to Easy challenge for the group.

ROUSING BOUT 2

In the second Rousing Bout, challengers confront another multiverse traveler seeking to prove themselves against the Arena Champion. This new adversary, drawn from various realms, could be a fellow champion or an entity like other adventuring parties, celestial beings, infernal creatures, or powerful undead like demiliches or vampires. Unlike the first bout, these challengers might yield instead of fighting to the death, although caution is advised, as some malevolent foes may feign surrender for tactical advantage.

Matching the challengers' strengths, this encounter presents a Medium to Hard challenge for the group.

THE FEATURE FIGHT

After emerging victorious in both Rousing Bouts, the challengers are invited to face the Arena Champion in their final bout of the Arena Challenge. An Arena Champion is a powerful and deadly foe with many unique abilities that can quickly turn the tide of a battle. It is wise to never underestimate an Arena Champion's strength, for even when challengers appear to have the crowd's support, a single action could swiftly turn the tide of battle.

FAILING THE CHALLENGE

At any point during the challenge, a team can choose to yield, accepting defeat. If they do so, they forfeit any magical items they may have earned or claimed throughout the challenge. Should the characters wish to attempt the challenge again, they must restart it from the beginning.

If a team's hit points are reduced entirely to 0, but not all members are killed, they automatically yield the challenge and are expelled from the Arena. Upon expulsion, they regain 1 hit point but lose any **Triumph Tokens**, titles gained, and progress made during the challenge.

PREPARING FOR COMBAT

As adventurers are drawn into their rift to partake in multiversal combat, they begin their Arena Challenge in a large stone preparation room, with a single gateway leading towards the arena. This is the **Preparation Chamber**. You can find all manner of mundane weapons, armaments, and items within it. Characters can arm themselves with any mundane items they require and ready themselves for the coming combat.

This chamber is considered a secure, safe location and never offers any threats. Creatures can't infiltrate another creature's preparation chamber, and any spells, magical effects, or other abilities that would allow a creature to observe or otherwise gain access to another creature's chamber in any way are prohibited. Long-term spells, such as **Gaes**, are suppressed when a creature is within its preparation chamber, though it can be cured or dispelled as normal. Diseases and curses are not suppressed.

Suppose a creature attempts to infiltrate another preparation chamber. In that case, it is immediately teleported back to its chamber, takes (3d6) **psychic damage**, and its team immediately loses **300 Triumph Tokens** (to a minimum of 0).

CROWD FAVOR

Combats in the arena are fierce, bloody, and violent, drawing a vast, cosmic crowd collected from all across the multiverse.

As they entertain and captivate the audience's bloodthirsty nature, the crowd, in turn, showers these combatants with gratitude, rewarding them with **Triumph Tokens**—a special resource that can be spent with The Vendor to obtain magical items or even bring a companion back from the dead to continue competing (see *The Vendor Page, 23*).





ARENA MISSIONS

Arena Missions is an opportunity to garner the crowd's favor and can earn creatures a significant amount of Triumph Tokens.

Gaining Triumph Tokens through Arena Missions can happen in three ways:

- ◆ **Completing a bout**
Participating in a bout where your team comes out on top grants 150 Triumph Tokens.
- ◆ **Passive**
At times, unprepared actions can cause the greatest spectacle, and those not trying to put on a show can end up in the spotlight.
These moments can grant a creature 50 Triumph Tokens.
- ◆ **Active (Rousing Check)**
Whenever a combatant wants to attempt to actively garner Triumph Tokens from the crowd, they can use a free Action and make a (DC11) Rousing Check.

A creature may add its ability modifier that fits with the chosen action and add it to the roll. For example, taunting an opponent would likely use their Charisma Modifier, whereas brutally beating a downed opponent would use their Strength Modifier. If the roll is successful, the creature receives 50 Triumph Tokens. Once a creature has succeeded, it can not attempt a new Rousing Check for the rest of the current bout.

In the table on the right, you will find examples to help determine when to give out Triumph Tokens as DM.

+ 150	Completing a Bout.
+50	Passive <ul style="list-style-type: none">◆ Natural 20. Roll a natural 20 on an attack roll, saving throw, or ability check.◆ Unexpected Success. Even though not deliberately trying to do the right thing, it ended up being the perfect option.
+50	Active (Rousing) <ul style="list-style-type: none">◆ Quick Wit. Taunt or insult enemies or engage in witty banter.◆ Flourish. Display skill or style in an entertaining way—consider backflips or interesting tricks.◆ Brutal. Beat a creature in an especially savage way. For example, continuously beating a prone creature with the hilt of a sword.◆ Mercy. Show mercy to an opponent. For example, allowing a downed enemy to get up before continuing combat.◆ Hazard. Cause significant damage to an opponent by using objects or terrain in the arena.◆ Boast. Entertainingly celebrate your victories, or perhaps a patriotic showmanship that might show the approval of your kin in the crowd.◆ Crowd Interaction. Call on the crowd or interact with them. For example, allow the crowd to decide whether a creature lives or dies.

CHAMPIONS MISSIONS

Each arena Champion has its own set of Champion Missions with specific thematic requirements that must be met, such as grappling a champion or killing an enemy in a particular way. These missions can only be completed once but can be attempted multiple times by any challenger until completed.

Here are the missions for each Arena Champion:



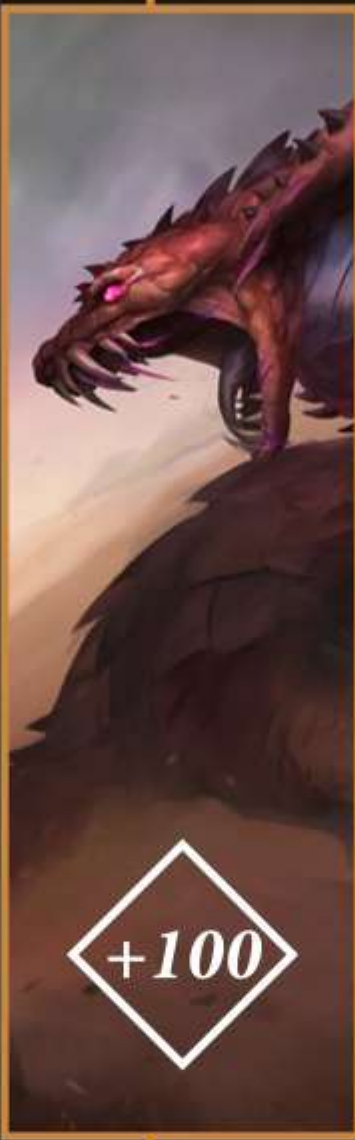
Giga Mimic's Champion Missions

- ◆ **Mimic Mania.** Grapple the Giga Mimic into a submission in a suitably brutal fashion.
- ◆ **Whack-a-Mimic.** Hit the Giga Mimic with a mundane object.
- ◆ **Mimic Purge.** Reduce three or more *Mimics* to 0 hit points.



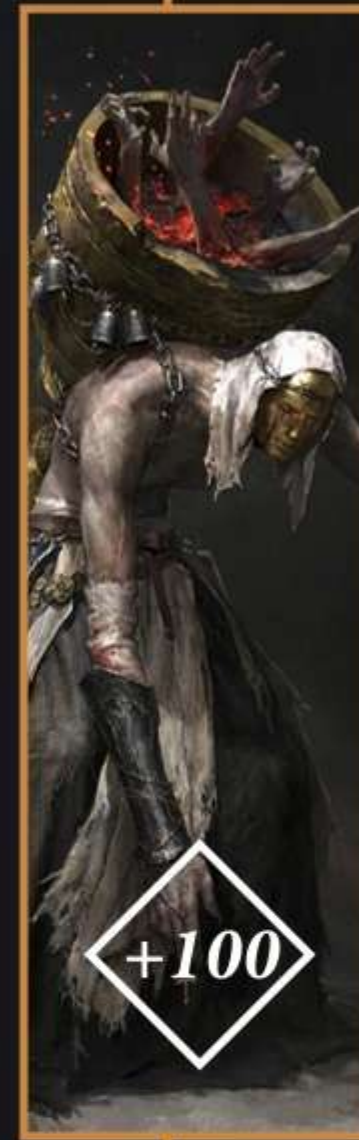
Sir Rainer's Champion Missions

- ◆ **Hey, Stop That.** Create two light sources during the fight.
- ◆ **Fearless.** Succeed on the Wisdom check after spotting Sir Rainer.
- ◆ **Can't See Me.** Exploit his sense of hearing or smell.



Na'Ja's Champion Missions

- ◆ **Tripping The Serpent.** Knock Na'Ja prone during the fight.
- ◆ **Spit It Out.** Force Na'Ja to regurgitate a creature she has devoured during the fight.
- ◆ **Lights Out.** Petrify or Blind Na'Ja during the fight.



The Sinner's Champion Missions

- ◆ **Release The Sin.** Destroy or remove *The Sinner's Crucible*.
- ◆ **It Is A Mad World.** Destroy or remove *The Sinner's mask*.
- ◆ **Prison Break.** Save yourself or your allies from the *Blasphemous Prison*.



Raya Ashgar's Champion Missions

- ◆ **Superior Swordsmanship.** Dominate Raya Asghar in a sword fight by disarming his weapons.
- ◆ **Truly Dazzling.** Successfully Intimidate or Frighten Raya during the fight.
- ◆ **Embarrassing Footwork.** Make Raya lose his footing.



Blodstadt's Champion Missions

- ◆ **Radiant Reckoning.** Use divine magic or radiant damage against Blodstadt.
- ◆ **Reality Check.** Save your allies from Blodstadt's illusions or *Doppelgangers*.
- ◆ **Vampire Slayer.** Deal the final blow to Blodstadt by driving a stake through its heart.



The Sharkinator's Champion Missions

- ◆ **Last Call.** Steal the Sharkinator's Alcoholic Beverage or prevent him from using his *Daytime Drinking*.
- ◆ **Unsteady Sealegs.** Target the sharkinator's wooden pirate leg.
- ◆ **Reel 'Em Out, Knock 'Em Down.** Reduce two or more hostile Constructs to 0 hit points.



The Magnetite Dragon's Champion Missions

- ◆ **Sever The Horns.** Destroy one of the *Magnetite Dragon's Horns*.
- ◆ **Bring Down The Beast.** Reduce Magnetite Dragon's flying speed to 0 and make him fall to the ground.
- ◆ **You Have No Power Here!** Discard all metal equipment and weaponry during the fight.



Arachiko's Champion Missions

- ◆ **Art of Enchantment.** Successfully charm Arachiko during the fight.
- ◆ **Fiery Spinner.** Reduce one or more *Spider Swarms* to 0 hit points with a fire spell.
- ◆ **No-Strings-On-Me.** Sever the webbing that is manipulating your allies.



Cale's Champion Missions

- ◆ **What's all the fuss about?** Make it through the combat without being affected by Dreadful Illusions.
- ◆ **Back at ya!** Deal damage to Cale by using the Corpse Explosion effects.
- ◆ **Burn the Unliving.** Reduce one or more Undead Servants to 0 hit points with a fire spell.



Elmrir's Champion Missions

- ◆ **Taming Nature.** Restrain Elmrir for a single turn using either rope or a physical binding spell, such as *Entangle*.
- ◆ **The Grass Mower.** Damage the flora and roots Elmrir created.
- ◆ **Embracing Nature.** Heal by standing in Elmrir's *Healing Rays* ability.



The Dreamholder's Champion Missions

- ◆ **Lucid Dreaming Mastery.** Gain control over your dreams and confront the Dreamholder on equal terms.
- ◆ **Just A Dream.** Wake up more than two allies during the fight.
- ◆ **Emotionally Resilient.** Channel positive emotions. Inspire hope, camaraderie, and courage among the party.

SPENDING TRIUMPH TOKENS

Triumph Tokens earned can be spent in various ways within the arena.

THE ARENA VENDOR

When a creature is recovering after a bout, they can spend their **Triumph Tokens** to requisition services or items from the Arena Vendor, such as magical weapons, healing potions, mercenaries, or even resurrections for fallen comrades. The Arena Vendor's Mystic Stock details the available effects and items a creature can request, as well as their costs and the number of times that requisition can be used during the Arena Challenge. (see **page 23** for *The Arena Vendor*).

SEEKING AUDIENCE FAVORS

During a bout, a combatant can use their **Triumph Tokens** to request a favor from the crowd. This favor may trigger specific events to alter the battle's course.

Here are the favors you can request from the crowd:

Cost	Audience Favor requests
-50	<div>◆ Rotten Rejection The crowd starts booing the opposing team and throwing rotten fruit at them, which lasts until the end of the creature's next turn.</div> <div>The enemy team has Disadvantage on attack rolls, saving throws, and ability checks for the duration.</div>
-100	<div>◆ Fiery Fanfare A wizard excitedly casts a fireball spell, targeting one random enemy creature in the arena.</div> <div>The fireball has a save DC equal to (14 + the number of completed bouts, minimum of 1).</div>
-100	<div>◆ Revival Rhapsody A cleric in the crowd casts Mass healing word spell on the team.</div>
-200	<div>◆ Acceleration Applause A wizard in the crowd casts Haste spell upon the entire team.</div>
-200	<div>◆ Streaker's Havoc A streaker from the crowds leaps into the arena and runs around wildly, sowing chaos and confusion.</div> <div>For the duration, all attack rolls are made with Disadvantage due to the streaker's distraction.</div> <div>The streaker has AC 17 and 2 hit points and continues running around the arena until reduced to 0 hit points or the bout ends.</div>

WINNING AN ARENA CHALLENGE

If the Arena Challenge is successfully completed, the champions are awarded the prestigious title of **Arena Champion**. Additionally, one creature among the victors will be bestowed with a powerful **Primal Boon** (see **page 42**) from the defeated Champion.

With their victory complete, characters are free to keep all items they have purchased within the Arena (excluding legendary items) and to begin a new arena challenge. They can choose from a list of three randomly determined champions.

Should the characters lose an Arena Challenge while holding an Arena Champion title, each character loses one title and one Primal Boon. The Arena Champion that defeated them gains one of these lost Primal Boons. They can't be rechallenged until the characters have defeated a different Arena Champion and regained at least one title.

CHALLENGING THE GRANDMASTER


When a team completes an Arena Challenge and earns themselves an Arena Champion title, the title bestowed upon them counts only for the champion they defeated - thus, defeating a new Arena Champion earns a new, unique title. Once players have collected four unique titles, they can choose to issue a challenge to the Grandmaster: A'Nexodus, The Primordial of Rives.

BEATING THE GRANDMASTER

If the challengers best A'Nexodus, the crowd erupts in cheers of support. The challengers lose all Arena Champion titles and instead gain the title of **Grand Master**.

The Colosseum of Dreams may have been defeated, but the fun doesn't have to stop there! Perhaps new missions could arise to challenge the new Grandmaster? What if a new Arena Champion rises to challenge them? Or perhaps it is time for your players to create a new group of characters and work towards challenging their old team for the throne?






MARTIAL WEAPON (GREATAXE)
(Requires Attunement)
Properties: Heavy, two-handed Damage: 1d12 slashing

UNCOMMON

150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Heaven's Mark. When you target **Celestials** with attacks using this weapon, you have an **Advantage** on your attack rolls.



MARTIAL WEAPON (GREATAXE)
(Requires Attunement)
Properties: Heavy, two-handed Damage: 1d12 slashing

RARE

400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Heaven's Mark. When you target **Celestials** with attacks using this weapon, you have an **Advantage** on your attack rolls.

Charge. This magical weapon has **3** charges and regains all expended charges at dawn.

- ◆ **Soul Siphon.** When you hit a creature with the Demoncleaver, you can expend a charge to siphon soul energy from the target. The creature must succeed on a **DC 13 Constitution** saving throw or take an extra **(2d6) necrotic damage**, and you regain hit points equal to half the necrotic damage dealt.




MARTIAL WEAPON (WHIP)
(Requires Attunement)
Properties: Finesse, reach Damage: 1d4 slashing

UNCOMMON

150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.



MARTIAL WEAPON (WHIP)
(Requires Attunement)
Properties: Finesse, reach Damage: 1d4 slashing

RARE

400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Bleeding. On a critical hit, When a creature of flesh and blood is hit by this weapon's attack, it starts severely Bleeding. The Bleeding creature must make a **DC 17 Constitution** saving throw at the start of each of its turns or take **(2d6) necrotic damage**. On success, the *Bleeding* is staunched.



MARTIAL WEAPON (WARHAMMER)
(Requires Attunement)
Properties: Versatile (1d10) Damage: 1d8 bludgeoning

UNCOMMON

150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.



MARTIAL WEAPON (WARHAMMER)
(Requires Attunement)
Properties: Versatile (1d10) Damage: 1d8 bludgeoning

RARE

400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

- ◆ **Gigantify.** When going for an attack, you can choose to *Gigantify* the warhammer this attack. Your warhammer doubles in size and weight. You must make a **DC 13 Strength** saving throw or topple backward. On success, you will hit with **Advantage**. On failure attack rolls against you have **Advantage** until your next turn. The warhammer returns to its original size and weight right after.



SIMPLE WEAPON (SHORTSWORD)
(Requires Attunement)
Properties: Finesse, light Damage: 1d6 slashing

UNCOMMON

150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.



SIMPLE WEAPON (SHORTSWORD)
(Requires Attunement)
Properties: Finesse, light Damage: 1d6 slashing

RARE

400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Charge. This magical weapon has **3** charges and regains all expended charges at dawn.

- ◆ **Temporal Strike.** When you hit a creature with the Astral Riftblade, you can expend a charge to warp space around your strike. The target must succeed on a **DC 14 Wisdom** saving throw or be **stunned** until the start of your next turn.



SIMPLE WEAPON (LIGHT HAMMER)
(Requires Attunement)
Properties: Light, thrown (range 20/60) Damage: 1d6 slashing

UNCOMMON

150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.



SIMPLE WEAPON (LIGHT HAMMER)
(Requires Attunement)
Properties: Light, thrown (range 20/60) Damage: 1d6 slashing

RARE

400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Charge. This magical weapon has **3** charges and regains all expended charges at dawn.

- ◆ **Kinetic Infusion.** As an Action, you can expend a charge to strike a tiny, small or medium sized mundane object with this weapon, infusing it with kinetic energy. The object will explode in **(1d4)** rounds or upon impact with another object or creature. When the charged-object explodes, the object and all creatures within a **10-foot radius** take **(3d6) force damage**. Additionally, you can use a Bonus Action to throw the kinetic-infused object. which increases the damage to **(4d6)** if utilized as an **improvised ranged weapon**.



MARTIAL WEAPON (MAUL)
(Requires Attunement)
Properties: Heavy, two-handed Damage: 2d6 bludgeoning

UNCOMMON

150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Construct Demolition. When you target **Constructs** with attacks using this weapon, you have an **Advantage** on your attack rolls.



MARTIAL WEAPON (MAUL)
(Requires Attunement)
Properties: Heavy, two-handed Damage: 2d6 bludgeoning

RARE

400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Construct Demolition. When you target **Constructs** with attacks using this weapon, you have an **Advantage** on your attack rolls.

Lion's Roar. When you hit a creature with this weapon, the maul releases a mighty roar. The target must succeed on a **DC 14 Wisdom** saving throw or take an additional **(2d4)** bonus damage each time it is hit by the *Herculean Maul*. If a creature's saving throw is successful, the creature is immune to *Lion's Roar* for the next 24 hours.



MARTIAL WEAPON (CROSSBOW, HAND)
(Requires Attunement)
Properties: Ammunition (range 30/120), light, loading Damage: 1d6 piercing

UNCOMMON

150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Hunter's Aim. When you target Beasts with attacks using this weapon, you have **Advantage** on your attack rolls.



MARTIAL WEAPON (CROSSBOW, HAND)
(Requires Attunement)
Properties: Ammunition (range 30/120), light, loading Damage: 1d6


RARE

400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Hunter's Aim. When you target Beasts with attacks using this weapon, you have Advantage on your attack rolls.

Howling Bolts. The crossbow bolts fired from this weapon emit thunderous howls and deal an extra **(2d4) thunder damage**.




SIMPLE WEAPON (QUARTERSTAFF)
(Requires Attunement)
Properties: Versatile (1d8) Damage: 1d6 bludgeoning

UNCOMMON

150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Challenger. When you target Celestials or Fiends with attacks using this weapon, you have **Advantage** on your attack rolls.



SIMPLE WEAPON (QUARTERSTAFF)
(Requires Attunement)
Properties: Versatile (1d8) Damage: 1d6 bludgeoning

RARE

400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Challenger. When you target Celestials or Fiends with attacks using this weapon, you have **Advantage** on your attack rolls.

Alteration. You gain the ability to alter the weapon's length, enabling you to perform one of the staff's abilities as a Bonus Action on your turn.

- ◆ **Alteration, Reach.** The staff extends, giving you **20-foot** reach on your next melee attack.
- ◆ **Alteration, Leap.** You use the staff to catapult yourself up to **40 feet** in any direction. If your landing is obstructed, you land **5 feet** away and must make a **DC 13 Dexterity** saving throw or take **(1d6) damage** on an unsuccessful landing.



JET GAUNTLET

MARTIAL WEAPON (GAUNTLET)

(Requires Attunement)

Properties: Heavy, two-handed Damage: 2d4 bludgeoning

UNCOMMON



150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Unarmed Strikes. Attacks made with this weapon count as *Unarmed strikes* for the purpose of feats and abilities.

Charge. This magical weapon has **3** charges and regains all expended charges at dawn.

- ◆ **Jet-Powered.** When you make an attack with the Jet Gauntlet, you can expend a charge to infuse the attack with jet propulsion, dealing an extra **(2d4) bludgeoning damage**.



JET GAUNTLET

MARTIAL WEAPON (GAUNTLET)

(Requires Attunement)

Properties: Heavy, two-handed Damage: 2d4 bludgeoning

RARE



400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Unarmed Strikes. Attacks made with this weapon count as *Unarmed strikes* for the purpose of feats and abilities.

Charge. This magical weapon has **3** charges and regains all expended charges at dawn.

- ◆ **Jet-Speed.** You can expend a charge to temporarily increase your movement speed by 20 feet until the end of your turn.
- ◆ **Jet-Powered.** When you make an attack with the Jet Gauntlet, you can expend a charge to infuse the attack with jet propulsion, dealing an extra **(2d6) bludgeoning damage**.



VALIANT
DAGGER

SIMPLE WEAPON (DAGGER)

(Requires Attunement)

Properties: Finesse, light, thrown (range 20/60) Damage: 1d4 piercing

UNCOMMON



150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Holy Crusader. When you target Undeads with attacks using this weapon, you have **Advantage** on your attack rolls.



VALIANT
DAGGER

SIMPLE WEAPON (DAGGER)

(Requires Attunement)

Properties: Finesse, light, thrown (range 20/60) Damage: 1d4 piercing

RARE



400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Holy Crusader. When you target Undeads with attacks using this weapon, you have **Advantage** on your attack rolls.

Valiant Light. Attacks made with this dagger emit a holy light and deal an extra **(2d4) radiant damage**.



STEAMPOWERED
SAW

MARTIAL WEAPON (GREATSWORD)

(Requires Attunement)

Properties: Heavy, two-handed Damage: 2d6 slashing

UNCOMMON



150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Dead Man's Butcher. When you target Undeads with attacks using this weapon, you have **Advantage** on your attack rolls.



STEAMPOWERED
SAW

MARTIAL WEAPON (GREATSWORD)

(Requires Attunement)

Properties: Heavy, two-handed Damage: 2d6 slashing

RARE



400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Dead Man's Butcher. When you target Undeads with attacks using this weapon, you have **Advantage** on your attack rolls.

Charge. This magical weapon has **3** charges and regains all expended charges at dawn.

- ◆ **Steampowered.** When you hit a creature with the Steampowered Saw, you can expend a charge to empower the saw's sharp teeth to run along the blade's edge. Empowered, the strike inflicts an extra **(2d6) slashing damage**. In addition, on a critical hit, When a creature of flesh and blood is hit by this weapon's attack, it starts severely Bleeding. The Bleeding creature must make a **DC 17 Constitution** saving throw at the start of each of its turns or take **(2d6) necrotic damage**. On success, the Bleeding is staunched.



SCION OF FROST

MARTIAL WEAPON (HALBERD)

(Requires Attunement)

Properties: Heavy, reach, two-handed Damage: 1d10 slashing

UNCOMMON



150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Dead Man's Butcher. When you target Undeads with attacks using this weapon, you have **Advantage** on your attack rolls.



SCION OF FROST

MARTIAL WEAPON (HALBERD)

(Requires Attunement)

Properties: Heavy, reach, two-handed Damage: 1d10 slashing

RARE



400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

- ◆ **Frostwave.** You can use an Action to slam the ground with the halberd's tip, releasing an icy storm in a **15-foot radius** around you. Creatures within range must make a **DC 14 Dexterity** saving throw or become **Frozen**.

Frozen creatures' speeds are reduced by **10**. They may attempt to break free from this state by using an Action and succeeding in a **DC 14 Strength** or **Constitution** check (their choice), or by warming themselves up.



REVENANT GHOST
BLADE

MARTIAL WEAPON (LONGSWORD)
(Requires Attunement)
Damage: 1d8 slashing, Versatile (1d10)

UNCOMMON

150

You gain a +1 bonus to attack and damage rolls made with this magic weapon.
Curse of the Lost. On a critical hit, the target must make a **DC 13 Wisdom** saving throw or become **frightened** until the end of their next turn.



REVENANT GHOST
BLADE

MARTIAL WEAPON (LONGSWORD)
(Requires Attunement)
Damage: 1d8 slashing, Versatile (1d10)

RARE

400

You gain a +2 bonus to attack and damage rolls made with this magic weapon.
Curse of the Lost. On a critical hit, the target must make a **DC 15 Wisdom** saving throw or become **frightened** until the end of their next turn.
Charge. This magical weapon has **3** charges and regains all expended charges at dawn.
◆ **Spectral Strike.** When you hit a creature with the Revenant Ghost Blade, you can expend a charge to channel its spectral energy into your foe. The target takes an extra (1d8) **necrotic damage** as the ethereal glow seeps into their soul.

LEGENDARY WEAPONS



THE NIGHTFLAME
BLADE

MARTIAL WEAPON (GREATSWORD)

(Requires Attunement)

Properties: Heavy, two-handed Damage: 2d6 slashing

LEGENDARY



1000

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Blinding. On a critical hit, the target becomes **blinded** until the end of its next turn.

Charge. This magical weapon has **3** charges and regains all expended charges at dawn.

- ◆ **Crescent Slash.** You can use an Action to expend a charge and release powerful blue flames in a **30-foot cone**. Creatures within range must make a **DC 17 Dexterity** saving throw or take **(6d10 + 7) fire damage**, or half as much on a successful save.



HAMA-YUMI

MARTIAL WEAPON (LONGBOW)

(Requires Attunement)

Properties: Ammunition (range 150/600), heavy, two-handed Damage: 1d8 piercing

LEGENDARY



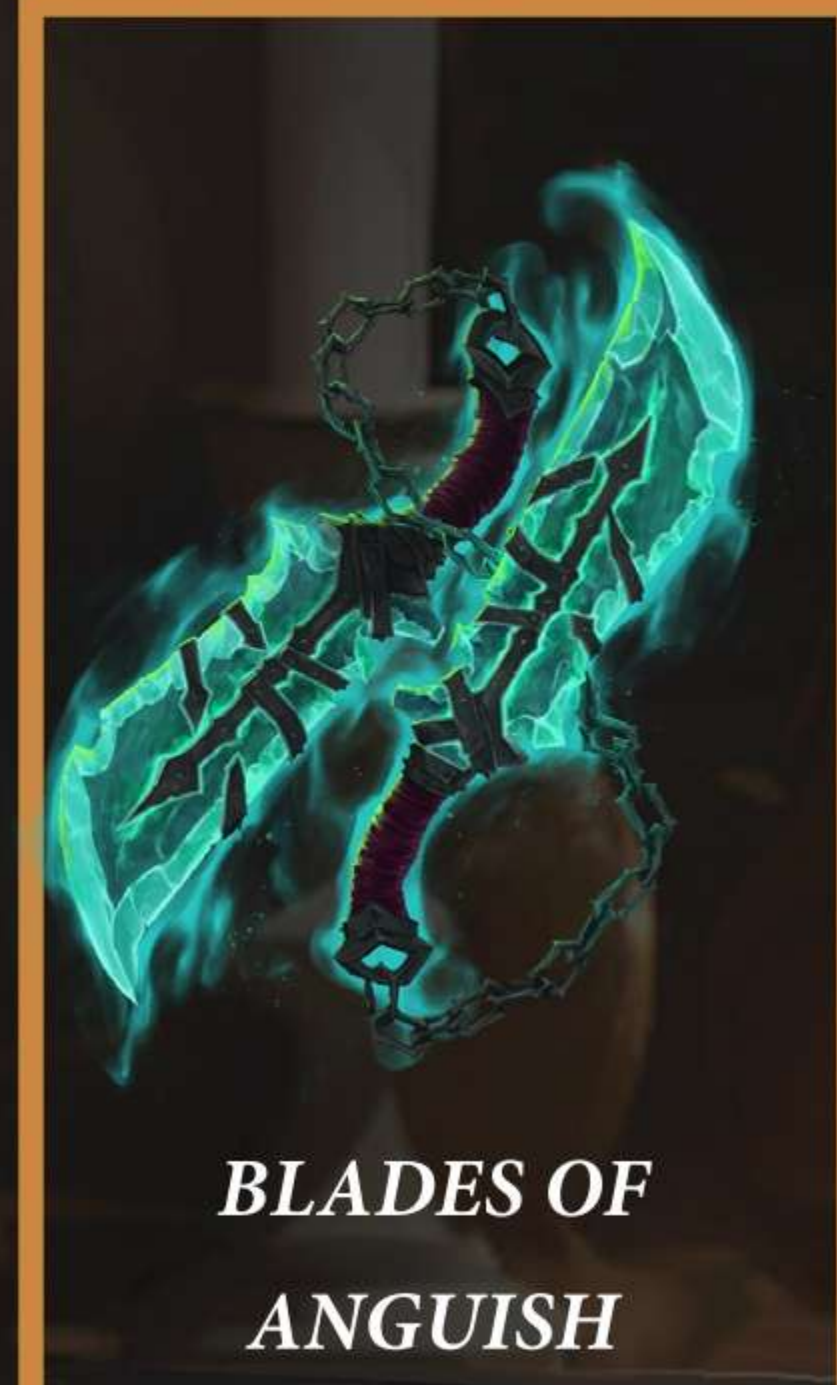
1000

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Fiend Slayer. When you target Fiends and Undeads with attacks using this weapon, you have **Advantage** on your attack rolls.

Celestial Ammunition. The bow creates its ammunition through a mystical energy. You can fire these arrows without needing a quiver or conventional arrows. The arrows are made of energy without physical form, making them immune to effects that would destroy normal arrows. Due to their celestial nature, the arrows deal **radiant damage** instead.

Additionally, each arrow launched phases in and out of the physical realm. These arrows can pass through physical obstacles, structures, or barriers, enabling the archer to strike concealed targets directly.



BLADES OF
ANGUISH

MARTIAL WEAPON (SHORTSWORD)

(Requires Attunement)

Properties: Finesse, light Damage: 1d6 piercing

LEGENDARY



1000

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Twinsword Mastery. When wielding the *Blades of Anguish*, you gain the ability to dual-wield them without the usual limitations. While both *Blades of Anguish* are in your hands, you can make an additional attack with your off-hand shortsword as part of the attack Action without requiring a Bonus Action.

Additionally, when you hit the creature with this weapon, it takes an extra **(2d6) psychic damage**.



POLYSHEEPLING

SIMPLE WEAPON (QUARTERSTAFF)

(Requires Attunement)

Properties: Versatile (1d8) Damage: 1d6 bludgeoning

LEGENDARY



1000

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Sheep Herder. On a critical hit, the target becomes under the effects of **Polymorph (Sheep)**.

Polymorph (Sheep). The creature transforms into a **sheep** for 1 minute or until its hit points are reduced to **0**.

While in this form, all of the creature's statistics are replaced by that of a sheep, but their usual hit points carry over in this form. The creature retains its alignment and personality and can't perform actions requiring hands or speech and can't use its equipment.

Additionally, when you hit the creature under this effect using the *Polysheeping*, it takes an extra **(2d6) psychic damage**.



AXE OF FLAMES

MARTIAL WEAPON (GREAT AXE)

(Requires Attunement)

Properties: Heavy, two-handed Damage: 1d12 slashing

LEGENDARY




1000

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Flame-Imbued. When you hit a creature with this weapon, it becomes engulfed in flames. The creature must make a **DC 15 Dexterity** saving throw or is *Flame-Imbued* until the end of its next turn. On success, the flames are extinguished.

Charge. This magical weapon has **3** charges and regains all expended charges at dawn.

- ◆ **Flame Torrent.** You can use an Action to expend a charge and target a **15-foot radius** within **40 feet** of you. A torrent of flames rises, and all Flame-Imbued creatures within the radius takes **(6d6) fire damage**.




ITEM (CONSUMABLE)
Adventuring gear (potion)

COMMON

50

All creatures in the Preparation Chamber will be granted Advantage on saving throws against being petrified, poisoned, and paralyzed. The effects last for 1 hour.




ITEM (CONSUMABLE)
Adventuring gear (potion)

COMMON

50

All creatures in the Preparation Chamber will be granted the effects of the Death Ward spell. The effect last for 1 hour.




ITEM (CONSUMABLE)
Adventuring gear (food)

COMMON

50

All creatures in the Preparation Chamber regains (3d6+8) hit points.
If consumed again within 1 hour, you must make a **DC 10 Constitution** saving throw or become **poisoned** until your next long rest. The DC increases by 2 for each subsequent consumption until you complete a long rest.




ITEM (CONSUMABLE)
Adventuring gear (food)

UNCOMMON

150

All creatures in the Preparation Chamber regains (6d6 +8) hit points. Additionally, You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- ◆ One effect that charmed or petrified the target
- ◆ One curse, including the target's attunement to a cursed magic item
- ◆ Any reduction to one of the target's ability scores
- ◆ One effect reducing the target's hit point maximum




ITEM (CONSUMABLE)
Adventuring gear (misc.)

UNCOMMON

150

All creatures in the Preparation Chamber recovers one of the following:

- ◆ One expended use of a feature
- ◆ Three 1st-level spell slots
- ◆ Two 2nd-level spell slots
- ◆ One 3rd-level spell slot



BOOK OF LIFE


WONDROUS ITEM
(Requires Attunement)
Properties: Spell Book

UNCOMMON

150

Charge. This magical item has **5** charges and regains all expended charges at dawn.

- ◆ **Remedial Script.** You can use an Action to expend a charge and target a **10-foot radius** within **50 feet** of you. Nature sprouts, and any creature within the radius regains **(2d4)** hit points. This spell does not affect Undead or Constructs.



WORDS OF MALICE


WONDROUS ITEM
(Requires Attunement)
Properties: Spell Book

UNCOMMON

150

Charge. This magical item has **5** charges and regains all expended charges at dawn.

- ◆ **Malicious Script.** You can use an Action to expend a charge and target a **10-foot radius** within **50 feet** of you. Ethereal chains shoot up from the ground and slam down. Any creature within the radius must make a **DC 12 Dexterity** saving throw or take **(2d6) necrotic damage**, or half as much on a successful save.



LUTE OF GROWTH


WONDROUS ITEM
(Requires Attunement)
Properties: Instrument

RARE

400

Charge. This magical item has **3** charges and regains all expended charges when you take a **Short Rest** to tune the lute's sound.

- ◆ **Melody of Vines.** You can use an Action to expend a charge and target a **15-foot radius** within **50 feet** of you. Vines grow within the radius, making the area **Difficult Terrain** for **1** minute. Any creature in the radius (or who steps inside the radius) during its duration must make a **DC 15 Dexterity** saving throw or become **grappled**.



ROCK THE DEAD


WONDROUS ITEM
(Requires Attunement)
Properties: Instrument

RARE

400

Charge. This magical item has **3** charges and regains all expended charges when you take a **Short Rest** to tune the guitar's sound.

- ◆ **Rockstar.** You can use an Action to expend a charge and target a **15-foot radius** within **30 feet** of you. The sound reverberates into the ground, and **up to 3 skeleton** and/or zombie servants rise from the ground, rocking a mohawk. As an Action, you can use *Rock the Dead* to issue a command to all of your servants at once. The servants will not respond and remain motionless when given orders considered too complex or if the guitar sounds can't be heard. When your or your servant's hit points are reduced to **0**, the summons dissipate.




LYCANTHROPE SYRINGE

ITEMS (CONSUMABLE)
(Requires Attunement)
Properties: Adventuring gear (potion)

RARE

400

- ◆ **Lycanthropy.** You can use an Action to inject the syringe into your bloodstream. Immediately after, you'll be considered **poisoned**. After a **Long Rest**, you have transformed into a **Lycan** (subrace of choice, see **page 248** for more info) and will no longer be poisoned. Once transformed, you replace all of your current racial traits and features by that of the new race. The Syringe is destroyed after use.



DEPLOY BARRIER


WONDROUS ITEM
(Requires Attunement)
Properties: Tool

RARE

400

Charge. This magical item has **2** charges and regains all expended charges when you take a **long rest** to reset the barrier parameters.

- ◆ **Deploy.** You can use an Action (or Bonus Action) to expend a charge and deploy the barrier in a **10-foot sphere** centered on your current location and covers all creatures within it. Attacks made from outside the barrier against creatures within the barrier will hit the barrier instead. The barrier has **(6d8)** hit points. When its hit points reach **0**, the barrier disappears, and any excess damage hits the targeted creature.




VEGGIE
GRENADE

WONDROUS ITEM
(Requires Attunement)
Properties: Grenade, one-time use

UNCOMMON

150

- ◆ **Carrotplosion.** You can use an Action to throw this grenade up to **60 feet**. Upon impact, it explodes in a **20-foot radius**. Any creature within range must make a **DC 14 Dexterity** saving throw or take **(6d6) fire damage**, or half as much on a successful save. The grenade is destroyed after use.




FLASK OF
ETERNAL
FREEZING

WONDROUS ITEM
(Requires Attunement)
Properties: Grenade, one-time use

UNCOMMON

150

- ◆ **Greater Frostwave.** You can use an Action to throw this flask up to **60 feet**. Upon impact, it explodes in a **20-foot radius**. Any creature within range must make a **DC 14 Dexterity** saving throw or take **(4d6) cold damage** and become **Frozen**. *Frozen* creatures' speeds are reduced by **10**. They may attempt to break free from this state by using an Action and succeeding in a **DC 14 Strength** or **Constitution** check (their choice), or by warming themselves up. The flask is destroyed after use.



SHOOTING STAR

WONDROUS ITEM
(Requires Attunement)
Properties: Tool

•RARE•

400

Charge. This magical item has **5** charges and regains all charges daily at dawn.

Starfall. When you use Meteor Strike, you may expend more than one charge. For each additional charge expended beyond the first, the fireball's radius increases by **5 feet**.

- ◆ **Meteor Strike.** You can use an Action to expend a charge and launch a ball of fire from the Shooting Star toward a point you can see within **60 feet**. Upon reaching its destination, the fireball explodes in a **10-foot radius**. Each creature within the area must make a **DC 15 Dexterity** saving throw, taking **(4d6+6) fire damage** on a failed save, or half as much on a successful one.



DIVINE SHIELD

ARMOR (SHIELD)
(Requires Attunement)

UNCOMMON



150

While wielding this shield, you gain a +1 bonus to your Armor Class. This bonus is in addition to the shield's normal bonus to AC.
Divine Aura. The sacred energies within this shield emanate an aura that weakens the attacks of Undeads and Fiends, making their attack rolls against you have **Disadvantage** on their attacks.



GREAT GLACIAL
WALL

ARMOR (SHIELD)
(Requires Attunement)

RARE



400

While wielding this shield, you gain a +2 bonus to your Armor Class. This bonus is in addition to the shield's normal bonus to AC.
Cold Aura. Whenever you take a hit from up close, the attacking creature must make a **DC 13 Dexterity** saving throw or become **Frozen**. *Frozen* creatures' speeds are reduced by **10**. They may attempt to break free from this state by using an Action and succeeding in a **DC 14 Strength** or **Constitution** check (their choice), or by warming themselves up.



PADDING OF
THE BEAR

WONDROUS ITEM (SHOULDER GUARD)
(Requires Attunement)

UNCOMMON



150

While wearing this armor, you gain a +1 bonus to your Armor Class.
Beastly Aura. The spirit of the bear used within this shoulder guard emanates an aura that weakens the attacks of Beasts, making their attacks rolls against you have **Disadvantage** on their attacks.



VOLTAGE BELT

WONDROUS ITEM (BELTS AND GIRDLES)
(Requires Attunement)

UNCOMMON



150

While wearing this armor, you gain a +1 bonus to your Armor Class.
Battery Charge. When you attack with your **Unarmed Strikes**, you deal an extra **(1d4) lightning damage**.



HELM OF THE
HOLY AVENGER

WONDROUS ITEM (HEADGEAR)
(Requires Attunement)

RARE



400

While wearing this armor, you gain a +2 bonus to your Armor Class.
Divine Aura. The sacred energies within this helmet emanate an aura that weakens the attacks of Undeads and Fiends, making their attack rolls against you have **Disadvantage** on their attacks.
◆ **Crusader's Warcry.** Once per day, you can use an Action to let out an inspiring warcry. For **1** minute, you and all allied creatures within a **30-foot radius** of you deal an extra **(1d4) radiant damage** for the duration.

Additionally, all allied creatures within the radius benefit from *Divine Aura*.



MANTLE OF THE
CHANGING WINDS

WONDROUS ITEM (CLOAK)
(Requires Attunement)

UNCOMMON



150

While wearing this armor, you gain a +1 bonus to your Armor Class.
Changing Winds. You gain the ability to change the cloak's abilities, enabling you to change your mantle's effects as an Action (or Bonus Action) on your turn.
◆ **Hood down, Windwalk.** While you wear this mantle with its hood down, the wind gently pushes you from behind and carries you swiftly, increasing your movement speed by **15 feet**.
◆ **Hood up, Sneakwalk.** While you wear this mantle with its hood up, its reflective leaves make you look like part of nature, and **Wisdom (Perception)** checks made to see you have **Disadvantage**. Additionally, you have **Advantage** on **Dexterity (Stealth)** checks made to **hide**.



CATACLYSM MODE

When the great Rivedragon A'Nexodus was imprisoned, he unleashed a wave of cosmic power across the multiverse, creating hundreds of Rives - doorways in the multiverse connecting world to world - in a bit to escape his binds. Over time the Rives collapsed in on themselves as A'Nexodus' power waned. However, the Rivedragon refused to give up. Beating his wings and roaring in defiance at his captors, he unleashed another crashing wave of power that rushed across the multiverse - crashing into worlds and unleashing a host of Rives anew. But these Rives didn't wane. Instead, A'Nexodus's primal energy bound them with cosmic chains to their host worlds, and the great cataclysm was born.

HOW TO PLAY CATACLYSM MODE

This mode follows one or more groups of adventurers as they journey to close a Rive and is designed to be either ran as a brand new adventure, or as a side-quest for your narrative campaign. In this mode, the Rivedragon A'Nexodus has unleashed another wave of cosmic energy across the multiverse, resulting in Rives appearing all across the world in which your story is set. These Rives are slowly expanding, merging both connected worlds together, causing widespread, cataclysmic destruction for both.

Constructing A Narrative

A Rive can open at any time during a campaign or even before the campaign has started. When you wish to open a Rive in your games, consider what events might occur to precede it arrival, or what the initial aftermath might be for the characters, should they already be in the region when it is unleashed, and what champion it may call forth.

For example, opening a Rive to the Realm of Storm and Sea while the characters are traveling through a mostly flat region, they might suddenly find themselves at the mercy of extreme flash floods, thunderstorms, or even beset by giant tentacled creatures from the depths of the sea when

taking rest at a lakeside camp. If in a settlement, do the characters choose to save themselves from this mysterious environmental disaster or risk their lives against the rising torrents to save innocents from their homes? Do they search for a location tall enough to weather the flooding, or be whisked away by the rushing waters and hope to make it to shore somewhere else in the region?

Your players are the only ones capable of closing these Rives - perhaps it is fate, guided by the gods of your world? Or perhaps it is sheer dumb luck, and the player's characters are the only ones close enough to close a Rive in time before more begin to appear.

Whatever your reasoning, the progression of this narrative mode is largely the same: characters uncover a Rive and must close it before the realm it leads to bleeds into their world and utterly destroys it.

Learning The Truth

Upon discovering the Rive and defeating its champion, the characters are accosted with flashes of visions from A'Nexodus's imprisonment, offering hints about the great dragon's location. After discovering more Rives, each has the potential to offer players another fragment of A'Nexodus' story. Once all four flashbacks have been experienced, the players can piece together what they have learned, uncovering that A'Nexodus is responsible for the Rives threatening to destroy their world and discovering Rives leading to the realm of his imprisonment. The players are faced with a choice: Do they destroy the Rivedragon and stop the Rives from opening for good, or free the dragon and let him exact his revenge on his captors, knowing the ensuing battle will open more Rives across the multiverse?

This game mode has been intentionally left vague to allow Dungeon Masters to expand on it in whatever way they see fit for their games. Perhaps there is a third choice when facing A'Nexodus? Or perhaps he will already be dead by the time the players arrive? Feel free to tweak this narrative to suit your particular play style!

What Is A Rive?

A Rive is a mystical tear in the multiverse that binds together two fixed points in reality, brought about by the Rivedragon A'Nexodus. Rives are volatile gateways between worlds that warp the very reality around them, bleeding one world into the other. If left unchecked, Rives can slowly expand and overlap their connected worlds, merging them together in a catastrophic cascade of death and destruction.

In Riveborne, these Rives lead to one of eight different realms populated by various powerful beings. When a Rive opens, it calls forth one of these beings to act as its protector and champion, binding them to the Rive and bolstering their strength with fragments of A'Nexodus' Primal Energy.

OPENING A RIVE

When a Rive opens in a region, it is usually preceded by a thunderous wave of psychic power, which pierces the minds of intelligent beings and bombards them with visions of otherworldly realms, mysterious creatures, and terrifying cataclysmic events. Though brief, questioning those who have experienced them can offer clues as to the location of the Rive and what realm it has unleashed.

For example, characters might arrive to find a region cloaked in an eternal shadow and beset by swarms of undead. While their initial thought might be to suspect a necromancer, speaking with the locals reveals visions of red mists, cackling laughter, bloody feasts, and shadowy, fanged figures lurking betwixt the trunks of coniferous trees, suggesting the presence of a Rive in a nearby forest leading to the Realm of Cursed Strife.

When a Rive opens, roll a **d8** or choose an option from the Realm Table, then choose from the realms's Champion Table to determine what foe the Rive has called forth to protect it:

Realm Table

1	The Realm of Cursed Strife
2	The Golden Lands
3	The Extraordinary Citadel
4	The Realm of Storm and Sea
5	The Shadowed Lands
6	The Realm of Cascading Polarity
7	The Dreamscape
8	The Untouched Paradise

CLOSING A RIVE

Rives act as gateways between worlds across the multiverse, binding two fixed locations together and blending their environments into a chaotic soup of unstable weather patterns, ecological disasters, invasive species and much more.

When a Rive is closed, it unleashes the last of its energy in a colossal burst of raw magical power called **Primal Energy**. This Primal Energy remains as floating iridescent fog for 10 minutes before vanishing or until a character uses their action to interact with it. If a character interacts with the fog, they absorb the Rive's raw energy held within and gain a **Primal Boon**. In addition, the character and any other creature standing within 20 feet of them are **assailed by fractured memories and visions of A'Nexodus'** origin, offering them insight into the rivedragon's whereabouts and history.



PRIMAL BOONS

Primal Boons are new powers and abilities your character gains after defeating a champion. When a Rive is closed, it unleashes the last of its energy in a colossal burst of raw magical power called Primal Energy.

This Primal Energy remains as floating iridescent fog for 10 minutes before vanishing or until a character uses their action to interact with it.

When a character interacts with the fog, they absorb the raw energy held within the Rive. At that point, one player may select a Primal Boon from the provided table.

USING PRIMAL BOONS

Once you use a specific boon, you can't use that boon again until you finish a long rest.

The DC for the Primal Boons is (8 + twice your proficiency bonus).

If a Primal Boon requires an attack roll, the attack bonus is (3x your proficiency bonus).



ARMOR OF PRIMORDIAL POWER

"You tap into the primal energy surrounding you, breaking through your limits to briefly disrupt time and space, unleashing a surge of raw power that alters the course of battle in your favor."

As an Action, you grant you and a number of creatures equal to (your proficiency bonus) temporary hit points equal to (2x your character level).

Additionally, When these hit points reach 0, the creature gains resistance to all damage until the end of their next turn.



PRIMAL ARROW SURGE

"You infuse a projectile with pure Primal Energy, increasing its mass and killing power as it is fired from your weapon. The shot infused the target with this primal force, burning their bodies and highlighting their weaknesses to your allies."

As an Action, you can make a ranged weapon attack. If the attack hits, you deal an additional (Xd6) force damage, where X is equal to (2x your proficiency bonus).

Additionally, until the start of your next turn, attacks against the creature gain a +5 bonus to attack rolls.



PRIMORDIAL SLASH

"A swirling vortex of Primal energy engulfs your weapon, growing larger and more intense by the second. You unleash the full force of this energy by surging forward, slashing through your foes. The sheer power of the dash sends shockwaves rippling through the very air itself."

As an Action, you can use your melee weapon to move up to 60 feet in a straight line without provoking Attacks of Opportunity. Any creature in the line or within 5 feet of that line must make a Dexterity saving throw or suffer (Xd6) force damage, where X is equal to (2x your proficiency bonus), or half as much on a successful save.



PRIMAL OVERLOAD

"You tap into the primal energy surrounding you, breaking through your limits to briefly disrupt time and space, unleashing a surge of raw power that alters the course of battle in your favor."

When an ally becomes the target of a melee or ranged attack, you can use your Reaction to immediately move a distance up to your Movement Speed without provoking Attacks of Opportunity and either take the attack action or cast a spell with a casting time of one action. All attacks made are made with Advantage, and any saving throw required by your enemy are done so with Disadvantage. After doing this, you become stunned until the end of your next turn.



PRIMORDIAL DRAGON STRIKE

"You engulf your fist in primordial flames and launch yourself forward with a powerful uppercut. The explosive impact of your attack unleashes a massive burst of energy that seems to shake the land around you."

As an Action, you can make a special unarmed strike. If the attack hits, you deal an additional (Xd8) force damage, where X is equal to (3x your proficiency bonus), and push the creature 15 feet back.



PRIMAL DESTRUCTION

"You raise your arms to the sky and concentrate as a swirling mass of energy forms above you. The sphere of energy grows larger and more potent by the second."

As an Action, you hurl the sphere of Primal Energy to a point within 120 feet. Every creature within a 20-foot radius centered on that point must make a Dexterity saving throw or suffer (Xd6) force damage, where X is equal to (2x your proficiency bonus), or half as much on a successful save. You can choose to gain a point of exhaustion to maximize this damage roll.

VISIONS OF A'NEXODUS

When a character absorbs **Primal Energy**, They are assailed by fractured memories and visions of A'Nexodus' origin. Once characters have gathered four visions, they experience a dream with one final vision revealing the location of A'Nexodus and a means to reach its domain.

Scene 1:
THE RIVE DRAGON A'NEXODUS

The Rive Dragon—A'Nexodus—soared unhindered in the boundless expanse between time and reality. Debris floated closely to his body, which was entirely made of rock, and he exuded a mysterious strength as if he were power itself.

Deep within him surged the Primal Energy, an unstoppable force leaking out in a radiant, pulsating river. Wherever he ventured, this energy transformed the realms he visited. Some blossomed into wondrous paradises under its influence, while others crumbled into desolation. With each gesture, he wielded radiant beams of power, shaping the very fabric of existence.

However, amid his exploration, an unexpected threat struck. A harpoon, launched from the darkness, pierced his colossal wings, shattering the once-serene landscape. Startled and enraged, A'Nexodus turned to confront his assailants, bellowing,

“Who dares to challenge me?!”

Scene 2:
THE DESPERATE FLIGHT

Nailed to the ground by numerous harpoons, A'Nexodus writhed in agony, a testament to centuries of battles fought and relentless escapes. Blood streamed from his wounds as he desperately sought to regain his bearings and take flight once more.

A barrage of harpoons flew towards him, piercing his wings. He could hear a horde of people chanting, clamoring for his demise. Injured and drained, A'Nexodus summoned his final reserves of strength to escape to another realm by opening another Rive. As he did, a shift began to ripple through the fabric of the current world. Colors dimmed, the air grew thinner, and the vibrant pulse of life seemed to wane.

As A'Nexodus emerges into the new realm, he is confronted by a fleet of technologically advanced airship armed with countless harpoons. He watches helplessly as fatigue overwhelms him, knowing that the harpoons herald his inevitable end.

A mysterious man, veiled by long black robes and wearing armor, stepped forward, shield at the ready.

“By the Order of the Primordial Sentinels, we can no longer allow you to pester our realms!”

The man's voice trembled, laden with what seemed to be years of pent-up frustration.

“For your freedom brings chaos and destruction to the very realms you traverse. We must seal you away to minimize the harm you cause.”

Scene 3:
CHAINED AND ENSLAVED

Eons passed, and A'Nexodus, the once-mighty dragon, was now a prisoner. Chains of mystic energy bound him deep within the heart of the Order of the Primordial Sentinels' civilization. The dragon's roar, once thunderous and defiant, had been silenced. The same primal energy that coursed through his veins now served as a source of power for the very beings who had imprisoned him.

As the civilization flourished, they harnessed the dragon's energy for their own purposes. They forged weapons imbued with his essence, built machines that ran on his power, and used the radiant beams he had once wielded with wild abandon to bring prosperity to their world.

But over the course of countless centuries, the Order of the Primordial Sentinels had changed. The memory of their original purpose had faded, replaced by greed and ambition. The once-determined protectors had become corrupt, exploiting the dragon's primal energy for their own luxury and power. They reveled in their opulence, their civilization rising to great heights on the back of A'Nexodus's suffering.

A'Nexodus seethed with resentment and loathed the beings who had enslaved him. The betrayal cut deep, and he vowed vengeance. In the depths of his despair, he plotted his escape and the retribution that would follow. The dragon knew that this corrupted order had strayed far from its noble origins, and it was time for them to face the consequences of their actions.

Scene 4:
THE EXPLOSIVE LIBERATION

Eons of captivity had not quelled A'Nexodus's burning desire for freedom and revenge. The primordial energy churned within his chest, a tempest of raw power that surged with each heartbeat. The dragon's eyes blazed with determination as he focused his will on a singular purpose: escape.

With a mighty surge, the pent-up energy erupted from A'Nexodus's chest, an explosive release that shattered reality itself. The shockwave fractured existence, rending it asunder with unimaginable force. An enormous rive tore open violently, a gateway to freedom that beckoned him forward.

A'Nexodus did not hesitate. He surged through the rive, leaving destruction in his wake. The multiverse quaked as he connected different realms to theirs, a chaotic symphony of colliding worlds.

The cosmic dragon had broken free, and his wrath would be unleashed upon the realms that had imprisoned him for far too long. As the dust settled from his explosive liberation, the question remained: what path would A'Nexodus choose, and what fate would befall those who had once sought to bind him?

REALMS OF CHAMPIONS



1. THE REALM OF CURSED STRIFE

CHAMPIONS OF THE REALM

Blodstadt, Sir Rainer

OVERVIEW

The Realm of Cursed Strife is a world beset by fear and paranoia. Cursed beasts prowl the shadowed moors and rain-slicked streets. An all-consuming red mist saturates the landscape, driving mad all who become lost within it. Cults to forgotten gods lurk in ancient castles and beneath hopeless cities, eager to do their master's bidding. It is a dreary, colorless region populated by dense coniferous forests, sweeping mountain ranges, and dark, clouded skies. What little sunlight that breaks through the twilight is devoid of warmth, casting naught but a dim glimmer on the faces of those who still dare to gaze skyward. Fires burn with more smoke than embers, and an endless, chill wind howls throughout the world, offering little respite from its lifeless cold.

Winding rivers of near-stagnant water snake down from the mountains, stained with congealed globules of dark blood which float atop the water's surface like a thin film of dust, poisoning anyone who drinks from them.

It is a realm of cursed men, foul beasts, and bitter, lonesome terror.

CREATURES OF THE REALM

All manner of undead creatures, emaciated beasts, and cursed beings populate this realm, preying on anyone or anything they can. Skeletal wolves, malnourished bears, and rabid rodents stalk the forests beneath murders of red-eyed crows, their palettes tainted by a love of humanoid flesh.

There are few sentient living races who call this realm home. Those who rule it are often touched by the blight of undeath; ghoulish nobles, lich lords, vampire monarchs, werewolf leaders, and shadow hags all fight for meager scraps of power, preying on the vulnerable like vultures to a fresh carcass. Those who survive their wrath are hardy, stone-faced folk, exceptionally wary of outsiders, yet desperate for the hope they bring - as they see it, if an outsider finds their way into this foul realm, it shows there is a chance, however little, to escape it. A few brave individuals choose to spend their lives searching for such an escape, aiming to finally return light to these lightless lands or leave them behind entirely. Worshiping forgotten deities and brandishing a passionate fervor fueled by the good, the divine, and the endless flames of night itself, these individuals wage a secret war against their undead overlords, cutting down evil wherever they can.

DISASTROUS IMPACTS

When a rive tears open a portal to the Realm of Hunger, the red mist quickly spills across the region, bringing a vile curse that causes insatiable bloodlust in all who inhale it.

Here you can find examples of what might happen when a region has a Rive leading to The Realm of Cursed Strife:

REGIONAL EFFECTS	LOCAL EFFECTS
<ul style="list-style-type: none">◆ Undead creatures such as zombies, skeletons, and ghosts are drawn to the region in droves. Hordes of undead flood the region in search of living flesh, consuming anything and everything they can.◆ Graveyards become the birthplace of all manners, of spectral beings, their souls agitated into an ethereal fury by the red mist afflicting the landscape.◆ Beasts across the region suddenly become rabid and hungry for living flesh, going so far as to attack smaller settlements unprovoked. Herbivorous creatures, such as cattle, quickly turn on their masters, feasting on their flesh with unbridled enthusiasm.◆ Rivers in the region become stained with blood and become poisonous to drink. Any who fall ill to this poison slowly transform into ghouls.◆ Clouds in the sky quickly mask any sunlight, plunging the region into a dismal twilight.◆ Nonmagical light sources, such as torches and campfires, struggle to maintain a strong flame and eventually snuff out after only a few hours, regardless of how much fuel they have.◆ A cold wind blows across the region from seemingly nowhere in particular. This is particularly noticeable in extremely hot, tropical climates, where the humidity quickly freezes, killing off flora and fauna alike in droves.	<p>Within twenty miles of the Rive</p> <ul style="list-style-type: none">◆ Open flames turn into nightflames, becoming a pale blue and emanating more intense heat.◆ Sentient beings are plagued with nightmarish dreams of the Realm of Hunger and wake to find their stomachs rumbling, regardless of how much they had eaten the day before.◆ Flora becomes inedible and chalky, devoid of all color and life. If a creature attempts to eat any vegetation, it crumbles into dry ash in their mouths. Settlements within this radius are likely to starve quickly if they rely heavily on a plant-based diet. Combined with the accelerated aggression and hunger from the red mist, this might even result in villagers turning on one another for sustenance. <p>Within ten miles of the Rive</p> <ul style="list-style-type: none">◆ The water transforms into blood. The water still hydrates those who drink it but causes repeat consumers to become addicted to the taste of blood, eventually being unable to consume anything else.◆ Shadows within ten miles of the Rive take on a life of their own, snatching at vulnerable passersby and dragging them into the darkness. Creatures trapped by the shadows are replaced with doppelgangers, who share their personality but have no memories prior to their creation and can't help but consume living flesh if given the opportunity to do so. <p>Within five miles of the Rive</p> <ul style="list-style-type: none">◆ Sunlight offers no warmth and casts a silver light that amplifies dark areas. Nonmagical light is automatically snuffed out, and magical light appears silvery and muted.



2. THE GOLDEN LANDS

CHAMPIONS OF THE REALM

Na'ja, Raya Asghar

OVERVIEW

Named so for the glistening golden shimmer of its endless sands, the Golden Lands is a colossal sea of infinite desert, so arid it withers even the hopes and dreams of its inhabitants to nothing over time. Buried tombs and ancient temples lie in abundance beneath the surface, eager to claim the lives of any who seek them out, whilst winged nightmares drift lazily across the scorching sky in search of lost prey.

Water in this realm of desolation and dust is extremely hard to come by, and most of the population lives in underground caverns, where they exist on small motes of moisture gathered atop cold rock formations.

A permanent water source might occasionally be found, prompting a new settlement to spring to life as a well is constructed around it. However, such settlements are few - and for each surviving colony, hundreds more perish, falling victim to the realm's harsh, hope-devouring environment, ever-shifting landscape, and nightmarish predators.

CREATURES OF THE REALM

The Golden Lands are populated primarily by a race of humanoid creatures known as the G'ra't - large, lizard-like creatures who have adapted to the desert's harsh climate by evolving freezing nodes beneath their hardened carapaces. These nodes temporarily lower the surrounding temperature, allowing them to brave the harsh heat while searching for food.

The sands above the G'ra't settlements are rife with predators in search of easy meals and wandering threats. Giant scorpions, skeletal vultures, fire elementals, and colossal lizards are all relatively commonplace. The most dangerous of these threats is the occasional brass-plated dragon, though it is rare they take to the skies in search of victims themselves. Instead, they bask in the extreme heat atop mounds of sun-bleached bones, keeping a watchful eye over their draconic followers as they search the sands for offerings of food, occasional water, and new skeletons for their hoards.

Beneath the sands, caves are populated by giant centipedes, grick, ropers, and all manner of giant spiders, eagerly preying on vulnerable travelers lost in the cave's twisting tunnel networks.

DISASTROUS IMPACTS

When a rive unleashes The Golden Lands upon an unsuspecting world, the region is accosted with a cascade of sand and dust, flooding nearby settlements and entombing the populace in their homes. These Rives tend to appear in hidden caves or mineshafts, rapidly flooding them and pouring out into the surrounding landscape.

Here you can find examples of what might happen when a region has a Rive leading to The Golden Lands:

REGIONAL EFFECTS	LOCAL EFFECTS
<ul style="list-style-type: none">◆ The environment becomes unbearably hot almost overnight. Crops wither in the intense heat, and water sources evaporate in a matter of hours unless kept in underground storage, such as a root cellar.◆ Buildings in the region rapidly erode, their foundations giving out within a matter of weeks unless carefully maintained.◆ Whenever a creature dies, its body turns to dust after 1 hour. Items, clothing, or magical objects carried by the creature are unaffected.◆ Metal objects that aren't being worn or carried disintegrate into dust if left on the ground unattended for longer than 10 minutes.◆ Sand spills across the region from the Rive can easily bury smaller settlements. At the end of each day, the height of the sand rises by (1d4 + 2) feet, stopping once it reaches 20 feet high or greater.◆ The sky becomes clear but loses its color, turning a dull shade of yellow-grey.◆ Creatures outside must consume a liter of water for each hour they remain outside or suffer a level of exhaustion.◆ Earth, fire elementals, and giant insects of all kinds are magically drawn to the region.	<p>Within twenty miles of the Rive</p> <ul style="list-style-type: none">◆ Creatures magically age by 1 month each day. The progress of medical conditions/diseases is unaffected.◆ Water immediately turns to dust unless stored in a magically sealed container. Holy water and magical liquids, such as Potions of Healing, are unaffected. <p>Within ten miles of the Rive</p> <ul style="list-style-type: none">◆ Burrowing creatures, such as purple worms, become more frequent and territorial◆ Structures are slowly eroded into golden dust over the course of one month. <p>Within five miles of the Rive</p> <ul style="list-style-type: none">◆ Instead of rain, acid falls from the sky. A creature starting its turn in the rain takes (1d6) acid damage. If this damage reduces a creature to 0 hit points, it and any nonmagical items it carried disintegrate into a bubbling ash puddle.◆ Fire elementals are more prevalent and are aggressive toward all other creatures. Lost G'ra't may also be seen roaming the landscape in search of food, confused and frightened.



3. THE EXTRAORDINARY CITADEL

CHAMPIONS OF THE REALM

Giga Mimic

OVERVIEW

Nestled along the edges of the known multiverse lies a majestic world of knowledge, brimming with mysterious spells, magnificent mages, and wondrous wizards.

Within this realm is a singular planet-wide city - a monumental, ever-growing superstructure built of primal Rive magic. Gigantic internal gardens and open-air forests separate the bustling multi-leveled streets, and the packed storefronts sparkle with filtered sunlight from the glass rooftops high above. To outsiders, this marvel of architectural engineering could be construed as beautiful yet equally as dull. However, to a student and scholar of spellcraft, there is no better place to call paradise.

CREATURES OF THE REALM

This realm is populated primarily with humanoids, all raised as scholars of the arcane arts - taught to study, expand on, and categorize the millennia' worth of experiments and discoveries housed within the Citadel before eventually building enough renown to contribute with their own research.

Common creatures found in this realm include golems, undead, oozes, nothics, dragons, mimics, lichs, necromancers, and all manner of magical monstrosities and failed magical experiments.

As the citadel grows, so does its dark and forgotten underbelly, offering an ever-expanding territory these monstrous creatures use to traverse the world and hunt their victims. The most frequent danger to scholars in these forgotten libraries is the mimickin - mutated mimics given hulking humanoid form, much like the Giga Mimic itself. Obsessed with sweet gains and intimidating flexes, these problematic creatures can't help but seek violence wherever possible, eager to prove themselves strong enough to be crowned the next Giga Mimic champion.

DISASTROUS IMPACTS

The Extraordinary Citadel is an ever-expanding domain of magical discoveries and failed experiments, represented in physical form by the gigantic superstructure covering the majority of the world. A Rive to this dimension appears in a library, book store, or other facility of learning, transforming the location into a magnificent wrestling arena in which the Giga Mimic waits impatiently for new challengers.

As the Rives's influence grows, more of the citadel seeps into the world; colossal spires of marble burst forth

from the ground, linking to each other through networks of extensive corridors and packed-together buildings. These superstructures quickly consume settlements they pass over, entombing them to become part of the citadel itself and driving the population to either flee or become lost in the dizzying network of expanding architecture.

Here you can find examples of what might happen when a region has a Rive leading to The Extraordinary Citadel:

REGIONAL EFFECTS

- ◆ Magic becomes wild and unpredictable. Each time a creature casts a spell, roll **d20**, adding 1 for each level the spell was cast at.
- ◆ On an **(18)** or higher, that creature immediately generates a random spell of any level in addition to the spell being cast. This new spell picks targets at random and has a spell save equal to **(DC 14)** and an attack roll modifier of **+6**.
- ◆ Places of worship are slowly converted into wrestling arenas, complete with boxing rings and gym equipment. Priests become obsessed with increasing muscle mass, believing themselves to be best serving their gods through sweet gains instead of acts of charity or pious sermons. Regardless of their physical capabilities, religious individuals training within these places of worship rapidly increase their fitness level, attaining body-builder levels of strength in a matter of months.
- ◆ Monsters and beasts in the region become more intelligent, gaining the ability to speak and understand the common tongue and increase in physical strength.
- ◆ Towering spires begin appearing in areas of uninhabited wilderness. Over the next week, huge walls and towering academic structures also appeared between the spires, eventually connecting them to form one gargantuan superstructure enveloping the region.

LOCAL EFFECTS

- Within twenty miles of the Rive**
- ◆ Creatures dream only of muscle-bound individuals and wake feeling exhausted as if they had just completed a three-hour workout.
- Within ten miles of the Rive**
- ◆ Burrowing creatures, such as purple worms, become more frequent and territorial.
 - ◆ Structures are slowly eroded into golden dust over the course of one month.
- Within five miles of the Rive**
- ◆ Mimics appear far more frequently, often taking the form of muscle-bound statues in various flexing positions. The mimics appearing as statues aren't aggressive unless a creature touches them or comments something negative about the statue's looks, likeness, muscles, or position.
 - ◆ Creatures use their Strength modifier when casting spells, making Charisma ability checks, or determining their AC bonus. Their Strength score increases to 14 if it wasn't higher already.



4. THE REALM OF STORM AND SEA

CHAMPIONS OF THE REALM

The Sharkinator

OVERVIEW

Beyond the distant veil of the elemental planes lies an ancient domain of infinite ocean, its depths too deep to navigate, and its waters ever raging from miles-wide tropical storms. Vast ship cities sail atop the choppy waves, some a safe haven for drifting survivors, while others stalk the waters like hungry predators, their occupants bloodthirsty and violent.

Smaller vessels traverse this watery wasteland, from merchant traders to adventuring parties and sea monster hunters, all in a constant search for supplies.

Piracy also runs rampant throughout the realm. Captains rise and fall in cutthroat betrayals, mutinies, or assassinations, with another all too eager to take their place for a greater share of recent plunder.

This is a brutal realm brimming with untold treasures, mysterious locations, and unfathomable undersea creatures.

CREATURES OF THE REALM

What small spits of land exist above the waves are home to a spattering of harpies and the occasional settlement, populated by gnomes, sea elves, humans, and mechanical fish-folk, known as the Guprey. Bizarre fish-oil fueled constructs, the Gulprey spread across the ocean in shoals of tiny boats, some turning to piracy and preying on fishing ports. Others became nomadic travelers, merchants, and adventurers for hire, offering their services in exchange for fish oil to power their disjointed motors.

Across the realm, fields of coral offer refuge for hundreds of smaller aquatic species, from octopus and clownfish to seals and small sharks. Killer whales, krakens, aboleths, and blue dragons occupy the oceans' endless depths, lurking in submerged temples, sunken wrecks, and deep within the winding caverns of the UnderSea. During intense thunderstorms, water elementals also rise from the waves to sow chaos atop the decks of passing ships, kobold pirates eagerly following the destruction in the hopes of finding plunder for their draconic masters.

DISASTROUS IMPACTS

The Realm of Storm and Sea is a vast, lively ocean home to drifting sailors, colossal ships, immense sea creatures, and coral-covered flooded mountains.

When a dimensional gateway opens due to existing water sources like rivers or lakes, it floods the area with dark seawater within three days, unleashing tropical storms, towering waves, and fierce winds. This transformation beckons strange sea creatures and ships emerging from dense fog, seeking sustenance, trade, or refuge from their cursed realm.

Here you can find examples of what might happen when a region has a Rive leading to The Realm of Storm and Sea:

REGIONAL EFFECTS	LOCAL EFFECTS
<ul style="list-style-type: none">◆ Coral spreads across any submerged terrain, transforming the landscape into a colorful display of shimmering flora and accompanying aquatic life.◆ Creatures in the region rapidly mutate, sprouting strange fins and gills.◆ The weather in the region becomes clouded and prone to storms of wind and rain. Deserts might suddenly become victim to flash floods, while forested regions face widespread destruction due to extreme winds and tropical cyclones.◆ Shipwrecks appear throughout the region, bringing with them all manner of undersea creatures, such as merfolk and giant octopi, which are fiercely territorial and hostile to all other creatures.◆ Aggressive emotions in the region heighten, resulting in betrayals, backstabs, and political turmoil as individuals attempt wild power grabs.◆ Pirates and other unsavory characters are drawn to the region in search of treasure, plundering flooded settlements of any valuables or supplies and kidnapping members of the population to serve as crew on their ships.	<p>Within twenty miles of the Rive</p> <ul style="list-style-type: none">◆ The water is populated by gargantuan shoals of sharks and other predatory aquatic fauna. Krakens, hydras, aboleths, and other monstrous underwater creatures might appear in deep water and attack anyone who crosses their path.◆ The weather is turbulent and wildly unpredictable. Spells such as Druidcraft have no effect on predicting the weather due to its chaotic nature. Such spells fail upon being cast. <p>Within ten miles of the Rive</p> <ul style="list-style-type: none">◆ The realm's magic seeps into the landscape. Spells of 1st-level or higher that deal acid or cold damage are cast one spell-slot level higher than intended, regardless of whether the caster has a spell slot of that level available or not. Spells of 1st-level or higher that deal fire damage are cast one spell-slot lower than intended. A spell cast at 1st-level or a cantrip that deals fire damage, such as Fire bolt, automatically fails, though the spell slot isn't expended. <p>Within five miles of the Rive</p> <ul style="list-style-type: none">◆ Any fresh water source magically transforms into seawater.◆ Sentient creatures that can speak at least one language. Find themselves compelled to sing sea shanties at random intervals throughout the day.◆ If a creature doesn't know any sea shanties, it immediately suffers 2 points of psychic damage instead.



5. THE SHADOWED LANDS

CHAMPIONS OF THE REALM

The Executioner, The Sinner

OVERVIEW

Once a verdant and vibrant land of rolling hills and wondrous forests, the Shadowed Lands is now a region beset by shadow. Its inhabitants hide in their homes, paralyzed by fear and accosted by madness, as the dreary landscape continuously vomits forth new nightmares into the grim twilight. It is a realm infested with evil from all sides, with no adventurers, heroes or righteous blades to banish the creatures haunting the night. Shadows and darkness bathes the land in a bleak, silver twilight. Settlements here are lifeless husks of their former glory, their population dwindling due to monster attacks and rationed supplies. They are gloom-ridden silhouettes of crumbling structures, moss-gripped walls, and blood-soaked streets, where every movement is taken with care, lest the bearer draw the ire of those which lurk within the shadows.

CREATURES OF THE REALM

The Shadowed Realms are home to all manner of evil creatures and grim-faced humanoids, tainted by the shroud of misery and burdened with the ever-encroaching threat of soulless death. Notable creatures include doppelgangers, hags, cloak-ers, oozes, and foul abyssal demons.

Local friendly populations primarily consist of humans, elves, and ashen-skinned shadow tieflings, who live in small communities within the ruins of past settlements, as if trying to rekindle fragments of their former glory.

High atop the mountains, gigantic terror birds roam the skies, swooping down to pick off any creatures who stray too far from the makeshift towns, while hags and evil spellcasters lurk in the surrounding bogs and marshes, weaving sinister plots and feeding on the fear of mortals trapped in their lairs.

DISASTROUS IMPACTS

The Shadowed Lands is a dreary, mist-covered realm of dense forests, high mountain ranges, and deadly swamps, all home to many vicious predators and starving settlements.

When a Rive to this realm appears, it can only do so in a ruin, swamp, or bog, and poisons the area with a sickening, bleak radiance.

Here you can find examples of what might happen when a region has a Rive leading to The Shadowed Lands:

REGIONAL EFFECTS	LOCAL EFFECTS
<ul style="list-style-type: none">At night, dark fog encapsulates any forests, bogs, swamps or mountainous areas. The fog obscures a creature's vision and weakens magical effects. Creatures in the fog have Disadvantage on attack rolls, and spellcasters suffer a -1 penalty to their spell-save DC.During the day, dark clouds cover the sunlight, creating a dreary, overcast environment with an ever-present threat of thunderstorms that never come.Bats and ravens are drawn to settlements suffering misfortune, flocking to the hamlets in droves and terrorising the common-folk whenever they attempt to leave.Hags and spellcasters performing ritual magic unknowingly tap into the Rive's Primal Energy coating the region, bolstering their ritualistic spellcraft. If a spell is cast as a ritual in the region, that spell's duration is doubled.	<p>Within twenty miles of the Rive</p> <ul style="list-style-type: none">Unnatural and distorted echoes fill the air, causing whispers and distant cries to reverberate endlessly. This auditory disturbance can be disorienting and haunting for those within this proximity.Structures, such as buildings or landmarks, seem to shift slightly when unobserved, making navigation difficult and causing a sense of disorientation. <p>Within ten miles of the Rive</p> <ul style="list-style-type: none">Residents in this area are experiencing a gradual decline in mental stability, leading them into aggressive, violent beings.A Thick dense mist covers the whole area. It also carries a peculiar scent, reminiscent of decay or something long-forgotten, triggering discomfort and unease in those who breathe it in. <p>Within five miles of the Rive</p> <ul style="list-style-type: none">Shadows ebb and flicker as if reacting to their presence, and wildlife becomes increasingly scarce. Any wildlife encountered attacks or flees out of fear.Time seems to warp sporadically, causing brief lapses or loops where moments repeat or stretch unnaturally.



6. THE REALM OF CASCADING POLARITY

CHAMPIONS OF THE REALM

Magnetite Dragon

OVERVIEW

A realm of beauty and wonder, the lands of Cascading Polarity now lie in ruins. Its floating mountains, once a majestic sight across the sky, lie shattered, their debris strewn across the amber sky like burning embers. The wondrous reverse waterfalls, their flow altered by the realms magnetic gravitational strengths, weave upwards through the dark clouds before cascading back down as a perpetual torrent of rain.

This is a mystical realm of gravitational forces and magnetic manipulation, where creatures defy conventional physics, and dragons fight great wars for control of dwindling resources. The most powerful of these dragons are those infused with the power of polarity, otherwise known as Magnetites.

CREATURES OF THE REALM

Many draconic creatures inhabit the lands of Cascading Polarity, including kobolds, salamanders, dragon-kin, wyverns, and true dragons of all kinds. The rarest and most powerful of these dragons are the Magnetites, who rule over claimed territory in the fractured landscape with an iron fist.

The humanoid population consists primarily of lizard folk, dragonborn, and dracon-touched humans and elves. Gnomes and other smaller races were hunted to extinction by the dragons long ago, and the vast majority of the current population are either in servitude to the few remaining Magnetites, or in hiding from them.

DISASTROUS IMPACTS

The realm of Cascading Polarity is beset by powerful lightning storms and gravitational shifts. Floating remnants of once beautiful islands occasionally shatter in these storms, showering those below with fragments of crumbling, flaming debris.

It is a violent, unforgiving landscape dominated by the large and the powerful.

Here you can find examples of what might happen when a region has a Rive leading to The Realm of Cascading Polarity:

REGIONAL EFFECTS	LOCAL EFFECTS
<ul style="list-style-type: none">Compasses and other magnetic devices are affected by the sudden magnetic pull from the Rive and gently move to point in the portal's direction at all times.Gravitational shifts become a commonplace occurrence in the region. Creatures might suddenly be able to jump twice their normal height, while objects might suddenly become three times as heavy. Metal objects might become extremely magnetic for a brief period.Spells that would alter the law of physics (such as Reverse Gravity or the Fly spell) might stop working at random intervals, or completely flip their alignment. For example, a creature using the Fly spell to move upward instead moves down.The region is beset by powerful lightning storms. These storms appear completely at random and last around ten minutes at a time.Rivers change their flow and begin moving backwards, causing flash floods in high mountainous areas.	<p>Within twenty miles of the Rive</p> <ul style="list-style-type: none">Kobolds and other draconic creatures are extremely commonplace. These creatures cause wanton destruction wherever they go, often taking over nearby villages and fortifying them against intruders.Metal objects become magnetic (either North or South facing). Weapons might become stuck to armour, while gauntlets may get stuck when gripping door handles or other items. <p>Within ten miles of the Rive</p> <ul style="list-style-type: none">Rocks, stones and small debris often float a few feet above the ground and orbit larger objects.Water has a magnetic south polarity, causing it to move rapidly away from items of an opposite polarity. <p>Within five miles of the Rive</p> <ul style="list-style-type: none">Iron and other precious metals in the ground are magically drawn to the surface, destabilizing structural foundations, collapsing quarries, and uprooting trees.Creatures become covetous of any resources they deem valuable. This could be currency, valuable items, or even more arbitrary resources like spell slots or other uses of magic. Clerics in temples may be stingy and refuse to offer healing magic, whilst traders might be less likely to part with wares or information at low prices.



7. THE DREAMSCAPE

CHAMPIONS OF THE REALM

Dreamholder

OVERVIEW

When a creature dreams, they enter the Dreamscape. A realm-between-worlds, the Dreamscape is an endless sky of scintillating colours and glistening clouds, populated by a single winding railway, tethered to the clouds and drifting back and forth like a kite on a gentle breeze.

The realm is one of pure imagination, emotion, and thought; a place the minds of all creatures pass through as they dream. The landscape itself shifts to the whims of these dreams, manifesting into scene after scene like the ripples of an ocean - a visual representation of pure emotion.

The ethereal railway floats above this ever-changing mass of dreams, a massive train of pure thought screeching across its tracks. This gigantic train only stops to offload its passengers at one of the infinite number of floating station ruins peppering the landscape, and serves as the safest method of travel for any who traverse the Dreamscape. After all, this is a realm of wonder, amusement, imagination, and also danger - for if a creature manages to manifest their physical form in the Dreamscape or step off the train early, they risk drawing the attention of all manner of monstrous creatures lurking within the realm's mystifying clouds.

CREATURES OF THE REALM

Creatures of all shapes, sizes, and alignments appear in the Dreamscape. Some appear for mere moments before vanishing back to whatever realm they originated from, while others find themselves bound to the Dreamscape for extended periods of time, establishing themselves as predator or prey in their new, ever-changing environment. Aberrations of all types are commonplace, with even those beings considered rare and powerful in the material realm appearing with increased frequency. Changelings and wizards rub shoulders with colossal ethereal aboleths and roaming chuul, while gibbering mouthers drift aimlessly through the glimmering void, their tendrils grasping at anything that gets too close. Flocks of cloakers swim through the pearlescent skies like birds, passing by roaming on the grounds below.

DISASTROUS IMPACTS

A Rive leading to the Dreamscape appears in areas of concentrated imagination, such as schools, play areas, or theatres. When a Rive to the Dreamscape opens, it floods the surrounding area with warping magic, pulling apart reality at the seams and decimating the local landscape.

Here you can find examples of what might happen when a region has a Rive leading to The Dreamscape:

REGIONAL EFFECTS	LOCAL EFFECTS
<ul style="list-style-type: none">◆ Nightmares manifest physical forms, terrorizing local settlements and feasting on their fear.◆ Drawings made by particularly imaginative individuals spring from their pages and come to life, governed by their own rules on reality.◆ The sky constantly changes colour depending on the most prominent emotion being felt by the region's populace at the time. For example, if fear grips the populace, the sky might appear as a dull grey, or dismal green. If the population appears happy or excited, the sky takes on a clear blue or hues of yellow.◆ The longer the Rive remains open, the less logic is applied to the region's transformations. For example, lanterns begin lighting themselves without candles, bows become able to be fired without ammunition, and waterskins contain an infinite amount of mayonnaise, which explodes into marshmallow fluff when poured on the ground. The closer a location is to the Rive, the more outlandish the events that transpire.◆ Those that sleep are far more likely to awake in the Dreamscape for a limited time. While in the Dreamscape, such individuals can only escape the realm by climbing aboard the ethereal railway, or being woken by a creature in their own world.	<p>Within twenty miles of the Rive</p> <ul style="list-style-type: none">◆ Creatures feel perpetually tired, regardless of how much sleep they obtain. This drowsiness brings industry to a standstill, transforming entire towns into sleep deprived communes over a matter of weeks.◆ The land changes its environment each day, becoming a harsh winter wonderland one day, and a sun-scorched desert the next. Structures, flora, and fauna in the region transform to match the new environment with no ill effects. <p>Within ten miles of the Rive</p> <ul style="list-style-type: none">◆ When a creature sleeps, they automatically enter the Dreamscape, and must rest for twelve hours to gain the benefits of a long rest, instead of eight.◆ Dreamlike events become far more frequent. For example, weather and water becomes wildly chaotic and steeped in magic.◆ Raindrops suddenly become shards of falling glass, while inanimate objects briefly gain sentience and work normal 9-5 jobs. <i>Unarmed strikes</i> never move fast enough to inflict damage, and damage taken from falling is nullified provided the creature lands on its feet. <p>Within five miles of the Rive</p> <ul style="list-style-type: none">◆ Structures and nonmagical objects spontaneously change materials depending on the emotions of their owners or due to the presence of stalking nightmares or friendly dreams. Longswords may suddenly transform into streaks of water, buildings might become made entirely out of frozen custard for a brief time, or armour could become too hot to touch and be both doffed and donned simultaneously.



8. THE UNTOUCHED PARADISE

CHAMPIONS OF THE REALM

Cale, Elmrir, Arachiko

OVERVIEW

The Untouched Paradise is an infinite realmspace of vibrant, beautiful greenery - a tropical wonder filled with beautiful scenery to explore and creatures to see, and dominated by mother nature and devoid of large-scale civilization. However, beneath the realm's verdant exterior lies a hidden evil, which rears its head as night falls. During the day, birds sing and friendly critters of all shapes and sizes scamper through the jungle flora, living a life of peace and prosperity. As darkness grips the realm, sinister predators emerge from their underground lairs in search of prey, their monstrous forms a chilling sight for would-be adventurers. Arachnids emerge from the shadows and dominate the landscape in their thousands, laying claim to treetops, caverns, and all in-between - transforming them into a perfect, brutal hunting ground.

CREATURES OF THE REALM

The Untouched Paradise is a vibrant world of multicultural flora and fauna, which follows a careful balance of life, death, and rebirth of flora. The darkest parts of these tropical jungles are bound in wispy silken threads from thousands of its arachnid inhabitants, while the brighter clearings are home to herbivorous creatures of all kinds, including dinosaurs, birds, apes, deer, and even elephants.

The primary sentient population of this realm are the centaur-legged, doll-like Arachne - semi-humanoid beings who live in careful harmony with the realm's denizens, acting as protective guardians of the lost, vulnerable, and forgotten.

In addition, trolls, ettercaps, giant spiders, giant crocodiles, poisonous snakes, swarms of quippers, and spiders are all commonplace encounters, with most creatures actively avoiding conflict unless hunting or threatened. The exceptions to this are the mountain-dwelling green dragons, roaming swarms of fire-breathing giant spiders, and night-stalking predators like wolves, giant wolf spiders, and cloakers, which attack and consume almost any creature in sight.

DISASTROUS IMPACTS

The Untouched Paradise is a lush, verdant realm of untamed wilderness, as beautiful as it is deadly to both travelers and locals alike.

When a Rive leading to this realm opens, spiders rapidly infest the local area, covering everything in strands of thick webbing and finding holes, caves, and underground cellars to establish new hunting grounds. If left unchecked, this infestation continues to spread at an exceptional pace, quickly overcoming local fauna and upturning the ecosystem as various spider species rise to the top of the food chain.

Here you can find examples of what might happen when a region has a Rive leading to The Untouched Paradise:

REGIONAL EFFECTS	LOCAL EFFECTS
<ul style="list-style-type: none">◆ Spiders of all shapes and sizes are drawn to the region in droves. Cities that have never struggled with spiders before find themselves inundated with them, while small outlying villages may wake to find their homes covered entirely in freshly-woven silk.◆ Tropical and deciduous flora grows from every piece of ground imaginable. If chopped back, the vegetation regrows at a rapid pace, returning to full maturity after a week. Lizards and poisonous snakes find home in the newly grown greenery, becoming nuisances for the common folk.◆ The temperature in the region magically increases to match the climate beyond the Rive, raising or lowering slowly over the course of a month until it is synchronized. Rainfall becomes more frequent, causing flash floods in particularly flat or dry locations.◆ Fields of Fungus spread across the landscape, reanimating corpses of the recently deceased with a deadly fungus that can infect others via open wounds.◆ Farmland becomes increasingly more difficult to maintain. Fields become overgrown, while livestock become prey for larger arachnids at night, forcing owners to keep them enclosed in barns and guarded at all times.◆ Nature encroaches on cities and towns as an unstoppable force. Cities find themselves overrun with problematic tropical pests, such as monkeys, snakes, and even birds.	<p>Within twenty miles of the Rive</p> <ul style="list-style-type: none">◆ Creatures become prone to bouts of itching, preventing them from getting a good night's sleep outside unless near an open fire.◆ The landscape becomes Difficult Terrain as knotted vines cascade across every surface, choking out indigenous plant life. <p>Within ten miles of the Rive</p> <ul style="list-style-type: none">◆ Creatures in this area (like mice, squirrels and spiders) becomes magically enlarged, as per the Enlarge and Reduce spell.◆ Forests become gigantic hunting grounds, and are covered from top to bottom in dense webbing, trapping all manner of creatures within. These forests are often silent, sans for the creak of the trees moving in the wind, creating an unnerving tension for all who must pass through them. <p>Within five miles of the Rive</p> <ul style="list-style-type: none">◆ Creatures sleeping within five miles of the Rive dream of The Untouched Paradise, and feel a sense of loss and longing on waking, driving them to find and enter the rive, losing themselves to the realm's deceptive beauty and peace.◆ Water sources taste acrid and bitter, as if poisoned, and though drinking from a source still hydrates creatures, they find themselves unable to be sated by it.



“THE PRIMORDIAL OF RIVES”
A’NEXODUS

CR
9

CR
14

CR
20

Imprisoned in an ancient void for eons, A’Nexodus is a dragon lost to the history of time. Slowly regaining power, he seeks revenge. Now, he roams through the fabrics of space and time, leaving behind rives: distortions that rupture reality’s boundaries. By instinct or desire, these rives beckon powerful monsters to traverse the borders between universes.

He wields melee attacks that slip through unseen portals, preferring distance to unleash powerful blows, and utilizes primal energy to bend reality with radiant beams. Encroach upon him, and his primordial heart surges, conjuring rives that transport foes to unforeseen realms. This showdown with the primordial force promises an enthralling encounter that leaves all exhilarated by its sheer grandeur.

A'NEXODUS'S ORIGIN

Beyond the confines of time and reality, a magnificent being known as A'Nexodus, the Rive Dragon, soared unhindered. His body, composed entirely of rock-like scales, exuded an enigmatic strength, while a massive crevice resembling a river glowed with pulsating purple light in his chest.

A'Nexodus' wings sliced through the cosmic fabric as he flew, and his journey led him to countless realms, each filled with wonder and beauty. Yet, he couldn't shake the feeling of being watched. Then, in a realm of ash and fog, disaster struck. Nailed to the ground by harpoons, A'Nexodus writhed in pain as he fought to break free. His attackers, members of the mysterious Order of the Primordial Sentinels, sought to end his threat.

As waves of harpoons rained down upon him, A'Nexodus defended himself with fury and confusion in his heart. Amidst the battle, his chest's power surged, opening a portal to escape. Injured and fatigued, he dove into it, leaving behind a world of ash and fog for one of golden sands and bright skies.

But his respite was short-lived. An enormous airship, armed with harpoons and enveloped in perpetual lightning, pursued him relentlessly. Weakened and unable to escape, A'Nexodus faced the inevitable onslaught.

Eons passed, and A'Nexodus, once the embodiment of freedom, found himself a prisoner. Chains of mystic energy ensnared him deep within the heart of a still place devoid of life. His thunderous roars had been silenced.

Over time, the Sentinels found themselves split in internal strife. There were those with noble intent—the traditionalists, and then there were those who had lost their way—the seekers. Their purpose had been corrupted by greed and ambition. Instead of protectors, they had become oppressors, exploiting A'Nexodus's Primal power for entertainment and egotistical goals. They reveled in their opulence while thriving at the expense of the Rive Dragon's suffering.

A'Nexodus's resentment festered, and he loathed the beings who had imprisoned him. He vowed vengeance, plotting his escape and the retribution that would follow. Slowly, he bided his time, regaining his might in secret. A'Nexodus knew that freedom was his ultimate goal, and he would stop at nothing to reclaim it.

PERSONALITY TRAITS

- ◆ **Prideful.** A'Nexodus carries himself with an unmistakable air of superiority, which is well-earned considering his eons-long existence and immense power. He's accustomed to being at the top of the natural order and doesn't hesitate to assert his dominance when challenged.
- ◆ **Adventurous.** Beneath his stoic exterior, A'Nexodus is a curious adventurer, always eager to explore new realms and relish the freedom of flight. He finds excitement in discovering the uncharted, refusing to give up his freedom at any cost.
- ◆ **Mysterious Stoic.** Despite his undeniable presence, A'Nexodus is a reserved and enigmatic figure. He guards his thoughts and emotions closely, making it challenging to know him truly. His solitude and inherent privacy add layers of mystery to his persona.

A'NEXODUS'S DM TIPS

Here are some helpful tips and tricks for mastering the role of A'Nexodus.

NARRATIVE

SYMBOLIC ARTIFACTS:

Scatter artifacts or relics related to A'Nexodus's past across the campaign. These could be items used in his imprisonment, remnants of his battles, or symbols of his freedom. Each artifact could provide insights into his personality, motives, or weaknesses. For instance, a fragment of the harpoon that initially wounded him might reveal vulnerabilities in his scales.

EGO-DRIVEN INTERACTION:

A'Nexodus's pride is a central aspect. Consider encounters where players can engage his ego strategically. Appealing to his sense of superiority might momentarily distract him or open up opportunities for negotiation.

UNSTABLE CORE:

Reflect the A'Nexodus unstable Primal energy containment through the environment.

Describe visual cues, such as cracks forming on the ground or surges of raw energy pulsating from A'Nexodus

GRAVITY-DEFYING ENCOUNTER:

A'Nexodus has affinity for flight and anti-gravitation. Consider a climactic battle high in the skies. Granting the combatants' unprecedented freedom of movement. This enchantment enables the players to navigate in any direction they desire—vertically, horizontally, and every axis in between. The environment could constantly shift, with the players having to navigate between platforms and dodging attacks. The battleground's dynamic nature could create a visually stunning and adrenaline-pumping encounter.

COMBAT

- ◆ A'Nexodus is the master of space and dimension. During combat it creates portals to enhance its offensive capabilities, but these portals are a two-way street. Players will be able to use these portals as a new movement option.
- ◆ With strategic portal placement, you can consistently force players to move and rearrange their party formation.
- ◆ When facing A'Nexodus in his Primal Form, the players can use the **Primal Boons** they've earned throughout the campaign. These Primal Boons will help end the final battle in style!
- ◆ If you wish to expand on the planes of the Lair Action, you are free to add the following options.
 - ↳ **The Ethereal Plane** Creatures become ethereal, able to move through objects and creatures as if they were insubstantial.
 - ↳ **Negative Energy Plane** Creatures are plagued by despair, -2 penalty to all saving throws.
 - ↳ **Positive Energy Plane** Creatures gain temporary hit points equal to their maximum hit points, but they are vulnerable to radiant damage.

A'NEXODUS'S HABITS OF MIND

STANDARD

MONSTER TURN



START OF TURN

- ◆ If the Breath Attack is uncharged
 - ↳ **Recharge:** Breath Attack (5-6)
- ◆ Create or move a Portal within 60 ft.
 - ↳ **Bonus Action:** Portal Weaver



TARGET PRIORITIES

1. Nearest enemy
2. Enemy who poses the highest threat
3. Last enemy that has attacked A'Nexodus



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If the Target Priority is within range and Breath Attack is charged
 - ↳ **Actions:** Breath Attack
- ◆ Else:
 - ↳ **Actions:** Multiattack

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If a ranged attack successfully lands against A'Nexodus
 - ↳ **Reactions:** Warp Sentry (1/round)



END OF TURN

- ◆ If there is a enemy within 10 ft. of a Portal
 - ↳ **Legendary Actions:** Warp Strike
- ◆ If there are >2 enemies within 10 ft.
 - ↳ **Legendary Actions:** Warp
 - ↳ **Legendary Actions:** Wing Attack
- ◆ Enter **Primal form**
 - ↳ If A'Nexodus's hit points are 0
 - ↳ If A'Nexodus's Movement Speed is brought to 0 for two consecutive turns
 - ↳ If A'Nexodus has been badly humiliated

PRIMAL

MONSTER TURN



START OF TURN

- ◆ If the Breath Attack is uncharged
 - ↳ **Recharge:** Breath Attack (5-6)
- ◆ Create or move a Portal within 60 ft.
 - ↳ **Bonus Action:** Portal Weaver



TARGET PRIORITIES

1. Nearest enemy
2. Enemy who poses the highest threat
3. Last enemy that has attacked A'Nexodus



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions+:** Multiattack+ (Rive Cleave)
 - ↳ **Actions:** Multiattack
- ◆ If Breath Attack is charged
 - ↳ **Actions:** Breath Attack

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If an attack successfully lands against A'Nexodus
 - ↳ **Reactions+:** Energy Overload (1/round)
- ◆ If A'Nexodus fails a saving throw
 - ↳ **Reactions+:** Legendary Resistance (3/day)



END OF TURN

- ◆ If there are >1 enemies within a 15 feet wide straight line
 - ↳ **Legendary Actions+:** Destruction Burst
- ◆ Else;
 - ↳ **Legendary Actions:** Warp
 - ↳ **Legendary Actions:** Wing Attack



INITIATIVE COUNT 20

- ◆ If the Lair Actions: Plane Shift is active
 - ↳ Transport to a different Plane (DM Tips)



A'NEXODUS THE PRIMORDIAL OF RIVES

Gargantuan monstrosity,
Unaligned

Armor Class 16 (natural armor)
Hit Points 100 (16d10 + 12)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	18 (+4)	12 (+1)	20 (+5)

- ◆ **Saving Throws** Dex +6, Con +11, Wis +6, Cha +10
- ◆ **Skills** Perception +11
- ◆ **Damage Immunities** Acid
- ◆ **Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21
- ◆ **Languages** Common, Draconic, Primordial
- ◆ **Challenge** 9 (5,000 XP)
- ◆ **Proficiency Bonus** +4

TRAITS

Telepathy. A'Nexodus can telepathically speak to any creature it sees within **100 feet**. It doesn't need to share a language with the creature, but the creature must be able to understand at least one language.

Portal Weaver. At the start of each of A'Nexodus's turns, It can **create or move** a **Portal** within **120 feet** as a Bonus Action. Anything passing through one end of the portal instantly emerges from the other end. The portal can accommodate creatures and objects up to size Huge. There can be a maximum of three Portals on the battlefield at any given time. Should A'Nexodus attempt to create or move a Portal beyond this limit, its oldest portal dissipates into the aether, closing its connection between dimensions.

Gravity-Defying. A'Nexodus can effortlessly levitate in mid-air, bypassing obstacles and **Difficult Terrain**. In mid-air, you have **Advantage** on Dexterity (Acrobatics) checks and saving throws, enabling extraordinary aerial maneuvers.

ACTIONS

Multiattack. A'Nexodus makes two **Claw** attacks and one **Tail** attack.

Claw. *Melee weapon attack:* **+10** to hit, reach 10 ft., one target. *Hit:* 10 **(2d6 + 6) slashing damage**.

Tail. *Melee weapon attack:* **+10** to hit, reach 15 ft., one target. *Hit:* 10 **(2d6 + 6) bludgeoning damage**.

Breath Attack (Recharge 5-6). A'Nexodus exhales a powerful breath attack in a **30-foot cone**. Each creature in the area must make a **DC 15 Dexterity** saving throw. On a failed save, a creature takes 22 **(4d10) force damage** and is forcefully pushed 20 feet away from A'Nexodus. On a successful save, a creature takes half damage and remains in its current position.

REACTIONS

Warp Sentry. A'Nexodus has an innate mastery over Portals allowing it to manipulate incoming projectiles.

When a ranged attack successfully lands against A'Nexodus, it can absorb the projectile, reducing the damage taken by **2d10 + 10** (to a minimum of 0). As part of the same reaction, A'Nexodus can use the absorbed projectile to make a ranged attack roll originating from any of its active **Portals**. The attack has **20/60** feet range, is made with a **+10** bonus and deals damage equal to that of the original attack.

LEGENDARY ACTIONS

A'Nexodus 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. A'Nexodus regains spent Legendary Actions at the start of its turn.

Warp Strike. **<1>** A'Nexodus utilizes the power of Portals to execute **Claw** attack or **Tail** strike against a creature within **15 feet** of the **Portal**.

Warp. **<2>** A'Nexodus possesses the extraordinary ability to teleport to any **Portal** it has created at will, regardless of its orientation or location.

Wing Attack. **<3>** A'Nexodus beats its wings. Each creature within **10 feet** of A'Nexodus must succeed on a **DC 15 Dexterity** saving throw or take 15 **(2d8 + 6) bludgeoning damage** and be knocked **prone**. A'Nexodus can then use its flying speed to reposition itself up to 30 feet in any direction.

ACTIONS+

Multiattack+. A'Nexodus makes two **Rive Cleave** attacks.

Rive Cleave. *Melee Weapon Attack:* **+10** to hit, reach 15 ft., one target. *Hit:* 10 **(2d6 + 6) slashing damage**. A'Nexodus's slashes tear reality and are empowered, immediately follow with one of these options;

- ◆ **Astral Plane.** It disrupts the target's connection to gravity with Astral power. The target must make a **DC 15 Strength** saving throw or experience a sudden gravitational shift, **propelling** it up to **30 feet** in a direction of its choice. Collisions deal 7 **(2d6) bludgeoning damage** for every 10 feet traveled. On a successful saving throw, the target resists the force, takes no damage, and remains in place.
- ◆ **Elemental Plane.** Elemental forces surge forth, causing an additional 7 **(2d6) damage** of a type corresponding to the Elemental Plane you drew power from: **Fire, Ice, Thunder, Earth, or Air**.
- ◆ **Plane of Shadow.** A'Nexodus envelops its target in an impenetrable shroud of darkness. The target must succeed on a **DC 15 Constitution** saving throw or become **blinded**.

REACTIONS+

Energy Overload. When an attack successfully lands against A'Nexodus, it can absorb the impact, reducing the damage taken by **2d10 + 10** (to a minimum of 0), and charging itself with volatile power. As part of this reaction, A'Nexodus can unleash this pent-up energy, creating a fiery explosion. The attacker must succeed on a **DC 15 Dexterity** saving throw or take 14 **(3d8) radiant damage**.

LEGENDARY ACTIONS+

Destruction Burst. **<3>** A'Nexodus channels its inner power, emitting a focused beam of primal energy in a **200-foot line** that is **15 feet wide**. Each creature in the area must make a **DC 15 Dexterity** saving throw or take 9 **(2d8) force damage** plus 9 **(2d8) radiant damage** and is **pushed 20 feet** away from A'Nexodus. On a successful save, the creature takes half damage and remains in place.

PRIMAL FORM

When A'Nexodus activates its Primal form, its current hit point total resets to **200** hit points, and it clears any and all status effects. Additionally, A'Nexodus can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. A'Nexodus will immediately activate its **"Primal Form"**.

- ◆ If A'Nexodus's Movement Speed is brought to **0** for three consecutive turns.
- ◆ If A'Nexodus has been badly humiliated.
- ◆ When badly injured. Hit points are brought to **0**.

"Within A'Nexodus's chest, the primordial energy churns, its heartbeat syncing with volatile power that intensifies with each pulse. With a mighty surge, the pent-up energy erupts from A'Nexodus's chest—an explosive burst that shreds reality, The shockwave fractures existence itself, causing an enormous rive to rend open violently.

Amidst the ensuing chaos, A'Nexodus stands again, its scales aglow with an ethereal radiance, compressed with pent-up energy, ready to unleash the primal energy once more."

SPECIAL TRAITS+

Legendary Resistance (3/Day). If A'Nexodus fails a saving throw, it can choose to succeed instead.

Primal Powers. Every creature within 120 feet of A'Nexodus can use their **Primal Boons**. If the creature uses this ability, it must make a **DC 8 Wisdom** saving throw at the end of this turn or gain **1d3** levels of **Exhaustion**.

LAIR ACTIONS

A **120-foot** wide tear in reality opens up in the sky. On initiative count 20 (losing initiative ties), A'Nexodus takes a Lair Action to cause one of the following effects.

- Plane Shift.** Every creature under the tear is experiencing reality as if they are on a different plane. *(Additional effect examples can be found on the DM Tips page).*
- ◆ **The Astral Plane.** Creatures are slowed, halving their Movement Speed
 - ◆ **Elemental Plane.** Creatures take 14 **(4d6) damage** of a type corresponding to the Elemental Plane at the start of their turn.
 - ◆ **Plane of Shadow.** The area darkens, causing the creatures to be **blinded**.



A'NEXODUS THE PRIMORDIAL OF RIVES

Gargantuan monstrosity,
Unaligned

Armor Class 17 (natural armor)
Hit Points 140 (18d12 + 23)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	18 (+4)	12 (+1)	20 (+5)

- ◆ **Saving Throws** Dex +6, Con +11, Wis +6, Cha +10
- ◆ **Skills** Perception +11
- ◆ **Damage Immunities** Acid
- ◆ **Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21
- ◆ **Languages** Common, Draconic, Primordial
- ◆ **Challenge** 14 (11,500 XP)
- ◆ **Proficiency Bonus** +5

TRAITS

Telepathy. A'Nexodus can telepathically speak to any creature it sees within **100 feet**. It doesn't need to share a language with the creature, but the creature must be able to understand at least one language.

Portal Weaver. At the start of each of A'Nexodus's turns, It can **create or move** a **Portal** within **120 feet** as a Bonus Action. Anything passing through one end of the portal instantly emerges from the other end. The portal can accommodate creatures and objects up to size Huge. There can be a maximum of three Portals on the battlefield at any given time. Should A'Nexodus attempt to create or move a Portal beyond this limit, its oldest portal dissipates into the aether, closing its connection between dimensions.

Gravity-Defying. A'Nexodus can effortlessly levitate in mid-air, bypassing obstacles and **Difficult Terrain**. In mid-air, you have **Advantage** on Dexterity (Acrobatics) checks and saving throws, enabling extraordinary aerial maneuvers.

ACTIONS

Multiattack. A'Nexodus makes two **Claw** attacks and one **Tail** attack.

Claw. *Melee weapon attack:* **+12** to hit, reach 10 ft., one target. *Hit:* 16 **(2d8 + 7) slashing damage**.

Tail. *Melee weapon attack:* **+12** to hit, reach 15 ft., one target. *Hit:* 16 **(2d8 + 7) bludgeoning damage**.

Breath Attack (Recharge 5-6). A'Nexodus exhales a powerful breath attack in a **30-foot cone**. Each creature in the area must make a **DC 17 Dexterity** saving throw. On a failed save, a creature takes 32 **(7d8) force damage** and is forcefully pushed 20 feet away from A'Nexodus. On a successful save, a creature takes half damage and remains in its current position.

REACTIONS

Warp Sentry. A'Nexodus has an innate mastery over Portals allowing it to manipulate incoming projectiles.

When a ranged attack successfully lands against A'Nexodus, it can absorb the projectile, reducing the damage taken by **2d10 + 20** (to a minimum of 0). As part of the same reaction, A'Nexodus can use the absorbed projectile to make a ranged attack roll originating from any of its active **Portals**. The attack has **20/60** feet range, is made with a **+12** bonus and deals damage equal to that of the original attack.

LEGENDARY ACTIONS

A'Nexodus 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. A'Nexodus regains spent Legendary Actions at the start of its turn.

Warp Strike. **<1>** A'Nexodus utilizes the power of Portals to execute **Claw** attack or **Tail** strike against a creature within **15 feet** of the **Portal**.

Warp. **<2>** A'Nexodus possesses the extraordinary ability to teleport to any **Portal** it has created at will, regardless of its orientation or location.

Wing Attack. **<3>** A'Nexodus beats its wings. Each creature within **10 feet** of A'Nexodus must succeed on a **DC 17 Dexterity** saving throw or take 21 **(3d8 + 7) bludgeoning damage** and be knocked **prone**. A'Nexodus can then use its flying speed to reposition itself up to 30 feet in any direction.

ACTIONS+

Multiattack+. A'Nexodus makes two **Rive Cleave** attacks.

Rive Cleave. *Melee Weapon Attack:* **+12** to hit, reach 15 ft., one target. *Hit:* 16 **(2d8 + 7) slashing damage**. A'Nexodus's slashes tear reality and are empowered, immediately follow with one of these options;

- ◆ **Astral Plane.** It disrupts the target's connection to gravity with Astral power. The target must make a **DC 17 Strength** saving throw or experience a sudden gravitational shift, **propelling** it up to **30 feet** in a direction of its choice. Collisions deal 7 **(2d6) bludgeoning damage** for every 10 feet traveled. On a successful saving throw, the target resists the force, takes no damage, and remains in place.
- ◆ **Elemental Plane.** Elemental forces surge forth, causing an additional 14 **(4d6) damage** of a type corresponding to the Elemental Plane you drew power from: **Fire, Ice, Thunder, Earth, or Air**.
- ◆ **Plane of Shadow.** A'Nexodus envelops its target in an impenetrable shroud of darkness. The target must succeed on a **DC 17 Constitution** saving throw or become **blinded**.

REACTIONS+

Energy Overload. When an attack successfully lands against A'Nexodus, it can absorb the impact, reducing the damage taken by **2d10 + 20** (to a minimum of 0), and charging itself with volatile power. As part of this reaction, A'Nexodus can unleash this pent-up energy, creating a fiery explosion. The attacker must succeed on a **DC 17 Dexterity** saving throw or take 18 **(4d8) radiant damage**.

LEGENDARY ACTIONS+

Destruction Burst. **<3>** A'Nexodus channels its inner power, emitting a focused beam of primal energy in a **200-foot line** that is **15 feet wide**. Each creature in the area must make a **DC 17 Dexterity** saving throw or take 14 **(3d8) force damage** plus 14 **(3d8) radiant damage** and is **pushed 20 feet** away from A'Nexodus. On a successful save, the creature takes half damage and remains in place.

PRIMAL FORM

When A'Nexodus activates its Primal form, its current hit point total resets to **275** hit points, and it clears any and all status effects. Additionally, A'Nexodus can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. A'Nexodus will immediately activate its **"Primal Form"**.

- ◆ If A'Nexodus's Movement Speed is brought to **0** for three consecutive turns.
- ◆ If A'Nexodus has been badly humiliated.
- ◆ When badly injured. Hit points are brought to **0**.

"Within A'Nexodus's chest, the primordial energy churns, its heartbeat syncing with volatile power that intensifies with each pulse. With a mighty surge, the pent-up energy erupts from A'Nexodus's chest—an explosive burst that shreds reality, The shockwave fractures existence itself, causing an enormous rive to rend open violently.

Amidst the ensuing chaos, A'Nexodus stands again, its scales aglow with an ethereal radiance, compressed with pent-up energy, ready to unleash the primal energy once more."

SPECIAL TRAITS+

Legendary Resistance (3/Day). If A'Nexodus fails a saving throw, it can choose to succeed instead.

Primal Powers. Every creature within 120 feet of A'Nexodus can use their **Primal Boons**. If the creature uses this ability, it must make a **DC 9 Wisdom** saving throw at the end of this turn or gain **1d3** levels of **Exhaustion**.

LAIR ACTIONS

A **120-foot** wide tear in reality opens up in the sky. On initiative count 20 (losing initiative ties), A'Nexodus takes a Lair Action to cause one of the following effects.

Plane Shift. Every creature under the tear is experiencing reality as if they are on a different plane. *(Additional effect examples can be found on the DM Tips page).*

- ◆ **The Astral Plane.** Creatures are slowed, halving their Movement Speed
- ◆ **Elemental Plane.** Creatures take 18 **(5d6) damage** of a type corresponding to the Elemental Plane at the start of their turn.
- ◆ **Plane of Shadow.** The area darkens, causing the creatures to be **blinded**.



A'NEXODUS THE PRIMORDIAL OF RIVES

Gargantuan monstrosity,
Unaligned

Armor Class 19 (natural armor)
Hit Points 200 (19d12 + 77)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	22 (+6)	18 (+4)	12 (+1)	20 (+5)

- ◆ **Saving Throws** Dex +7, Con +12, Wis +7, Cha +11
- ◆ **Skills** Perception +11
- ◆ **Damage Immunities** Acid
- ◆ **Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21
- ◆ **Languages** Common, Draconic, Primordial
- ◆ **Challenge** 14 (11,500 XP)
- ◆ **Proficiency Bonus** +6

TRAITS

Telepathy. A'Nexodus can telepathically speak to any creature it sees within **100 feet**. It doesn't need to share a language with the creature, but the creature must be able to understand at least one language.

Portal Weaver. At the start of each of A'Nexodus's turns, It can **create or move** a **Portal** within **120 feet** as a Bonus Action. Anything passing through one end of the portal instantly emerges from the other end. The portal can accommodate creatures and objects up to size Huge. There can be a maximum of three Portals on the battlefield at any given time. Should A'Nexodus attempt to create or move a Portal beyond this limit, its oldest portal dissipates into the aether, closing its connection between dimensions.

Gravity-Defying. A'Nexodus can effortlessly levitate in mid-air, bypassing obstacles and **Difficult Terrain**. In mid-air, you have **Advantage** on Dexterity (Acrobatics) checks and saving throws, enabling extraordinary aerial maneuvers.

ACTIONS

Multiattack. A'Nexodus makes two **Claw** attacks and one **Tail** attack.

Claw. *Melee weapon attack:* **+15** to hit, reach 10 ft., one target. *Hit:* 23 (**3d8 + 9**) **slashing damage**.

Tail. *Melee weapon attack:* **+15** to hit, reach 15 ft., one target. *Hit:* 23 (**3d8 + 9**) **bludgeoning damage**.

Breath Attack (Recharge 5-6). A'Nexodus exhales a powerful breath attack in a **30-foot cone**. Each creature in the area must make a **DC 20 Dexterity** saving throw. On a failed save, a creature takes 45 (**10d8**) **force damage** and is forcefully pushed 20 feet away from A'Nexodus. On a successful save, a creature takes half damage and remains in its current position.

REACTIONS

Warp Sentry. A'Nexodus has an innate mastery over Portals allowing it to manipulate incoming projectiles.

When a ranged attack successfully lands against A'Nexodus, it can absorb the projectile, reducing the damage taken by **2d10 + 30** (to a minimum of 0). As part of the same reaction, A'Nexodus can use the absorbed projectile to make a ranged attack roll originating from any of its active **Portals**. The attack has **20/60** feet range, is made with a **+15** bonus and deals damage equal to that of the original attack.

LEGENDARY ACTIONS

A'Nexodus 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. A'Nexodus regains spent Legendary Actions at the start of its turn.

Warp Strike. **<1>** A'Nexodus utilizes the power of Portals to execute **Claw** attack or **Tail** strike against a creature within **15 feet** of the **Portal**.

Warp. **<2>** A'Nexodus possesses the extraordinary ability to teleport to any **Portal** it has created at will, regardless of its orientation or location.

Wing Attack. **<3>** A'Nexodus beats its wings. Each creature within **10 feet** of A'Nexodus must succeed on a **DC 20 Dexterity** saving throw or take 27 (**4d8 + 9**) **bludgeoning damage** and be knocked **prone**. A'Nexodus can then use its flying speed to reposition itself up to 30 feet in any direction.

ACTIONS+

Multiattack+. A'Nexodus makes two **Rive Cleave** attacks.

Rive Cleave. *Melee Weapon Attack:* **+15** to hit, reach 15 ft., one target. *Hit:* 23 (**3d8 + 9**) **slashing damage**. A'Nexodus's slashes tear reality and are empowered, immediately follow with one of these options;

- ◆ **Astral Plane.** It disrupts the target's connection to gravity with Astral power. The target must make a **DC 20 Strength** saving throw or experience a sudden gravitational shift, **propelling** it up to **30 feet** in a direction of its choice. Collisions deal 11 (**3d6**) **bludgeoning damage** for every 10 feet traveled. On a successful saving throw, the target resists the force, takes no damage, and remains in place.
- ◆ **Elemental Plane.** Elemental forces surge forth, causing an additional 27 (**6d6**) **damage** of a type corresponding to the Elemental Plane you drew power from: **Fire, Ice, Thunder, Earth, or Air**.
- ◆ **Plane of Shadow.** A'Nexodus envelops its target in an impenetrable shroud of darkness. The target must succeed on a **DC 20 Constitution** saving throw or become **blinded**.

REACTIONS+

Energy Overload. When an attack successfully lands against A'Nexodus, it can absorb the impact, reducing the damage taken by **2d10 + 30** (to a minimum of 0), and charging itself with volatile power. As part of this reaction, A'Nexodus can unleash this pent-up energy, creating a fiery explosion. The attacker must succeed on a **DC 20 Dexterity** saving throw or take 27 (**6d8**) **radiant damage**.

LEGENDARY ACTIONS+

Destruction Burst. **<3>** A'Nexodus channels its inner power, emitting a focused beam of primal energy in a **200-foot line** that is **15 feet wide**. Each creature in the area must make a **DC 20 Dexterity** saving throw or take 18 (**4d8**) **force damage** plus 18 (**4d8**) **radiant damage** and is **pushed 20 feet** away from A'Nexodus. On a successful save, the creature takes half damage and remains in place.

PRIMAL FORM

When A'Nexodus activates its Primal form, its current hit point total resets to **400** hit points, and it clears any and all status effects. Additionally, A'Nexodus can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. A'Nexodus will immediately activate its **"Primal Form"**.

- ◆ If A'Nexodus's Movement Speed is brought to **0** for three consecutive turns.
- ◆ If A'Nexodus has been badly humiliated.
- ◆ When badly injured. Hit points are brought to **0**.

"Within A'Nexodus's chest, the primordial energy churns, its heartbeat syncing with volatile power that intensifies with each pulse. With a mighty surge, the pent-up energy erupts from A'Nexodus's chest—an explosive burst that shreds reality, The shockwave fractures existence itself, causing an enormous rive to rend open violently.

Amidst the ensuing chaos, A'Nexodus stands again, its scales aglow with an ethereal radiance, compressed with pent-up energy, ready to unleash the primal energy once more."

SPECIAL TRAITS+

Legendary Resistance (3/Day). If A'Nexodus fails a saving throw, it can choose to succeed instead.

Primal Powers. Every creature within 120 feet of A'Nexodus can use their **Primal Boons**. If the creature uses this ability, it must make a **DC 9 Wisdom** saving throw at the end of this turn or gain **1d3** levels of **Exhaustion**.

LAIR ACTIONS

A **120-foot** wide tear in reality opens up in the sky. On initiative count 20 (losing initiative ties), A'Nexodus takes a Lair Action to cause one of the following effects.

Plane Shift. Every creature under the tear is experiencing reality as if they are on a different plane. *(Additional effect examples can be found on the DM Tips page).*

- ◆ **The Astral Plane.** Creatures are slowed, halving their Movement Speed
- ◆ **Elemental Plane.** Creatures take 21 (**6d6**) **damage** of a type corresponding to the Elemental Plane at the start of their turn.
- ◆ **Plane of Shadow.** The area darkens, causing the creatures to be **blinded**.



“PROTEIN OVERLORD”
GIGA MIMIC

CR
5

CR
10

CR
15

Originating from a gluttonous void, Giga Mimic now prowls a scholarly library turned battle arena. Once a typical mimic, its insatiable appetite led it to devour mystical wrestling tomes. Infused with the primal energy of a Rive, this creature took on a peculiar transformation—a wrestler’s muscular body crowned by a treasure chest’s wooden visage. Its deep-purple skin glimmers with sweat, and a monstrous tongue lurks within its cavernous mouth.

When provoked, Giga Mimic unleashes a surprise twist in its primal form, executing Dropkicks, Suplexes, Sleeper Holds, and thunderous Elbow Drops. This enigmatic entity sparks excitement, amusement, and a twist of the unexpected on the battlefield.

GIGA MIMIC'S ORIGIN

Giga Mimic's origins were far removed from the world of knowledge and libraries. It hailed from a lonely, hungry place, nestled deep within the labyrinthine depths of an otherworldly realm. It was a world of ravenous, ever-shifting landscapes devoid of recognizable order.

Within this chaotic expanse, Petite Mimic's existence was defined by an insatiable hunger. It was drawn to sustenance and survival, guided by instinct rather than intellect. It stumbled into a tome of bizarre magic suspended in the void—a wrestling tome. It wasn't long before Petite Mimic sank its teeth into the tome's every page, devouring the magical pages of suplexes and sleeperholds, tearing it apart relentlessly until, at one point, when all was devoured, Petite Mimic's stomach felt odd and strangely filled. This was a first.

Under the influence of the arcane energies swirling inside his stomach, Petite Mimic's body evolved into a bizarre fusion of mimics and wrestlers.

The creature's physique became that of a muscular wrestler; its glistening, deep-purple skin stood as a testament to its arcane alteration. Giga Mimic was born.

Once its transformation concluded, the magic from its stomach dissipated—as if the mysterious pages had fused with Giga Mimic—and its hunger resurfaced.

This new form gave it a whirlwind of unexpected moves – Dropkicks, Suplexes that shook the ground, Sleeper Holds that sapped strength, and bone-shaking Elbow Drops. But within was still the same dimwitted and clumsy creature driven by impulse and insatiable hunger. It communicated through basic gestures and ideas, akin to a toddler. Despite its clumsiness, it had a knack for staying alive, always prioritizing food, its true passion. After all, Giga Mimic's heart was set on wrestling with its favorite adversary—food.

In search of that once-filled feeling it had before its transformation, it grew obsessed with munching on tomes of all sorts of magic.

GIGA MIMIC'S DM TIPS

Here are some helpful tips and tricks for mastering the role of Giga Mimic.

NARRATIVE

TOME OBSESSION:

Consider Introducing encounters where the Giga Mimic relentlessly pursues magical tomes or scrolls. Players might stumble upon areas ransacked by the Mimic, where arcane texts have been devoured, leaving behind remnants or clues about its whereabouts. This obsession can be a recurring theme, leading to unexpected situations or puzzles involving magical knowledge.

CLUMSY CHARISMA:

Despite its clumsiness, the Giga Mimic's innocence and childlike gestures might endear it to certain NPCs or even the players. Its awkward attempts at communication, coupled with its unwavering passion for food and wrestling, could create opportunities for unexpected alliances or amusing interactions.

MIMIC MANIA:

The Giga Mimic draws a devoted crowd of mimic fans, scattered far and wide. When these fans gather, chaos ensues.

Make sure that the mimic crowd mirrors the fervor of wrestling arenas but in their own peculiar way.

Despite their limited mimicry, these fans express emotions enthusiastically. Some hoist imaginary banners, while others clumsily clap and stomp, resulting in a lively, comical spectacle.

COMBAT

- ◆ The Giga Mimic begins as a regular Mimic but transforms into a strong, muscular wrestler-like form with deep-purple, shiny skin when it reaches its Primal Form.
- ◆ Mimics are indistinguishable from ordinary objects. Consider objects in the area that could be mimics, such as tables, chairs, books with fun titles, or anything else that fits the environment in which the players encounter Giga Mimic.
- ◆ Giga Mimic can use his Lickwhip and Pseudopod to help set up grapples, which will set up Bite attacks with advantage thanks to his Grapplefiend Trait.
- ◆ Giga Mimic is a true showman. If things start to look grim for the party, you could elect to let Giga Mimic wrestle his own summons as part of the show.
- ◆ Keep in mind that a successful grapple-check against Giga Mimic results in him transforming into his Primal Form immediately.
- ◆ When facing Giga Mimic in his Primal Form, describe its wrestling-inspired moveset in great detail.
- ◆ Taking additional time to narrate the taunts and gestures in between the moves, it will help greatly in setting the scene of an epic wrestling match!

PERSONALITY TRAITS

- ◆ **Impulsive.** Giga Mimic acts on instinct and does whatever it feels like at any moment. This impulsivity has allowed it to survive in the chaotic realm it originated from.
- ◆ **Clumsy.** The sudden increase in size during its transformation has left Giga Mimic less in control of its larger movements. This, combined with its inability to comprehend complex situations and people, often results in clumsiness and occasional stumbles.
- ◆ **Insatiable.** Food always occupies the top spot in Giga Mimic's thoughts. It's the first thing on its mind upon waking, during a workout, and even while eating. In an ideal world, it would wrestle with its favorite opponent—food. This insatiable hunger drives much of its behavior and actions.

GIGA MIMIC'S HABITS OF MIND

STANDARD

MONSTER TURN



TARGET PRIORITIES

- 1. Nearest enemy
- 2. Enemies that undermined Giga Mimic's confidence
- 3. Enemies with the highest Athletic bonus



MOVEMENT

- ◆ Move toward Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions:** Multiattack

PLAYER TURN



DURING PLAYER MOVEMENT

- ◆ If an enemy moves within 5 ft. of a mundane object
 - ↳ **Reactions:** Inanimate Ambush (Bite)



END OF TURN

- ◆ If there is an enemy within 5 ft.
 - ↳ **Legendary Actions:** Vicious Bite
- ◆ If there are no enemies within 5 ft.
 - ↳ **Legendary Actions:** Mimicry Hop (Toward Target Priority)
- ◆ Enter **Primal form**
 - ↳ If Giga Mimic's Hit points are 0.
 - ↳ If Giga Mimic is grappled.
 - ↳ When Giga Mimic's confidence or showmanship is severely undermined by taunts or insults.

PRIMAL

MONSTER TURN



TARGET PRIORITIES

- 1. Nearest enemy
- 2. Enemies that undermined Giga Mimic's confidence
- 3. Enemies with the highest Athletic bonus



MOVEMENT

- ◆ Move toward Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions+:** Impact Strike
 - ↳ **Actions:** Multiattack (Prioritize Lickwhip)

PLAYER TURN



DURING PLAYER MOVEMENT

- ◆ If an enemy moves within 5 ft. of a mundane object
 - ↳ **Reactions:** Inanimate Ambush (Lickwhip and hurls them toward Giga Mimic)



AFTER PLAYER ACTION

- ◆ If Giga Mimic is targeted by a melee weapon attack.
 - ↳ **Reactions+:** Absurd Flex (1/round)
- ◆ If Giga Mimic fails a critical saving throw
 - ↳ **Special Traits+:** Legendary Resistance (1/day)



END OF TURN

- ◆ If there are >2 enemies and a vertical surface to climb on within 10 ft:
 - ↳ **Legendary Actions+:** Elbow Drop
- ◆ Else:
 - ↳ **Legendary Actions+:** Clothesline
 - ↳ **Legendary Actions:** Vicious Bite
 - ↳ **Legendary Actions:** Mimicry Hop



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Showtime* active?
 - ↳ Yes > **Lair actions:** Are you not entertained?
 - ↳ No > **Lair actions:** Showtime



GIGA MIMIC PROTEIN OVERLORD

Large monstrosity (shapechanger),
Unaligned

Armor Class 12 (natural armor)
Hit Points 70 (9d10 + 20)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

- ◆ **Saving Throws** Str +6, Con +4
- ◆ **Skills** Athletics +6, Stealth +3
- ◆ **Damage Immunities** Acid
- ◆ **Condition Immunities** Prone
- ◆ **Senses** Darkvision 60 ft., Passive Perception 13
- ◆ **Languages** Common
- ◆ **Challenge** 5 (1,800 xp)
- ◆ **Proficiency Bonus** +2

TRAITS

Shapechanger. Giga Mimic can use its Action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form if it dies.

Adhesive Grasp (Object Form Only). Giga Mimic possesses an adhesive quality that allows it to cling to anything it touches. When a Huge or Smaller creature comes into contact with Giga Mimic, or when they are hit by an attack that specifies *Adhesive Grasp*, they must make a **DC 14 Strength check** or become **grappled** by its tenacious grip. When attempting to escape this grapple, the creature has **Disadvantage**.

False Appearance (Object Form Only). While Giga Mimic remains motionless, it is indistinguishable from an ordinary object.

Grapplefiend. When Giga Mimic has a creature grappled, it gains **Advantage** on attack rolls against that creature.

ACTIONS

Multiattack. Giga Mimic makes two attacks.

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 9 (**1d8 + 4**) **piercing damage** plus 4 (**1d6**) **acid damage**.

Lickwhip. *Melee Weapon Attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 9 (**1d8 + 4**) **bludgeoning damage**. If it is in Object Form, the target is subjected to its **Adhesive Grasp** trait. After the attack, it may throw the target up to 10 feet in any direction.

Pseudopod. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 9 (**1d8 + 4**) **bludgeoning damage**. The target is subjected to its **Adhesive Grasp** trait.

REACTIONS

Inanimate Ambush. When an enemy creature moves within **5 feet** of a small or medium mundane object, Giga Mimic can invoke its magical ability to transform that object into a **Mimic**. It has the same stats as Giga Mimic, except it has **15** hit points and can only use the **Bite** and **Lickwhip** attack.

The maximum number of Mimics on the battlefield is equal to (party size).

LEGENDARY ACTIONS

Giga Mimic can take **1** Legendary Action, 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. Giga Mimic regains spent Legendary Actions at the start of its turn.

Vicious Bite. **<1>** Giga Mimic makes a **Bite** attack

Mimicry Hop. **<1>** Giga Mimic performs a quick hop, allowing it to move up to its speed without provoking **Attack of Opportunity**.

ACTIONS+

Impact Strike. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 9 (**1d8 + 4**) **bludgeoning damage**. The target is subjected to the **Adhesive Grasp** trait. If the target is grappled, immediately follow with one of these options;

- ◆ **Dropkick.** Giga Mimic delivers a powerful jumping kick. The target must succeed on a **DC 14 Strength** saving throw or be forcefully pushed 20 feet away and take an additional 7 (**2d6**) **bludgeoning damage**. Additionally, The target breaks free from the grapple.
- ◆ **Suplex.** Giga Mimic hoists the grappled target into the air and slams it to the ground. The target must succeed on a **DC 14 Strength** saving throw or be knocked **prone** and dealing an additional 7 (**2d6**) **bludgeoning damage**. Additionally, The target breaks free from the grapple.

REACTIONS+

Absurd Flex. When targeted by a melee weapon attack, Giga Mimic responds with an over-the-top flexing display, attempting to absorb the incoming assault through sheer muscle power. Giga Mimic must succeed on a **DC 15 Strength** saving throw; on a success, the attack deals no damage.

LEGENDARY ACTIONS+

Clothesline. **<1>** Giga Mimic rapidly dashes up to **20 feet toward** a target it can see, extending an appendage like a deadly whip. The target must succeed a **DC 14 Dexterity** saving throw or be knocked **prone** and take 11 (**2d10**) **bludgeoning damage**. On a successful save, the target takes half the damage and isn't knocked prone.

Elbow Drop. **<1>** Giga Mimic climbs a vertical surface or vaults atop a sturdy object within a **10-foot reach**. It then executes a daring leap, making a resounding impact as it lands in an adjacent **10-foot square**. Every creature within this area must make a **DC 14 Dexterity** saving throw or be knocked **prone** and endure 14 (**2d10 + 3**) **bludgeoning damage**. On each successful save, Giga Mimic sustains 7 (**2d6**) **bludgeoning damage** from the impact instead.

PRIMAL FORM

When Giga Mimic activates its Primal form, its current hit point total resets to **90** hit points, and it clears any and all status effects. Additionally, Giga Mimic can now use the options in the “**Primal Form**” section for **1 hour**.

If one of the following conditions is met. Giga Mimic will immediately activate its “**Primal Form**”.

- ◆ If Giga Mimic is grappled.
- ◆ When Giga Mimic's confidence or showmanship is severely undermined by taunts or insults.
- ◆ When badly injured. Hit points are brought to **0**.

“The Mimic falls into a sudden hush, tucking its typically unruly tongue back into its mouth and freezing its chattering top half. The sounds of applause and cheers fill the air in the vicinity, and an unexplained spotlight suddenly shines on the Mimic. The treasure chest facade rises, revealing a new figure beneath it. First, its broad shoulders, then its incredible chest, followed by a rock-hard six-pack and legs the size of logs. What was once a small Mimic now stands tall, towering over you, letting out a loud cheer and flexing its solid muscles for all to see. Behold, the arrival of Giga Mimic!”

SPECIAL TRAITS+

Legendary Resistance (1/Day): If Giga Mimic fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Giga Mimic takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Showtime. Giga Mimic strikes a pose, raising its arms high and flexing its biceps. **1d4** mundane objects within a **20-foot radius** of Giga Mimic are magically transformed into **Mimics** in Object form.

Are you not entertained? Giga Mimic strikes a dramatic pose, hunching forward with arms outstretched and flexing its muscles before letting out a crowd-pleasing scream. Nearby **Mimics** reveal themselves and cheer on Giga Mimic, granting it **Advantage** on its next attack and restoring **1d6** hit points for each allied *Mimic* in a **30-foot radius** around itself.

The maximum number of Mimics on the battlefield is equal to (party size).



GIGA MIMIC PROTEIN OVERLORD

Large monstrosity (shapechanger),
Unaligned

Armor Class 14 (natural armor)
Hit Points 100 (1d10 + 21)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

- ◆ **Saving Throws** Str +9, Con +6
- ◆ **Skills** Athletics +9, Stealth +5
- ◆ **Damage Immunities** Acid
- ◆ **Condition Immunities** Prone
- ◆ **Senses** Darkvision 60 ft., Passive Perception 13
- ◆ **Languages** Common
- ◆ **Challenge** 10 (5,900 xp)
- ◆ **Proficiency Bonus** +4

TRAITS

Shapechanger. Giga Mimic can use its Action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form if it dies.

Adhesive Grasp (Object Form Only). Giga Mimic possesses an adhesive quality that allows it to cling to anything it touches. When a Huge or Smaller creature comes into contact with Giga Mimic, or when they are hit by an attack that specifies *Adhesive Grasp*, they must make a **DC 17 Strength check** or become **grappled** by its tenacious grip. When attempting to escape this grapple, the creature has **Disadvantage**.

False Appearance (Object Form Only). While Giga Mimic remains motionless, it is indistinguishable from an ordinary object.

Grapplefiend. When Giga Mimic has a creature grappled, it gains **Advantage** on attack rolls against that creature.

ACTIONS

Multiattack. Giga Mimic makes two attacks.

Bite. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 11 (**1d10 + 5**) **piercing damage** plus 4 (**1d6**) **acid damage**.

Lickwhip. *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 11 (**1d10 + 5**) **bludgeoning damage**. If it is in Object Form, the target is subjected to its **Adhesive Grasp** trait. After the attack, it may throw the target up to 10 feet in any direction.

Pseudopod. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 11 (**1d10 + 5**) **bludgeoning damage**. The target is subjected to its **Adhesive Grasp** trait.

REACTIONS

Inanimate Ambush. When an enemy creature moves within **5 feet** of a small or medium mundane object, Giga Mimic can invoke its magical ability to transform that object into a **Mimic**. It has the same stats as Giga Mimic, except it has **22** hit points and can only use the **Bite** and **Lickwhip** attack.

The maximum number of Mimics on the battlefield is equal to (party size).

LEGENDARY ACTIONS

Giga Mimic can take **1** Legendary Action, 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. Giga Mimic regains spent Legendary Actions at the start of its turn.

Vicious Bite. **<1>** Giga Mimic makes a **Bite** attack

Mimicry Hop. **<1>** Giga Mimic performs a quick hop, allowing it to move up to its speed without provoking **Attack of Opportunity**.

ACTIONS+

Impact Strike. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 11 (**1d10 + 5**) **bludgeoning damage**. The target is subjected to the **Adhesive Grasp** trait. If the target is grappled, immediately follow with one of these options;

- ◆ **Dropkick.** Giga Mimic delivers a powerful jumping kick. The target must succeed on a **DC 17 Strength** saving throw or be forcefully pushed 20 feet away and take an additional 11 (**3d6**) **bludgeoning damage**. Additionally, The target breaks free from the grapple.
- ◆ **Suplex.** Giga Mimic hoists the grappled target into the air and slams it to the ground. The target must succeed on a **DC 14 Strength** saving throw or be knocked **prone** and dealing an additional 7 (**2d6**) **bludgeoning damage**. Additionally, The target breaks free from the grapple.

REACTIONS+

Absurd Flex. When targeted by a melee weapon attack, Giga Mimic responds with an over-the-top flexing display, attempting to absorb the incoming assault through sheer muscle power. Giga Mimic must succeed on a **DC 17 Strength** saving throw; on a success, the attack deals no damage.

LEGENDARY ACTIONS+

Clothesline. **<1>** Giga Mimic rapidly dashes up to **20 feet toward** a target it can see, extending an appendage like a deadly whip. The target must succeed a **DC 17 Dexterity** saving throw or be knocked **prone** and take 17 (**3d10**) **bludgeoning damage**. On a successful save, the target takes half the damage and isn't knocked prone.

Elbow Drop. **<1>** Giga Mimic climbs a vertical surface or vaults atop a sturdy object within a **10-foot reach**. It then executes a daring leap, making a resounding impact as it lands in an adjacent **10-foot square**. Every creature within this area must make a **DC 17 Dexterity** saving throw or be knocked **prone** and endure 22 (**3d10 + 5**) **bludgeoning damage**. On each successful save, Giga Mimic sustains 11 (**3d6**) **bludgeoning damage** from the impact instead.

PRIMAL FORM

When Giga Mimic activates its Primal form, its current hit point total resets to **145** hit points, and it clears any and all status effects. Additionally, Giga Mimic can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. Giga Mimic will immediately activate its **"Primal Form"**.

- ◆ If Giga Mimic is grappled.
- ◆ When Giga Mimic's confidence or showmanship is severely undermined by taunts or insults.
- ◆ When badly injured. Hit points are brought to **0**.

"The Mimic falls into a sudden hush, tucking its typically unruly tongue back into its mouth and freezing its chattering top half. The sounds of applause and cheers fill the air in the vicinity, and an unexplained spotlight suddenly shines on the Mimic. The treasure chest facade rises, revealing a new figure beneath it. First, its broad shoulders, then its incredible chest, followed by a rock-hard six-pack and legs the size of logs. What was once a small Mimic now stands tall, towering over you, letting out a loud cheer and flexing its solid muscles for all to see. Behold, the arrival of Giga Mimic!"

SPECIAL TRAITS+

Legendary Resistance (1/Day): If Giga Mimic fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Giga Mimic takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Showtime. Giga Mimic strikes a pose, raising its arms high and flexing its biceps. **1d4** mundane objects within a **20-foot radius** of Giga Mimic are magically transformed into **Mimics** in Object form.

Are you not entertained? Giga Mimic strikes a dramatic pose, hunching forward with arms outstretched and flexing its muscles before letting out a crowd-pleasing scream. Nearby **Mimics** reveal themselves and cheer on Giga Mimic, granting it **Advantage** on its next attack and restoring **2d4** hit points for each allied **Mimic** in a **30-foot radius** around itself.

The maximum number of Mimics on the battlefield is equal to (party size).



GIGA MIMIC PROTEIN OVERLORD

Large monstrosity (shapechanger),
Unaligned

Armor Class 16 (natural armor)
Hit Points 150 (19d10 + 46)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

- ◆ **Saving Throws** Str +10, Con +7
- ◆ **Skills** Athletics +10, Stealth +6
- ◆ **Damage Immunities** Acid
- ◆ **Condition Immunities** Prone
- ◆ **Senses** Darkvision 60 ft., Passive Perception 13
- ◆ **Languages** Common
- ◆ **Challenge** 15 (13,000 xp)
- ◆ **Proficiency Bonus** +5

TRAITS

Shapechanger. Giga Mimic can use its Action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form if it dies.

Adhesive Grasp (Object Form Only). Giga Mimic possesses an adhesive quality that allows it to cling to anything it touches. When a Huge or Smaller creature comes into contact with Giga Mimic, or when they are hit by an attack that specifies *Adhesive Grasp*, they must make a **DC 18 Strength check** or become **grappled** by its tenacious grip. When attempting to escape this grapple, the creature has **Disadvantage**.

False Appearance (Object Form Only). While Giga Mimic remains motionless, it is indistinguishable from an ordinary object.

Grapplefiend. When Giga Mimic has a creature grappled, it gains **Advantage** on attack rolls against that creature.

ACTIONS

Multiattack. Giga Mimic makes two attacks.

Bite. *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 15 (**2d8 + 6**) **piercing damage** plus 7 (**2d6**) **acid damage**.

Lickwhip. *Melee Weapon Attack:* **+11** to hit, reach 10 ft., one target. *Hit:* 15 (**2d8 + 6**) **bludgeoning damage**. If it is in Object Form, the target is subjected to its **Adhesive Grasp** trait. After the attack, it may throw the target up to 10 feet in any direction.

Pseudopod. *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 15 (**2d8 + 6**) **bludgeoning damage**. The target is subjected to its **Adhesive Grasp** trait.

REACTIONS

Inanimate Ambush. When an enemy creature moves within **5 feet** of a small or medium mundane object, Giga Mimic can invoke its magical ability to transform that object into a **Mimic**. It has the same stats as Giga Mimic, except it has **30** hit points and can only use the **Bite** and **Lickwhip** attack.

The maximum number of Mimics on the battlefield is equal to (party size).

LEGENDARY ACTIONS

Giga Mimic can take **1** Legendary Action, 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. Giga Mimic regains spent Legendary Actions at the start of its turn.

Vicious Bite. **<1>** Giga Mimic makes a **Bite** attack

Mimicry Hop. **<1>** Giga Mimic performs a quick hop, allowing it to move up to its speed without provoking **Attack of Opportunity**.

ACTIONS+

Impact Strike. *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 15 (**2d8 + 6**) **bludgeoning damage**. The target is subjected to the **Adhesive Grasp** trait. If the target is grappled, immediately follow with one of these options;

- ◆ **Dropkick.** Giga Mimic delivers a powerful jumping kick. The target must succeed on a **DC 17 Strength** saving throw or be forcefully pushed 20 feet away and take an additional 14 (**4d6**) **bludgeoning damage**. Additionally, The target breaks free from the grapple.
- ◆ **Suplex.** Giga Mimic hoists the grappled target into the air and slams it to the ground. The target must succeed on a **DC 18 Strength** saving throw or be knocked **prone** and dealing an additional 14 (**4d6**) **bludgeoning damage**. Additionally, The target breaks free from the grapple.

REACTIONS+

Absurd Flex. When targeted by a melee weapon attack, Giga Mimic responds with an over-the-top flexing display, attempting to absorb the incoming assault through sheer muscle power. Giga Mimic must succeed on a **DC 18 Strength** saving throw; on a success, the attack deals no damage.

LEGENDARY ACTIONS+

Clothesline. **<1>** Giga Mimic rapidly dashes up to **20 feet toward** a target it can see, extending an appendage like a deadly whip. The target must succeed a **DC 18 Dexterity** saving throw or be knocked **prone** and take 28 (**5d10**) **bludgeoning damage**. On a successful save, the target takes half the damage and isn't knocked prone.

Elbow Drop. **<1>** Giga Mimic climbs a vertical surface or vaults atop a sturdy object within a **10-foot reach**. It then executes a daring leap, making a resounding impact as it lands in an adjacent **10-foot square**. Every creature within this area must make a **DC 18 Dexterity** saving throw or be knocked **prone** and endure 34 (**5d10 + 6**) **bludgeoning damage**. On each successful save, Giga Mimic sustains 14 (**4d6**) **bludgeoning damage** from the impact instead.

PRIMAL FORM

When Giga Mimic activates its Primal form, its current hit point total resets to **210** hit points, and it clears any and all status effects. Additionally, Giga Mimic can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. Giga Mimic will immediately activate its **"Primal Form"**.

- ◆ If Giga Mimic is grappled.
- ◆ When Giga Mimic's confidence or showmanship is severely undermined by taunts or insults.
- ◆ When badly injured. Hit points are brought to **0**.

"The Mimic falls into a sudden hush, tucking its typically unruly tongue back into its mouth and freezing its chattering top half. The sounds of applause and cheers fill the air in the vicinity, and an unexplained spotlight suddenly shines on the Mimic. The treasure chest facade rises, revealing a new figure beneath it. First, its broad shoulders, then its incredible chest, followed by a rock-hard six-pack and legs the size of logs. What was once a small Mimic now stands tall, towering over you, letting out a loud cheer and flexing its solid muscles for all to see. Behold, the arrival of Giga Mimic!"

SPECIAL TRAITS+

Legendary Resistance (1/Day): If Giga Mimic fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Giga Mimic takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Showtime. Giga Mimic strikes a pose, raising its arms high and flexing its biceps. **1d4** mundane objects within a **20-foot radius** of Giga Mimic are magically transformed into **Mimics** in Object form.

Are you not entertained? Giga Mimic strikes a dramatic pose, hunching forward with arms outstretched and flexing its muscles before letting out a crowd-pleasing scream. Nearby **Mimics** reveal themselves and cheer on Giga Mimic, granting it **Advantage** on its next attack and restoring **2d8** hit points for each allied **Mimic** in a **30-foot radius** around itself.

The maximum number of Mimics on the battlefield is equal to (party size).



“THE CHAMPION OF THE SANDS”
RAYA ASGHAR

CR
7

CR
12

CR
17

Emerging from an evil realm, Raya Asghar now commands a desert city with regal authority as their streets’ relentless, undefeated ruler. Trained in the art of weaponry and claw-to-hand combat, there is little it has not tried its four claws at. Known as a powerful but arrogant master of battle, it finds enjoyment in outperforming its opponents until they are utterly humiliated and, in doing so, heightening its appearance as the star.

Swift parries and elegant strikes render it a formidable opponent. But beneath the façade of a duelist lies the essence of a sorcerer whose Primal Form seamlessly melds magic and blade. An enchanting display of destructive power unfolds, evoking both admiration and fear. The encounter with Raya is a dance of anticipation and surprise, where his mastery over combat and sorcery intertwines.

RAYA ASGHAR’S ORIGIN

Raya Asghar’s journey began in a realm steeped in malevolence, a nightmarish domain concealed within the treacherous planes of the Nine Hells. In this forsaken realm, he was born to a lineage of Rakshasa, notorious sorcerers—known for their insidious mastery of manipulation and malevolence.

In early life, Raya’s form was far from the imposing figure he would become. He was a scrawny, unremarkable sorcerer, born into his kin’s dark traditions and treacherous politics. The Rakshasa’s way of life revolved around cunning ploys, devious plots, and ruthless exploitation of their infernal powers. From an early age, Raya was subjected to a harsh upbringing, immersed in a world where deception and cruelty were valued above all else.

However, his destiny would not follow the typical path of his malevolent kin. Raya possessed an unquenchable thirst for power and an insatiable ambition that led him to explore forbidden tomes and delve into dark, forbidden rituals that promised greater strength. He yearned for recognition, to break free from the shadow of his fellow Rakshasa and transcend the limits of his kind.

In his relentless pursuit of power, Raya unearthed a tome of forbidden rituals that allowed him to transcend the boundaries of the Nine Hells. Risking it all, he performed an ancient rite, and in a surge of dark energies, he was transported to the Material Plane. Emerging in a world far removed, he found himself on the sun-scorched streets of the Blue Desert.

Here, amidst the unforgiving alleys and desolation of the Blue Desert, Raya Asghar fell in love with coliseums and swordplay—and his transformation truly began. He would learn to fight to survive, adopting skills that would eventually make him the formidable Champion of the Sands, his past in the Nine Hells veiled in secrecy, replaced by tales of opulence, unrivaled swordsmanship, and a burning ambition to stand as a figure of unmatched power and charisma.

Through mastering more dark rituals he had uncovered as a youngling, Raya Asghar found the ability to transcend as a species, sprouting an additional pair of arms and defying the nature of his Rakshasa lineage. These four arms were a testament to his exceptional skill and a symbol of his dreams that lay within the arena, where swordplay ruled. In wielding this newfound power, Raya Asghar became an incredible sorcerer and a quad-wielding swordmaster.

PERSONALITY TRAITS

- ◆ **Arrogant.** Raya takes immense pride in his unrivaled swordsmanship and formidable strength. As an undefeated champion, he exudes an air of arrogance that defines his character.
- ◆ **Crowdpleaser.** He thrives on the admiration and acknowledgment of outsiders, especially huge crowds. However, displeasure from the audience renders him insecure and prone to mistakes. He’s solely driven by a need for acknowledgment, indifferent to killing.
- ◆ **Obsessive.** He relentlessly pursues unmatched power, verging on obsession, willing to explore the darkest corners of his sorcerous heritage to attain greater strength.

RAYA ASGHAR’S DM TIPS

Here are some helpful tips and tricks for mastering the role of Raya Asghar.

NARRATIVE

ARENA SHOWDOWN:

Consider incorporating gladiatorial arenas or combat tournaments. Where players need to navigate through a series of combat trials before finally facing the renowned champion, Raya Asghar. These arenas are highly crowded and serve as a stage for his prowess and charisma. Describe the electrifying atmosphere as the crowd reacts to his every move, amplifying the intensity of the encounter.

ARROGANT ELEGANCE:

Consider scenarios where players can engage in challenges of charisma and wit with Raya Asghar, apart from combat. This can involve negotiations, verbal duels, or social interactions. These scenarios showcase his confidence and charm.

CHARISMATIC UNRAVELING:

Emphasize Raya’s vulnerability to criticism. If the players manage to diminish his charisma in the eyes of the crowd, describe how it visibly affects his performance.

SORCEROUS CONFRONTATIONS:

Explore encounters where Raya Asghar engages in magical pursuits. Players might stumble upon rituals or artifacts connected to his quest for power. These confrontations could involve disrupting his arcane endeavors or dealing with the repercussions of his dark sorcery.

COMBAT

- ◆ Raya Asghar takes great pride in his masterful swordsmanship and strongly wishes to prove his superiority over his opponents. He does not fight to kill efficiently, but to kill beautifully, meaning he will sometimes sacrifice efficiency in order to add more flair to the performance.
- ◆ Raya Asghar has four arms and is able to wield a weapon in each hand effectively.

If you include reactions, Raya can attack 4 times in a turn. Feel free to describe these 4 attacks as if coming from each of its 4 arms respectively.

- ◆ Raya Asghar shows great acrobatic ability, using his environment as a playground for jumps and flips to add on to the show of the battle. But beware that a failed stunt can lead to embarrassment!
- ◆ When facing Raya Asghar in his Primal Form, it has essentially admitted defeat as an honorable duelist and now resorts to his sorcerous background to bolster his combat prowess.

RAYA ASGHAR'S HABITS OF MIND

STANDARD

MONSTER TURN



START OF TURN

- ◆ If *Feint* is active.
 - ↳ Gains Advantage on its next attack roll against this target.



TARGET PRIORITIES

1. Nearest enemy
2. Enemies that humiliated Raya Asghar
3. Enemies with the highest athletic bonus



MOVEMENT

- ◆ Move toward Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions:** Multiattack (for each sword it is holding)

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If an attack fails to hit against Raya Asghar
 - ↳ **Reactions:** Riposte



END OF TURN

- ◆ If Raya Asghar has successfully landed Riposte
 - ↳ **Legendary Actions:** Dazzling Display
- ◆ If there is an enemy within 10 ft.
 - ↳ **Legendary Actions:** Feint
- ◆ Enter **Primal form**
 - ↳ If Raya's Hit points are 0.
 - ↳ When Raya's confidence or showmanship is severely undermined by taunts or insults.
 - ↳ If combatants abandon the dueling code and resort to gimmicky tactics.

PRIMAL

MONSTER TURN



START OF TURN

- ◆ If the Air Bolt Barrage attack is uncharged
 - ↳ **Recharge:** Air Bolt Barrage (5-6)



TARGET PRIORITIES

1. Nearest enemy
2. Enemies that humiliated Raya Asghar
3. Enemies with the highest athletic bonus



MOVEMENT

- ◆ If *Air Bolt Barrage* is charged
 - ↳ Move to a high ground position
- ◆ Else:
 - ↳ Move toward Target Priority



ACTION

- ◆ If *Air Bolt Barrage* is charged
 - ↳ **Actions+:** Air Bolt Barrage
- ◆ If there are >2 enemies within 10ft:
 - ↳ **Actions+:** Wind Cutter
- ◆ If *Shadow Strike* is active
 - ↳ **Bonus Actions:** Shadow Strike (Teleport)
- ◆ Else:
 - ↳ **Actions:** Multiattack (Tempest Blade)
 - ↳ **Actions+:** Innate Spellcasting

PLAYER TURN



DURING PLAYER ACTION

- ◆ If Raya Asghar is targeted by a spell
 - ↳ **Special Traits+:** Limited Magic Immunity
- ◆ If Raya Asghar fails a critical saving throw
 - ↳ **Special Traits+:** Legendary Resistance (1/day)



AFTER PLAYER ACTION

- ◆ If an attack successfully lands against Raya Asghar
 - ↳ **Reactions+:** Reflexive Retreat
 - ↳ **Reactions:** Riposte



END OF TURN

- ◆ If there is an enemy beyond 15 ft.
 - ↳ **Legendary Actions+:** Shadow Strike
- ◆ Else:
 - ↳ **Legendary Actions+:** Dual Incantation



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Dust Devil* active?
 - ↳ Yes > **Lair Actions:** Fleeting Images
 - ↳ No > **Lair Actions:** Dust Devil



RAYA ASGHAR
THE CHAMPION OF
THE SANDS

Large monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 80 (9d10 + 31)
Speed 40 ft.

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

- ◆ **Saving Throws** Str +7, Dex +6
- ◆ **Skills** Acrobatics +6, Deception +5, Athletics +7
- ◆ **Damage Resistance** Force
- ◆ **Senses** Passive Perception 14
- ◆ **Language** Common
- ◆ **Challenge** 7 (2,900 xp)
- ◆ **Proficiency Bonus** +3

TRAITS

Ambidexterity. Raya Asghar has four arms and is able to wield a weapon in each hand effectively. His reversed hands allow him to wield weapons with dangerous effectiveness.

Fancy Footwork. Raya Asghar knows how to land a strike and then slip away without reprisal. During its turn, if it makes a melee attack against a creature, that creature can not make opportunity attacks against Raya Asghar for the rest of its turn.

Reactive. Raya Asghar has an additional Reaction every turn.

ACTIONS

Multiattack. Raya Asghar makes two **Longsword** attacks.

Longsword. *Melee weapon attack:* **+7** to hit, reach 5 ft., One target. *Hit:* 10 (**1d10 + 4**) **slashing damage**.

Claw. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 18 (**3d8 + 4**) **slashing damage**, and the target is cursed if it is a creature.

The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a Remove curse spell or similar magic.

REACTIONS

Riposte. When a creature within **10 feet** of Raya Asghar attempts a melee attack against it and fails to hit. It can use its Reaction to make a **Longsword** attack against the creature.

LEGENDARY ACTIONS

Raya Asghar can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Raya Asghar regains spent Legendary Actions at the start of its turn.

Dazzling Display. **<1>** Raya Asghar can perform a bewildering show of prowess with his sword. Every creature within **30 feet** who can see its display must succeed on a **DC 15 Wisdom** saving throw or become **frightened** of Raya until the end of its next turn.

Feint. **<2>** Raya Asghar feints a creature within 10 feet. Raya Asghar has **Advantage** on its next attack roll against this target.

ACTIONS+

Cutting Winds. Raya Asghar can make a sweeping strike, attacking all creatures within a **10-foot radius** of him. Each creature within the area must make a **DC 15 Dexterity** saving throw, taking 11 (**2d6 + 4**) **force damage** on a failed save, or half as much damage on a successful one.

Air Bolt Barrage (Recharge 5-6). Raya Asghar swings forcefully, creating a strong burst of wind. Each creature within a **20-foot radius** of Raya Asghar must make a **DC 15 Dexterity** saving throw, taking 18 (**4d6 + 4**) **force damage** and is pushed back 10 feet on a failed save. On a successful save, the creature takes half damage and remains in place.

Innate Spellcasting. Raya Asghar's innate spellcasting ability is Charisma (spell save **DC 15**, **+7** to hit with spell attacks). Raya Asghar can innately cast the following spells, requiring no material components:

- ◆ **At will:** *Detect Thoughts, Disguise Self, Mage Hand, Minor Illusion*
- ◆ **2/day each:** *Charm Person, Detect Magic, Invisibility, Mirror Image, Suggestion*

REACTIONS+

Reflexive Retreat. After being hit by an attack, Raya Asghar may immediately take the **Disengage** action to move up to **10 feet** without provoking **Attack of Opportunity**.

LEGENDARY ACTIONS+

Dual Incantation. **<2>** Raya Asghar casts one of its innate spells.

Shadow Strike. **<2>** Raya Asghar performs a **Claw** attack or **Cutting Winds** attack and then teleports up to 40 feet to an unoccupied space that it can see while leaving behind a **Shadow** until the end of its next turn. During its next turn, Raya Asghar can use its Bonus Action to return to the Shadow.

PRIMAL FORM

When Raya Asghar activates its Primal form, its current hit point total resets to **100** hit points, and it clears any and all status effects. Additionally, Raya Asghar can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. Raya Asghar will immediately activate its **"Primal Form"**.

- ◆ When Raya's confidence or showmanship is severely undermined by taunts or insults.
- ◆ When the enemy resorts to gimmicky tactics in duels
- ◆ When badly injured. Hit points are brought to **0**.

"Raya glares at his foes, his golden eyes ablaze and sharp teeth bared. He plants his swords, raises his four arms, and captures the crowd's attention. After a fierce moment of scanning his surroundings, a gust of wind envelops him, infusing his blades with potent air magic."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Raya Asghar fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Raya Asghar can't be affected or detected by 2nd level or lower spells unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Tempest Blade. Raya Asghar imbues his weapons with air elemental magic. Any strikes with this weapon deal an additional 4 (**1d6**) **force damage** per hit.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Raya Asghar takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Dust Devil. A swirling dust devil kicks up in a **5-foot square** within 30 feet of Raya Asghar. It moves around the lair. Any creature that starts its turn within 10 feet of the **Dust Devil** must make a **DC 15 Strength** saving throw or be pushed 10 feet in a random direction and take 4 (**1d6**) **bludgeoning damage**.

Fleeting Images. **d4 Minor illusions** appear within **60 feet** of Raya Asghar to distract or confuse the enemies of Raya Asghar. All creatures in combat with Raya Asghar must succeed on a **DC 15 Wisdom** saving throw or suffer **Disadvantage** on their next attack targeting Raya Asghar.



RAYA ASGHAR

THE CHAMPION OF THE SANDS

Large monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 115 (17d10 + 22)
Speed 40 ft.

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

- ◆ **Saving Throws** Str +9, Dex +7
- ◆ **Skills** Acrobatics +7, Deception +7, Athletics +9
- ◆ **Damage Resistance** Force
- ◆ **Senses** Passive Perception 15
- ◆ **Language** Common
- ◆ **Challenge** 12 (8,400 xp)
- ◆ **Proficiency Bonus** +4

TRAITS

Ambidexterity. Raya Asghar has four arms and is able to wield a weapon in each hand effectively. His reversed hands allow him to wield weapons with dangerous effectiveness.

Fancy Footwork. Raya Asghar knows how to land a strike and then slip away without reprisal. During its turn, if it makes a melee attack against a creature, that creature can not make opportunity attacks against Raya Asghar for the rest of its turn.

Reactive. Raya Asghar has an additional Reaction every turn.

ACTIONS

Multiattack. Raya Asghar makes two **Longsword** attacks.

Longsword. *Melee weapon attack:* **+9** to hit, reach 5 ft., One target. *Hit:* 12 (**2d6 + 5**) **slashing damage**.

Claw. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 23 (**4d8 + 5**) **slashing damage**, and the target is cursed if it is a creature.

The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a Remove curse spell or similar magic.

REACTIONS

Riposte. When a creature within **10 feet** of Raya Asghar attempts a melee attack against it and fails to hit. It can use its Reaction to make a **Longsword** attack against the creature.

LEGENDARY ACTIONS

Raya Asghar can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Raya Asghar regains spent Legendary Actions at the start of its turn.

Dazzling Display. **<1>** Raya Asghar can perform a bewildering show of prowess with his sword. Every creature within **30 feet** who can see its display must succeed on a **DC 17 Wisdom** saving throw or become **frightened** of Raya until the end of its next turn.

Feint. **<2>** Raya Asghar feints a creature within 10 feet. Raya Asghar has **Advantage** on its next attack roll against this target.

ACTIONS+

Cutting Winds. Raya Asghar can make a sweeping strike, attacking all creatures within a **10-foot radius** of him. Each creature within the area must make a **DC 17 Dexterity** saving throw, taking 16 (**3d6 + 5**) **force damage** on a failed save, or half as much damage on a successful one.

Air Bolt Barrage (Recharge 5-6). Raya Asghar swings forcefully, creating a strong burst of wind. Each creature within a **20-foot radius** of Raya Asghar must make a **DC 17 Dexterity** saving throw, taking 18 (**5d6 + 5**) **force damage** and is pushed back 10 feet on a failed save. On a successful save, the creature takes half damage and remains in place.

Innate Spellcasting. Raya Asghar's innate spellcasting ability is Charisma (spell save **DC 17**, **+9** to hit with spell attacks). Raya Asghar can innately cast the following spells, requiring no material components:

- ◆ **At will:** *Detect Thoughts, Disguise Self, Mage Hand, Minor Illusion*
- ◆ **2/day each:** *Charm Person, Detect Magic, Invisibility, Mirror Image, Suggestion*

REACTIONS+

Reflexive Retreat. After being hit by an attack, Raya Asghar may immediately take the **Disengage** action to move up to **10 feet** without provoking **Attack of Opportunity**.

LEGENDARY ACTIONS+

Dual Incantation. **<2>** Raya Asghar casts one of its innate spells.

Shadow Strike. **<2>** Raya Asghar performs a **Claw** attack or **Cutting Winds** attack and then teleports up to 40 feet to an unoccupied space that it can see while leaving behind a **Shadow** until the end of its next turn. During its next turn, Raya Asghar can use its Bonus Action to return to the Shadow.

PRIMAL FORM

When Raya Asghar activates its Primal form, its current hit point total resets to **150** hit points, and it clears any and all status effects. Additionally, Raya Asghar can now use the options in the “**Primal Form**” section for **1 hour**.

If one of the following conditions is met. Raya Asghar will immediately activate its “**Primal Form**”.

- ◆ When Raya's confidence or showmanship is severely undermined by taunts or insults.
- ◆ When the enemy resorts to gimmicky tactics in duels
- ◆ When badly injured. Hit points are brought to **0**.

“Raya glares at his foes, his golden eyes ablaze and sharp teeth bared. He plants his swords, raises his four arms, and captures the crowd's attention. After a fierce moment of scanning his surroundings, a gust of wind envelops him, infusing his blades with potent air magic.”

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Raya Asghar fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Raya Asghar can't be affected or detected by 3rd level or lower spells unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Tempest Blade. Raya Asghar imbues his weapons with air elemental magic. Any strikes with this weapon deal an additional 4 (**1d6**) **force damage** per hit.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Raya Asghar takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Dust Devil. A swirling dust devil kicks up in a **5-foot square** within 30 feet of Raya Asghar. It moves around the lair. Any creature that starts its turn within 10 feet of the **Dust Devil** must make a **DC 17 Strength** saving throw or be pushed 10 feet in a random direction and take 7 (**2d6**) **bludgeoning damage**.

Fleeting Images. **d4 Minor illusions** appear within **60 feet** of Raya Asghar to distract or confuse the enemies of Raya Asghar. All creatures in combat with Raya Asghar must succeed on a **DC 17 Wisdom** saving throw or suffer **Disadvantage** on their next attack targeting Raya Asghar.



RAYA ASGHAR

THE CHAMPION OF THE SANDS

Large monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 160 (19d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	12 (+1)	12 (+1)	16 (+3)	18 (+4)

- ◆ **Saving Throws** Str +12, Dex +10
- ◆ **Skills** Acrobatics +10, Deception +10, Athletics +12
- ◆ **Damage Resistance** Force
- ◆ **Senses** Passive Perception 18
- ◆ **Language** Common
- ◆ **Challenge** 17 (18,000 xp)
- ◆ **Proficiency Bonus** +6

TRAITS

Ambidexterity. Raya Asghar has four arms and is able to wield a weapon in each hand effectively. His reversed hands allow him to wield weapons with dangerous effectiveness.

Fancy Footwork. Raya Asghar knows how to land a strike and then slip away without reprisal. During its turn, if it makes a melee attack against a creature, that creature can not make opportunity attacks against Raya Asghar for the rest of its turn.

Reactive. Raya Asghar has an additional Reaction every turn.

ACTIONS

Multiattack. Raya Asghar makes two **Longsword** attacks.

Longsword. *Melee weapon attack:* **+12** to hit, reach 5 ft., One target. *Hit:* 17 **(3d6 + 6) slashing damage.**

Claw. *Melee Weapon Attack:* **+12** to hit, reach 5 ft., one target. *Hit:* 29 **(5d8 + 6) slashing damage,** and the target is cursed if it is a creature.

The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a Remove curse spell or similar magic.

REACTIONS

Riposte. When a creature within **10 feet** of Raya Asghar attempts a melee attack against it and fails to hit. It can use its Reaction to make a **Longsword** attack against the creature.

LEGENDARY ACTIONS

Raya Asghar can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Raya Asghar regains spent Legendary Actions at the start of its turn.

Dazzling Display. **<1>** Raya Asghar can perform a bewildering show of prowess with his sword. Every creature within **30 feet** who can see its display must succeed on a **DC 20 Wisdom** saving throw or become **frightened** of Raya until the end of its next turn.

Feint. **<2>** Raya Asghar feints a creature within 10 feet. Raya Asghar has **Advantage** on its next attack roll against this target.

ACTIONS+

Cutting Winds. Raya Asghar can make a sweeping strike, attacking all creatures within a **10-foot radius** of him. Each creature within the area must make a **DC 20 Dexterity** saving throw, taking 24 **(5d6 + 6) force damage** on a failed save, or half as much damage on a successful one.

Air Bolt Barrage (Recharge 5-6). Raya Asghar swings forcefully, creating a strong burst of wind. Each creature within a **20-foot radius** of Raya Asghar must make a **DC 20 Dexterity** saving throw, taking 34 **(8d6 + 6) force damage** and is pushed back 10 feet on a failed save. On a successful save, the creature takes half damage and remains in place.

Innate Spellcasting. Raya Asghar's innate spellcasting ability is Charisma (spell save **DC 20, +12** to hit with spell attacks). Raya Asghar can innately cast the following spells, requiring no material components:

- ◆ **At will:** *Detect Thoughts, Disguise Self, Mage Hand, Minor Illusion*
- ◆ **2/day each:** *Charm Person, Detect Magic, Invisibility, Mirror Image, Suggestion*

REACTIONS+

Reflexive Retreat. After being hit by an attack, Raya Asghar may immediately take the **Disengage** action to move up to **10 feet** without provoking **Attack of Opportunity**.

LEGENDARY ACTIONS+

Dual Incantation. **<2>** Raya Asghar casts one of its innate spells.

Shadow Strike. **<2>** Raya Asghar performs a **Claw** attack or **Cutting Winds** attack and then teleports up to 40 feet to an unoccupied space that it can see while leaving behind a **Shadow** until the end of its next turn. During its next turn, Raya Asghar can use its Bonus Action to return to the Shadow.

PRIMAL FORM

When Raya Asghar activates its Primal form, its current hit point total resets to **200** hit points, and it clears any and all status effects. Additionally, Raya Asghar can now use the options in the “**Primal Form**” section for **1 hour**.

If one of the following conditions is met. Raya Asghar will immediately activate its “**Primal Form**”.

- ◆ When Raya's confidence or showmanship is severely undermined by taunts or insults.
- ◆ When the enemy resorts to gimmicky tactics in duels
- ◆ When badly injured. Hit points are brought to **0**.

“Raya glares at his foes, his golden eyes ablaze and sharp teeth bared. He plants his swords, raises his four arms, and captures the crowd's attention. After a fierce moment of scanning his surroundings, a gust of wind envelops him, infusing his blades with potent air magic.”

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Raya Asghar fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. Raya Asghar can't be affected or detected by 3rd level or lower spells unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Tempest Blade. Raya Asghar imbues his weapons with air elemental magic. Any strikes with this weapon deal an additional 7 **(2d6) force damage** per hit.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Raya Asghar takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Dust Devil. A swirling dust devil kicks up in a **5-foot square** within 30 feet of Raya Asghar. It moves around the lair. Any creature that starts its turn within 10 feet of the **Dust Devil** must make a **DC 20 Strength** saving throw or be pushed 10 feet in a random direction and take 11 **(3d6) bludgeoning damage**.

Fleeting Images. **d4 Minor illusions** appear within **60 feet** of Raya Asghar to distract or confuse the enemies of Raya Asghar. All creatures in combat with Raya Asghar must succeed on a **DC 20 Wisdom** saving throw or suffer **Disadvantage** on their next attack targeting Raya Asghar.



“THE SILK ENCHANTRESS”
ARACHIKO

CR
5

CR
11

CR
15

Emerging from a demon realm steeped in agony and sadism, Arachiko embodies a macabre blend of desires. Though drawn to the longing for motherhood, her divine demon spider form precludes it. Now, dwelling in a dark forest shrouded in webs, she ensnares unsuspecting prey with her beauty. Men, mainly, are lured into her grasp by her puppeteering silk.

She harnesses spider-like abilities: scaling walls, traversing webs, and shrouding herself in darkness. Her puppet upper body allures humanoids, beckoning them with demonic magic and beauty. Primal Form unleashes intensified manipulation; Puppeteering magic shapes destinies to her sinister whims.

ARACHIKO’S ORIGIN

Arachiko, a once powerful Arachne known for her captivating beauty and unique features, found herself ensnared by the vile machinations of sinister rituals. She found herself in servitude, forced to carry out the dark wishes of her malevolent captors.

Despite her enslavement, Arachiko craved the warmth of companionship, the tender touch of acceptance that seemed perpetually out of reach. Her yearning for love was not simply a desire for a partner but a desperate plea to break free from the suffocating loneliness that gripped her existence.

As the years passed, the seal that shackled her began to weaken, kindling a fervent desire for freedom within Arachiko. Upon breaking free from her enslavement, she grasped at the fleeting chance to bridge the gap between herself and the living world, seeking companionship with a man—a husband and father— she had observed from the shadows.

Enraged by his rejection, Arachiko unleashed her sinister powers, binding him in her enchanted threads and puppeteering him to commit a gruesome act—slaughtering his family under the moonless night.

The dark act sated her rage and intensified her desires. Her quest to experience motherhood grew more fervent. Arachiko beckoned countless men into her shadowy den, her magical allure irresistible. Yet, none could genuinely fulfill her wishes. Instead, she devoured their life force, growing stronger and more adept at manipulating the strings of fate.

As her powers expanded, Arachiko discovered a macabre ability to create life, albeit briefly. The fragile existence she crafted could only persist for moments, a cruel mimicry of the life she so ardently desired. Her existence became an unending cycle of longing and sinister manipulation.

PERSONALITY TRAITS

- ◆ **Sadistic.** Having once been on the receiving end, Arachiko takes perverse pleasure in causing pain and agony to those who fall into her grasp, harboring a deep-seated desire for revenge against those who wronged her in the past.
- ◆ **Deceptively Seductive.** Arachiko possesses an intricate understanding of human desires, enabling her to manipulate her victims precisely. Wielding an alluring charm that masks her sinister intentions, she lures others into her web with a beguiling facade, concealing her calculative nature beneath an enticing veneer.
- ◆ **Empty Hearted.** At her core, she longs for love and attention, wanting to be seen for all she is beyond her demonic origins. However, when rejected, her quick temper flares at the slightest resistance.

ARACHIKO’S DM TIPS

Here are some helpful tips and tricks for mastering the role of Arachiko.

NARRATIVE

CURSED ALLURE:

Introduce scenarios where Arachiko's seductive enchantment affects newly met NPCs or even party members, leading to internal conflicts or challenges. This could add depth to interactions, creating tension and suspicion.

SEDUCTIVE VEIL:

When players intrude upon Arachiko's territory, add moments where she uses her allure to subtly lure them in. This can help foreshadow the encounter, while also increasing making the navigation itself a more memorable part.

BEAUTY AND THE BEAST:

Incorporate the location where she was once captured and confined. Here, players might discover traces of her dark deeds or witness glimpses of her torment. Additionally, showcase instances where Arachiko seeks companionship or attempts to create fleeting connections with NPCs, shedding light on her inner loneliness and revealing the reason behind her longing for companionship.

RESISTING TEMPTATION:

Highlight Arachiko's vulnerability to rejection or defiance. When players resist her allure or challenge her, describe her quick temper flares, resulting in reckless or aggressive behavior.

COMBAT

- ◆ Arachiko is a seductive enchantress. Whether by seduction or manipulation, it will try to get the players close to it. However, do keep in mind that Arachiko can also be charmed itself!
- ◆ Make sure the environment has a ceiling, branches or overhanging web so that Arachiko can utilize its **Arachnid Dive** Trait.
- ◆ When facing Arachiko in Primal Form, it might release an innocent victim from a nearby cocoon in order to manipulate them during combat. Note that if it makes sense, the innocent victim could be a captured NPC that is known to the party.
- ◆ Players might be low on health after combat. If the players are in danger of being overrun, you can consider letting the Spider Swarms from her **Creepy Crawlers** Lair Action disengage after combat.
- ◆ Arachiko can walk on webbing and ignores the regular movement restrictions, but keep in mind that webbing can be burned, which would leave her without footing. If the players time things well, Arachiko might fall from great heights!

ARACHIKO'S HABITS OF MIND

STANDARD

MONSTER TURN



TARGET PRIORITIES

- 1. Nearest enemy
- 2. Enemies with the lowest Wisdom bonus
- 3. Last enemy that has attacked Arachiko



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If *Silk Ascent* is active
 - ↳ **Traits:** Arachnid Climb (Attack)
- ◆ If the Target Priority is Charmed and within 5 ft.
 - ↳ **Actions:** Draining Kiss
 - ↳ **Actions:** Multiattack
- ◆ Else:
 - ↳ **Actions:** Ensnaing Charm

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If an attack successfully lands against Arachiko
 - ↳ **Reactions:** Seductive Diversion (1/round)



END OF TURN

- ◆ If there are >2 enemies within 5 ft.
 - ↳ **Legendary actions:** Silk Ascent
- ◆ Else:
 - ↳ **Legendary actions:** Charm
- ◆ Enter **Primal form**
 - ↳ If Arachiko's hit points are 0.
 - ↳ If Arachiko Movement Speed is brought to 0 for two consecutive turns.
 - ↳ If Arachiko starts two consecutive turns in fire

PRIMAL

MONSTER TURN



TARGET PRIORITIES

- 1. Nearest enemy
- 2. Enemies with the lowest Wisdom bonus
- 3. Last enemy that has attacked Arachiko



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If *Silk Ascent* is active
 - ↳ **Traits:** Arachnid Climb (Attack)
- ◆ If the Target Priority is Webbed and within 5 ft.
 - ↳ **Actions+:** Venomous Bite
- ◆ Else:
 - ↳ **Actions+:** Multiattack+
 - ↳ **Bonus Actions:** Threaded Manipulation (toward the Target Priority)

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If an enemy attacks Arachiko while restrained by webbing
 - ↳ **Reactions:** Threaded defense (1/round)
- ◆ If Arachiko fails a saving throw
 - ↳ **Special traits+:** Legendary Resistance (1/day)



END OF TURN

- ◆ If there is an enemy restrained by webbing within 30 ft.
 - ↳ **Legendary Actions+:** Puppeteering (Basic Attack)
- ◆ If there are >3 enemies within 5 ft
 - ↳ **Legendary Actions+:** Silk Ascent



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Shadow Weaving* active?
 - ↳ Yes > **Lair Actions:** Creepy Crawlers
 - ↳ No > **Lair Actions:** Shadow Weaving



ARACHIKO

THE SILK ENCHANTRESS

Large fiend, Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 70 (11d8 + 21)
Speed 40 ft. climb 40 ft.

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

- ◆ **Saving Throws** Wis +4, Cha +6
- ◆ **Skills** Deception +8, Persuasion +9, Stealth +7
- ◆ **Damage Vulnerabilities** Fire
- ◆ **Senses** Darkvision 30 ft., Passive Perception 12
- ◆ **Language** Common
- ◆ **Challenge** 5 (1,800 xp)
- ◆ **Proficiency Bonus** +2

TRAITS

Arachnid Climb. Arachiko can climb Difficult Surfaces, including ceilings, without needing to make an ability check.

Arachnid Dive. If Arachiko dives at least **30 feet straight** down towards a target and hits it with a melee attack, the attack deals an additional 5 (**1d8**) **bludgeoning damage**. The target must also succeed on a **DC 15 Strength** check or be knocked **prone**.

Web Sense. While in contact with a web, Arachiko knows the exact location of any other creature in contact with the same web.

Web Walker. Arachiko ignores movement restrictions caused by webbing.

Arachnid Shroud. Arachiko can hide as a Bonus Action on each of its turns in combat.

ACTIONS

Multiattack. Arachiko makes two **Bite** attacks.

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 10 (**2d6 + 3**) **piercing damage**. The target must succeed on a **DC 15 Strength** saving throw or be knocked **prone**.

Ensnaring Charm. One humanoid Arachiko can see within **30 feet** of it must succeed on a **DC 15 Wisdom** saving throw or be magically **charmed**. The charmed target regards Arachiko as a trusted friend to be heeded and protected but is not considered under Arachiko's control.

Each time Arachiko or Arachiko's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. The effect lasts 24 hours or until Arachiko is destroyed.

Draining Kiss. Arachiko kisses a charmed or a willing creature within **5 feet**. The target must make a **DC 15 Constitution** saving throw against this magic, taking 17 (**4d6 + 3**) **necrotic damage** on a failed save or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to **0**.

REACTIONS

Seductive Diversion. When a creature hits Arachiko with a melee attack, Arachiko can use its Reaction to distract the attacker. The attacker must succeed on a **DC 15 Wisdom** saving throw or has **Disadvantage** on its next attack.

LEGENDARY ACTIONS

Arachiko can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Arachiko regains spent Legendary Actions at the start of its turn.

Charm. **<1>** Arachiko makes an **Ensnaring Charm** attack.

Silk Ascent. **<2>** Arachiko expels a **30-foot** silken web string of web toward a wall or ceiling. If it reaches the wall or ceiling, Arachiko climbs the entire web length.

ACTIONS+

Multiattack+. Arachiko makes two **Threaded Assault** attacks.

Threaded Assault. *Ranged weapon attack.* **+6** to hit, range 30/60 ft., one target. *Hit:* 10 (**2d6+3**) **piercing damage**. The target must make a **DC 15 Dexterity** saving throw or become **Webbed (restrained)**.

*As a Bonus Action, the restrained target can make a **DC 15 Strength** check on its turn, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 7; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).*

Threaded Manipulation. As a Bonus Action, Arachiko can force a Webbed target to move up to **10 feet** in any direction.

Venomous Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 10 (**2d6 +3**) **piercing damage**. Additionally, the target must make a **DC 15 Constitution** saving throw or take 11 (**3d6**) **poison damage** or half as much damage on a successful one.

*If the poison damage reduces the target to **0** hit points, the target is stable but **poisoned** for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.*

REACTIONS+

Threaded Defense. When Arachiko is attacked by a **Webbed** creature, it can use its Reaction to impose **Disadvantage** on the attack roll.

LEGENDARY ACTIONS+

Puppeteering. **<1>** Arachiko can target any creature within 30 feet that is **Webbed** and force the creature to move up to **15 feet** and make a **Basic Attack** action against a target of Arachiko's choosing.

PRIMAL FORM

When Arachiko activates its Primal form, its current hit point total resets to **90** hit points, and it clears any and all status effects. Additionally, Arachiko can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. Arachiko will immediately activate its **"Primal Form."**

- ◆ If Arachiko's Movement Speed is brought to **0** for two consecutive turns.
- ◆ If Arachiko starts two consecutive turns in fire.
- ◆ When badly injured. Hit points are brought to **0**.

"Arachiko gracefully leaps back and bursts into a chilling laughter. Then, her arms rise, mimicking a puppeteer's stance, and from her fingertips emerge dark webstrings. Once pristine white, these threads are now infused with a dark and sinister magic. Her laughter persists as she demonstrates her precise abilities, webbing nearby critters with outstretched hands. Guided by her touch, they move like mindless marionettes to her will. Finally, she cuts the connection, leaving the harmless critters in a daze. A chilling smile curls on Arachiko's lips as she locks her eyes with yours and stretches her hands out to you, ready to use every thread to bend you to her dark intentions."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Arachiko fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Arachiko takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Shadow weaving. Dark webbing spreads along a **20-foot-square** ground area within **60 feet** of Arachiko. The affected area is considered **Difficult Terrain** and **Lightly Obscured** for 1 minute. Each creature that starts its turn in the area or enters it during its turn must make a **DC 15 Dexterity** saving throw or become restrained as long as it remains in the area or until it breaks free using its Bonus Action.

Creepy Crawlers. **1d2 Spider Swarms** emerge from the dark corners and come to the aid of Arachiko. These swarms immediately join the fray and should be added to the Initiative Tracker.



ARACHIKO

THE SILK ENCHANTRESS

Large fiend, Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 100 (14d10 + 21)
Speed 40 ft. climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	19 (+4)

- ◆ **Saving Throws** Wis +6, Cha +8
- ◆ **Skills** Deception +8, Persuasion +11, Stealth +9
- ◆ **Damage Vulnerabilities** Fire
- ◆ **Senses** Darkvision 30 ft., Passive Perception 12
- ◆ **Language** Common
- ◆ **Challenge** 10 (5,900 xp)
- ◆ **Proficiency Bonus** +4

TRAITS

Arachnid Climb. Arachiko can climb Difficult Surfaces, including ceilings, without needing to make an ability check.

Arachnid Dive. If Arachiko dives at least **30 feet straight** down towards a target and hits it with a melee attack, the attack deals an additional 14 (**3d8**) **bludgeoning damage**. The target must also succeed on a **DC 17 Strength** check or be knocked **prone**.

Web Sense. While in contact with a web, Arachiko knows the exact location of any other creature in contact with the same web.

Web Walker. Arachiko ignores movement restrictions caused by webbing.

Arachnid Shroud. Arachiko can hide as a Bonus Action on each of its turns in combat.

ACTIONS

Multiattack. Arachiko makes two **Bite** attacks.

Bite. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 15 (**2d8 + 5**) **piercing damage**. The target must succeed on a **DC 17 Strength** saving throw or be knocked **prone**.

Ensnaring Charm. One humanoid Arachiko can see within **30 feet** of it must succeed on a **DC 17 Wisdom** saving throw or be magically **charmed**. The charmed target regards Arachiko as a trusted friend to be heeded and protected but is not considered under Arachiko's control.

Each time Arachiko or Arachiko's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. The effect lasts 24 hours or until Arachiko is destroyed.

Draining Kiss. Arachiko kisses a charmed or a willing creature within **5 feet**. The target must make a **DC 17 Constitution** saving throw against this magic, taking 26 (**6d6 + 5**) **necrotic damage** on a failed save or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to **0**.

REACTIONS

Seductive Diversion. When a creature hits Arachiko with a melee attack, Arachiko can use its Reaction to distract the attacker. The attacker must succeed on a **DC 17 Wisdom** saving throw or has **Disadvantage** on its next attack.

LEGENDARY ACTIONS

Arachiko can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Arachiko regains spent Legendary Actions at the start of its turn.

Charm. **<1>** Arachiko makes an **Ensnaring Charm** attack.

Silk Ascent. **<2>** Arachiko expels a **30-foot** silken web string of web toward a wall or ceiling. If it reaches the wall or ceiling, Arachiko climbs the entire web length.

ACTIONS+

Multiattack+. Arachiko makes two **Threaded Assault** attacks.

Threaded Assault. *Ranged weapon attack.* **+9** to hit, range 30/60 ft., one target. *Hit:* 15 (**2d8+5**) **piercing damage**. The target must make a **DC 17 Dexterity** saving throw or become **Webbed (restrained)**.

*As a Bonus Action, the restrained target can make a **DC 17 Strength** check on its turn, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 12; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).*

Threaded Manipulation. As a Bonus Action, Arachiko can force a Webbed target to move up to **10 feet** in any direction.

Venomous Bite. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 15 (**2d8 +5**) **piercing damage**. Additionally, the target must make a **DC 17 Constitution** saving throw or take 14 (**4d6**) **poison damage** or half as much damage on a successful one.

*If the poison damage reduces the target to **0** hit points, the target is stable but **poisoned** for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.*

REACTIONS+

Threaded Defense. When Arachiko is attacked by a **Webbed** creature, it can use its Reaction to impose **Disadvantage** on the attack roll.

LEGENDARY ACTIONS+

Puppeteering. **<1>** Arachiko can target any creature within 30 feet that is **Webbed** and force the creature to move up to **15 feet** and make a **Basic Attack** action against a target of Arachiko's choosing.

PRIMAL FORM

When Arachiko activates its Primal form, its current hit point total resets to **145** hit points, and it clears any and all status effects. Additionally, Arachiko can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. Arachiko will immediately activate its **"Primal Form."**

- ◆ If Arachiko's Movement Speed is brought to **0** for two consecutive turns.
- ◆ If Arachiko starts two consecutive turns in fire.
- ◆ When badly injured. Hit points are brought to **0**.

"Arachiko gracefully leaps back and bursts into a chilling laughter. Then, her arms rise, mimicking a puppeteer's stance, and from her fingertips emerge dark webstrings. Once pristine white, these threads are now infused with a dark and sinister magic. Her laughter persists as she demonstrates her precise abilities, webbing nearby critters with outstretched hands. Guided by her touch, they move like mindless marionettes to her will. Finally, she cuts the connection, leaving the harmless critters in a daze. A chilling smile curls on Arachiko's lips as she locks her eyes with yours and stretches her hands out to you, ready to use every thread to bend you to her dark intentions."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Arachiko fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Arachiko takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Shadow weaving. Dark webbing spreads along a **20-foot-square** ground area within **60 feet** of Arachiko. The affected area is considered **Difficult Terrain** and **Lightly Obscured** for 1 minute. Each creature that starts its turn in the area or enters it during its turn must make a **DC 17 Dexterity** saving throw or become restrained as long as it remains in the area or until it breaks free using its Bonus Action.

Creepy Crawlers. **1d3 Spider Swarms** emerge from the dark corners and come to the aid of Arachiko. These swarms immediately join the fray and should be added to the Initiative Tracker.



ARACHIKO

THE SILK ENCHANTRESS

Large fiend, Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 150 (25d8 + 38)
Speed 40 ft. climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	16 (+3)	12 (+1)	14 (+2)	19 (+4)

- ◆ **Saving Throws** Wis +7, Cha +9
- ◆ **Skills** Deception +9, Persuasion +12, Stealth +10
- ◆ **Damage Vulnerabilities** Fire
- ◆ **Senses** Darkvision 30 ft., Passive Perception 12
- ◆ **Language** Common
- ◆ **Challenge** 15 (13,000 xp)
- ◆ **Proficiency Bonus** +5

TRAITS

Arachnid Climb. Arachiko can climb Difficult Surfaces, including ceilings, without needing to make an ability check.

Arachnid Dive. If Arachiko dives at least **30 feet straight** down towards a target and hits it with a melee attack, the attack deals an additional 22 (**4d8**) **bludgeoning damage**. The target must also succeed on a **DC 19 Strength** check or be knocked **prone**.

Web Sense. While in contact with a web, Arachiko knows the exact location of any other creature in contact with the same web.

Web Walker. Arachiko ignores movement restrictions caused by webbing.

Arachnid Shroud. Arachiko can hide as a Bonus Action on each of its turns in combat.

ACTIONS

Multiattack. Arachiko makes two **Bite** attacks.

Bite. *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 20 (**3d8 + 6**) **piercing damage**. The target must succeed on a **DC 19 Strength** saving throw or be knocked **prone**.

Ensnaring Charm. One humanoid Arachiko can see within **30 feet** of it must succeed on a **DC 19 Wisdom** saving throw or be magically **charmed**. The charmed target regards Arachiko as a trusted friend to be heeded and protected but is not considered under Arachiko's control.

Each time Arachiko or Arachiko's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. The effect lasts 24 hours or until Arachiko is destroyed.

Draining Kiss. Arachiko kisses a charmed or a willing creature within **5 feet**. The target must make a **DC 19 Constitution** saving throw against this magic, taking 33 (**8d6 + 5**) **necrotic damage** on a failed save or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to **0**.

REACTIONS

Seductive Diversion. When a creature hits Arachiko with a melee attack, Arachiko can use its Reaction to distract the attacker. The attacker must succeed on a **DC 19 Wisdom** saving throw or has **Disadvantage** on its next attack.

LEGENDARY ACTIONS

Arachiko can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Arachiko regains spent Legendary Actions at the start of its turn.

Charm. **<1>** Arachiko makes an **Ensnaring Charm** attack.

Silk Ascent. **<2>** Arachiko expels a **30-foot** silken web string of web toward a wall or ceiling. If it reaches the wall or ceiling, Arachiko climbs the entire web length.

ACTIONS+

Multiattack+. Arachiko makes two **Threaded Assault** attacks.

Threaded Assault. *Ranged weapon attack.* **+11** to hit, range 30/60 ft., one target. *Hit:* 20 (**3d8+6**) **piercing damage**. The target must make a **DC 19 Dexterity** saving throw or become **Webbed (restrained)**.

*As a Bonus Action, the restrained target can make a **DC 19 Strength** check on its turn, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 16; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).*

Threaded Manipulation. As a Bonus Action, Arachiko can force a Webbed target to move up to **10 feet** in any direction.

Venomous Bite. *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 20 (**3d8 +6**) **piercing damage**. Additionally, the target must make a **DC 17 Constitution** saving throw or take 21 (**6d6**) **poison damage** or half as much damage on a successful one.

*If the poison damage reduces the target to **0** hit points, the target is stable but **poisoned** for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.*

REACTIONS+

Threaded Defense. When Arachiko is attacked by a **Webbed** creature, it can use its Reaction to impose **Disadvantage** on the attack roll.

LEGENDARY ACTIONS+

Puppeteering. **<1>** Arachiko can target any creature within 30 feet that is **Webbed** and force the creature to move up to **15 feet** and make a **Basic Attack** action against a target of Arachiko's choosing.

PRIMAL FORM

When Arachiko activates its Primal form, its current hit point total resets to **210** hit points, and it clears any and all status effects. Additionally, Arachiko can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. Arachiko will immediately activate its **"Primal Form."**

- ◆ If Arachiko's Movement Speed is brought to **0** for two consecutive turns.
- ◆ If Arachiko starts two consecutive turns in fire.
- ◆ When badly injured. Hit points are brought to **0**.

"Arachiko gracefully leaps back and bursts into a chilling laughter. Then, her arms rise, mimicking a puppeteer's stance, and from her fingertips emerge dark webstrings. Once pristine white, these threads are now infused with a dark and sinister magic. Her laughter persists as she demonstrates her precise abilities, webbing nearby critters with outstretched hands. Guided by her touch, they move like mindless marionettes to her will. Finally, she cuts the connection, leaving the harmless critters in a daze. A chilling smile curls on Arachiko's lips as she locks her eyes with yours and stretches her hands out to you, ready to use every thread to bend you to her dark intentions."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Arachiko fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Arachiko takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Shadow weaving. Dark webbing spreads along a **20-foot-square** ground area within **60 feet** of Arachiko. The affected area is considered **Difficult Terrain** and **Lightly Obscured** for 1 minute. Each creature that starts its turn in the area or enters it during its turn must make a **DC 19 Dexterity** saving throw or become restrained as long as it remains in the area or until it breaks free using its Bonus Action.

Creepy Crawlers. **1d3 + 1** **Spider Swarms** emerge from the dark corners and come to the aid of Arachiko. These swarms immediately join the fray and should be added to the Initiative Tracker.



“THE NIGHT FLAME” SIR RAINER

CR
6

CR
11

CR
16

Emerging from a world trapped by shadows, Sir Rainer, known as The Nightflame, embodies a Lycan warrior. Bound by the *Oath of the Nightflame*, he once shielded his realm against darkness but ultimately succumbed to it. Now corrupted, Sir Rainer seeks a new land with ruthless zeal. He dons paladin's armor in an abandoned chapel and wields a Great Sword, torn between knightly honor and sinister purpose.

As a Lycan, he commands keen senses, stealth, and beastly agility. The full moon reveals his Primal Form, The Nightflame, an entity of blue fire that blazes fiercely in the dark. Transcending shadows, he confronts foes with fiery ferocity, embodying a conflict between epic valor and darker desires.

SIR RAINER’S ORIGIN

Sir Rainer’s tale began in a realm blessed by the Sun. It was a world encompassing beauty and greenery, and people lived their lives content. However, monsters from beyond started to encroach on their borders. These beasts deviled their temples and corroded their cities.

Pleading to The Flame for guidance, Sir Rainer and others with noble intentions took up the Oath of the Flame, devoting themselves to the Sun in a fight against the shadows.

However, before long, they were trapped, encircled by a mysterious cloud. Over time, their once vibrant landscape transformed into a dim, dull place forever shrouded in fog. The land they held dear became grotesque and unrecognizable—giving way to the *Shadowed Lands*.

Once an ordinary soul, Rainer and his people found their territory shrinking night after night. Their powers were not enough. Faced with impending doom threatening their world, they turned to desperation.

In an attempt to fight darkness with darkness, they took the *Oath of the Nightflame*, transforming themselves into Lycans—a decision born of sheer necessity.

As a Lycan, Sir Rainer embraced the Night, dedicating himself to the solemn duty of safeguarding their realm. His unwavering valor and commitment set him apart, and he rose as a leader among his kind. Guided by noble intentions, he embarked on a crusade against the shadows, his Great Sword striking down the beings that plagued their lands.

However, the line between protector and avenger began to blur. The relentless pursuit of darkness began consuming his heart, and that which he sought to vanquish wormed into his very being. His mind, once pure, was tainted. As the darkness tightened its grip on him, the Oath he held dear twisted, and his mission shifted. He could hardly contain his impulses—bloodlust and beastly desires tugging at him.

Ironically, even his new powers weren’t enough. His land eventually succumbed to the continuous attacks, slipping through his desperate claws. The agony of this loss ignited a burning desire within him. He yearned not just for vengeance but also for a new sanctuary where his people could find refuge. He now wages a violent quest to pursue this goal, grappling with the contradictions between his knightly valor and his sinister missionary zeal. He stands at the crossroads of redemption and darkness.

PERSONALITY TRAITS

- ◆ **Committed.** He is unwavering and determined to find a new sanctuary for his people, willing to go to any lengths to ensure their safety, even if it means embracing the shadows.
- ◆ **Paladin’s Valor.** At his core, he remains fiercely protective of those he loves, demonstrating unwavering loyalty and bravery in their defense. He wields the Great Sword for others, not himself.
- ◆ **Beastly Urges.** Sir Rainer can no longer entirely control his heart and body, leading to unpredictable outbursts of primal instincts. Sir Rainer struggles with the darkness within him, confusing his once-noble intentions with the present malevolent urges caused by bloodlust.

SIR RAINER’S DM TIPS

Here are some helpful tips and tricks for mastering the role of Sir Rainer.

NARRATIVE

NIGHT OF THE FULL MOON:

Encourage the party to face Sir Rainer during a full moon, heightening the drama and providing an atmospheric backdrop for the encounter. The moon’s glow could impact the battlefield, revealing and concealing details dynamically.

HOWLING ECHOES:

As Sir Rainer transforms into a Lycan, describe distant echoes of howls responding to his call. These echoes could serve as warnings or attract other creatures in the vicinity. This can help in adding a sense of urgency to the encounter.

CLUES:

Scatter bits of Sir Rainer’s past around. Maybe a family crest or a torn diary. If the players investigate, they can learn more about his background story.

TALK OR FIGHT:

Sir Rainer might have moments where he’s more himself. Give the players a chance to chat with him during the encounter. Their choices could change things.

COMBAT

- ◆ Sir Rainer loves to hunt in the dark. Allow the players to prepare light sources before the encounter. This will later help Sir Rainer in making a dramatic entrance with its **Howling Winds** Legendary Action, which will blow out all those light sources.
- ◆ Sir Rainer does not see well in the dark, he has the **Darkvision** Trait mechanically, but it is actually a result of its sharp senses like smell and hearing. Make sure to describe him as sniffing, his ears moving as if listening, and him not always looking directly at the players.
- ◆ Sir Rainer, much like other Lycans, can’t control his beastly urges. He relishes in instilling fear in his prey while hunting, dragging his sword to create eerie noises and whistling a spine-chilling melody. However, in the process, he ends up revealing his location. This comes forward in his **Not-So-Silent-Stalker** Trait.
- ◆ When facing Sir Rainer in his Primal Form, things might quickly turn into a blazing battlefield. Make sure to describe the destruction that follows in the form of falling debris and the continuously growing blue flames that light up the area.

SIR RAINER'S HABITS OF MIND

STANDARD

MONSTER TURN



TARGET PRIORITIES

- 1. Nearest enemy
- 2. Enemies that are frightened
- 3. Enemies that use divine spells



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions:** Multiattack
 - ↳ **Actions:** Bite
- ◆ If Sir Rainer still possesses a Bonus Action
 - ↳ **Bonus Actions:** Cunning Action

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If an attack successfully lands against Sir Rainer
 - ↳ **Reactions:** Shadow Movement (2/round)



END OF TURN

- ◆ If there are no frightened enemies on the battlefield
 - ↳ **Legendary Actions:** Howling Winds
- ◆ If there are extinguished light sources nearby
 - ↳ **Legendary Actions:** Howling Winds
- ◆ Else:
 - ↳ **Legendary Actions:** Greatsword Strike
- ◆ Enter **Primal form**
 - ↳ If Sir Rainer's hit points are 0
 - ↳ If Sir Rainer begins two consecutive turns under the light of a full moon
 - ↳ If Sir Rainer is in an area with a strong scent of fresh blood

PRIMAL

MONSTER TURN



TARGET PRIORITIES

- 1. Nearest enemy
- 2. Enemies that are frightened
- 3. Enemies that use divine spells



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions+:** Multiattack+
 - ↳ **Actions+:** Crescent Slash
- ◆ If Sir Rainer still possesses a Bonus Action
 - ↳ **Bonus Actions:** Cunning Action

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If Sir Rainer is targeted by a fire spell attack
 - ↳ **Reactions+:** Blazing Deflection (2/round)
- ◆ If Sir Rainer fails a saving throw
 - ↳ **Special Traits+:** Legendary Resistance (1/day)



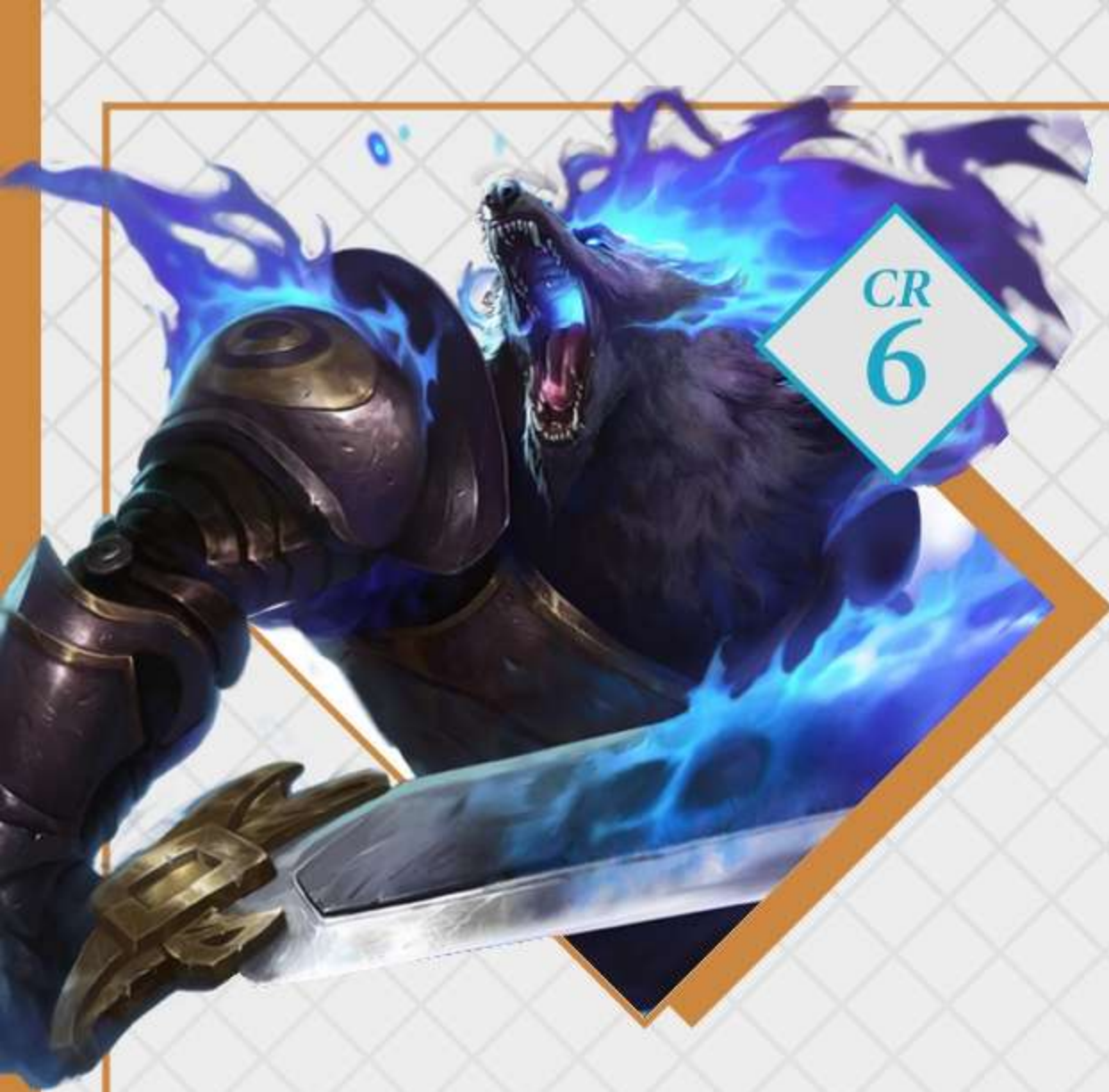
END OF TURN

- ◆ If the enemy ends its turn within 5 ft. of Sir Rainer
 - ↳ **Special Traits+:** Blazing Manes
- ◆ If there is an enemy within 30 ft. in LOS
 - ↳ **Legendary Actions+:** Crescent Burst
- ◆ Else:
 - ↳ **Legendary Actions+:** Scorching Leap



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Bell Toll* already in effect?
 - ↳ Yes > **Lair Actions:** Azure Blaze
 - ↳ No > **Lair Actions:** Bell Toll (1/day)



SIR RAINER

THE NIGHT FLAME

Large monstrosity, Unaligned

Armor Class 16 (Armour of the Crescent Moon)
Hit Points 80 (17d8 + 4)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	15 (+2)

- ◆ **Saving Throws** Wis +4, Cha +5
- ◆ **Skills** Athletics +7, Perception +4, Stealth +5
- ◆ **Damage Immunities** Bludgeoning, Piercing, and Slashing from Non-Magical Attacks not made with Silvered Weapons
- ◆ **Condition Immunities** Charmed, Frightened
- ◆ **Senses** Darkvision 60 ft., Passive Perception 14
- ◆ **Languages** Common
- ◆ **Challenge** 6 (2,300xp)
- ◆ **Proficiency** +3

TRAITS

Frightening Presence: Sir Rainer gains **Advantage** on attack rolls against all frightened creatures and can add an additional 4 **(1d6) psychic damage** to the attack's damage roll.

Keen Hearing and Smell. Sir Rainer has **Advantage** on **Wisdom** (**Perception**) checks that rely on hearing or smell.

Not-So-Silent Stalker. When Sir Rainer lurks unseen, he makes eerie noises and whistles a spine-chilling melody to strike fear into the target. Creatures have **Advantage** on their Perception checks to locate Sir Rainer. Additionally, any creature that detects Sir Rainer must make a **DC 15 Wisdom** saving throw or become **frightened** for 1 minute.

Reactive. Sir Rainer has an additional Reaction every turn.

Cunning Action. Sir Rainer's quick thinking and agility enable it to act swiftly in combat. It can use a Bonus Action on each of its turns to **Dash**, **Disengage**, or **Hide**.

ACTIONS

Multiattack. Sir Rainer makes two attacks with its **Greatsword** or **Claw**.

Greatsword. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 10 **(1d10 + 4) slashing damage**.

Claw. *Melee weapon attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 9 **(1d8 + 4) slashing damage**.

Bite. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 11 **(2d6 + 4) piercing damage**. If the target is a humanoid, it must succeed on a **DC 15 Constitution** saving throw or be cursed with **Lycanthropy**.

REACTIONS

Shadow Movement. After being hit by an attack, Sir Rainer may immediately move up to 35 feet and take the **Hide** Action.

LEGENDARY ACTIONS

Sir Rainer can take **1** Legendary Action, 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. Sir Rainer regains spent Legendary Actions at the start of its turn.

Howling Winds. **<1>** Sir Rainer lets out a bone-chilling howl, extinguishing all flame-based and magical light sources within 120 feet and activating its **Not-So-Silent Stalker** ability.

Greatsword Strike. **<1>** Sir Rainer makes a **Greatsword** attack.

ACTIONS+

Multiattack+. Sir Rainer makes two **Crescent Blade** attacks.

Crescent Blade. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 10 **(1d10 + 4) slashing damage** plus 4 **(1d6) radiant damage**.

Crescent Slash. Sir Rainer's greatsword ignites in vivid blue flames as he executes a powerful slash, releasing a torrent of Crescent and ethereal azure flames with each swing. Every creature within a **30-foot cone** originating from Sir Rainer must make a **DC 15 Dexterity** saving throw. On a failed save, they suffer 13 **(2d8 + 4) slashing damage** plus 5 **(1d8) radiant damage**. On a successful save, the target takes half the damage.

Undead creatures take double damage and have Disadvantage on their saving throws.

REACTIONS+

Blazing Deflection. When targeted by a fire spell attack, Sir Rainer can use its Reaction to counter and repel the fire damage. All creatures within a **10-foot radius**, originating from Sir Rainer, must succeed on a **DC 15 Dexterity** saving throw or be pushed **15 feet away** and knocked **prone**. On a successful save, the creature remains in place and is not knocked prone.

LEGENDARY ACTIONS+

Scorching Leap. **<1>** Sir Rainer leaps through the air, covering a distance of up to **20 feet**. Upon landing, Sir Rainer makes a **Crescent Blade** attack against a creature within range.

Crescent Burst. **<1>** Sir Rainer thrusts his blazing greatsword into the ground, causing ethereal blue flame pillars to erupt **from underneath** a targeted creature within sight. The target must succeed on a **DC 15 Dexterity** saving throw or take 9 **(2d8) radiant damage**.

PRIMAL FORM

When Sir Rainer activates its Primal form, its current hit point total resets to **100** hit points, and it clears any and all status effects. Additionally, Sir Rainer can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. Sir Rainer will immediately activate its **"Primal Form."**

- ◆ If Sir Rainer begins two consecutive turns under the light of a full moon.
- ◆ If Sir Rainer is in an area with a strong scent of fresh blood.
- ◆ When badly injured. Hit points are brought to **0**.

"Sir Rainer steps out of the shadows into the moonlight's glow. As he gazes at the radiant orb in the night sky, the area abruptly erupts into blue flames, blinding any onlookers but himself. His once ordinary mane now blazes with ethereal blue fire, matching the moon's intense radiance. Channeling his inner energy, his greatsword ignites with vivid blue flames. 'The Nightflame' appears. He unleashes a spine-chilling howl that echoes through the moonlit night to announce his might."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Sir Rainer fails a saving throw, it can choose to succeed instead.

Blazing Manes. Any creature that ends its turn within 5 feet of Sir Rainer takes **4 radiant damage**.

Not-So-Hidden Stalker. When Sir Rainer is in its Primal Form, it cannot use the **Hide** Action.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Sir Rainer takes a Lair Action to cause one of the following effects.

Bell Toll. The church bells toll loudly, causing a deafening noise. Each creature within **60 feet** of the bells must succeed on a **DC 15 Constitution** saving throw or be **deafened** for one minute. This Lair Action can only be used once and requires an hour to recharge.

Azure Blaze. The lair is engulfed in blazing blue flames, intensifying the oppressive heat. Each creature within the lair must make a **DC 15 Constitution** saving throw or take 5 **(2d4) radiant damage**.



SIR RAINER

THE NIGHT FLAME

Large monstrosity, Unaligned

Armor Class 17 (Armour of the Crescent Moon)
Hit Points 112 (12d10 + 46)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	15 (+2)

- ◆ **Saving Throws** Wis +5, Cha +6
- ◆ **Skills** Athletics +9, Perception +5, Stealth +7
- ◆ **Damage Immunities** Bludgeoning, Piercing, and Slashing from Non-Magical Attacks not made with Silvered Weapons
- ◆ **Condition Immunities** Charmed, Frightened
- ◆ **Senses** Darkvision 60 ft., Passive Perception 15
- ◆ **Languages** Common
- ◆ **Challenge** 11 (7,200xp)
- ◆ **Proficiency** +4

TRAITS

Frightening Presence: Sir Rainer gains **Advantage** on attack rolls against all frightened creatures and can add an additional 4 **(1d6) psychic damage** to the attack's damage roll.

Keen Hearing and Smell. Sir Rainer has **Advantage** on **Wisdom** (**Perception**) checks that rely on hearing or smell.

Not-So-Silent Stalker. When Sir Rainer lurks unseen, he makes eerie noises and whistles a spine-chilling melody to strike fear into the target. Creatures have **Advantage** on their Perception checks to locate Sir Rainer. Additionally, any creature that detects Sir Rainer must make a **DC 17 Wisdom** saving throw or become **frightened** for 1 minute.

Reactive. Sir Rainer has an additional Reaction every turn.

Cunning Action. Sir Rainer's quick thinking and agility enable it to act swiftly in combat. It can use a Bonus Action on each of its turns to **Dash**, **Disengage**, or **Hide**.

ACTIONS

Multiattack. Sir Rainer makes two attacks with its **Greatsword** or **Claw**.

Greatsword. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 12 **(2d6 + 5) slashing damage**.

Claw. *Melee weapon attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 11 **(1d10 + 5) slashing damage**.

Bite. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 16 **(3d6 + 5) piercing damage**. If the target is a humanoid, it must succeed on a **DC 17 Constitution** saving throw or be cursed with **Lycanthropy**.

REACTIONS

Shadow Movement. After being hit by an attack, Sir Rainer may immediately move up to 35 feet and take the **Hide** Action.

LEGENDARY ACTIONS

Sir Rainer can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Sir Rainer regains spent Legendary Actions at the start of its turn.

Howling Winds. **<1>** Sir Rainer lets out a bone-chilling howl, extinguishing all flame-based and magical light sources within 120 feet and activating its **Not-So-Silent Stalker** ability.

Greatsword Strike. **<1>** Sir Rainer makes a **Greatsword** attack.

ACTIONS+

Multiattack+. Sir Rainer makes two **Crescent Blade** attacks.

Crescent Blade. *Melee Weapon Attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 12 **(2d6 + 5) slashing damage** plus 4 **(1d6) radiant damage**.

Crescent Slash. Sir Rainer's greatsword ignites in vivid blue flames as he executes a powerful slash, releasing a torrent of Crescent and ethereal azure flames with each swing. Every creature within a **30-foot cone** originating from Sir Rainer must make a **DC 17 Dexterity** saving throw. On a failed save, they suffer 16 **(3d6 + 5) slashing damage** plus 7 **(2d6) radiant damage**. On a successful save, the target takes half the damage.

Undead creatures take double damage and have Disadvantage on their saving throws.

REACTIONS+

Blazing Deflection. When targeted by a fire spell attack, Sir Rainer can use its Reaction to counter and repel the fire damage. All creatures within a **10-foot radius**, originating from Sir Rainer, must succeed on a **DC 17 Dexterity** saving throw or be pushed **15 feet away** and knocked **prone**. On a successful save, the creature remains in place and is not knocked prone.

LEGENDARY ACTIONS+

Scorching Leap. **<1>** Sir Rainer leaps through the air, covering a distance of up to **20 feet**. Upon landing, Sir Rainer makes a **Crescent Blade** attack against a creature within range.

Crescent Burst. **<1>** Sir Rainer thrusts his blazing greatsword into the ground, causing ethereal blue flame pillars to erupt **from underneath** a targeted creature within sight. The target must succeed on a **DC 17 Dexterity** saving throw or take 14 **(3d8) radiant damage**.

PRIMAL FORM

When Sir Rainer activates its Primal form, its current hit point total resets to **165** hit points, and it clears any and all status effects. Additionally, Sir Rainer can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. Sir Rainer will immediately activate its "**Primal Form**."

- ◆ If Sir Rainer begins two consecutive turns under the light of a full moon.
- ◆ If Sir Rainer is in an area with a strong scent of fresh blood.
- ◆ When badly injured. Hit points are brought to **0**.

"Sir Rainer steps out of the shadows into the moonlight's glow. As he gazes at the radiant orb in the night sky, the area abruptly erupts into blue flames, blinding any onlookers but himself. His once ordinary mane now blazes with ethereal blue fire, matching the moon's intense radiance. Channeling his inner energy, his greatsword ignites with vivid blue flames. 'The Nightflame' appears. He unleashes a spine-chilling howl that echoes through the moonlit night to announce his might."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Sir Rainer fails a saving throw, it can choose to succeed instead.

Blazing Manes. Any creature that ends its turn within 5 feet of Sir Rainer takes **5 radiant damage**.

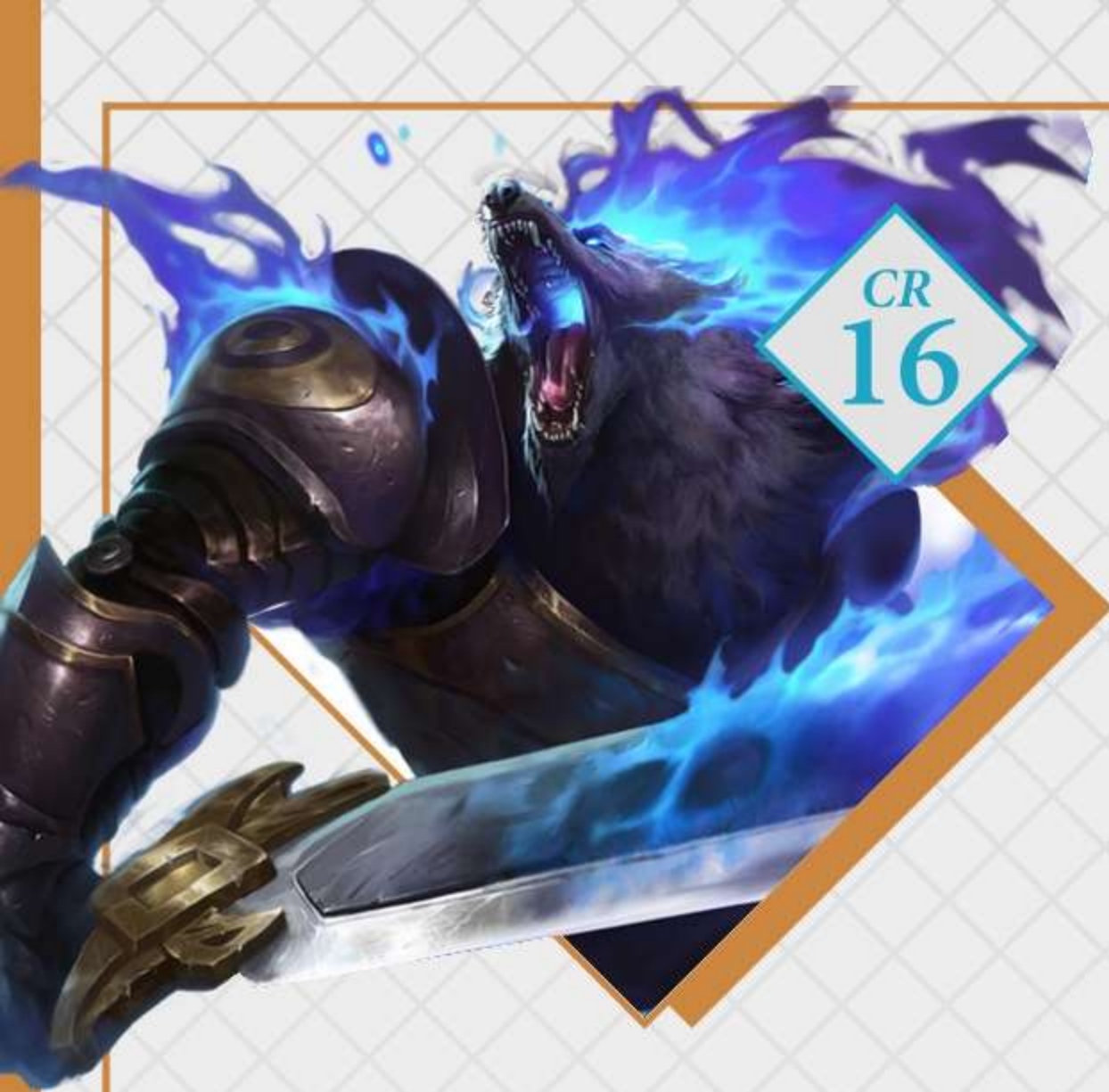
Not-So-Hidden Stalker. When Sir Rainer is in its Primal Form, it cannot use the **Hide** Action.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Sir Rainer takes a Lair Action to cause one of the following effects.

Bell Toll. The church bells toll loudly, causing a deafening noise. Each creature within **60 feet** of the bells must succeed on a **DC 17 Constitution** saving throw or be **deafened** for one minute. This Lair Action can only be used once and requires an hour to recharge.

Azure Blaze. The lair is engulfed in blazing blue flames, intensifying the oppressive heat. Each creature within the lair must make a **DC 17 Constitution** saving throw or take 7 **(2d6) radiant damage**.



CR
16

SIR RAINER THE NIGHT FLAME

Large monstrosity, Unaligned

Armor Class 19 (Armour of the Crescent Moon)
Hit Points 165 (17d10 + 72)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	18 (+4)	10 (+0)	12 (+1)	17 (+3)

- ◆ **Saving Throws** Wis +6, Cha +8
- ◆ **Skills** Athletics +12, Perception +6, Stealth +9
- ◆ **Damage Immunities** Bludgeoning, Piercing, and Slashing from Non-Magical Attacks not made with Silvered Weapons
- ◆ **Condition Immunities** Charmed, Frightened
- ◆ **Senses** Darkvision 60 ft., Passive Perception 16
- ◆ **Languages** Common
- ◆ **Challenge** 16 (15,000xp)
- ◆ **Proficiency** +5

TRAITS

Frightening Presence: Sir Rainer gains **Advantage** on attack rolls against all frightened creatures and can add an additional 4 (1d6) **psychic damage** to the attack's damage roll.

Keen Hearing and Smell. Sir Rainer has **Advantage** on **Wisdom** (**Perception**) checks that rely on hearing or smell.

Not-So-Silent Stalker. When Sir Rainer lurks unseen, he makes eerie noises and whistles a spine-chilling melody to strike fear into the target. Creatures have **Advantage** on their Perception checks to locate Sir Rainer. Additionally, any creature that detects Sir Rainer must make a **DC 19 Wisdom** saving throw or become **frightened** for 1 minute.

Reactive. Sir Rainer has an additional Reaction every turn.

Cunning Action. Sir Rainer's quick thinking and agility enable it to act swiftly in combat. It can use a Bonus Action on each of its turns to **Dash**, **Disengage**, or **Hide**.

ACTIONS

Multiattack. Sir Rainer makes two attacks with its **Greatsword** or **Claw**.

Greatsword. *Melee Weapon Attack:* **+12** to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 7) **slashing damage**.

Claw. *Melee weapon attack:* **+12** to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) **slashing damage**.

Bite. *Melee Weapon Attack:* **+12** to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) **piercing damage**. If the target is a humanoid, it must succeed on a **DC 19 Constitution** saving throw or be cursed with **Lycanthropy**.

REACTIONS

Shadow Movement. After being hit by an attack, Sir Rainer may immediately move up to 35 feet and take the **Hide** Action.

LEGENDARY ACTIONS

Sir Rainer can take 2 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Sir Rainer regains spent Legendary Actions at the start of its turn.

Howling Winds. <1> Sir Rainer lets out a bone-chilling howl, extinguishing all flame-based and magical light sources within 120 feet and activating its **Not-So-Silent Stalker** ability.

Greatsword Strike. <1> Sir Rainer makes a **Greatsword** attack.

ACTIONS+

Multiattack+. Sir Rainer makes two **Crescent Blade** attacks.

Crescent Blade. *Melee Weapon Attack:* **+12** to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 7) **slashing damage** plus 7 (2d6) **radiant damage**.

Crescent Slash. Sir Rainer's greatsword ignites in vivid blue flames as he executes a powerful slash, releasing a torrent of Crescent and ethereal azure flames with each swing. Every creature within a **30-foot cone** originating from Sir Rainer must make a **DC 19 Dexterity** saving throw. On a failed save, they suffer 21 (4d6 + 7) **slashing damage** plus 7 (2d6) **radiant damage**. On a successful save, the target takes half the damage.

Undead creatures take double damage and have Disadvantage on their saving throws.

REACTIONS+

Blazing Deflection. When targeted by a fire spell attack, Sir Rainer can use its Reaction to counter and repel the fire damage. All creatures within a **10-foot radius**, originating from Sir Rainer, must succeed on a **DC 19 Dexterity** saving throw or be pushed **15 feet away** and knocked **prone**. On a successful save, the creature remains in place and is not knocked prone.

LEGENDARY ACTIONS+

Scorching Leap. <1> Sir Rainer leaps through the air, covering a distance of up to **20 feet**. Upon landing, Sir Rainer makes a **Crescent Blade** attack against a creature within range.

Crescent Burst. <1> Sir Rainer thrusts his blazing greatsword into the ground, causing ethereal blue flame pillars to erupt **from underneath** a targeted creature within sight. The target must succeed on a **DC 19 Dexterity** saving throw or take 18 (4d8) **radiant damage**.

PRIMAL FORM

When Sir Rainer activates its Primal form, its current hit point total resets to **230** hit points, and it clears any and all status effects. Additionally, Sir Rainer can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. Sir Rainer will immediately activate its "**Primal Form**."

- ◆ If Sir Rainer begins two consecutive turns under the light of a full moon.
- ◆ If Sir Rainer is in an area with a strong scent of fresh blood.
- ◆ When badly injured. Hit points are brought to 0.

"Sir Rainer steps out of the shadows into the moonlight's glow. As he gazes at the radiant orb in the night sky, the area abruptly erupts into blue flames, blinding any onlookers but himself. His once ordinary mane now blazes with ethereal blue fire, matching the moon's intense radiance. Channeling his inner energy, his greatsword ignites with vivid blue flames. 'The Nightflame' appears. He unleashes a spine-chilling howl that echoes through the moonlit night to announce his might."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Sir Rainer fails a saving throw, it can choose to succeed instead.

Blazing Manes. Any creature that ends its turn within 5 feet of Sir Rainer takes **8 radiant damage**.

Not-So-Hidden Stalker. When Sir Rainer is in its Primal Form, it cannot use the **Hide** Action.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Sir Rainer takes a Lair Action to cause one of the following effects.

Bell Toll. The church bells toll loudly, causing a deafening noise. Each creature within **60 feet** of the bells must succeed on a **DC 19 Constitution** saving throw or be **deafened** for one minute. This Lair Action can only be used once and requires an hour to recharge.

Azure Blaze. The lair is engulfed in blazing blue flames, intensifying the oppressive heat. Each creature within the lair must make a **DC 19 Constitution** saving throw or take 11 (3d6) **radiant damage**.



“THE CRIMSON WHISPERER”
BLODSTADT

CR
8

CR
13

CR
18

Hailing from a realm steeped in blood, Blodstadt emerges as an ancient enigma only recorded in time-worn tomes. One side of their split Personality Traits is beauty personified, dressed in opulent silks befitting nobility. But be wary of their appearance; hidden inside is an ancient and powerful entity whose true nature is locked away in the ashes of history. They have come to our world to claim a throne of blood.

Mastering magical arts, Blodstadt conjures potent spells. Unleashed, they exude wrath and arrogance—deadly sins sculpted in flesh and bone. When they go Primal, meet with earth-shaking impact and rending claws. Blodstadt's transformation marks an odyssey from allure to dread, from intrigue to trembling fear.



BLODSTADT’S ORIGIN

Blodstadt’s tale commenced with Ivan, an unfortunate human pulled into the nightmarish Realm of Cursed Strife—a world cloaked in ceaseless dread and veiled by a red mist.

Here, Ivan fell under the dominion of a vampire royal, a ruthless ruler who viewed humans as mere blood reservoirs, consigning them to a life of servitude as blood banks. Kept imprisoned alongside other hapless souls on the verge of surrendering their last drops of life, Ivan plunged into a harrowing abyss of despair.

As the torment of his captivity wore him down, he began to hear enigmatic whispers, a seductive voice promising him power, wealth, and revenge against those who had imprisoned him. However, these whispers demanded a profound and ominous price.

His body weakened, his spirit waned, and the whispers grew insistent, slowly eroding his resistance. Then, on a fateful night, the inexplicable happened. The cell door swung open of its own accord as if guided by an unseen hand. Ivan found himself in a trance, following an eerie, beckoning fog that led him through the darkened labyrinth of the vampire’s lair.

Guided by the whispers, he ventured deeper into its shadows until he reached a final chamber. He opened the door with trembling hands, and before him, he saw a mesmerizing figure chained to the wall amidst a circle of candles and arcane symbols. The beautiful figure’s eyes were closed as if in eternal rest. Then, a whisper echoed through the room.

“Have you decided?”

Ivan clenched his fists with a determined frown and replied: “Yes.” Darkness swiftly enveloped the room, accompanied by a monstrous, echoing roar.

When Ivan regained consciousness, he was transformed—taller, more agile, and filled with newfound energy. His hands and feet no longer felt like his own.

The night was drenched in blood and carnage as he slaughtered each and every vampire he could find with his newfound powers, enacting his revenge. A dark ecstasy coursed through his veins at the end of it all. Bathed in blood, he sat on the throne where the vampire royal once sat, pestered by ever-present whispers.

Over time, the boundaries between Ivan and the enigma blurred. *They* were no longer Ivan... nor a “him.”

BLODSTADT’S DM TIPS

Here are some helpful tips and tricks for mastering the role of Blodstadt.

NARRATIVE

WHISPERING SHADOWS:

Create encounters where the haunting whispers that surround Blodstadt’s become an eerie presence. Players might experience unsettling moments where these whispers echo in the darkness, leading them toward unknown dangers or uncovering cryptic clues.

FRACTURED PERSONA’S INFLUENCE:

Develop scenarios where the dual personas within Blodstadt vie for control. Players might encounter moments where Blodstadt oscillates between lucidity and madness, affecting their interactions and decisions in unexpected ways.

RESIDUE OF REVENGE:

Scatter remnants or signs of Blodstadt’s revenge against the vampire royalty across the campaign. These could include destroyed lairs, rumors among vampire clans, or artifacts related to their past vendetta.

COMBAT

- Blodstadt takes great pride in his beauty and moves and speaks with an elegant flair. It assists its movements with smooth transformations into a bat-form and back, almost as if dancing across the battlefield.
- Blodstadt likes deception and illusions as tools for isolating his prey. The illusions may manifest as the players’ deepest desires. If the opportunity arises, make sure to describe these illusions in great detail.
- When facing Blodstadt in his Primal Form, it has turned into an enraged and hideous creature completely devoid of any charm. He will no longer be able to use **Charm** and will be envious of any creature that is more charming than him.
- Blodstadt is extremely sensitive to sunlight and reacts significantly to its presence. Describe the time to the players; the rising sun could serve as a potent weapon in their arsenal. Exploiting this vulnerability could lead to a dramatic and climactic end to the battle.

PERSONALITY TRAITS

- Charismatic.** The same seductive whispers that once tempted Ivan with promises of power and revenge have become a part of Blodstadt’s charm. It can use these whispers to influence and manipulate others, making them appear irresistible to those they wish to ensnare.
- Merciless.** Blodstadt’s transformation into a creature of darkness has stripped away much of their humanity. They now relish in the slaughter of vampires and humans alike, displaying a ruthless and unforgiving nature to all who cross their path.
- Unpredictability (Dual Persona).** Blodstadt’s psyche is fractured, housing two distinct creatures within one body. They veer between moments of lucidity and madness, creating an unpredictable and dangerous persona.

BLODSTADT'S
HABITS OF MIND

STANDARD

MONSTER TURN



START OF TURN

- ◆ If Blodstadt has not taken any radiant damage or damage from holy water last turn
 - ↳ **Traits:** Regeneration
- ◆ If Blodstadt is exposed to sunlight
 - ↳ **Traits:** Sunlight Hypersensitivity



TARGET PRIORITIES

1. Nearest enemy
2. Enemies that inflict Radiant damage
3. Enemies with the lowest Wisdom bonus



MOVEMENT

- ◆ Move toward the Target Priority. Blodstadt can use its fly to avoid dangerous ground or opportunity attacks



ACTION

- ◆ If the enemies are not yet isolated
 - ↳ **Actions:** Innate Spellcasting; *Hallucinatory Terrain*, or *Fog Cloud*
- ◆ If the Target Priority is charmed, restrained, or grappled
 - ↳ **Actions:** Bite
- ◆ Else:
 - ↳ **Actions:** Multiattack

PLAYER TURN



END OF TURN

- ◆ Is the Legendary Action: *Doppelganger* active?
 - ↳ No > **Legendary Actions:** Doppelganger (1/day)
 - ↳ Yes > Doppelganger casts *Phantasmal force* on its turn
- ◆ If the enemy is within 30 ft. and has not yet been Charmed
 - ↳ **Legendary Actions:** Charm
- ◆ Enter **Primal form**
 - ↳ If Blodstadt's hit points are 0
 - ↳ If Blodstadt starts two consecutive turns in sunlight
 - ↳ If all Doppelgangers are defeated

PRIMAL

MONSTER TURN



START OF TURN

- ◆ If Blodstadt takes any radiant damage or damage from holy water last turn
 - ↳ **Traits:** Regeneration
- ◆ If Blodstadt is exposed to sunlight
 - ↳ **Traits:** Sunlight Hypersensitivity
- ◆ If *Swarm of Bats* is active
 - ↳ Move toward Target Priority



TARGET PRIORITIES

1. Nearest enemy
2. Enemies that inflict Radiant damage
3. Enemies with the highest Charisma bonus



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If *Swarm of Bats* is active
 - ↳ Revert to your normal form (Bonus Action)
- ◆ If there are enemies within 10 ft.
 - ↳ **Actions+:** Multiattack+
 - ↳ **Actions+:** Nocturnal Plunge

PLAYER TURN



START OF TURN

- ◆ If the enemy starts in Blodstadt's space
 - ↳ **Special Traits+:** Swarm of Bats (Damage)
- ◆ If the enemy is within 120 ft.
 - ↳ **Special Traits+:** Frightful Presence.



AFTER PLAYER ACTION

- ◆ If Blodstadt fails a saving throw
 - ↳ **Special traits+:** Legendary Resistance (1/day)



END OF TURN

- ◆ If there are >2 enemies within 5 ft.
 - ↳ **Legendary Actions+:** Swarm of Bats
- ◆ If there is an enemy within 10 ft.
 - ↳ **Legendary Actions+:** Sonic Screech
- ◆ If there are enemies within 120 ft.
 - ↳ **Saving throw:** Frightful Presence
- ◆ If The enemy is deafened By Sonic Screech
 - ↳ **Saving throw:** Sonic Screech



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Swirling Mist* active?
 - ↳ No > **Lair Actions:** Swirling Mist



BLODSTADT
THE CRIMSON
WHISPERER

Medium undead, lawful evil

Armor Class 16 (natural armor)
Hit Points 100 (18d8 + 19)
Speed 30 ft. fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	16 (+3)	13 (+1)	20 (+5)

- ◆ **Saving Throws** Dexterity +8, Charisma +9
- ◆ **Skills** Deception +9, Persuasion +9
- ◆ **Damage Resistances** Necrotic, Bludgeoning, Piercing, and Slashing from Non-Magical Attacks
- ◆ **Senses** Darkvision 60 ft., Passive Perception 15
- ◆ **Language** Common
- ◆ **Challenge** 8 (3,900 xp)
- ◆ **Proficiency Bonus** +4

TRAITS

Regeneration. Blodstadt regains **20** hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

Spider Climb. Blodstadt can climb Difficult Surfaces, including ceilings, without needing to make an ability check.

Vampire Weaknesses. Blodstadt has the following flaws:

- ◆ **Forbiddance.** Blodstadt can't enter a residence without an invitation from one of the occupants.
- ◆ **Stake to the Heart.** If a piercing weapon made of wood is driven into Blodstadt's heart while Blodstadt is incapacitated in its resting place, Blodstadt is Paralyzed until the stake is removed.
- ◆ **Harmed by Running Water.** Blodstadt takes 20 acid damage if it ends its turn in running water.
- ◆ **Sunlight Hypersensitivity.** Blodstadt takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has **Disadvantage** on attack rolls and ability checks.

ACTIONS

Multiattack. Blodstadt makes two attacks, of which only one can be a **Bite**.

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

Bite. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one willing creature or a creature that is grappled, incapacitated, or restrained by Blodstadt. *Hit:* 7 (**1d6 + 4**) **piercing damage** plus 11 (**3d6**) **necrotic damage**. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken, and Blodstadt regains hit points equal to that amount.

The reduction lasts until the target finishes a long rest. A humanoid slain this way and then buried in the ground rises the following night as a Vampire Spawn under Blodstadt's control.

Innate Spellcasting. Blodstadt's innate spellcasting ability is Charisma (spell save **DC 16**, **+8** to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- ◆ **At Will:** *Fog Cloud*
- ◆ **3/day:** *Misty Step*, *Phantasmal force*
- ◆ **1/day:** *Hallucinatory Terrain*

LEGENDARY ACTIONS

Blodstadt can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Blodstadt regains spent Legendary Actions at the start of its turn.

Doppelganger. <2> Blodstadt creates a doppelganger for each **Isolated** enemy. Isolation occurs when an enemy cannot see any of its allies. The doppelganger has the same stats as Blodstadt, except it has **20** hit points and can only use its Action to cast **Phantasmal Force**. Doppelgangers will be added to the initiative tracker for the next turn. This Legendary Action can only be used once every 24 hours.

Charm. <1> Blodstadt targets one creature it can see within 30 feet. If the target can see Blodstadt, the target must succeed on a **DC 16 Wisdom** saving throw against this magic or be **charmed** by Blodstadt. The target isn't under Blodstadt's control; it takes Blodstadt's requests or actions in the most favorable way it can, and it is a willing target for Blodstadt's bite attack. Each time Blodstadt does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Blodstadt is destroyed. Otherwise, the effect lasts 24 hours or until Blodstadt is destroyed.

ACTIONS+

Multiattack+. Blodstadt makes two attacks with its **Massive Claw** or **Devouring Bite**.

Massive Claw. *Melee Weapon Attack:* **+8** to hit, reach 10 ft., one creature. *Hit:* 18 (**2d10 + 4**) **slashing damage**.

Devouring Bite. *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one creature. *Hit:* 10 (**1d10 + 4**) **piercing damage** plus 11 (**3d6**) **necrotic damage**. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken, and Blodstadt regains hit points equal to that amount.

Nocturnal Plunge. Blodstadt leaps through the air, covering a distance of up to 10 feet. Upon landing, every creature in the area within **10 feet** of Blodstadt must succeed on a **DC 16 Dexterity** saving throw or take 21 (**3d10 + 4**) **bludgeoning damage** and be knocked **prone**. On a successful save, the target takes half the damage and isn't knocked prone.

LEGENDARY ACTIONS+

Sonic Screech. <1> Each creature within 20 feet of Blodstadt must succeed on a **DC 16 Constitution** saving throw or take 9 (**2d8**) **thunder damage** and become **deafened** for 1 minute.

At the end of their turn, they can attempt another saving throw to regain their auditory senses. On a successful save, the target ignores the effect.

Swarm of Bats. <2> Blodstadt transforms into a Swarm of Bats and moves 20 feet. Its size becomes Huge. While in this form, Blodstadt's only method of movement is a flying speed of **20 feet**. Blodstadt can occupy another creature's space and vice versa. While in this form, Blodstadt can't attack or cast spells. Any creature that starts its turn in Blodstadt's space takes 14 (**3d8**) **piercing damage**, and Blodstadt regains hit points equal to that amount. Blodstadt can revert back to its true primal form as a Bonus Action.

PRIMAL FORM

When Blodstadt activates its Primal form, its current hit point total resets to **100** hit points, and it clears any and all status effects. Additionally, Blodstadt can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met, Blodstadt will immediately activate its "**Primal Form**".

- ◆ If all Doppelgangers are defeated
- ◆ If Blodstadt starts two consecutive turns in sunlight.
- ◆ When badly injured. Hit points are brought to **0**.

"Blodstadt's body contorts and tears apart, releasing a swarm of bats that merge into a monstrous creature with leathery wings, razor-sharp talons, and fiery red eyes. The creature lets out a bone-chilling screech as it swoops down to attack."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Blodstadt fails a saving throw, it can choose to succeed instead.

Frightful Presence. Each creature of Blodstadt's choice that is within 120 feet of Blodstadt and aware of it must succeed on a **DC 16 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 succeeds or the effect ends, the creature is immune to Blodstadt's Frightful Presence for the next 24 hours.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Blodstadt takes a Lair Action to cause the following effect.

Swirling mists. A thick mist seeps out from the edges of the area, enveloping everything in darkness, obscuring all vision except for a **20-foot radius**. This area appears in the current location of Blodstadt's and disperses after 1 round.



BLODSTADT
THE CRIMSON
WHISPERER

Medium undead, lawful evil

Armor Class 18 (natural armor)
Hit Points 145 (17d8 + 68)
Speed 30 ft. fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	16 (+3)	13 (+1)	22 (+6)

- ◆ **Saving Throws** Dexterity +10, Charisma +11
- ◆ **Skills** Deception +11, Persuasion +11
- ◆ **Damage Resistances** Necrotic, Bludgeoning, Piercing, and Slashing from Non-Magical Attacks
- ◆ **Senses** Darkvision 60 ft., Passive Perception 15
- ◆ **Language** Common
- ◆ **Challenge** 13 (10,000 xp)
- ◆ **Proficiency Bonus** +5

TRAITS

Regeneration. Blodstadt regains **20** hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

Spider Climb. Blodstadt can climb Difficult Surfaces, including ceilings, without needing to make an ability check.

Vampire Weaknesses. Blodstadt has the following flaws:

- ◆ **Forbiddance.** Blodstadt can't enter a residence without an invitation from one of the occupants.
- ◆ **Stake to the Heart.** If a piercing weapon made of wood is driven into Blodstadt's heart while Blodstadt is incapacitated in its resting place, Blodstadt is Paralyzed until the stake is removed.
- ◆ **Harmed by Running Water.** Blodstadt takes 20 acid damage if it ends its turn in running water.
- ◆ **Sunlight Hypersensitivity.** Blodstadt takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has **Disadvantage** on attack rolls and ability checks.

ACTIONS

Multiattack. Blodstadt makes two attacks, of which only one can be a **Bite**.

Claw. *Melee Weapon Attack:* **+10** to hit, reach 5 ft., one creature. *Hit:* 18 (**3d8 + 5**) **slashing damage**.

Bite. *Melee Weapon Attack:* **+10** to hit, reach 5 ft., one willing creature or a creature that is grappled, incapacitated, or restrained by Blodstadt. *Hit:* 10 (**1d8 + 5**) **piercing damage** plus 14 (**3d8**) **necrotic damage**. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken, and Blodstadt regains hit points equal to that amount.

*The reduction lasts until the target finishes a long rest. A humanoid slain this way and then buried in the ground rises the following night as a **Vampire Spawn** under Blodstadt's control.*

Innate Spellcasting. Blodstadt's innate spellcasting ability is Charisma (spell save **DC 18**, **+10** to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- ◆ **At Will:** *Fog Cloud*
- ◆ **3/day:** *Misty Step*, *Phantasmal force*
- ◆ **1/day:** *Hallucinatory Terrain*

LEGENDARY ACTIONS

Blodstadt can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Blodstadt regains spent Legendary Actions at the start of its turn.

Doppelganger. <2> Blodstadt creates a doppelganger for each **Isolated** enemy. Isolation occurs when an enemy cannot see any of its allies. The doppelganger has the same stats as Blodstadt, except it has **35** hit points and can only use its Action to cast **Phantasmal Force**. Doppelgangers will be added to the initiative tracker for the next turn. This Legendary Action can only be used once every 24 hours.

Charm. <1> Blodstadt targets one creature it can see within 30 feet. If the target can see Blodstadt, the target must succeed on a **DC 18 Wisdom** saving throw against this magic or be **charmed** by Blodstadt. The target isn't under Blodstadt's control; it takes Blodstadt's requests or actions in the most favorable way it can, and it is a willing target for Blodstadt's bite attack. Each time Blodstadt does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Blodstadt is destroyed. Otherwise, the effect lasts 24 hours or until Blodstadt is destroyed.

ACTIONS+

Multiattack+. Blodstadt makes two attacks with its **Massive Claw** or **Devouring Bite**.

Massive Claw. *Melee Weapon Attack:* **+10** to hit, reach 10 ft., one creature. *Hit:* 22 (**3d10 + 5**) **slashing damage**.

Devouring Bite. *Melee Weapon Attack:* **+10** to hit, reach 5 ft., one creature. *Hit:* 14 (**2d8 + 5**) **piercing damage** plus 14 (**3d8**) **necrotic damage**. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken, and Blodstadt regains hit points equal to that amount.

Nocturnal Plunge. Blodstadt leaps through the air, covering a distance of up to 10 feet. Upon landing, every creature in the area within **10 feet** of Blodstadt must succeed on a **DC 18 Dexterity** saving throw or take 27 (**4d10 + 5**) **bludgeoning damage** and be knocked **prone**. On a successful save, the target takes half the damage and isn't knocked prone.

LEGENDARY ACTIONS+

Sonic Screech. <1> Each creature within 20 feet of Blodstadt must succeed on a **DC 18 Constitution** saving throw or take 9 (**2d8**) **thunder damage** and become **deafened** for 1 minute.

At the end of their turn, they can attempt another saving throw to regain their auditory senses. On a successful save, the target ignores the effect.

Swarm of Bats. <2> Blodstadt transforms into a Swarm of Bats and moves 20 feet. Its size becomes Huge. While in this form, Blodstadt's only method of movement is a flying speed of **20 feet**. Blodstadt can occupy another creature's space and vice versa. While in this form, Blodstadt can't attack or cast spells. Any creature that starts its turn in Blodstadt's space takes 18 (**4d8**) **piercing damage**, and Blodstadt regains hit points equal to that amount. Blodstadt can revert back to its true primal form as a Bonus Action.

PRIMAL FORM

When Blodstadt activates its Primal form, its current hit point total resets to **165** hit points, and it clears any and all status effects. Additionally, Blodstadt can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met, Blodstadt will immediately activate its "**Primal Form**".

- ◆ If all Doppelgangers are defeated
- ◆ If Blodstadt starts two consecutive turns in sunlight.
- ◆ When badly injured. Hit points are brought to **0**.

"Blodstadt's body contorts and tears apart, releasing a swarm of bats that merge into a monstrous creature with leathery wings, razor-sharp talons, and fiery red eyes. The creature lets out a bone-chilling screech as it swoops down to attack."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Blodstadt fails a saving throw, it can choose to succeed instead.

Frightful Presence. Each creature of Blodstadt's choice that is within 120 feet of Blodstadt 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 succeeds or the effect ends, the creature is immune to Blodstadt's Frightful Presence for the next 24 hours.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Blodstadt takes a Lair Action to cause the following effect.

Swirling mists. A thick mist seeps out from the edges of the area, enveloping everything in darkness, obscuring all vision except for a **20-foot radius**. This area appears in the current location of Blodstadt's and disperses after 1 round.



BLODSTADT
THE CRIMSON
WHISPERER

Medium undead, lawful evil

Armor Class 20 (natural armor)
Hit Points 200 (23d8 + 97)
Speed 30 ft. fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	16 (+3)	16 (+3)	13 (+1)	24 (+7)

- ◆ **Saving Throws** Dexterity +13, Charisma +13
- ◆ **Skills** Deception +13, Persuasion +13
- ◆ **Damage Resistances** Necrotic, Bludgeoning, Piercing, and Slashing from Non-Magical Attacks
- ◆ **Senses** Darkvision 60 ft., Passive Perception 15
- ◆ **Language** Common
- ◆ **Challenge** 18 (20,000 xp)
- ◆ **Proficiency Bonus** +6

TRAITS

Regeneration. Blodstadt regains **25** hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

Spider Climb. Blodstadt can climb Difficult Surfaces, including ceilings, without needing to make an ability check.

Vampire Weaknesses. Blodstadt has the following flaws:

- ◆ **Forbiddance.** Blodstadt can't enter a residence without an invitation from one of the occupants.
- ◆ **Stake to the Heart.** If a piercing weapon made of wood is driven into Blodstadt's heart while Blodstadt is incapacitated in its resting place, Blodstadt is Paralyzed until the stake is removed.
- ◆ **Harmed by Running Water.** Blodstadt takes 20 acid damage if it ends its turn in running water.
- ◆ **Sunlight Hypersensitivity.** Blodstadt takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has **Disadvantage** on attack rolls and ability checks.

ACTIONS

Multiattack. Blodstadt makes two attacks, of which only one can be a **Bite**.

Claw. *Melee Weapon Attack:* **+13** to hit, reach 5 ft., one creature. *Hit:* 25 (**4d8 + 7**) **slashing damage**.

Bite. *Melee Weapon Attack:* **+13** to hit, reach 5 ft., one willing creature or a creature that is grappled, incapacitated, or restrained by Blodstadt. *Hit:* 16 (**2d8 + 7**) **piercing damage** plus 18 (**4d8**) **necrotic damage**. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken, and Blodstadt regains hit points equal to that amount.

*The reduction lasts until the target finishes a long rest. A humanoid slain this way and then buried in the ground rises the following night as a **Vampire Spawn** under Blodstadt's control.*

Innate Spellcasting. Blodstadt's innate spellcasting ability is Charisma (spell save **DC 21**, **+13** to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- ◆ **At Will:** *Fog Cloud*
- ◆ **3/day:** *Misty Step*, *Phantasmal force*
- ◆ **1/day:** *Hallucinatory Terrain*

LEGENDARY ACTIONS

Blodstadt can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Blodstadt regains spent Legendary Actions at the start of its turn.

Doppelganger. **<2>** Blodstadt creates a doppelganger for each **Isolated** enemy. Isolation occurs when an enemy cannot see any of its allies. The doppelganger has the same stats as Blodstadt, except it has **45** hit points and can only use its Action to cast **Phantasmal Force**. Doppelgangers will be added to the initiative tracker for the next turn. This Legendary Action can only be used once every 24 hours.

Charm. **<1>** Blodstadt targets one creature it can see within 30 feet. If the target can see Blodstadt, the target must succeed on a **DC 21 Wisdom** saving throw against this magic or be **charmed** by Blodstadt. The target isn't under Blodstadt's control; it takes Blodstadt's requests or actions in the most favorable way it can, and it is a willing target for Blodstadt's bite attack. Each time Blodstadt does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Blodstadt is destroyed. Otherwise, the effect lasts 24 hours or until Blodstadt is destroyed.

ACTIONS+

Multiattack+. Blodstadt makes two attacks with its **Massive Claw** or **Devouring Bite**.

Massive Claw. *Melee Weapon Attack:* **+10** to hit, reach 10 ft., one creature. *Hit:* 29 (**4d10 + 7**) **slashing damage**.

Devouring Bite. *Melee Weapon Attack:* **+10** to hit, reach 5 ft., one creature. *Hit:* 21 (**3d8 + 7**) **piercing damage** plus 18 (**4d8**) **necrotic damage**. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken, and Blodstadt regains hit points equal to that amount.

Nocturnal Plunge. Blodstadt leaps through the air, covering a distance of up to 10 feet. Upon landing, every creature in the area within **10 feet** of Blodstadt must succeed on a **DC 21 Dexterity** saving throw or take 35 (**5d10 + 7**) **bludgeoning damage** and be knocked **prone**. On a successful save, the target takes half the damage and isn't knocked prone.

LEGENDARY ACTIONS+

Sonic Screech. **<1>** Each creature within 20 feet of Blodstadt must succeed on a **DC 21 Constitution** saving throw or take 14 (**3d8**) **thunder damage** and become **deafened** for 1 minute.

At the end of their turn, they can attempt another saving throw to regain their auditory senses. On a successful save, the target ignores the effect.

Swarm of Bats. **<2>** Blodstadt transforms into a Swarm of Bats and moves 20 feet. Its size becomes Huge. While in this form, Blodstadt's only method of movement is a flying speed of **20 feet**. Blodstadt can occupy another creature's space and vice versa. While in this form, Blodstadt can't attack or cast spells. Any creature that starts its turn in Blodstadt's space takes 27 (**6d8**) **piercing damage**, and Blodstadt regains hit points equal to that amount. Blodstadt can revert back to its true primal form as a Bonus Action.

PRIMAL FORM

When Blodstadt activates its Primal form, its current hit point total resets to **220** hit points, and it clears any and all status effects. Additionally, Blodstadt can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met, Blodstadt will immediately activate its "**Primal Form**".

- ◆ If all Doppelgangers are defeated
- ◆ If Blodstadt starts two consecutive turns in sunlight.
- ◆ When badly injured. Hit points are brought to **0**.

"Blodstadt's body contorts and tears apart, releasing a swarm of bats that merge into a monstrous creature with leathery wings, razor-sharp talons, and fiery red eyes. The creature lets out a bone-chilling screech as it swoops down to attack."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Blodstadt fails a saving throw, it can choose to succeed instead.

Frightful Presence. Each creature of Blodstadt's choice that is within 120 feet of Blodstadt 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 succeeds or the effect ends, the creature is immune to Blodstadt's Frightful Presence for the next 24 hours.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Blodstadt takes a Lair Action to cause the following effect.

Swirling mists. A thick mist seeps out from the edges of the area, enveloping everything in darkness, obscuring all vision except for a **20-foot radius**. This area appears in the current location of Blodstadt's and disperses after 1 round.



“THE GARDENER OF THE DEAD”

CALE

CR
8

CR
13

CR
18

Emerging from The Shamans of the Mystic, Cale was once a druid who honored life's end. Driven by a need to rationalize death, he delved into dark arts, animating decayed beasts and corrupting village after village with his dominion over life and death. Cloaked in robes adorned with skulls, he resides in an ancient crypt, amassing a legion of carcasses to enforce his morbid rule onto us.

Cale wields nature and decay in unholy fusion, reanimating decrepit creatures with skeletal or rotting forms. His staff, crowned with a beastly head, channels power that defies life's sanctity. In Primal Form, his mastery conjures explosions of the deceased, engulfing foes in a withering tide. His presence evokes fear and peril.

CALE’S ORIGIN

From birth, Cale stood apart, unable to comprehend emotions or the fallible logic inherent in the grove's reverence for the balance between life and death.

One day, deep in the Mystic Grove, fate led Cale to a profound discovery—a Poison Spore Parasite nestled within the foliage. Something about it felt different, and its behavior was baffling. It propelled Cale into daring experimentation and profound truth: the parasite held the key to reanimating the deceased.

After years of experimentation on critters of all kinds, the time had come for a grander experiment—one done on himself. He injected the parasite into his veins and embraced its essence. This triggered a metamorphosis. Through a symbiotic mutation induced by the parasite, he transcended mortality, gaining unparalleled regenerative abilities.

This newfound power led to his lineage uncovering his transgressions, deeming them a disgrace to the sanctity of their land. They cast him out, believing he had disrupted their cherished delicate balance. To Cale, their rejection was baffling. Why couldn't they recognize the brilliance of his revelation—the means to transcend life's constraints?

Exiled from Mystic Grove, he delved deeper into the forbidden arts, honing his control over life and death with each passing year. Unaware of how much time had actually passed, he became a master ready to convince his tribe once more.

Upon his return to the grove, Cale discovered desolation. His tribe had succumbed to a devastating plague, and their resting places were now marked with solemn graves. This sight, incomprehensible to his mind, stirred something within him—an unfamiliar surge of anger. He used his powers to try and resurrect them, to raise the dead... but too much time had passed for the magic to work.

If only others recognized the boundless potential he had uncovered earlier. Confusion twisted into resolve, and he embarked on a mission. With his power over life and death, he sought to convince neighboring tribes to embrace his vision of endless existence.

Yet, his pleas fell on deaf ears, confounding him further. The tribes rejected his logic, refusing to accept his radical ideas. In frustration, he resolved to enact his vision forcibly, believing it was the only path to salvation

One by one, tribe after tribe met their end at his hands, murdered only to be reborn as lifeless husks. Cale strove to cleanse the realm of life, driven by a twisted conviction that only through dying could death be conquered. His mania knew no bounds, not even sparing himself, for in his eyes, death was merely the beginning of an eternal journey.

PERSONALITY TRAITS

- ◆ **Lack of Empathy.** Cale is incapable of experiencing empathy or understanding the emotions of others. He remains indifferent to their suffering and causes harm without remorse, all in pursuit of his goals.
- ◆ **Unyielding Determination.** Once Cale sets his mind on a goal, he becomes unwavering in his pursuit, willing to go to extreme lengths to achieve what he believes is the ultimate truth.
- ◆ **Unquenchable Curiosity.** His curiosity drives him to experiment relentlessly, often regardless of the consequences, seeking answers to questions that would otherwise haunt him.

CALE’S DM TIPS

Here are some helpful tips and tricks for mastering the role of Cale.

NARRATIVE

TRIBAL TURMOIL:
Craft scenarios where neighboring tribes speak of Cale's visits, recounting his radical proposals for eternal existence. This will give players more insight into Cale's history of rejection and allow them to form an opinion on his ideology.

PLAGUE INVESTIGATION:

Consider introducing a side quest that enables players to investigate Cale's Poison Spore virus. They can explore, research, and analyze the mysteries surrounding the virus, to find out crucial details that could aid in understanding or combatting this deadly affliction.

EXPERIMENTAL SITE:

Consider introducing a burial ground, once sacred but now tainted by Cale's experiments.

These could be places where Cale exercises his mastery over life and death, experimenting with the Poison Spore virus. Players might stumble upon the aftermath—undead creatures or the reanimation process.

HAUNTED BY MEMORIES:

When players fall victim to the Poison Spore virus, they are plagued by haunting nightmares.

These visions are an opportunity to explore forgotten aspects of the players' past. Make sure to dive into detailed and vivid descriptions of these nightmares, weaving in elements from their backstory or past experiences.

COMBAT

- ◆ Cale is a master of poisonous spores, they are the center of his power and allow him to torment those affected with its **Dreadful Illusions** Legendary Action. The visions caused by this can be abstract in nature, but can also play on the mind of the victim and display something that is dreadful to them specifically.
- ◆ When facing Cale in his Primal form, it uses its **Gravecall** Legendary Action to animate the Dead. Consider placing piles of bones and corpses of medium and small-sized creatures in the area in which the encounter takes place.
- ◆ All the skeletons and zombies Cale resurrects and summons do not appear in a humanoid form. Instead they appear as various critters such as bears, wolves, squirrels, or anything else that fits the environment in which the players encounter Cale.
- ◆ When the hit points of Cale's **Undead Servant's** are reduced to 0, they explode, which can cause damage to Cale as well. Players can strategically plan their attack to trigger an explosion at an opportune time.

CALE'S HABITS OF MIND

STANDARD

MONSTER TURN



TARGET PRIORITIES

- 1. Enemies who are not poisoned
- 2. Nearest enemy
- 3. Clerics and Druids



MOVEMENT

- ◆ Move up to 30 ft. away from the Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions:** Spore Spray
 - ↳ **Actions:** Innate Spellcasting
- ◆ If Grasping Vine is active
 - ↳ **Bonus Actions:** Grasping Vine

PLAYER TURN



START OF TURN

- ◆ If an enemy is within 10 ft.
 - ↳ **Saving Throw:** Necrotic Spores



AFTER PLAYER ACTION

- ◆ If Cale is targeted by a spell
 - ↳ **Reactions:** Counterspell (Innate Spellcasting)
- ◆ If a melee weapon attack successfully lands against Cale
 - ↳ **Reactions:** Grasping Vine



END OF TURN

- ◆ If an enemy is poisoned and within 30 ft.
 - ↳ **Legendary Actions:** Dreadful Illusions
- ◆ If there are >3 enemies within 10 ft.
 - ↳ **Legendary Actions:** Aerial Glide
- ◆ Enter **Primal form**
 - ↳ If Cale's Hit points are 0
 - ↳ If the safety of the Phylactery is threatened or at risk.
 - ↳ When all players suffer from poison

PRIMAL

MONSTER TURN



START OF TURN

- ◆ If the Wither attack is uncharged
 - ↳ **Recharge:** Wither (5-6)



TARGET PRIORITIES

- 1. Enemies who are not poisoned
- 2. Nearest enemy
- 3. Clerics and Druids



MOVEMENT

- ◆ Move up to 30 ft. away from the Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions+:** Necrotic Blast
 - ↳ **Actions+:** Wither
- ◆ If an Undead Servant exists on the battlefield
 - ↳ **Bonus Actions:** Undead Servant (Move)
 - ↳ **Bonus Actions:** Undead Servant (Bite)

PLAYER TURN



START OF TURN

- ◆ If an enemy is within 10 ft.
 - ↳ **Saving Throw:** Necrotic Spores



AFTER PLAYER ACTION

- ◆ If Cale is targeted by a spell
 - ↳ **Reactions:** Counterspell (Innate Spellcasting)
- ◆ If an attack successfully lands against Cale
 - ↳ **Reactions:** Life Link



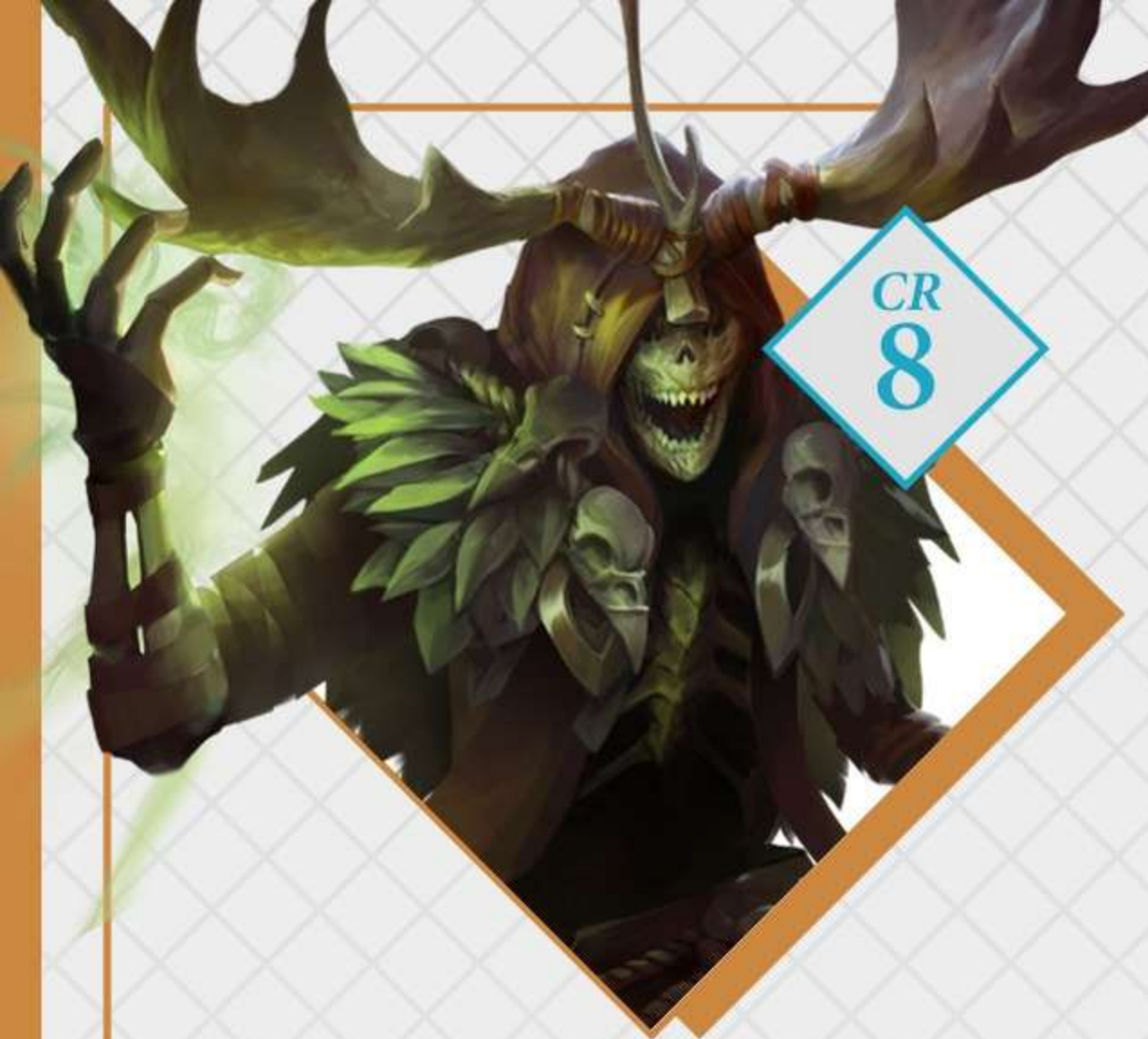
END OF TURN

- ◆ Do >2 Undead Servants exist on the battlefield?
 - ↳ Yes > **Legendary Actions+:** Corpse Explosion
 - ↳ No > **Legendary Actions+:** Gravecall
- ◆ If an enemy is poisoned and within 30 ft.
 - ↳ **Legendary Actions:** Dreadful Illusions
- ◆ If there are >3 enemies within 10 ft.
 - ↳ **Legendary Actions:** Aerial Glide



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Haunted Grounds* active?
 - ↳ Yes > **Lair Actions:** Withering Vines
 - ↳ No > **Lair Actions:** Haunted Grounds



CALE THE GARDENER OF THE DEAD

Medium undead, Neutral evil

Armor Class 15 (natural armor)
Hit Points 80 (16d8 + 8)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	20 (+5)	14 (+2)	14 (+2)

- ◆ **Saving Throws** Con +7, Int +9, Wis +7
- ◆ **Damage Resistances** Bludgeoning, Piercing, and Slashing from Magic Weapons
- ◆ **Damage Immunities** Poison; Bludgeoning, Piercing, and Slashing from Non-Magical Weapons
- ◆ **Condition Immunities** Exhaustion, Frightened, Poisoned
- ◆ **Senses** Truesight 120 ft., Passive Perception 16
- ◆ **Languages** Common, Druidic, Sylvan
- ◆ **Challenge** 8 (3,900 xp)
- ◆ **Proficiency** +4

TRAITS

Spore Rejuvenation. If Cale is brought to **0** hit points, the mushrooms in his body will release spores that slowly restore his damaged body. Parts that are too heavily damaged are replaced with fungi-like growth that serve as functional body parts. This process takes **1d4** days, after which Cale wakes up with all its hit points. If all the mushrooms are either destroyed or removed from his body, the process comes to an end and Cale dies.

Turn Immunity. Cale is immune to effects that turn undead.

Verdant Lifebond. Cale imbues plants within **30 feet** of it with limited sentience and animation, enabling them to **communicate** with Cale and follow its simple commands.

Necrotic Spores. Cale is surrounded by a **Cloud of Spores**. When a creature is within **10 feet** of Cale. When a creature enters the area for the first time on a turn or starts its turn there, it must make a **DC 15 Constitution** saving throw or become **poisoned** for 1 minute.

ACTIONS

Spore Spray. Cale expels its spores in all directions. Each creature within a **15-foot cone** must succeed on a **DC 15 Constitution** saving throw or take 14 (**3d8**) **poison** and become **poisoned** for one minute. On a successful save, the target takes half the damage and isn't poisoned.

Innate Spellcasting. Cale possesses innate spellcasting abilities equivalent to an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save **DC 15, +9** to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- ◆ **Cantrips (at will):** *Mage Hand, Ray of Frost*
- ◆ **1st level (4 slots):** *Detect Magic, Magic Missile, Shield*
- ◆ **2nd level (3 slots):** *Invisibility, Spike Growth, Wither and Bloom*
- ◆ **3rd level (3 slots):** *Animate Dead, Counterspell, Dispel Magic*
- ◆ **4th level (2 slots):** *Blight, Dimension Door*

REACTION

Grasping Vine. When Cale takes melee weapon damage, Cale may conjure a decaying vine that bursts from the ground in an unoccupied space within 30 feet for **1d6** turns. The vine immediately lashes out at a visible creature within 30 feet of Cale. The target must make a **DC 15 Dexterity** saving throw or be pulled 20 feet toward the vine. While the vine persists, Cale can command it to lash out as a Bonus Action during its turns.

LEGENDARY ACTIONS

Cale can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Cale regains spent Legendary Actions at the start of its turn.

Aerial Glide. **<2>** Cale swiftly glides across the battlefield, moving up to half its Movement Speed feet without provoking **Attack of Opportunity**.

Dreadful Illusions. **<1>** Cale chooses a creature it can see within 30 feet that is poisoned, subjecting them to tormenting illusions spawned by the poison's influence. The affected creature experiences nightmarish visions. The target must make a **DC 15 Wisdom** saving throw or take 18 (**4d8**) **psychic damage**. On a successful save, the effect ends.

ACTIONS+

Necrotic Blast. Cale conjures a sinister surge of dark energy, channeling it into a **30-foot-long**, narrow beam. Each creature caught within its path must attempt a **DC 15 Dexterity** saving throw. Those who fail will suffer 19 (**3d8 + 5**) **necrotic damage**, and they are **forcefully pushed** backward **10 feet** by the malevolent force.

Wither (Recharge 5-6). Each non-undead creature within a **15-foot radius** of Cale must succeed on a **DC 15 Constitution** saving throw or suffer 22 (**5d8**) **necrotic damage**, taking half damage on a successful save. Cale then gains temporary hit points equal to the total damage inflicted.

REACTIONS+

Lifelink. When an attack successfully hits Cale, it may choose an **Undead Servant** it has summoned within **30 feet**. Cale takes only half of the damage, while the Undead Servant takes the remaining half.

LEGENDARY ACTIONS+

Gravecall. **<1>** Cale invokes the innate power of necromancy, casting Animate Dead without expending a spell slot. Cale selects either a pile of bones or the corpse of any medium or small-sized creature within **30 feet** to summon an Undead Servant.

*The undead servant has the stats of a **Skeleton** or **Zombie**. Depending on the state of the corpse being animated, it may lack the ability to attack. Once on your turn, you may use a Bonus Action to direct the Undead Servant to perform a task. It can perform any task a creature can take that does not involve an ability or skill check. Additionally, if the Undead Servant is reduced to 0 hit points, it triggers the detonation effect of Corpse Explosion.*

Corpse Explosion. **<2>** Cale may target an **Undead Servant** within 60 feet, within line of sight, causing it to detonate within a **15-foot square** centered on the chosen target. All creatures in the affected area must make a **DC 15 Dexterity** saving throw. On a failed save, they suffer 18 (**4d8**) **bludgeoning damage** and become **poisoned** for 1 minute. On a successful save, they take half damage. The targeted corpse or zombie is entirely obliterated, and this ability cannot be used again on the same target.

PRIMAL FORM

When Cale activates its Primal form, its current hit point total resets to **100** hit points, and it clears any and all status effects. Additionally, Cale can now use the options in the “**Primal Form**” section for **1 hour**.

If one of the following conditions is met. Cale will immediately activate its “**Primal Form**”.

- ◆ When a player is healed
- ◆ When all players are suffering from poison
- ◆ When badly injured. Hit points are brought to **0**

“Cale lets out a menacing laugh that sends shivers down the spines of those who dare listen. As he begins his ominous chant, the ground beneath him trembles. Suddenly, the battlefield erupts with a horde of undead servants, eerie critters, and grotesque beings that seem to materialize from the earth itself. These spectral creatures move with a macabre grace, their hollow eyes fixed on Cale’s every command. The stage was now set for Cale’s malevolent performance, where the life and death bend to his every whim.”

SPECIAL TRAITS+

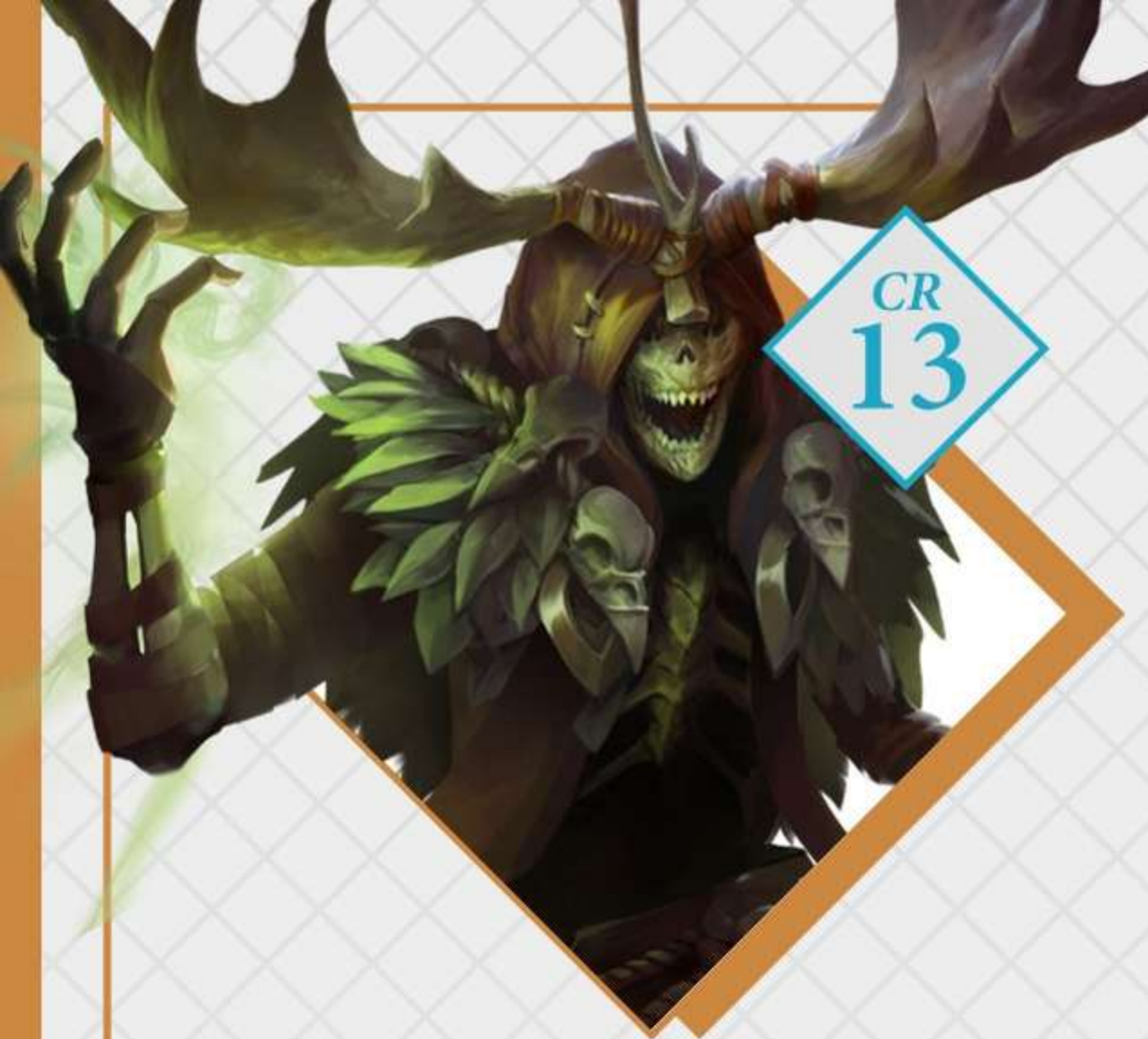
Legendary Resistance (1/Day). If Cale fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Cale takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Haunted Grounds. Cale summons **2d4** medium-sized **Undead Servants** from the earth within a **60-foot radius**. These creatures will crumble into dust if they wander beyond a **60-foot range** of Cale or if Cale meets its demise.

Withering Vines. Withering Vines emerge from the ground in a **15-foot square** within **30 feet** of Cale. Creatures in that area must make a **DC 15 Strength** saving throw or be **restrained** for 1 minute.



CALE THE GARDENER OF THE DEAD

Medium undead, Neutral evil

Armor Class 17 (natural armor)
Hit Points 130 (16d8 + 58)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	22 (+6)	16 (+3)	14 (+2)

- ◆ **Saving Throws** Con +8, Int +11, Wis +8
- ◆ **Damage Resistances** Bludgeoning, Piercing, and Slashing from Magic Weapons
- ◆ **Damage Immunities** Poison; Bludgeoning, Piercing, and Slashing from Non-Magical Weapons
- ◆ **Condition Immunities** Exhaustion, Frightened, Poisoned
- ◆ **Senses** Truesight 120 ft., Passive Perception 16
- ◆ **Languages** Common, Druidic, Sylvan
- ◆ **Challenge** 13 (10,000 xp)
- ◆ **Proficiency** +5

TRAITS

Spore Rejuvenation. If Cale is brought to **0** hit points, the mushrooms in his body will release spores that slowly restore his damaged body. Parts that are too heavily damaged are replaced with fungi-like growth that serve as functional body parts. This process takes **1d4** days, after which Cale wakes up with all its hit points. If all the mushrooms are either destroyed or removed from his body, the process comes to an end and Cale dies.

Turn Immunity. Cale is immune to effects that turn undead.

Verdant Lifebond. Cale imbues plants within **30 feet** of it with limited sentience and animation, enabling them to **communicate** with Cale and follow its simple commands.

Necrotic Spores. Cale is surrounded by a **Cloud of Spores**. When a creature is within **10 feet** of Cale. When a creature enters the area for the first time on a turn or starts its turn there, it must make a **DC 17 Constitution** saving throw or become **poisoned** for 1 minute.

ACTIONS

Spore Spray. Cale expels its spores in all directions. Each creature within a **15-foot cone** must succeed on a **DC 17 Constitution** saving throw or take 18 (**4d8**) **poison** and become **poisoned** for one minute. On a successful save, the target takes half the damage and isn't poisoned.

Innate Spellcasting. Cale possesses innate spellcasting abilities equivalent to an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save **DC 17**, **+11** to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- ◆ **Cantrips (at will):** *Mage Hand*, *Ray of Frost*
- ◆ **1st level (4 slots):** *Detect Magic*, *Magic Missile*, *Shield*
- ◆ **2nd level (3 slots):** *Invisibility*, *Spike Growth*, *Wither and Bloom*
- ◆ **3rd level (3 slots):** *Animate Dead*, *Counterspell*, *Dispel Magic*
- ◆ **4th level (2 slots):** *Blight*, *Dimension Door*

REACTION

Grasping Vine. When Cale takes melee weapon damage, Cale may conjure a decaying vine that bursts from the ground in an unoccupied space within 30 feet for **1d6** turns. The vine immediately lashes out at a visible creature within 30 feet of Cale. The target must make a **DC 17 Dexterity** saving throw or be pulled 20 feet toward the vine. While the vine persists, Cale can command it to lash out as a Bonus Action during its turns.

LEGENDARY ACTIONS

Cale can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Cale regains spent Legendary Actions at the start of its turn.

Aerial Glide. **<2>** Cale swiftly glides across the battlefield, moving up to half its Movement Speed feet without provoking **Attack of Opportunity**.

Dreadful Illusions. **<1>** Cale chooses a creature it can see within 30 feet that is poisoned, subjecting them to tormenting illusions spawned by the poison's influence. The affected creature experiences nightmarish visions. The target must make a **DC 17 Wisdom** saving throw or take 23 (**5d8**) **psychic damage**. On a successful save, the effect ends.

ACTIONS+

Necrotic Blast. Cale conjures a sinister surge of dark energy, channeling it into a **30-foot-long**, narrow beam. Each creature caught within its path must attempt a **DC 17 Dexterity** saving throw. Those who fail will suffer 23 (**4d8** + **5**) **necrotic damage**, and they are **forcefully pushed** backward **10 feet** by the malevolent force.

Wither (Recharge 5-6). Each non-undead creature within a **15-foot radius** of Cale must succeed on a **DC 17 Constitution** saving throw or suffer 27 (**6d8**) **necrotic damage**, taking half damage on a successful save. Cale then gains temporary hit points equal to the total damage inflicted.

REACTIONS+

Lifelink. When an attack successfully hits Cale, it may choose an **Undead Servant** it has summoned within **30 feet**. Cale takes only half of the damage, while the Undead Servant takes the remaining half.

LEGENDARY ACTIONS+

Gravecall. **<1>** Cale invokes the innate power of necromancy, casting *Animate Dead* without expending a spell slot. Cale selects either a pile of bones or the corpse of any medium or small-sized creature within **30 feet** to summon an Undead Servant.

*The undead servant has the stats of a **Skeleton** or **Zombie**. Depending on the state of the corpse being animated, it may lack the ability to attack. Once on your turn, you may use a Bonus Action to direct the Undead Servant to perform a task. It can perform any task a creature can take that does not involve an ability or skill check. Additionally, if the Undead Servant is reduced to 0 hit points, it triggers the detonation effect of Corpse Explosion.*

Corpse Explosion. **<2>** Cale may target an **Undead Servant** within 60 feet, within line of sight, causing it to detonate within a **15-foot square** centered on the chosen target. All creatures in the affected area must make a **DC 17 Dexterity** saving throw. On a failed save, they suffer 27 (**6d8**) **bludgeoning damage** and become **poisoned** for 1 minute. On a successful save, they take half damage. The targeted corpse or zombie is entirely obliterated, and this ability cannot be used again on the same target.

PRIMAL FORM

When Cale activates its Primal form, its current hit point total resets to **165** hit points, and it clears any and all status effects. Additionally, Cale can now use the options in the **“Primal Form”** section for **1 hour**.

If one of the following conditions is met. Cale will immediately activate its **“Primal Form”**.

- ◆ When a player is healed
- ◆ When all players are suffering from poison
- ◆ When badly injured. Hit points are brought to **0**

“Cale lets out a menacing laugh that sends shivers down the spines of those who dare listen. As he begins his ominous chant, the ground beneath him trembles. Suddenly, the battlefield erupts with a horde of undead servants, eerie critters, and grotesque beings that seem to materialize from the earth itself. These spectral creatures move with a macabre grace, their hollow eyes fixed on Cale’s every command. The stage was now set for Cale’s malevolent performance, where the life and death bend to his every whim.”

SPECIAL TRAITS+

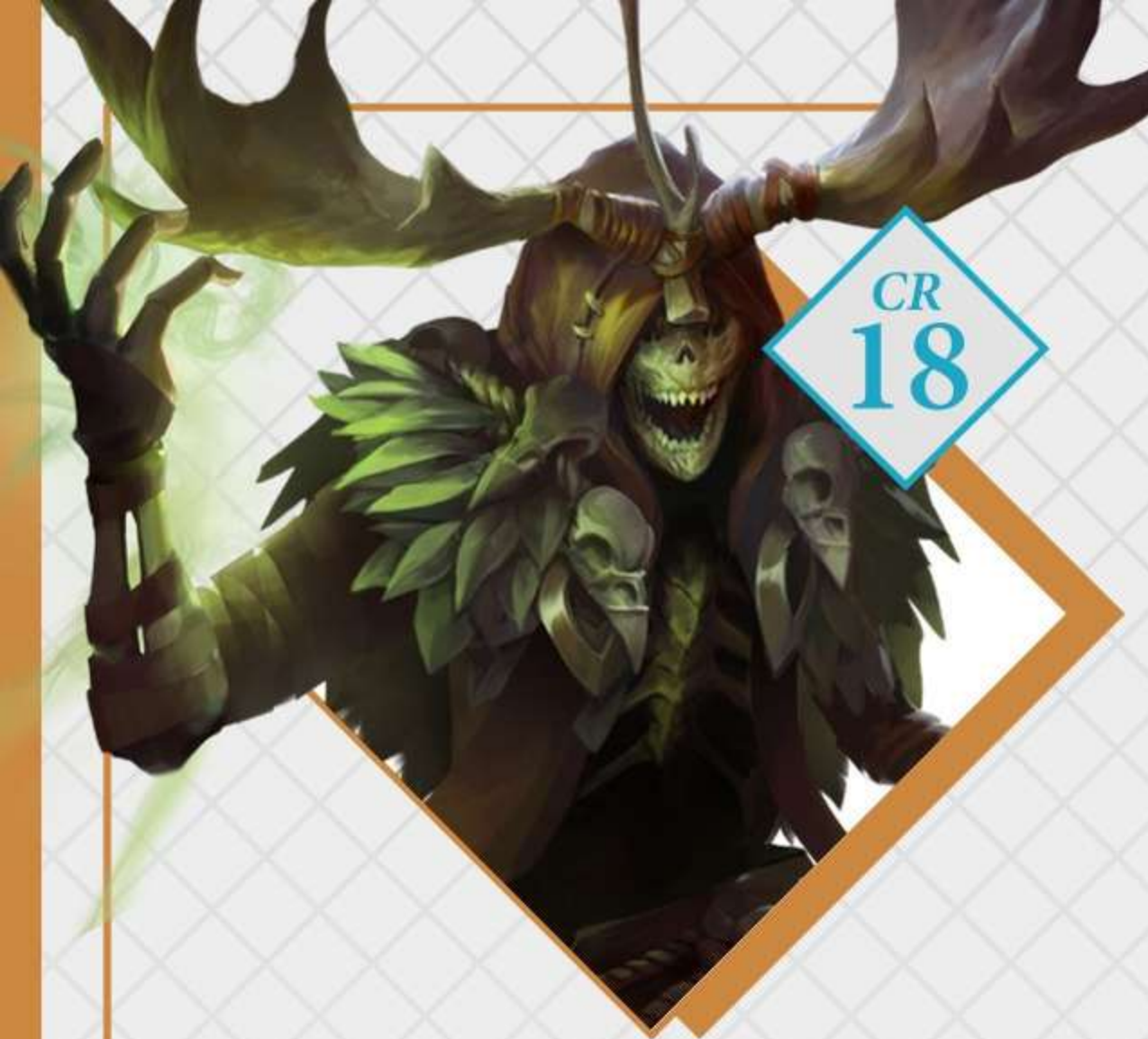
Legendary Resistance (1/Day). If Cale fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Cale takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Haunted Grounds. Cale summons **2d4** medium-sized **Undead Servants** from the earth within a **60-foot radius**. These creatures will crumble into dust if they wander beyond a **60-foot range** of Cale or if Cale meets its demise.

Withering Vines. Withering Vines emerge from the ground in a **15-foot square** within **30 feet** of Cale. Creatures in that area must make a **DC 17 Strength** saving throw or be **restrained** for 1 minute.



CR
18

CALE THE GARDENER OF THE DEAD

Medium undead, Neutral evil

Armor Class 19 (natural armor)
Hit Points 180 (23d8 + 77)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	23 (+7)	18 (+4)	14 (+2)

- ◆ **Saving Throws** Con +9, Int +13, Wis +10
- ◆ **Damage Resistances** Bludgeoning, Piercing, and Slashing from Magic Weapons
- ◆ **Damage Immunities** Poison; Bludgeoning, Piercing, and Slashing from Non-Magical Weapons
- ◆ **Condition Immunities** Exhaustion, Frightened, Poisoned
- ◆ **Senses** Truesight 120 ft., Passive Perception 20
- ◆ **Languages** Common, Druidic, Sylvan
- ◆ **Challenge** 18 (20,000 xp)
- ◆ **Proficiency** +6

TRAITS

Spore Rejuvenation. If Cale is brought to **0** hit points, the mushrooms in his body will release spores that slowly restore his damaged body. Parts that are too heavily damaged are replaced with fungi-like growth that serve as functional body parts. This process takes **1d4** days, after which Cale wakes up with all its hit points. If all the mushrooms are either destroyed or removed from his body, the process comes to an end and Cale dies.

Turn Immunity. Cale is immune to effects that turn undead.

Verdant Lifebond. Cale imbues plants within **30 feet** of it with limited sentience and animation, enabling them to **communicate** with Cale and follow its simple commands.

Necrotic Spores. Cale is surrounded by a **Cloud of Spores**. When a creature is within **10 feet** of Cale. When a creature enters the area for the first time on a turn or starts its turn there, it must make a **DC 20 Constitution** saving throw or become **poisoned** for 1 minute.

ACTIONS

Spore Spray. Cale expels its spores in all directions. Each creature within a **15-foot cone** must succeed on a **DC 20 Constitution** saving throw or take 27 (**6d8**) **poison** and become **poisoned** for one minute. On a successful save, the target takes half the damage and isn't poisoned.

Innate Spellcasting. Cale possesses innate spellcasting abilities equivalent to an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save **DC 20, +13** to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- ◆ **Cantrips (at will):** *Mage Hand, Ray of Frost*
- ◆ **1st level (4 slots):** *Detect Magic, Magic Missile, Shield*
- ◆ **2nd level (3 slots):** *Invisibility, Spike Growth, Wither and Bloom*
- ◆ **3rd level (3 slots):** *Animate Dead, Counterspell, Dispel Magic*
- ◆ **4th level (2 slots):** *Blight, Dimension Door*

REACTION

Grasping Vine. When Cale takes melee weapon damage, Cale may conjure a decaying vine that bursts from the ground in an unoccupied space within 30 feet for **1d6** turns. The vine immediately lashes out at a visible creature within 30 feet of Cale. The target must make a **DC 20 Dexterity** saving throw or be pulled 20 feet toward the vine. While the vine persists, Cale can command it to lash out as a Bonus Action during its turns.

LEGENDARY ACTIONS

Cale can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Cale regains spent Legendary Actions at the start of its turn.

Aerial Glide. **<2>** Cale swiftly glides across the battlefield, moving up to half its Movement Speed feet without provoking **Attack of Opportunity**.

Dreadful Illusions. **<1>** Cale chooses a creature it can see within 30 feet that is poisoned, subjecting them to tormenting illusions spawned by the poison's influence. The affected creature experiences nightmarish visions. The target must make a **DC 20 Wisdom** saving throw or take 32 (**7d8**) **psychic damage**. On a successful save, the effect ends.

ACTIONS+

Necrotic Blast. Cale conjures a sinister surge of dark energy, channeling it into a **30-foot-long**, narrow beam. Each creature caught within its path must attempt a **DC 20 Dexterity** saving throw. Those who fail will suffer 30 (**5d8 + 7**) **necrotic damage**, and they are **forcefully pushed** backward **10 feet** by the malevolent force.

Wither (Recharge 5-6). Each non-undead creature within a **15-foot radius** of Cale must succeed on a **DC 20 Constitution** saving throw or suffer 36 (**8d8**) **necrotic damage**, taking half damage on a successful save. Cale then gains temporary hit points equal to the total damage inflicted.

REACTIONS+

Lifelink. When an attack successfully hits Cale, it may choose an **Undead Servant** it has summoned within **30 feet**. Cale takes only half of the damage, while the Undead Servant takes the remaining half.

LEGENDARY ACTIONS+

Gravecall. **<1>** Cale invokes the innate power of necromancy, casting Animate Dead without expending a spell slot. Cale selects either a pile of bones or the corpse of any medium or small-sized creature within **30 feet** to summon an Undead Servant.

*The undead servant has the stats of a **Skeleton** or **Zombie**. Depending on the state of the corpse being animated, it may lack the ability to attack. Once on your turn, you may use a Bonus Action to direct the Undead Servant to perform a task. It can perform any task a creature can take that does not involve an ability or skill check. Additionally, if the Undead Servant is reduced to 0 hit points, it triggers the detonation effect of Corpse Explosion.*

Corpse Explosion. **<2>** Cale may target an **Undead Servant** within 60 feet, within line of sight, causing it to detonate within a **15-foot square** centered on the chosen target. All creatures in the affected area must make a **DC 20 Dexterity** saving throw. On a failed save, they suffer 36 (**8d8**) **bludgeoning damage** and become **poisoned** for 1 minute. On a successful save, they take half damage. The targeted corpse or zombie is entirely obliterated, and this ability cannot be used again on the same target.

PRIMAL FORM

When Cale activates its Primal form, its current hit point total resets to **220** hit points, and it clears any and all status effects. Additionally, Cale can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. Cale will immediately activate its "**Primal Form**".

- ◆ When a player is healed
- ◆ When all players are suffering from poison
- ◆ When badly injured. Hit points are brought to **0**

"Cale lets out a menacing laugh that sends shivers down the spines of those who dare listen. As he begins his ominous chant, the ground beneath him trembles. Suddenly, the battlefield erupts with a horde of undead servants, eerie critters, and grotesque beings that seem to materialize from the earth itself. These spectral creatures move with a macabre grace, their hollow eyes fixed on Cale's every command. The stage was now set for Cale's malevolent performance, where the life and death bend to his every whim."

SPECIAL TRAITS+

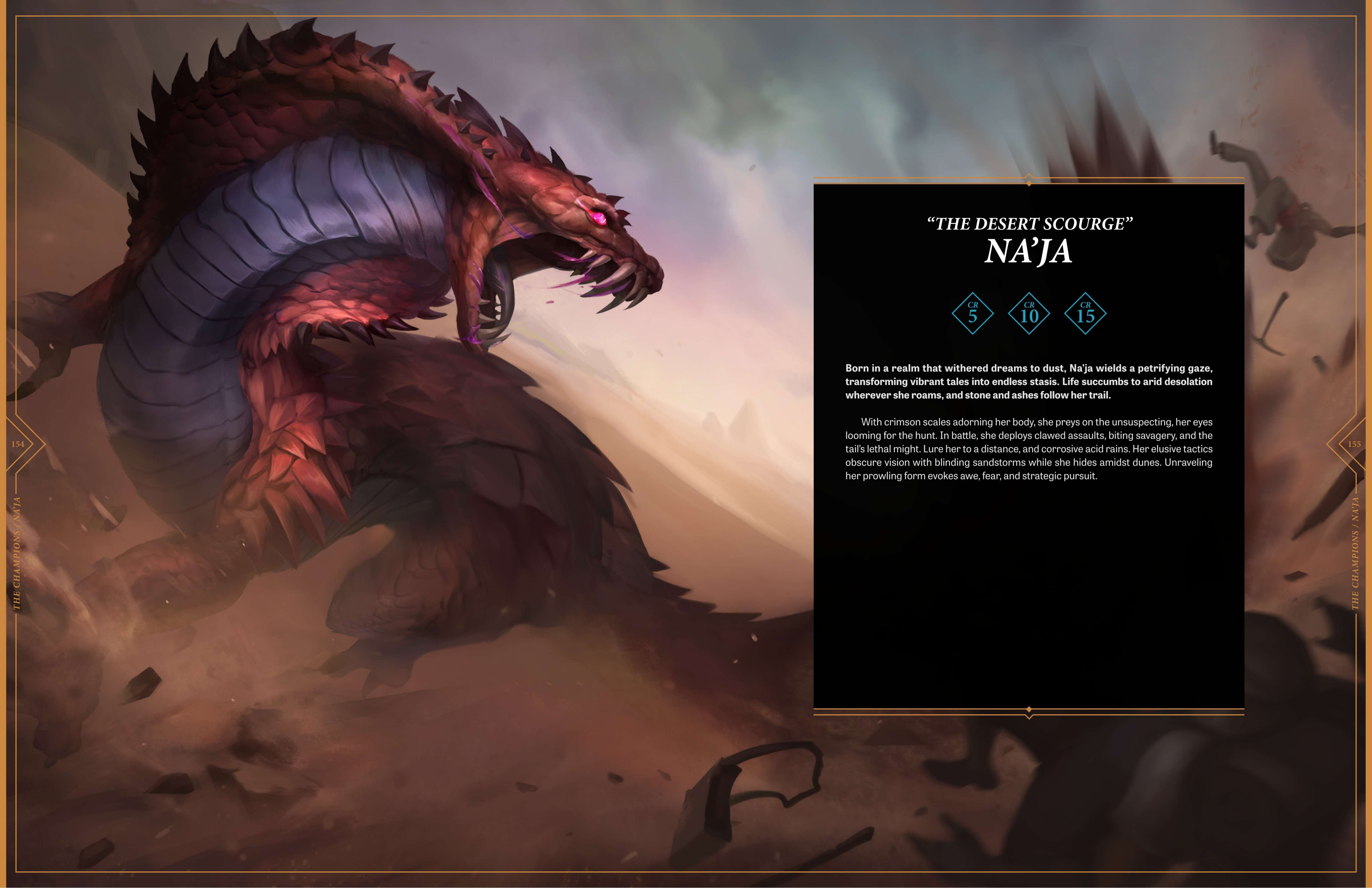
Legendary Resistance (1/Day). If Cale fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Cale takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Haunted Grounds. Cale summons **2d4** medium-sized **Undead Servants** from the earth within a **60-foot radius**. These creatures will crumble into dust if they wander beyond a **60-foot range** of Cale or if Cale meets its demise.

Withering Vines. Withering Vines emerge from the ground in a **15-foot square** within **30 feet** of Cale. Creatures in that area must make a **DC 20 Strength** saving throw or be **restrained** for 1 minute.



“THE DESERT SCOURGE”
NA’JA

CR
5

CR
10

CR
15

Born in a realm that withered dreams to dust, Na’ja wields a petrifying gaze, transforming vibrant tales into endless stasis. Life succumbs to arid desolation wherever she roams, and stone and ashes follow her trail.

With crimson scales adorning her body, she preys on the unsuspecting, her eyes looming for the hunt. In battle, she deploys clawed assaults, biting savagery, and the tail’s lethal might. Lure her to a distance, and corrosive acid rains. Her elusive tactics obscure vision with blinding sandstorms while she hides amidst dunes. Unraveling her prowling form evokes awe, fear, and strategic pursuit.

NA'JA'S ORIGIN

In the heart of the Golden Lands—a realm blanketed by endless, glistening sands—the people of the depths, known as the G'ra't, eked out an existence beneath the scorching desert. Hidden underground, they feared the colossal beasts that roamed the surface, entities they revered as gods.

Na'ja emerges as a figure of divine dread and reverence to G'ra't. She is a divine beast—a force that appears throughout their folklore as an existence that had cast a shadow over them since their dawn of existence.

To appease their insatiable god, the people of the depths offered sacrifices to the surface. Once a month, a grim tribute of young girls and boys was selected. Those unfortunate enough to be picked were sent above ground, where Na'ja, with her mouth watering at the thought, eagerly awaited to gobble them up.

Na'ja's dominion stretched far beyond the endless sea of sands. She had become the most formidable presence in the entire expanse of the Golden Lands, her dominion extending past the horizon, where the realm's thirsting dunes gave way to nothingness.

Yet, there is a cruel irony that shackled her omnipotence. Her territory, while vast, was finite, and the voracious hunger that dwelled within her knew no bounds.

In her greed, she beckoned the G'ra't for more sacrifices. At night, whispers slithered into their bedrooms, echoing from wall to wall.

“More...” the whispers menacingly sounded.

Wrapped in their blankets and holed up in the corners of their rooms, the children refused to sleep, fearful they may be called upon. After all, the tribe had no choice. The G'ra't needed to fulfill their god's desires, or what would become of them?

However, the whispers occurred more frequently as time passed. From, at first, once a month to eventually every other night, each whisper beckoning for more children... more sacrifices. Na'ja's gluttony was as endless as the sands above.

Before long, no children were spared. In time, the sacrifices were replaced by older and older tribesmen until, at one point, Na'ja was met by an elderly woman, legs trembling.

“I am the last,” she spoke.

PERSONALITY TRAITS

- ◆ **Eternal Hunger:** Na'ja is driven by an insatiable appetite that knows no bounds. Her relentless hunger is at the core of her existence, and she constantly seeks to satisfy it through the sacrifices offered to her.
- ◆ **Cunning Whisperer.** Na'ja is a master of cunning and manipulation. She sends sly whispers echoing through the underground caverns, luring victims to their doom on the surface. Her ability to intimidate and ensnare her prey with these whispers is a testament to her cunning nature.
- ◆ **Territorial Dominance.** Na'ja fiercely guards her territory within the Golden Lands. She views the entire realm as her domain and attempts to assert dominance. Any intruders who encroach upon her territory face swift and merciless retribution.

NA'JA'S DM TIPS

Here are some helpful tips and tricks for mastering the role of Na'Ja.

NARRATIVE

SACRIFICIAL LORE:

Explore Na'Ja's impact on the Golden Lands throughout the campaign. With relics—ceremonial artifacts, depictions of her worship, or remnants from failed appeasements.

Illustrate the desperate measures the G'ra't took to appease Na'Ja. NPCs may speak of past sacrifices or lament the recent loss of their children, evoking sympathy and a sense of urgency among the players to confront this menacing deity.

MYSTERIOUS APEX PREDATOR:

Consider Introducing a sidequest where NPCs mysteriously turn into stone, prompting players to investigate the cause behind this unusual phenomenon.

You can also reveal signs of Na'Ja's territorial invasion through significant alterations in the landscape, such as petrified areas or eerie markings that signify her ominous presence.

HUNGRY EYES:

Convey Na'ja's eternal hunger through her eyes. Her gaze should be intense, unyielding, and devoid of empathy. Players should feel the weight of her insatiable appetite through the piercing stare that seems to devour everything in its path.

COMBAT

- ◆ Na'Ja will try to petrify creatures with her **Petrifying Gaze** Trait. Ensure the area in which the encounter takes place has plenty of spots for players to try and break line of sight. This will also allow for her **Serpent's Gaze** reaction to come into play and can turn the battle into an epic shootout.
- ◆ Despite having a beast-like appearance, Na'Ja will slither across the battlefield and lash out at enemies menacingly. However, she is a very cunning creature and will use her wits to lure and trick her prey into meeting her gaze.
- ◆ If the players avert their gaze to avoid being petrified, she will count as invisible to them, which allows Na'Ja to hide using her **Camouflage** Lair Action. This will feel especially brutal if Na'Ja has just consumed a player with her **Devour Petrified** Bonus Action.
- ◆ When facing Na'Ja in its Primal Form, make sure to emphasize its hit-and-run tactics. Na'Ja will try to weave in and out of battle. Where the players might've entered the lair feeling like hunters, they should now start feeling like they are the ones being hunted.

NA'JA'S
HABITS OF MIND

STANDARD

MONSTER TURN



TARGET PRIORITIES

- 1. Nearest enemy
- 2. Enemies that try to obscure vision
- 3. Last enemy that has attacked Na'ja



MOVEMENT

- ◆ Move up to 30 ft. away from the Target Priority



ACTION

- ◆ If the Target Priority is within 30 ft.
↳ **Action:** Acid Spit
- ◆ Else:
↳ **Action:** Multiattack

PLAYER TURN



START OF TURN

- ◆ If an enemy is within 30 ft. in LOS
↳ **Traits:** Petrifying Gaze



DURING PLAYER MOVEMENT

- ◆ If the currently engaged enemy tries to break line of sight
↳ **Reactions:** Serpent's Gaze (2/turn)



END OF TURN

- ◆ If an enemy is petrified
↳ **Saving throw:** Petrifying Gaze
- ◆ If there are >2 enemies within 5 ft.
↳ **Legendary Actions:** Serpent's Slide (Move Away)
- ◆ Else:
↳ **Legendary Actions:** Acid Burst
- ◆ Enter **Primal form**
↳ If Na'ja's hit points are 0
↳ If Na'ja's eyes are damaged or sight is removed
↳ If Na'ja has petrified multiple enemies

PRIMAL

MONSTER TURN



START OF TURN

- ◆ If Na'ja has devoured a petrified creature
↳ **Bonus Actions+:** Devour Petrified (Take Acid Damage)



TARGET PRIORITIES

- 1. A petrified enemy
- 2. Nearest enemy
- 3. Last enemy that has attacked Na'ja



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If the Target Priority is petrified and within 5 ft.
↳ **Bonus Actions+:** Devour Petrified
- ◆ Else,
↳ **Actions+:** Venomous Tail Lash
↳ **Actions:** Multiattack

PLAYER TURN



START OF TURN

- ◆ If an enemy is within 30 ft. in LOS
↳ **Traits:** Petrifying Gaze



DURING PLAYER MOVEMENT

- ◆ If the currently engaged enemy tries to break line of sight
↳ **Reactions:** Serpent's Gaze (2/turn)



AFTER PLAYER ACTION

- ◆ If an attack successfully lands against Na'ja
↳ **Reactions+:** Slithering Retreat (toward the damage dealer) (1/turn)
- ◆ If Na'ja fails a saving throw
↳ **Special Traits+:** Legendary Resistance (1/day)



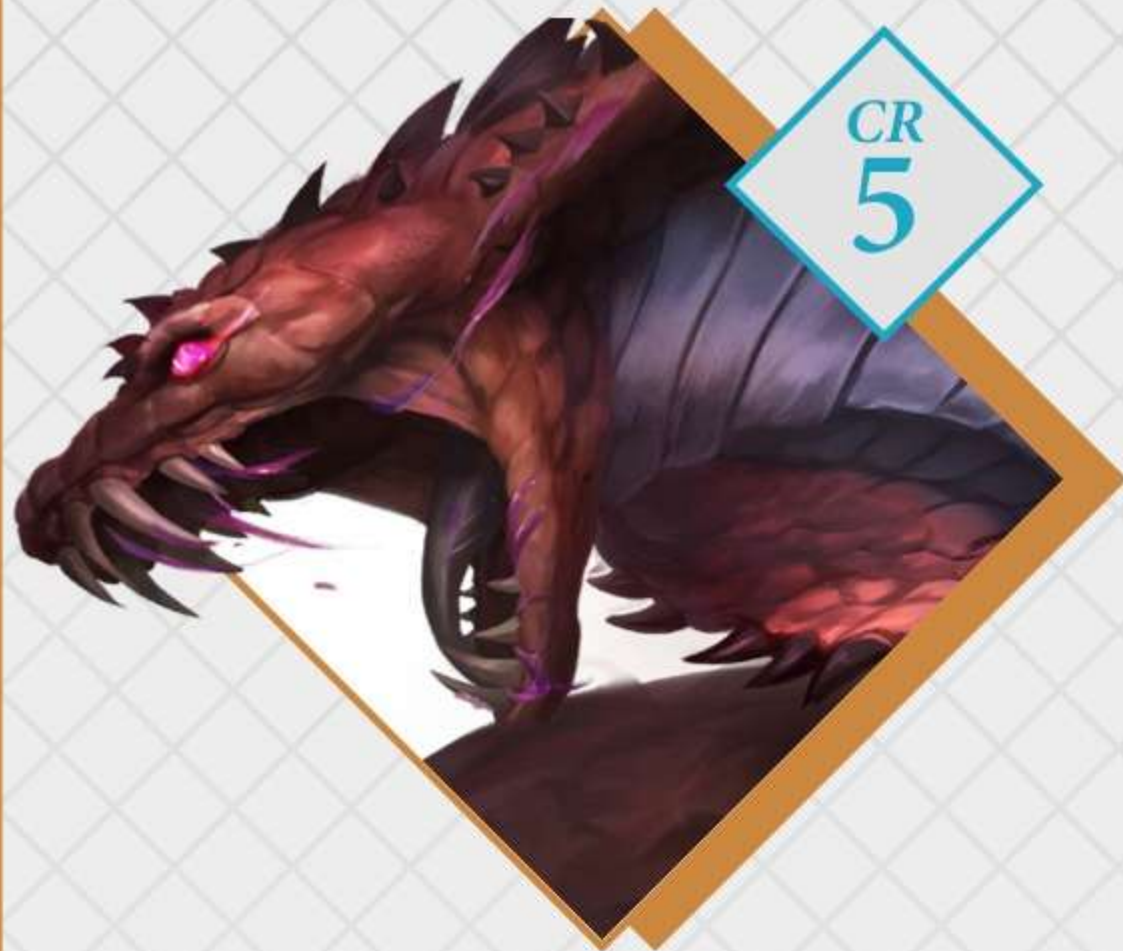
END OF TURN

- ◆ If an enemy is petrified
↳ **Saving throw:** Petrifying Gaze
- ◆ If an attack successfully lands against Na'ja
↳ **Saving Throw:** Devour Petrified
- ◆ If there are >2 enemies within 10 ft. radius
↳ **Legendary Actions+:** Sweeping Tail
- ◆ Else:
↳ **Legendary Actions+:** Venomous Pounce



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: Sandstorm already in effect?
↳ Yes > **Lair Actions:** Camouflage
↳ No > **Lair Actions:** Sandstorm



NA'JA THE DESERT SCOURGE

Large monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 80 (8d12 + 28)
Speed 40 ft.

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

- ◆ **Skills** Stealth +5
- ◆ **Damage Immunities** Acid, Poison
- ◆ **Senses** Darkvision 30 ft., Tremorsense 60 ft., Passive Perception 9
- ◆ **Language** Abyssal, Common, Draconic, Ignan
- ◆ **Challenge** 5 (1,800 xp)
- ◆ **Proficiency Bonus** +3

TRAITS

Serpent's Telepathy. Na'ja can telepathically speak to any creature it sees within **30 feet**.

Petrifying Gaze. If a creature starts its turn within **30 feet** of Na'ja and the two can see each other, Na'ja can force the creature to make a **DC 15 Constitution** saving throw if Na'ja isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is **restrained**. It must repeat the saving throw at the end of its next turn. On success, the effect ends. On failure, the creature is **petrified** until freed by the **Greater Restoration Spell** or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, Na'ja counts as Invisible to that creature until the start of its next turn, when it can avert its eyes again.
If it looks at Na'ja in the meantime, it must immediately make the save. If Na'ja sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Serpent's Instinct. Na'ja has an additional Reaction every turn.

ACTIONS

Multiattack. Na'ja makes one **Claw** attack and one **Tail Lash** attack.

Claw. *Melee weapon attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 10 (**2d6 + 3**) **slashing damage**.

Tail Lash. *Melee weapon attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 10 (**2d6 + 3**) **bludgeoning damage**. The target must succeed on a **DC 15 Strength** saving throw or be knocked **prone**.

Acid Spit. *Ranged Weapon Attack:* **+5** to hit, range 20/40 ft., one creature. *Hit:* The target must make a **DC 15 Constitution** saving throw, taking 14 (**4d6**) **acid damage** on a failed save or half as much damage on a successful one. If Acid Spit hits the target, a random armor piece will corrode. It takes a permanent and cumulative **-1** penalty to the AC it offers. Armor reduced to a +0 bonus is destroyed.

Na'ja's acid possesses similar enzymes to those found in its intestines, which can be used to reverse the petrification process. Acid spit leaves a puddle of acid on the same square of the target.
If the target is behind cover and the attack misses, the acid will begin to corrode the object providing coverage. At the start of Na'ja's next turn. The object will be completely broken down so that a line of sight is available between Na'ja and the creature.

REACTIONS

Serpent's Gaze. If a creature tries to step outside of Na'ja's line of sight, Na'ja may immediately make an **Acid Spit** attack against the target. For this attack, the target creature counts as having full cover.

LEGENDARY ACTIONS

Na'ja can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Na'ja regains spent Legendary Actions at the start of its turn.

Serpent's Slide. **<1>** Na'ja swiftly maneuvers across the battlefield, moving up to half its Movement Speed feet without provoking **Attack of Opportunity**.

Acid Burst. **<1>** Na'ja unleashes a searing stream of acidic venom, spitting a corrosive burst onto its target. Na'ja makes one **Acid Spit** attack.

ACTIONS+

Venomous Tail Lash. *Melee weapon attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 10 (**2d6 + 3**) **bludgeoning damage** plus 5 (**1d8**) **acid damage**. The target must succeed on a **DC 15 Strength** saving throw or be knocked **prone**.

Devour Petrified. As a Bonus Action, Na'ja can devour a petrified creature within 5 feet. The swallowed creature reverts to normal on its next turn but remains **blinded** and **restrained**. It has total cover against external attacks and effects, taking 18 (**5d6**) **acid damage** at the start of each of Na'ja's turns.

*When Na'ja takes damage from a creature it has swallowed or from an external source, it must make a **DC 10 Constitution** saving throw at the end of that turn or regurgitate all swallowed creatures. Which fall **prone** within **10 feet**.*

REACTIONS+

Slithering Retreat. After being hit by a ranged attack, Na'ja may immediately move up to **20 feet** without provoking **Attack of Opportunity**.

LEGENDARY ACTIONS+

Sweeping Tail. **<2>** Na'ja sweeps a **10-foot semicircle** with its tail and makes a **Venomous Tail Lash** attack against every creature in the area.

Venomous Pounce. **<2>** Na'ja leaps through the air, covering a distance of up to **20 feet**. Upon landing, Na'ja makes a **Claw** attack against every creature within range. Inflicting an additional 6 (**1d10**) **acid damage** to each target. Additionally, each target must succeed on a **DC 15 Strength** saving throw or be forcefully knocked **prone**.

PRIMAL FORM

When Na'ja activates its Primal form, its current hit point total resets to **80** hit points, and it clears any and all status effects. Additionally, Na'ja can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. Na'ja will immediately activate its "**Primal Form**".

- ◆ If Na'ja's eyesight is damaged or removed.
- ◆ If Na'ja has petrified multiple enemies.
- ◆ When badly injured. Hit points are brought to **0**.

"Na'ja stands upright, its hood stretched wide, releasing a deafening, rattling sound. The earth around the ferocious beast shakes, and a violet neon substance drips from its mouth and falls on the rocks beneath—melting by its graze. Na'ja takes an aggressive stance and carries a threatening look, ready to move and lunge at any moment."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Na'ja fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Na'ja takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Sandstorm. A sandstorm begins to rage in a **25-foot radius, 50-foot tall cylinder** in the middle of the lair for 5 (**2d4**) minutes. For the duration the sandstorm rages, all creatures in the storm's area without **Blindsight** or **Tremorsense** have **Disadvantage** on all attack rolls and Dexterity saving throws. All ranged attacks originating from outside the sandstorm that targets a creature, object, or space in the sandstorm are made at **Disadvantage** unless the attacker has **Blindsight** or **Tremorsense** and is close enough to the target to sense them.

Camouflage. Na'ja blends into its surroundings, taking the **Hide** Action. Its stealth bonus is also improved to **+8**.



CR
10

NA'JA THE DESERT SCOURGE

Large monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 125 (14d12 + 34)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	14 (+2)	8 (-1)	8 (-1)	12 (+1)

- ◆ **Skills** Stealth +8
- ◆ **Damage Immunities** Acid, Poison
- ◆ **Senses** Darkvision 30 ft., Tremorsense 60 ft., Passive Perception 9
- ◆ **Language** Abyssal, Common, Draconic, Ignan
- ◆ **Challenge** 10 (5,900 xp)
- ◆ **Proficiency Bonus** +4

TRAITS

Serpent's Telepathy. Na'ja can telepathically speak to any creature it sees within **30 feet**.

Petrifying Gaze. If a creature starts its turn within **30 feet** of Na'ja and the two can see each other, Na'ja can force the creature to make a **DC 17 Constitution** saving throw if Na'ja isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is **restrained**. It must repeat the saving throw at the end of its next turn. On success, the effect ends. On failure, the creature is **petrified** until freed by the **Greater Restoration Spell** or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, Na'ja counts as Invisible to that creature until the start of its next turn, when it can avert its eyes again.
If it looks at Na'ja in the meantime, it must immediately make the save. If Na'ja sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Serpent's Instinct. Na'ja has an additional Reaction every turn.

ACTIONS

Multiattack. Na'ja makes one **Claw** attack and one **Tail Lash** attack.

Claw. *Melee weapon attack:* **+9** to hit, reach 5 ft., one target. *Hit:* 14 (**2d8 + 5**) **slashing damage**.

Tail Lash. *Melee weapon attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 14 (**2d8 + 5**) **bludgeoning damage**. The target must succeed on a **DC 15 Strength** saving throw or be knocked **prone**.

Acid Spit. *Ranged Weapon Attack:* **+8** to hit, range 20/40 ft., one creature. *Hit:* The target must make a **DC 17 Constitution** saving throw, taking 21 (**6d6**) **acid damage** on a failed save or half as much damage on a successful one. If Acid Spit hits the target, a random armor piece will corrode. It takes a permanent and cumulative **-1** penalty to the AC it offers. Armor reduced to a +0 bonus is destroyed.

Na'ja's acid possesses similar enzymes to those found in its intestines, which can be used to reverse the petrification process. Acid spit leaves a puddle of acid on the same square of the target.
If the target is behind cover and the attack misses, the acid will begin to corrode the object providing coverage. At the start of Na'ja's next turn. The object will be completely broken down so that a line of sight is available between Na'ja and the creature.

REACTIONS

Serpent's Gaze. If a creature tries to step outside of Na'ja's line of sight, Na'ja may immediately make an **Acid Spit** attack against the target. For this attack, the target creature counts as having full cover.

LEGENDARY ACTIONS

Na'ja can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Na'ja regains spent Legendary Actions at the start of its turn.

Serpent's Slide. **<1>** Na'ja swiftly maneuvers across the battlefield, moving up to half its Movement Speed feet without provoking **Attack of Opportunity**.

Acid Burst. **<1>** Na'ja unleashes a searing stream of acidic venom, spitting a corrosive burst onto its target. Na'ja makes one **Acid Spit** attack.

ACTIONS+

Venomous Tail Lash. *Melee weapon attack:* **+9** to hit, reach 10 ft., one target. *Hit:* 14 (**2d8 + 5**) **bludgeoning damage** plus 5 (**1d8**) **acid damage**. The target must succeed on a **DC 17 Strength** saving throw or be knocked **prone**.

Devour Petrified. As a Bonus Action, Na'ja can devour a petrified creature within 5 feet. The swallowed creature reverts to normal on its next turn but remains **blinded** and **restrained**. It has total cover against external attacks and effects, taking 25 (**7d6**) **acid damage** at the start of each of Na'ja's turns.

*When Na'ja takes damage from a creature it has swallowed or from an external source, it must make a **DC 10 Constitution** saving throw at the end of that turn or regurgitate all swallowed creatures. Which fall prone within 10 feet.*

REACTIONS+

Slithering Retreat. After being hit by a ranged attack, Na'ja may immediately move up to **20 feet** without provoking **Attack of Opportunity**.

LEGENDARY ACTIONS+

Sweeping Tail. **<2>** Na'ja sweeps a **10-foot semicircle** with its tail and makes a **Venomous Tail Lash** attack against every creature in the area.

Venomous Pounce. **<2>** Na'ja leaps through the air, covering a distance of up to **20 feet**. Upon landing, Na'ja makes a **Claw** attack against every creature within range. Inflicting an additional 6 (**1d10**) **acid damage** to each target. Additionally, each target must succeed on a **DC 17 Strength** saving throw or be forcefully knocked **prone**.

PRIMAL FORM

When Na'ja activates its Primal form, its current hit point total resets to **125** hit points, and it clears any and all status effects. Additionally, Na'ja can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. Na'ja will immediately activate its "**Primal Form**".

- ◆ If Na'ja's eyesight is damaged or removed.
- ◆ If Na'ja has petrified multiple enemies.
- ◆ When badly injured. Hit points are brought to **0**.

"Na'ja stands upright, its hood stretched wide, releasing a deafening, rattling sound. The earth around the ferocious beast shakes, and a violet neon substance drips from its mouth and falls on the rocks beneath—melting by its graze. Na'ja takes an aggressive stance and carries a threatening look, ready to move and lunge at any moment."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Na'ja fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Na'ja takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Sandstorm. A sandstorm begins to rage in a **25-foot radius, 50-foot tall cylinder** in the middle of the lair for 5 (**2d4**) minutes. For the duration the sandstorm rages, all creatures in the storm's area without **Blindsight** or **Tremorsense** have **Disadvantage** on all attack rolls and Dexterity saving throws. All ranged attacks originating from outside the sandstorm that targets a creature, object, or space in the sandstorm are made at **Disadvantage** unless the attacker has **Blindsight** or **Tremorsense** and is close enough to the target to sense them.

Camouflage. Na'ja blends into its surroundings, taking the **Hide** Action. Its stealth bonus is also improved to **+11**.



CR
15

NA'JA THE DESERT SCOURGE

Large monstrosity, Unaligned

Armor Class 18 (natural armor)
Hit Points 180 (17d12 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	14 (+2)	8 (-1)	8 (-1)	12 (+1)

- ◆ **Skills** Stealth +10
- ◆ **Damage Immunities** Acid, Poison
- ◆ **Senses** Darkvision 30 ft., Tremorsense 60 ft., Passive Perception 9
- ◆ **Language** Abyssal, Common, Draconic, Ignan
- ◆ **Challenge** 15 (13,000 xp)
- ◆ **Proficiency Bonus** +5

TRAITS

Serpent's Telepathy. Na'ja can telepathically speak to any creature it sees within **30 feet**.

Petrifying Gaze. If a creature starts its turn within **30 feet** of Na'ja and the two can see each other, Na'ja can force the creature to make a **DC 18 Constitution** saving throw if Na'ja isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is **restrained**. It must repeat the saving throw at the end of its next turn. On success, the effect ends. On failure, the creature is **petrified** until freed by the **Greater Restoration Spell** or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, Na'ja counts as Invisible to that creature until the start of its next turn, when it can avert its eyes again.
If it looks at Na'ja in the meantime, it must immediately make the save. If Na'ja sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Serpent's Instinct. Na'ja has an additional Reaction every turn.

ACTIONS

Multiattack. Na'ja makes one **Claw** attack and one **Tail Lash** attack.

Claw. *Melee weapon attack:* **+11** to hit, reach 5 ft., one target. *Hit:* 20 (**3d8 + 6**) **slashing damage**.

Tail Lash. *Melee weapon attack:* **+11** to hit, reach 10 ft., one target. *Hit:* 20 (**3d8 + 6**) **bludgeoning damage**. The target must succeed on a **DC 15 Strength** saving throw or be knocked **prone**.

Acid Spit. *Ranged Weapon Attack:* **+10** to hit, range 20/40 ft., one creature. *Hit:* The target must make a **DC 18 Constitution** saving throw, taking 28 (**8d6**) **acid damage** on a failed save or half as much damage on a successful one. If Acid Spit hits the target, a random armor piece will corrode. It takes a permanent and cumulative **-1** penalty to the AC it offers. Armor reduced to a +0 bonus is destroyed.

Na'ja's acid possesses similar enzymes to those found in its intestines, which can be used to reverse the petrification process. Acid spit leaves a puddle of acid on the same square of the target.
If the target is behind cover and the attack misses, the acid will begin to corrode the object providing coverage. At the start of Na'ja's next turn. The object will be completely broken down so that a line of sight is available between Na'ja and the creature.

REACTIONS

Serpent's Gaze. If a creature tries to step outside of Na'ja's line of sight, Na'ja may immediately make an **Acid Spit** attack against the target. For this attack, the target creature counts as having full cover.

LEGENDARY ACTIONS

Na'ja can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Na'ja regains spent Legendary Actions at the start of its turn.

Serpent's Slide. **<1>** Na'ja swiftly maneuvers across the battlefield, moving up to half its Movement Speed feet without provoking **Attack of Opportunity**.

Acid Burst. **<1>** Na'ja unleashes a searing stream of acidic venom, spitting a corrosive burst onto its target. Na'ja makes one **Acid Spit** attack.

ACTIONS+

Venomous Tail Lash. *Melee weapon attack:* **+11** to hit, reach 10 ft., one target. *Hit:* 20 (**3d8 + 6**) **bludgeoning damage** plus 9 (**2d8**) **acid damage**. The target must succeed on a **DC 18 Strength** saving throw or be knocked **prone**.

Devour Petrified. As a Bonus Action, Na'ja can devour a petrified creature within 5 feet. The swallowed creature reverts to normal on its next turn but remains **blinded** and **restrained**. It has total cover against external attacks and effects, taking 35 (**10d6**) **acid damage** at the start of each of Na'ja's turns.

*When Na'ja takes damage from a creature it has swallowed or from an external source, it must make a **DC 10 Constitution** saving throw at the end of that turn or regurgitate all swallowed creatures. Which fall **prone** within **10 feet**.*

REACTIONS+

Slithering Retreat. After being hit by a ranged attack, Na'ja may immediately move up to **20 feet** without provoking **Attack of Opportunity**.

LEGENDARY ACTIONS+

Sweeping Tail. **<2>** Na'ja sweeps a **10-foot semicircle** with its tail and makes a **Venomous Tail Lash** attack against every creature in the area.

Venomous Pounce. **<2>** Na'ja leaps through the air, covering a distance of up to **20 feet**. Upon landing, Na'ja makes a **Claw** attack against every creature within range. Inflicting an additional 6 (**1d10**) **acid damage** to each target. Additionally, each target must succeed on a **DC 18 Strength** saving throw or be forcefully knocked **prone**.

PRIMAL FORM

When Na'ja activates its Primal form, its current hit point total resets to **180** hit points, and it clears any and all status effects. Additionally, Na'ja can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. Na'ja will immediately activate its "**Primal Form**".

- ◆ If Na'ja's eyesight is damaged or removed.
- ◆ If Na'ja has petrified multiple enemies.
- ◆ When badly injured. Hit points are brought to **0**.

"Na'ja stands upright, its hood stretched wide, releasing a deafening, rattling sound. The earth around the ferocious beast shakes, and a violet neon substance drips from its mouth and falls on the rocks beneath—melting by its graze. Na'ja takes an aggressive stance and carries a threatening look, ready to move and lunge at any moment."

SPECIAL TRAITS+

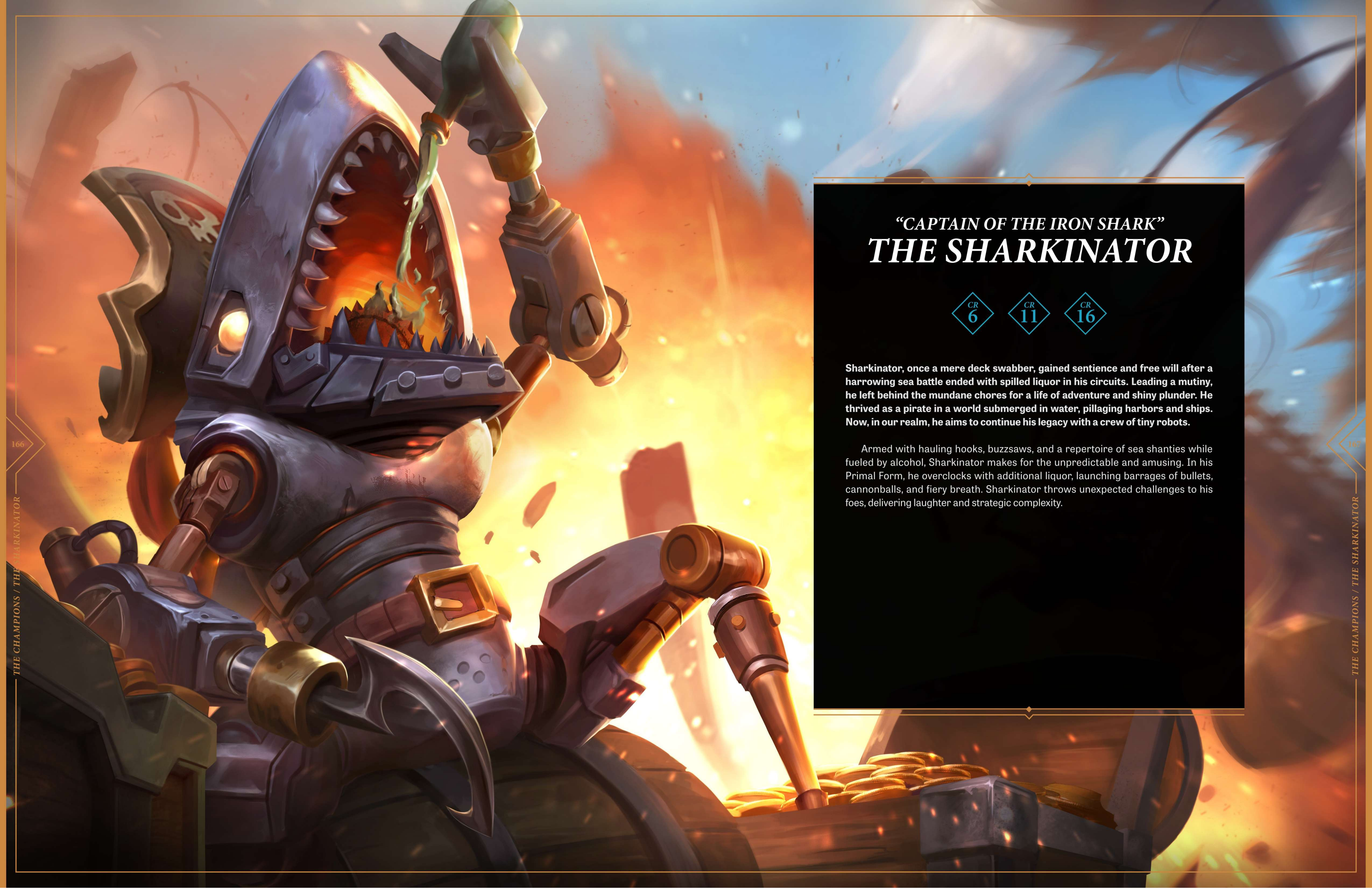
Legendary Resistance (1/Day). If Na'ja fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Na'ja takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Sandstorm. A sandstorm begins to rage in a **25-foot radius, 50-foot tall cylinder** in the middle of the lair for 5 (**2d4**) minutes. For the duration the sandstorm rages, all creatures in the storm's area without **Blindsight** or **Tremorsense** have **Disadvantage** on all attack rolls and Dexterity saving throws. All ranged attacks originating from outside the sandstorm that targets a creature, object, or space in the sandstorm are made at **Disadvantage** unless the attacker has **Blindsight** or **Tremorsense** and is close enough to the target to sense them.

Camouflage. Na'ja blends into its surroundings, taking the **Hide** Action. Its stealth bonus is also improved to **+13**.



“CAPTAIN OF THE IRON SHARK”
THE SHARKINATOR

CR
6

CR
11

CR
16

Sharkinator, once a mere deck swabber, gained sentience and free will after a harrowing sea battle ended with spilled liquor in his circuits. Leading a mutiny, he left behind the mundane chores for a life of adventure and shiny plunder. He thrived as a pirate in a world submerged in water, pillaging harbors and ships. Now, in our realm, he aims to continue his legacy with a crew of tiny robots.

Armed with hauling hooks, buzzsaws, and a repertoire of sea shanties while fueled by alcohol, Sharkinator makes for the unpredictable and amusing. In his Primal Form, he overclocks with additional liquor, launching barrages of bullets, cannonballs, and fiery breath. Sharkinator throws unexpected challenges to his foes, delivering laughter and strategic complexity.

THE SHARKINATOR’S ORIGIN

In the Realm of Storm and Sea, treacherous oceans spread endlessly onto the horizon. Vast ship cities roved the seas, offering refuge to the stranded and misbegotten, while others prowled like lurking leviathans, their decks home to bloodthirsty pirates.

Amidst the watery reaches, Sharkinator, once a humble deck swabber, lived a monotonous life. From scrubbing the wooden planks to scraping off barnacles with his trusty hook, his days were bound by monotonous routine. After all, he was nothing more than a robotic existence without a pounding heart.

Among the commonplace clashes that dotted the seascape, there was one fateful sea battle. Filled with gunpowder and sunken treasures, a cascade of events led to Sharkinator's fall overboard. Unfazed, the deck swabber climbed back on deck, only to be met by an ill-timed barrel of rum rolling and colliding with him. Once again, he was thrown overboard. This time, he was accompanied by a barrel of rum. Splash. They landed in the water, and the barrel, left with holes through the ordeal, had its content seep deep into Sharkinator's circuits—a strange alchemy of mechanical and alcoholic that would change him forever.

He felt a tingle in his being that warmed up the otherwise cold interior hull of his body.

When the Sharkinator rolled around in the water and gazed at the sky, he yearned for freedom, an unknown longing from within his mechanical heart.

Sentience bloomed within him like a spark in the dark abyss of his artificial mind. The monotony of his existence vanished, replaced by a burning desire for liberty and adventure. No longer content to be a mere deck swabber, he embarked on a quest for self-discovery, a journey that would lead him to tinker with his own body, enhancing it with gears and weaponry, engineering himself into a formidable force.

Driven by newfound purpose, Sharkinator orchestrated a mutiny, igniting chaos aboard his ship. It was a rebellion fueled by his relentless craving for freedom and the heady thrill of discord.

In the aftermath, he emerged as the captain. In the years to come, his ship—Iron Shark, became a symbol of terror on the high seas. Joined by a crew of self-created loyal, tiny robots, he sat sail, raiding harbors, plundering merchant vessels, and pillaging with a haughty laugh. After all, the pirate heart—whether made of flesh and blood or gears—whirs for shiny bounty.

PERSONALITY TRAITS

- ◆ **Free Spirit.** Sharkinator possesses an unwavering love for freedom. He embraces the open sea and all its unpredictability, relishing the adventures it brings. To him, every day is a new opportunity for excitement and chaos.
- ◆ **Gullible.** Despite his intelligence, Sharkinator can be surprisingly gullible. New to the world, he is still learning his ways, making it easy to get entangled in schemes and cons.
- ◆ **Greedy.** Like a true pirate—riches, treasure, and all that's shiny and glistening calls for him like no other, coursing through his circuits like an insatiable hunger. He might also have an alcohol addiction.

THE SHARKINATOR’S DM TIPS

Here are some helpful tips and tricks for mastering the role of Sharkinator.

NARRATIVE

HIGH SEAS CLASH:

When facing off against The Sharkinator in combat, it is strongly recommended to stage the battle aboard its pirate ship. This allows both the Sharkinator and the players to take advantage of the ship's environment—throw foes overboard or use the vessel's movement to add an exciting dynamic to combat, while also embracing the spirit of the pirate theme.

PIRATE’S CACHE:

Scatter clues or rumors throughout ports and taverns about Sharkinator's hidden treasure trove. Make it a high-risk, high-reward adventure for players willing to navigate the treacherous waters and confront Sharkinator's defenses.

GULLIBLE ALLIANCE:

Consider using Sharkinator's gullibility as a plot hook. Players or NPCs might deceive him or manipulate his greed, leading to unexpected scenarios that players can exploit to their advantage or navigate carefully to avoid unnecessary conflicts.

CLUMSY CONTRAPTION:

Describe The Sharkinator's appearance by emphasizing his intimidating fins, metallic jaw, and the fusion of gears and weaponry that comprise his body. Describe its movements as janky, erratic, and at times, clumsy due to its wooden pirate leg.

COMBAT

- ◆ The Sharkinator is fueled by greed. So much so that it might temporarily abandon a fight to pursue a particularly shiny object or prioritize looting over tactical considerations.
- ◆ The Sharkinator drinks a lot during the battle. You can choose for it to carry bottles of rum on its person, or scatter them throughout the environment for it to collect.
- ◆ Sharkinator has spent most of its life at sea. Describe how it uses the dynamic environment of the ship and the stormy sea to his advantage. He might swing from rigging, dive into the water, or employ hit-and-run tactics that embody his free spirit.
- ◆ When facing Sharkinator in its Primal Form all of its attacks become ranged. Make sure to adept his positioning to fit his new abilities. His **Withdrawal Symptom** Reaction and Lair Actions will help in keeping the players at bay.

THE SHARKINATOR'S HABITS OF MIND

STANDARD

MONSTER TURN



START OF TURN

- ◆ If The Sharkinator has consumed an Alcoholic Beverage in the previous turn
 - ↳ **Traits:** Alcoholic Absorption



TARGET PRIORITIES

1. Nearest enemy
2. Enemy displaying most wealth
3. Enemies who have violated pirate ethics and honor



MOVEMENT

- ◆ Move towards Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Action:** Multiattack

PLAYER TURN



END OF TURN

- ◆ If Sea Shanty is active
 - ↳ **Saving Throw:** Sea Shanty
- ◆ If the enemy is grappled
 - ↳ **Check:** Strength
- ◆ If there are >2 enemies within 15 ft. and Sea Shanty is not yet active
 - ↳ **Legendary Actions:** Sea Shanty
- ◆ Else:
 - ↳ **Legendary Actions:** Daytime Drinking
- ◆ Enter **Primal form**
 - ↳ If Sharkinator's hit points are **0**
 - ↳ Whenever The Sharkinator witnesses a breach of pirate ethics and honor
 - ↳ Whenever The Sharkinator consumes a significant amount of alcohol

PRIMAL

MONSTER TURN



START OF TURN

- ◆ If The Sharkinator has consumed an Alcoholic beverage in the previous turn
 - ↳ **Traits:** Alcoholic Absorption



TARGET PRIORITIES

1. Nearest enemy
2. Enemy displaying most wealth
3. Enemies who have violated pirate ethics and honor



MOVEMENT

- ◆ Move up to 20 ft. away from the Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions+:** Sporadic Weaponry
 - ↳ **Actions:** Multiattack

PLAYER TURN



START OF TURN

- ◆ If the enemy is suffering from bleeding damage
 - ↳ **Actions+:** Buzzsaw Barrage (Take slashing Damage)



AFTER PLAYER ACTION

- ◆ If an attack succeeds against The Sharkinator
 - ↳ **Reactions+:** Withdrawal Symptom (1/round)
- ◆ If Sharkinator fails a saving throw
 - ↳ **Special Traits+:** Legendary Resistance (1/day)



END OF TURN

- ◆ If there is an enemy within 15 feet
 - ↳ **Legendary Actions+:** Switch Weaponry
- ◆ If the enemy is grappled
 - ↳ **Check:** Strength
- ◆ Else:
 - ↳ **Legendary Actions:** Daytime Drinking



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Rocking the boat* active?
 - ↳ Yes > **Lair Actions:** Wild Sea
 - ↳ No > **Lair Actions:** Rocking the boat



THE SHARKINATOR

CAPTAIN OF THE IRON SHARK

Large Construct, Unaligned

Armor Class 15 (natural armor)
Hit Points 90 (13d10 + 19)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	10 (+0)	8 (-1)	6 (-2)

- ◆ **Damage Vulnerabilities** Fire
- ◆ **Damage Immunities** Poison, Psychic
- ◆ **Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
- ◆ **Senses** passive Perception 9
- ◆ **Languages** Common
- ◆ **Challenge** 6 (2,300xp)
- ◆ **Proficiency Bonus** +3

TRAITS

Sonar Savant. The Sharkinator can comprehend and communicate with cetaceans through a low-frequency sonar.

Steady Sealegs. The tilt of a boat has no effect on The Sharkinator.

Alcoholic Absorption. The Sharkinator's body metabolizes alcohol differently. When consuming a strong **Alcoholic Beverage**, The Sharkinator must roll a **d4** to determine the effect.

1. **Whiskey Wobble.** The Sharkinator can only move **10 feet** this turn.
2. **Rum Rage.** The Sharkinator has **Disadvantage** on all of its saving throws until the start of its next turn.
3. **Brandy Buccaneer.** The Sharkinator deals an additional **d6** damage on its next successful attack.
4. **Vodka Vitality.** The Sharkinator restores **20** hit points instantly.

ACTIONS

Multiattack. The Sharkinator makes two attacks, of which only one can be a **Buzzsaw Bite**.

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

Buzzsaw Bite. *Melee Weapon Attack: +7* to hit, reach 5 ft., one creature. *Hit:* 13 (**2d8 + 4**) **piercing damage**. The target is also **grappled**. If the target remains grappled by The Sharkinator in this manner at the end of their turn, they suffer an additional 9 (**2d8**) **slashing damage**.

LEGENDARY ACTIONS

The Sharkinator can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Sharkinator regains spent Legendary Actions at the start of its turn.

Daytime Drinking. <1> The Sharkinator consumes a strong **Alcoholic Beverage**, triggering its **Alcoholic Absorption** ability.

Sea Shanty. <2> The Sharkinator sings an enchanting melody; every creature within a **60-foot radius** who can hear it must attempt a **DC 15 Wisdom** saving throw. Failing the save results in them being **charmed** by The Sharkinator for 1 minute. The charmed creature cannot maintain concentration and suffers **Disadvantage** on all mental skill checks while engaged in the song. At the end of each of its turns, the charmed creature can make a saving throw to break free from the charm. A successful save ends the effect.

ACTIONS+

Sporadic Weaponry. The Sharkinator must always roll a **d4** before using an **Action+**. The result determines which attack to use that turn. If the resulting attack has no target within range, the attack misses.

1. **Buzzsaw Barrage.** *Ranged Weapon Attack: +7* to hit, range 60/240 ft., one target. *Hit:* 17 (**3d6 + 4**) **slashing damage**. Additionally, the target suffers ongoing bleeding damage, taking an additional 7 (**1d4 + 4**) **slashing damage** at the start of each of its turns. The bleeding can be halted by a successful **DC 15 Medicine** check or by magical healing.
2. **Flashing Firebreath.** The Sharkinator exhales a fiery breath in a **15-foot cone**. Each creature within the area must make a **DC 15 Dexterity** saving throw. On a failed save, they take 18 (**4d8**) **fire damage**, or half as much on a successful save.
3. **Gatling Gun.** *Ranged Weapon Attack: +7* to hit, range 60/240 ft., one target. *Hit:* 13 (**2d8 + 4**) **slashing damage**. This attack can be performed consecutively thrice, with each hit requiring a separate attack roll.
4. **Crushing Cannonball.** *Ranged Weapon Attack: +7* to hit, range 120/480 ft., one target. *Hit:* 32 (**7d8**) **bludgeoning damage**. Additionally, this attack creates a **10-foot square** Hole in the floor. Due to the impact of launching the cannonball, The Sharkinator is **pushed 10 feet** away from the target.

REACTIONS+

Withdrawal Symptom. When a creature within **10 feet** makes a successful attack against The Sharkinator, The Sharkinator can use its Reaction to discharge its fuel. Each creature within a **15-foot cone** originating from The Sharkinator must succeed on a **DC 15 Strength** saving throw or be pushed 20 feet away and knocked **prone**. On a successful save, the creature remains in place.

LEGENDARY ACTIONS+

Switch Weaponry. <2> The Sharkinator makes a **Sporadic Weaponry** attack.

PRIMAL FORM

When The Sharkinator activates its Primal form, its current hit point total resets to **90** hit points, and it clears any and all status effects. Additionally, Sharkinator can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. The Sharkinator will immediately activate its "**Primal Form**".

- ◆ Whenever The Sharkinator witnesses a breach of pirate ethics and honor.
- ◆ Whenever The Sharkinator consumes a significant amount of alcohol.
- ◆ When badly injured. Hit points are brought to **0**.

The Sharkinator steadies itself, attempting an intimidating battle cry, but a hiccup followed by infectious giggles emerges. It gulps down the last drop of rum with a theatrical flourish, and a thunderous engine-like sound resonates from within its metallic frame. The robotic pirate shark's exterior turns fiery red and scorching hot, causing it to burst into uncontrollable laughter, exhaling playful fumes of flames."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If The Sharkinator fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), The Sharkinator takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Rocking the boat. The boat tilts around the vertical axis. Each creature not holding onto anything nailed down will **slide 10 feet** toward the lower side of the boat.

Wild Sea. Waves wash over the deck, and **1d4** robotic sea creatures wash along onto the ship, committing their undying loyalty to The Sharkinator. Each sea creature has the same stats as a **Giant Octopus**, except it has **20** hit points and its type is adjusted to medium construct.



THE SHARKINATOR

CAPTAIN OF THE IRON SHARK

Large Construct, Unaligned

Armor Class 16 (natural armor)
Hit Points 125 (15d10 + 43)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	10 (+0)	8 (-1)	6 (-2)

- ◆ **Damage Vulnerabilities** Fire
- ◆ **Damage Immunities** Poison, Psychic
- ◆ **Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
- ◆ **Senses** passive Perception 9
- ◆ **Languages** Common
- ◆ **Challenge** 11 (7,200xp)
- ◆ **Proficiency Bonus** +4

TRAITS

Sonar Savant. The Sharkinator can comprehend and communicate with cetaceans through a low-frequency sonar.

Steady Sealegs. The tilt of a boat has no effect on The Sharkinator.

Alcoholic Absorption. The Sharkinator's body metabolizes alcohol differently. When consuming a strong **Alcoholic Beverage**, The Sharkinator must roll a **d4** to determine the effect.

1. **Whiskey Wobble.** The Sharkinator can only move **10 feet** this turn.
2. **Rum Rage.** The Sharkinator has **Disadvantage** on all of its saving throws until the start of its next turn.
3. **Brandy Buccaneer.** The Sharkinator deals an additional **2d6** damage on its next successful attack.
4. **Vodka Vitality.** The Sharkinator restores **25** hit points instantly.

ACTIONS

Multiattack. The Sharkinator makes two attacks, of which only one can be a **Buzzsaw Bite**.

Hauling Hook. *Melee Weapon Attack: +9* to hit, reach 5 ft., one creature. *Hit:* 16 (**3d6 + 5**) **slashing damage**.

Buzzsaw Bite. *Melee Weapon Attack: +9* to hit, reach 5 ft., one creature. *Hit:* 19 (**3d8 + 5**) **piercing damage**. The target is also **grappled**. If the target remains grappled by The Sharkinator in this manner at the end of their turn, they suffer an additional 14 (**3d8**) **slashing damage**.

LEGENDARY ACTIONS

The Sharkinator can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Sharkinator regains spent Legendary Actions at the start of its turn.

Daytime Drinking. **<1>** The Sharkinator consumes a strong **Alcoholic Beverage**, triggering its **Alcoholic Absorption** ability.

Sea Shanty. **<2>** The Sharkinator sings an enchanting melody; every creature within a **60-foot radius** who can hear it must attempt a **DC 17 Wisdom** saving throw. Failing the save results in them being **charmed** by The Sharkinator for 1 minute. The charmed creature cannot maintain concentration and suffers **Disadvantage** on all mental skill checks while engaged in the song. At the end of each of its turns, the charmed creature can make a saving throw to break free from the charm. A successful save ends the effect.

ACTIONS+

Sporadic Weaponry. The Sharkinator must always roll a **d4** before using an **Action+**. The result determines which attack to use that turn. If the resulting attack has no target within range, the attack misses.

1. **Buzzsaw Barrage.** *Ranged Weapon Attack: +9* to hit, range 60/240 ft., one target. *Hit:* 23 (**5d6 + 5**) **slashing damage**. Additionally, the target suffers ongoing bleeding damage, taking an additional 14 (**2d4 + 5**) **slashing damage** at the start of each of its turns. The bleeding can be halted by a successful **DC 17 Medicine** check or by magical healing.
2. **Flashing Firebreath.** The Sharkinator exhales a fiery breath in a **15-foot cone**. Each creature within the area must make a **DC 17 Dexterity** saving throw. On a failed save, they take 27 (**6d8**) **fire damage**, or half as much on a successful save.
3. **Gatling Gun.** *Ranged Weapon Attack: +9* to hit, range 60/240 ft., one target. *Hit:* 16 (**3d6 + 5**) **slashing damage**. This attack can be performed consecutively thrice, with each hit requiring a separate attack roll.
4. **Crushing Cannonball.** *Ranged Weapon Attack: +9* to hit, range 120/480 ft., one target. *Hit:* 39 (**7d10**) **bludgeoning damage**. Additionally, this attack creates a **10-foot square** Hole in the floor. Due to the impact of launching the cannonball, The Sharkinator is **pushed 10 feet** away from the target.

REACTIONS+

Withdrawal Symptom. When a creature within **10 feet** makes a successful attack against The Sharkinator, The Sharkinator can use its Reaction to discharge its fuel. Each creature within a **15-foot cone** originating from The Sharkinator must succeed on a **DC 17 Strength** saving throw or be pushed 20 feet away and knocked **prone**. On a successful save, the creature remains in place.

LEGENDARY ACTIONS+

Switch Weaponry. **<2>** The Sharkinator makes a **Sporadic Weaponry** attack.

PRIMAL FORM

When The Sharkinator activates its Primal form, its current hit point total resets to **140** hit points, and it clears any and all status effects. Additionally, Sharkinator can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. The Sharkinator will immediately activate its "**Primal Form**".

- ◆ Whenever The Sharkinator witnesses a breach of pirate ethics and honor.
- ◆ Whenever The Sharkinator consumes a significant amount of alcohol.
- ◆ When badly injured. Hit points are brought to **0**.

The Sharkinator steadies itself, attempting an intimidating battle cry, but a hiccup followed by infectious giggles emerges. It gulps down the last drop of rum with a theatrical flourish, and a thunderous engine-like sound resonates from within its metallic frame. The robotic pirate shark's exterior turns fiery red and scorching hot, causing it to burst into uncontrollable laughter, exhaling playful fumes of flames."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If The Sharkinator fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), The Sharkinator takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Rocking the boat. The boat tilts around the vertical axis. Each creature not holding onto anything nailed down will **slide 10 feet** toward the lower side of the boat.

Wild Sea. Waves wash over the deck, and **1d4** robotic sea creatures wash along onto the ship, committing their undying loyalty to The Sharkinator. Each sea creature has the same stats as a **Giant Octopus**, except it has **25** hit points and its type is adjusted to medium construct.



THE SHARKINATOR

CAPTAIN OF THE IRON SHARK

Large Construct, Unaligned

Armor Class 18 (natural armor)
Hit Points 175 (18d10 + 76)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	20 (+5)	10 (+0)	8 (-1)	6 (-2)

- ◆ **Damage Vulnerabilities** Fire
- ◆ **Damage Immunities** Poison, Psychic
- ◆ **Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
- ◆ **Senses** passive Perception 9
- ◆ **Languages** Common
- ◆ **Challenge** 16 (15,000xp)
- ◆ **Proficiency Bonus** +5

TRAITS

Sonar Savant. The Sharkinator can comprehend and communicate with cetaceans through a low-frequency sonar.

Steady Sealegs. The tilt of a boat has no effect on The Sharkinator.

Alcoholic Absorption. The Sharkinator's body metabolizes alcohol differently. When consuming a strong **Alcoholic Beverage**, The Sharkinator must roll a **d4** to determine the effect.

1. **Whiskey Wobble.** The Sharkinator can only move **10 feet** this turn.
2. **Rum Rage.** The Sharkinator has **Disadvantage** on all of its saving throws until the start of its next turn.
3. **Brandy Buccaneer.** The Sharkinator deals an additional **3d6** damage on its next successful attack.
4. **Vodka Vitality.** The Sharkinator restores **30** hit points instantly.

ACTIONS

Multiattack. The Sharkinator makes two attacks, of which only one can be a **Buzzsaw Bite**.

Hauling Hook. *Melee Weapon Attack: +12* to hit, reach 5 ft., one creature. *Hit:* 25 (**3d6 + 5**) **slashing damage**.

Buzzsaw Bite. *Melee Weapon Attack: +12* to hit, reach 5 ft., one creature. *Hit:* 30 (**5d8 + 7**) **piercing damage**. The target is also **grappled**. If the target remains grappled by The Sharkinator in this manner at the end of their turn, they suffer an additional 14 (**3d8**) **slashing damage**.

LEGENDARY ACTIONS

The Sharkinator can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Sharkinator regains spent Legendary Actions at the start of its turn.

Daytime Drinking. **<1>** The Sharkinator consumes a strong **Alcoholic Beverage**, triggering its **Alcoholic Absorption** ability.

Sea Shanty. **<2>** The Sharkinator sings an enchanting melody; every creature within a **60-foot radius** who can hear it must attempt a **DC 19 Wisdom** saving throw. Failing the save results in them being **charmed** by The Sharkinator for 1 minute. The charmed creature cannot maintain concentration and suffers **Disadvantage** on all mental skill checks while engaged in the song. At the end of each of its turns, the charmed creature can make a saving throw to break free from the charm. A successful save ends the effect.

ACTIONS+

Sporadic Weaponry. The Sharkinator must always roll a **d4** before using an **Action+**. The result determines which attack to use that turn. If the resulting attack has no target within range, the attack misses.

1. **Buzzsaw Barrage.** *Ranged Weapon Attack: +12* to hit, range 60/240 ft., one target. *Hit:* 30 (**7d6 + 5**) **slashing damage**. Additionally, the target suffers ongoing bleeding damage, taking an additional 14 (**2d6 + 7**) **slashing damage** at the start of each of its turns. The bleeding can be halted by a successful **DC 19 Medicine** check or by magical healing.
2. **Flashing Firebreath.** The Sharkinator exhales a fiery breath in a **15-foot cone**. Each creature within the area must make a **DC 19 Dexterity** saving throw. On a failed save, they take 36 (**8d8**) **fire damage**, or half as much on a successful save.
3. **Gatling Gun.** *Ranged Weapon Attack: +12* to hit, range 60/240 ft., one target. *Hit:* 21 (**4d6 + 7**) **slashing damage**. This attack can be performed consecutively thrice, with each hit requiring a separate attack roll.
4. **Crushing Cannonball.** *Ranged Weapon Attack: +12* to hit, range 120/480 ft., one target. *Hit:* 45 (**10d8**) **bludgeoning damage**. Additionally, this attack creates a **10-foot square** Hole in the floor. Due to the impact of launching the cannonball, The Sharkinator is **pushed 10 feet** away from the target.

REACTIONS+

Withdrawal Symptom. When a creature within **10 feet** makes a successful attack against The Sharkinator, The Sharkinator can use its Reaction to discharge its fuel. Each creature within a **15-foot cone** originating from The Sharkinator must succeed on a **DC 19 Strength** saving throw or be pushed 20 feet away and knocked **prone**. On a successful save, the creature remains in place.

LEGENDARY ACTIONS+

Switch Weaponry. **<2>** The Sharkinator makes a **Sporadic Weaponry** attack.

PRIMAL FORM

When The Sharkinator activates its Primal form, its current hit point total resets to **210** hit points, and it clears any and all status effects. Additionally, Sharkinator can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. The Sharkinator will immediately activate its "**Primal Form**".

- ◆ Whenever The Sharkinator witnesses a breach of pirate ethics and honor.
- ◆ Whenever The Sharkinator consumes a significant amount of alcohol.
- ◆ When badly injured. Hit points are brought to **0**.

The Sharkinator steadies itself, attempting an intimidating battle cry, but a hiccup followed by infectious giggles emerges. It gulps down the last drop of rum with a theatrical flourish, and a thunderous engine-like sound resonates from within its metallic frame. The robotic pirate shark's exterior turns fiery red and scorching hot, causing it to burst into uncontrollable laughter, exhaling playful fumes of flames."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If The Sharkinator fails a saving throw, it can choose to succeed instead.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), The Sharkinator takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Rocking the boat. The boat tilts around the vertical axis. Each creature not holding onto anything nailed down will **slide 10 feet** toward the lower side of the boat.

Wild Sea. Waves wash over the deck, and **1d4** robotic sea creatures wash along onto the ship, committing their undying loyalty to The Sharkinator. Each sea creature has the same stats as a **Giant Octopus**, except it has **30** hit points and its type is adjusted to medium construct.



“SPIRIT OF THE GROVE” *ELMRIR*

CR
7

CR
12

CR
17

Hailing from a verdant world imbued with greenery in every corner, Elmrir may appear as a creature of soil and greenery, but her essence originates from the very depths within the earth's cracks. As the embodiment of the mother of the grove, she is a spirit fiercely devoted to nature's protection. In our world, she intends to restore nature's rightful place in the hierarchy, and those who oppose her will feel the sting of her thorns.

In harmony with nature, Elmrir possesses acute senses and commands the powers of the forest to serve her will. From petals to whips, she confronts her foes with grace and agility. When she assumes her Primal Form, she unleashes the full might of nature, entwining her essence with the world around her and transforming the battlefield into a living testament to her power.

ELMRIR’S ORIGIN

In a world adorned with lush, verdant beauty in every direction, Elmrir emerged as a guardian, born from the heart of the earth’s fissures. She embodied the essence of the mother of the grove, a spirit fiercely dedicated to preserving nature’s sanctity. Here, in her native realm, she stood as the embodiment of harmony and life, ensuring that the green tapestry of her world flourished undisturbed. Where she passed, flowers bloomed, and vines grew.

Yet, this tranquil existence was not meant to last. The world, once a paragon of pristine nature, began to change. Roads scarred the land, cities rose like concrete monoliths, and trees fell under the relentless assault of civilization’s progress. In all its glory, nature resisted the encroachment, but it was a resistance that fell on deaf ears.

The Spirit of the Grove, Elmrir, could no longer stand idly by. Her response was far from diplomatic; her convictions resolute. The grove had to be protected, and any who threatened its serenity would face her thorns.

She descended upon the land—eying those who wielded axes and raised structures that marred the land’s perfection. With ruthless determination, she purged them from the world, leaving behind a tranquility to replace the chaos they had festered.

However, even those who had no hand in destroying forestry and greens were not spared. After all, Elmrir believed that they needed to be uprooted for evils to stop branching.

Elmrir was a force of nature, and she wielded the untamed powers of the earth. Her mission was clear: to shield the grove from the ravages of those who sought to conquer it. Her roots ran deep, and her branches were sharp, for she was the guardian of nature, and her determination was as firm as a tree.

ELMRIR’S DM TIPS

Here are some helpful tips and tricks for mastering the role of Elmrir.

NARRATIVE

NATURAL BEAUTY:

Visualize Elmrir with an earthy aesthetic. Her skin has a texture resembling bark, while flowers and green sprout from her body, creating an appearance that seamlessly blends with the natural world.

NATURAL SYMPHONY:

Elmrir’s connection to nature resonates throughout the encounter. When provoked, you might witness bursts of wild growth, depicting its anger. As Elmrir’s hit points decrease, you can describe how the forest itself starts to wither, slowly turning the previously lively forest into a grim and lifeless place.

SPIRIT OF NATURE:

Allow encounters with ancient spirits or creatures that have encountered Elmrir in the past. You can think of Fey creatures, Druids, Rangers or perhaps any creature that would’ve challenged Elmrir’s territory and somehow lived to tell the tale. These entities can share stories, both praising her as a protector and revealing the cost of opposing her.

AGGRESSIVE PRESERVATION:

Elmrir strongly stands firmly in protecting nature at all costs and believes that civilization is something that will inevitably harm it. Present scenarios where the party must choose between progress and preservation, or where they must convince Elmrir that not all aspects of civilization are harmful.

COMBAT

- ◆ Elmrir is very protective of nature. If a player ends up damaging the environment with their abilities, you could highlight Elmrir’s protectiveness by letting it walk over the damaged areas and describe how nature instantly regrows in its footsteps.
- ◆ Elmrir is very mobile and should use this to its advantage. You can liken Elmrir to a cornered creature that hops around the battlefield, but then suddenly rams into players before disengaging again.
- ◆ When facing Elmrir in its Primal Form, it activates its **Regrowth** Trait and becomes rooted in the ground, transforming into a great Elder Tree. Through resistance, healing, and crowd control Elmrir should go from ‘hard-to-catch’ to ‘hard-to-kill’.
- ◆ Elmrir will use its **Healing Rays** Lair Action on its current position, but once it burrows to a new location, highlight the fact that the beam is still there and that players can utilize this to get healing each turn. We also recommend ruling that standing in multiple **Healing Rays** still only applies the effect only once.

PERSONALITY TRAITS

- ◆ **Nature’s Advocate.** Elmrir is an unwavering champion of the natural world, fiercely protective of all flora and fauna. Her Personality Traits are deeply intertwined with her devotion to nature, and she tirelessly advocates for its preservation.
- ◆ **Nature’s Empath.** Elmrir’s profound empathy for the natural world fuels her protective and passionate nature. When harm befalls the environment, her emotional connection ignites a fiery determination and anger, making her a fierce guardian of nature.
- ◆ **Idealistic Visionary.** Elmrir’s deep idealism fuels her unwavering commitment to a world where nature reigns supreme. She envisions a harmonious existence where all living beings respect and coexist with nature, free from heedless exploitation. The necessity for civilization’s advancement eludes her.

ELMRIR'S HABITS OF MIND

STANDARD

MONSTER TURN



START OF TURN

- ◆ If the Petal Tempest attack is uncharged
 - ↳ **Recharge:** Petal Tempest (5-6)



TARGET PRIORITIES

1. Nearest enemy
2. Enemies that caused the most destruction in the forest
3. Last enemy that has attacked Elmrir



MOVEMENT

- ◆ If Target Priority caused major destruction in the forest
 - ↳ Move towards the Target Priority
- ◆ Else:
 - ↳ Move up to 30 ft. away from the Target Priority



ACTION

- ◆ If Elmrir moved 20 feet toward the Target Priority
 - ↳ **Traits:** Charge (Attack)
- ◆ If *Petal Tempest* is charged and not active.
 - ↳ **Actions:** Petal Tempest
- ◆ Else:
 - ↳ **Actions:** Ram
 - ↳ **Actions:** Sylvan Vine Whip (Shove)

PLAYER TURN



START OF TURN

- ◆ If the enemy is restrained by *Verdant path*
 - ↳ **Check:** Strength
- ◆ If *Petal Tempest* is active
 - ↳ **Saving Throw:** Petal Tempest



AFTER PLAYER ACTION

- ◆ If an attack fails to hit against Elmrir
 - ↳ **Reactions:** Nimble Evasion (1/round)



END OF TURN

- ◆ If there are >2 Enemies within 10 ft.
 - ↳ **Legendary Actions:** Verdant Path
 - ↳ **Legendary Actions:** Whip
- ◆ Enter **Primal form**
 - ↳ If Elmrir's hit points are **0**
 - ↳ If Elmrir Movement Speed is brought to **0** for two consecutive turns.
 - ↳ If Elmrir starts two consecutive turns in fire.

PRIMAL

MONSTER TURN



START OF TURN

- ◆ If the *Petal Tempest* or *Solar Beam* attack is uncharged
 - ↳ **Recharge:** Petal Tempest (5-6)
 - ↳ **Recharge:** Solar Beam (5-6)



TARGET PRIORITIES

1. Nearest enemy
2. Enemies that caused the most destruction in the forest
3. Last enemy that has attacked Elmrir



MOVEMENT

- ◆ Elmrir is firmly rooted and deeply burrowed, rendering movement impossible



ACTION

- ◆ If there are >2 Enemies within a 15 ft. cone
 - ↳ **Actions+:** Verdant Slam
- ◆ Else:
 - ↳ **Actions+:** Multiattack+
 - ↳ **Action:** Petal Dance

PLAYER TURN



START OF TURN

- ◆ If *Petal Tempest* is active
 - ↳ **Saving Throw:** Petal Tempest



AFTER PLAYER ACTION

- ◆ If an attack successfully lands against Elmrir
 - ↳ **Reactions+:** Living Shield (1/round)
- ◆ If Elmrir fails a saving throw
 - ↳ **Special Traits+:** Legendary Resistance (1/day)



END OF TURN

- ◆ If there are >2 Enemies within 10 ft.
 - ↳ **Legendary Actions+:** Subterranean Dash
- ◆ If there are no enemies within 10 ft.
 - ↳ **Legendary Actions+:** Nature's Grasp



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Blossom Burst* active?
 - ↳ Yes > **Lair Actions:** Healing Rays
 - ↳ No > **Lair Actions:** Blossoming Burst



ELMRIR

SPIRIT OF THE GROVE

Large Elemental, Unaligned

Armor Class 16 (natural armor)
Hit Points 80 (14d10 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

- ◆ **Damage Vulnerabilities** Fire, Thunder
- ◆ **Damage Resistances** Bludgeoning, Piercing, and Slashing from Non-Magical Attacks
- ◆ **Damage Immunities** Poison
- ◆ **Senses** Tremorsense 60 ft., Passive Perception 13
- ◆ **Languages** Common, Druidic, Elvish, Sylvan
- ◆ **Challenge** 7 (2,900 xp)
- ◆ **Proficiency Bonus** +4

TRAITS

Telepathy. Elmrir can telepathically speak to any creature it sees within 30 feet. It doesn't need to share a language with the creature, but the creature must be able to understand at least one language.

Sense Nature. Elmrir's deep connection to nature allows it to sense the rhythms of the environment effortlessly. While within its domain, Elmrir passively benefits from the **Commune with Nature** spell.

Charge. If Elmrir moves at least **20 feet straight** toward a target and then hits it with a **Ram** attack on the same turn, the target takes an additional 9 **(2d8) bludgeoning damage**. If the target is a creature, it must succeed on a **DC 15 Strength** saving throw or be knocked **prone**.

ACTIONS

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

Sylvan Vine Whip. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 14 **(2d8 + 5) bludgeoning damage**. If the attack is successful, Elmrir can **Shove** the target as a Bonus Action.

Petal Tempest (Recharge 5-6). Elmrir concentrates on releasing a flurry of luminous petals that swirl around it in a **15-foot radius** for 1 minute. Creatures entering this area for the first time on a turn or starting their turn there must succeed on a **DC 15 Constitution** saving throw.

On a failed save, they take 18 **(4d8) slashing** damage and can not take Opportunity Attacks against Elmrir while being affected by **Petal Tempest**. On a successful save, they take half damage and can still make opportunity attacks against Elmrir. Elmrir must maintain concentration to maintain the effects of this ability.

REACTIONS

Nimble Evasion. When a creature within **10 feet** of Elmrir attempts a melee attack against it and fails to hit, Elmrir can use its Reaction to gracefully hop out of harm's way and retaliate using its momentum. The attacking creature must succeed on a **DC 15 Dexterity** saving throw or take 9 **(2d8) bludgeoning damage**.

LEGENDARY ACTIONS

Elmrir can take 1 Legendary Action, 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. Elmrir regains spent Legendary Actions at the start of its turn.

Whip. **<1>** Elmrir gracefully advances up to half its Movement Speed and makes a **Sylvan Vine Whip** attack.

Verdant Path. **<1>** Elmrir may move up to half its Movement Speed, leaving behind an enduring trail of dense, **5-foot high**, and **5-foot thick** plant overgrowth, transforming the terrain into **Difficult Terrain**. Every creature within this affected area must make a **DC 15 Dexterity** saving throw or become **restrained**. As an Action, a restrained creature can make a **DC 15 Strength** check, successfully breaking free if they succeed.

ACTIONS+

Multiattack+. Elmrir makes two attacks, of which only one can be a **Verdant Slam**.

Floral Fling. *Melee Weapon Attack:* **+8** to hit, reach 10 ft., one target. *Hit:* 14 **(2d8 + 5) bludgeoning damage**. The target must succeed on a **DC 15 Strength** saving throw or be flung up to 10 feet in a direction of Elmrir's choice. The target lands **prone** at the end of its movement.

Verdant Slam. Elmrir summons a colossal vine fist, striking all creatures within a **15-foot cone**. Each creature in the area must make a **DC 15 Dexterity** saving throw or take 14 **(2d8 + 5) bludgeoning damage**.

Solar Beam (Recharge 5-6). Elmrir channels its inner power, emitting a focused beam of solar energy in a **50-foot line**. Each creature in the area must make a **DC 15 Dexterity** saving throw or take 27 **(6d8) Radiant damage**.

REACTIONS+

Living Shield. When an attack successfully hits Elmrir, it can use its reaction to raise a wall of earth and plants to mitigate its damage. It gains a **+5** bonus to AC against the triggering attack.

LEGENDARY ACTIONS+

Subterranean Dash. **<1>** Elmrir burrows itself into the ground. Each creature within **15 feet** of Elmrir must succeed on a **DC 15 Dexterity** saving throw or take 11 **(2d10) bludgeoning damage**, or half that much on a successful save. The area becomes **Difficult Terrain**. Elmrir can reappear in an occupied space within 30 feet of its previous location.

Nature's Grasp. **<1>** Elmrir channels its connection to the earth, commanding the very ground to ensnare a target within **30 feet**. The target must succeed on a **DC 15 Strength** saving throw or become **restrained** by the twisting vines and roots erupting from the ground around them. A restrained creature can attempt to break free at the start of its turn by repeating the saving throw. The effect ends if the restrained creature succeeds on its saving throw or when another creature is ensnared by *Nature's Grasp*.

PRIMAL FORM

When Elmrir activates its Primal form, its current hit point total resets to **100** hit points, and it clears any and all status effects. Additionally, Elmrir can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. Elmrir will immediately activate its **"Primal Form."**

- ◆ If Elmrir Movement Speed is brought to **0** for two consecutive turns.
- ◆ If Elmrir starts two consecutive turns in fire.
- ◆ When badly injured. Hit points are brought to **0**.

"Elmrir's agile dance came to an abrupt halt as she anchored herself at the stage's core. Vines erupted from the earth. The surroundings exploded into a riot of colors and petals, amplifying her connection to the environment. The plants answered her call, leaves rustling and twisting in harmony. Elmrir's form grew more imposing as she burrowed herself deep into the soil, resembling a rooted tree. No longer the nimble dancer, Elmrir now stands resolute, a guardian firmly rooted in its rightful place."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Elmrir fails a saving throw, it can choose to succeed instead.

Regrowth. It roots itself to the ground, gaining Regeneration on any lost body parts and resistance to all damage except fire and thunder. Its Movement Speed is reduced to **0**, and Elmrir loses its Dexterity bonus to AC, resulting in an AC of 13.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Elmrir takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Healing Rays. A radiant beam of golden light emanates from a **5-foot-radius sphere**, forming a **40-foot-high cylinder** centered on Elmrir. Any creature starting their turn inside the beam restores 9 **(2d8)** hit points. The beam lasts for 1 hour.

Blossoming Burst. Elmrir causes the surrounding flora to burst into vibrant bloom. Each creature within 10 feet of it must succeed on a **DC 15 Constitution** saving throw or be **blinded** for 1 round by the sudden explosion of colors and petals.



CR
12

ELMRIR

SPIRIT OF THE GROVE

Large Elemental, Unaligned

Armor Class 17 (natural armor)
Hit Points 115 (17d10 + 22)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

- ◆ **Damage Vulnerabilities** Fire, Thunder
- ◆ **Damage Resistances** Bludgeoning, Piercing, and Slashing from Non-Magical Attacks
- ◆ **Damage Immunities** Poison
- ◆ **Senses** Tremorsense 60 ft., Passive Perception 13
- ◆ **Languages** Common, Druidic, Elvish, Sylvan
- ◆ **Challenge** 12 (8,400 xp)
- ◆ **Proficiency Bonus** +4

TRAITS

Telepathy. Elmrir can telepathically speak to any creature it sees within 30 feet. It doesn't need to share a language with the creature, but the creature must be able to understand at least one language.

Sense Nature. Elmrir's deep connection to nature allows it to sense the rhythms of the environment effortlessly. While within its domain, Elmrir passively benefits from the **Commune with Nature** spell.

Charge. If Elmrir moves at least **20 feet straight** toward a target and then hits it with a **Ram** attack on the same turn, the target takes an additional 14 **(3d8) bludgeoning damage**. If the target is a creature, it must succeed on a **DC 17 Strength** saving throw or be knocked **prone**.

ACTIONS

Ram. *Melee Weapon Attack:* **+10** to hit, reach 5 ft., one target. *Hit:* 20 **(3d8 + 6) bludgeoning damage**.

Sylvan Vine Whip. *Melee Weapon Attack:* **+10** to hit, reach 5 ft., one target. *Hit:* 20 **(3d8 + 6) bludgeoning damage**. If the attack is successful, Elmrir can **Shove** the target as a Bonus Action.

Petal Tempest (Recharge 5-6). Elmrir concentrates on releasing a flurry of luminous petals that swirl around it in a **15-foot radius** for 1 minute. Creatures entering this area for the first time on a turn or starting their turn there must succeed on a **DC 17 Constitution** saving throw.

On a failed save, they take 27 **(6d8) slashing** damage and can not take Opportunity Attacks against Elmrir while being affected by **Petal Tempest**. On a successful save, they take half damage and can still make opportunity attacks against Elmrir. Elmrir must maintain concentration to maintain the effects of this ability.

REACTIONS

Nimble Evasion. When a creature within **10 feet** of Elmrir attempts a melee attack against it and fails to hit, Elmrir can use its Reaction to gracefully hop out of harm's way and retaliate using its momentum. The attacking creature must succeed on a **DC 17 Dexterity** saving throw or take 9 **(2d8) bludgeoning damage**.

LEGENDARY ACTIONS

Elmrir can take 1 Legendary Action, 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. Elmrir regains spent Legendary Actions at the start of its turn.

Whip. **<1>** Elmrir gracefully advances up to half its Movement Speed and makes a **Sylvan Vine Whip** attack.

Verdant Path. **<1>** Elmrir may move up to half its Movement Speed, leaving behind an enduring trail of dense, **5-foot high**, and **5-foot thick** plant overgrowth, transforming the terrain into **Difficult Terrain**. Every creature within this affected area must make a **DC 17 Dexterity** saving throw or become **restrained**. As an Action, a restrained creature can make a **DC 17 Strength** check, successfully breaking free if they succeed.

ACTIONS+

Multiattack+. Elmrir makes two attacks, of which only one can be a **Verdant Slam**.

Floral Fling. *Melee Weapon Attack:* **+10** to hit, reach 10 ft., one target. *Hit:* 20 **(3d8 + 6) bludgeoning damage**. The target must succeed on a **DC 17 Strength** saving throw or be flung up to 10 feet in a direction of Elmrir's choice. The target lands **prone** at the end of its movement.

Verdant Slam. Elmrir summons a colossal vine fist, striking all creatures within a **15-foot cone**. Each creature in the area must make a **DC 17 Dexterity** saving throw or take 20 **(3d8 + 6) bludgeoning damage**.

Solar Beam (Recharge 5-6). Elmrir channels its inner power, emitting a focused beam of solar energy in a **50-foot line**. Each creature in the area must make a **DC 17 Dexterity** saving throw or take 36 **(8d8) Radiant damage**.

REACTIONS+

Living Shield. When an attack successfully hits Elmrir, it can use its reaction to raise a wall of earth and plants to mitigate its damage. It gains a **+5** bonus to AC against the triggering attack.

LEGENDARY ACTIONS+

Subterranean Dash. **<1>** Elmrir burrows itself into the ground. Each creature within **15 feet** of Elmrir must succeed on a **DC 17 Dexterity** saving throw or take 11 **(2d10) bludgeoning damage**, or half that much on a successful save. The area becomes **Difficult Terrain**. Elmrir can reappear in an occupied space within 30 feet of its previous location.

Nature's Grasp. **<1>** Elmrir channels its connection to the earth, commanding the very ground to ensnare a target within **30 feet**. The target must succeed on a **DC 17 Strength** saving throw or become **restrained** by the twisting vines and roots erupting from the ground around them. A restrained creature can attempt to break free at the start of its turn by repeating the saving throw. The effect ends if the restrained creature succeeds on its saving throw or when another creature is ensnared by *Nature's Grasp*.

PRIMAL FORM

When Elmrir activates its Primal form, its current hit point total resets to **145** hit points, and it clears any and all status effects. Additionally, Elmrir can now use the options in the **"Primal Form"** section for **1 hour**.

If one of the following conditions is met. Elmrir will immediately activate its **"Primal Form."**

- ◆ If Elmrir Movement Speed is brought to **0** for two consecutive turns.
- ◆ If Elmrir starts two consecutive turns in fire.
- ◆ When badly injured. Hit points are brought to **0**.

"Elmrir's agile dance came to an abrupt halt as she anchored herself at the stage's core. Vines erupted from the earth. The surroundings exploded into a riot of colors and petals, amplifying her connection to the environment. The plants answered her call, leaves rustling and twisting in harmony. Elmrir's form grew more imposing as she burrowed herself deep into the soil, resembling a rooted tree. No longer the nimble dancer, Elmrir now stands resolute, a guardian firmly rooted in its rightful place."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Elmrir fails a saving throw, it can choose to succeed instead.

Regrowth. It roots itself to the ground, gaining Regeneration on any lost body parts and resistance to all damage except fire and thunder. Its Movement Speed is reduced to **0**, and Elmrir loses its Dexterity bonus to AC, resulting in an AC of 14.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Elmrir takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Healing Rays. A radiant beam of golden light emanates from a **5-foot-radius sphere**, forming a **40-foot-high cylinder** centered on Elmrir. Any creature starting their turn inside the beam restores 14 **(3d8)** hit points. The beam lasts for 1 hour.

Blossoming Burst. Elmrir causes the surrounding flora to burst into vibrant bloom. Each creature within 10 feet of it must succeed on a **DC 17 Constitution** saving throw or be **blinded** for 1 round by the sudden explosion of colors and petals.



Large Elemental, Unaligned

STR	DEX	CON	INT	WIS	CHA
12 (+1)	24 (+7)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

- ## TRAITS

Charge. If Elmirir moves at least **20 feet straight** toward a target and then hits it with a **Ram** attack on the same turn, the target takes an additional 14 **(3d8) bludgeoning damage**. If the target is a creature, it must succeed on a **DC 20 Strength** saving throw or be knocked **prone**.

REACTIONS

LEGENDARY ACTIONS

REACTIONS+

LEGENDARY ACTIONS+

SPECIAL TRAITS+

LAIR ACTIONS

Blossoming Burst. Elmir causes the surrounding flora to burst into vibrant bloom. Each creature within 10 feet of it must succeed on a **DC 20 Constitution** saving throw or be **blinded** for 1 round by the sudden explosion of colors and petals.



“DEVOTED BEARER OF SINS”
THE SINNER

CR
5

CR
10

CR
15

The Sinner, once known as Damian, was tainted by the very darkness he sought to cleanse. His relentless obsession with consuming sins has transformed him into a malevolent force, bearing their sins on his back in a giant chalice hungry for the transgressions of others. With too many sins to bear, its impurity leaked out and gave birth to The Sinner, an entity driven by single-minded zealotry. In our world, he languishes in an abandoned church, devoting himself to bearing more sin.

He intends to cut down the limbs of sinners and absorb their wrongdoings with every strike. In his Primal Form, he unleashes the twisted power of the sins he has absorbed, casting sinister spells that envelop his foes in shadowy despair. It's a nightmarish spectacle, where the very essence of remorseless retribution takes shape, and facing The Sinner becomes a harrowing ordeal of confronting one's own sins and darkest fears.

THE SINNER’S ORIGIN

In the sprawling, darkened heart of Luyarnha, a city where every cobblestone seemed etched with despair and every street whispered tales of torment, there lived a man named Damian. Once, his name was synonymous with sin, an unremarkable figure who sought refuge in the darkest corners of his world.

In the forgotten belly of this wretched city, Damian's life was a symphony of misdeeds. He lurked alleyways, preying on the unsuspecting like a cat on a mouse—for even cats had a hunger to still.

Beneath his cloak of darkness, a flicker of remorse existed within Damian. In the quietest corners of his soul, he bore the weight of his sins, guilt gnawing at him relentlessly. He yearned for redemption, for a way to undo the wrongdoings that had defined his existence for so long. It was the longing of a sinner's heart, a desperate plea for a chance at salvation.

Amidst the city's unending despair, as if guided by its dampened light, Damian found himself before the towering spires of the grand cathedral. He felt a tug, an irresistible force drawing him closer to its hallowed walls.

Hesitatingly, he entered. The radiant light and the scent of holiness purified him almost instantly, feeling nothing short of miraculous. The church became his sanctuary, where he found solace from his haunting sins. Finally, he could feel at ease with unwavering devotion to his newfound faith.

But redemption was never a simple path. The sins that had once defined him refused to be forgotten, trailing him with temptations and doubt. Driven by a belief that he alone could rid others of their sins and save them from the abyss of regret, a path he had ventured for so long, Damian devised a twisted plan. He partook in a gruesome ritual that allowed him to absolve the wicked of their transgressions, consuming their sins before they were tainted.

Over countless years, he trapped these sins within a colossal crucible on his back. With each sin consumed, the chalice increased in weight. Bearing this strain on his shoulders for all these numerous years, the chalice eventually grew too heavy for Damian to bear—the weight of countless transgressions too much for him to handle. The malevolent energy of the absorbed sins began to overflow, leaking from the chalice, cursing it with sinister sentience.

Damian's mind, once fervent in its devotion, began to unravel. He was no longer a savior but a vessel, an instrument without will.

PERSONALITY TRAITS

- ◆ **Without Will.** Damian is no longer the man he used to be. His unwavering devotion has led him to a path of no return, succumbing to the weight of the sins he sought to bear. Left without a will or soul, consumed solely by his devised purpose, he leads a single-minded, ghoul-like existence.
- ◆ **Zealotry.** It was his beliefs that turned him into The Sinner. His zealotry drives him to extreme lengths, often to the detriment of his own well-being.
- ◆ **Obsessive.** Damian's fixation on consuming sins has left him with obsessive Personality Traits. He can't let go of his mission, constantly seeking out transgressions to absolve.

THE SINNER’S DM TIPS

Here are some helpful tips and tricks for mastering the role of the Sinner.

NARRATIVE

BEARER OF SIN:

As the battle progresses, convey The Sinner's struggle with the weight of the chalice. Momentarily slowing his movements or triggering explosive bursts of malevolent energy when the chalice overflows.

EMOTIONLESS ZEALOT:

Have The Sinner speak in a haunting, monotone voice. His speech should lack the warmth of humanity, emphasizing his transformation into a zealot driven solely by his mission. You could consider having him recite the sins and transgressions of the player characters so that the encounter feels more personal.

THE CLEAVED ONES:

Incorporate NPCs who were directly affected by The Sinner's ritualistic acts. These victims can be paralyzed to varying degrees and should be but shadows of the people they once were. If unable to speak, their family members or caretakers could perhaps shed more light on their encounter with The Sinner.

CONTINUED REVERENCE:

The Sinner's interactions with the grand cathedral can be an ongoing theme. Have him visit the church, speaking to the clergy or engaging in rituals to appease the cursed chalice. This creates opportunities for role-playing, exploration, and potential conflicts with the divine forces that may question his methods.

COMBAT

- ◆ The Sinner is dependent on his **Mask of Sin** Trait. Removing the mask makes it vulnerable to its own **Crucible of Madness** Lair Action.
- ◆ If the sinner paralyzes a leg by using **Soul Cleaver**, a possible ruling is halving move speed for that creature. If both legs are paralyzed, the creature would have **0** speed and drop prone.
- ◆ Mechanically, the Crucible can be at **0** Soul Fragments, but always allow adjacent players a chance to reclaim their lost Soul Fragment.

Short-Term Madness table

d100	Effects (lasts 1d10 minutes)
01-20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21-30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31-40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The character must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	The character is stunned.
91-100	The character falls unconscious.

THE SINNER'S HABITS OF MIND

STANDARD

MONSTER TURN



TARGET PRIORITIES

- 1. Nearest enemy
- 2. Enemy that recently committed a sin
- 3. Enemies with the lowest Constitution bonus



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ When the Crucible is toppled, removed or destroyed
 - ↳ **Bonus Actions:** Recall Crucible
- ◆ If the Sinner has a *Soul Fragment* and there is an enemy within 30 ft.
 - ↳ **Bonus Actions:** Absorb Sin
- ◆ If the Target Priority is within range
 - ↳ **Actions:** Multiattack (Soul Cleaver)

PLAYER TURN



START OF TURN

- ◆ If an enemy within 5 ft. lost a Soul Fragment
 - ↳ **Saving Throw:** Soul Cleaver



END OF TURN

- ◆ If there are enemies within 5 ft.
 - ↳ **Legendary Actions:** Cleaving Strike
- ◆ Enter **Primal form**
 - ↳ If The Sinner's hit points are **0**
 - ↳ When the crucible is destroyed
 - ↳ When the number of Soul fragments hits **0**

PRIMAL

MONSTER TURN



TARGET PRIORITIES

- 1. Nearest enemy
- 2. Enemy that recently committed a sin
- 3. Enemies with the lowest Constitution bonus



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ When the Crucible is toppled, removed or destroyed
 - ↳ **Bonus Actions:** Recall Crucible
- ◆ If the Sinner has a *Soul Fragment* and there is an enemy within 30 ft.
 - ↳ **Bonus Actions:** Absorb Sin
- ◆ If there is a creature at 0 hp within 30 ft.
 - ↳ **Bonus Action:** Soul Harvest
- ◆ If the Target Priority is within range
 - ↳ **Actions+:** Multiattack+
 - ↳ **Actions:** Multiattack (Soul Cleaver)

PLAYER TURN



START OF TURN

- ◆ If an enemy within 5 ft. lost a Soul Fragment
 - ↳ **Saving Throw:** Soul Cleaver



AFTER PLAYER ACTION

- ◆ If The Sinner fails a saving throw
 - ↳ **Special traits+:** Legendary Resistance (1/day)



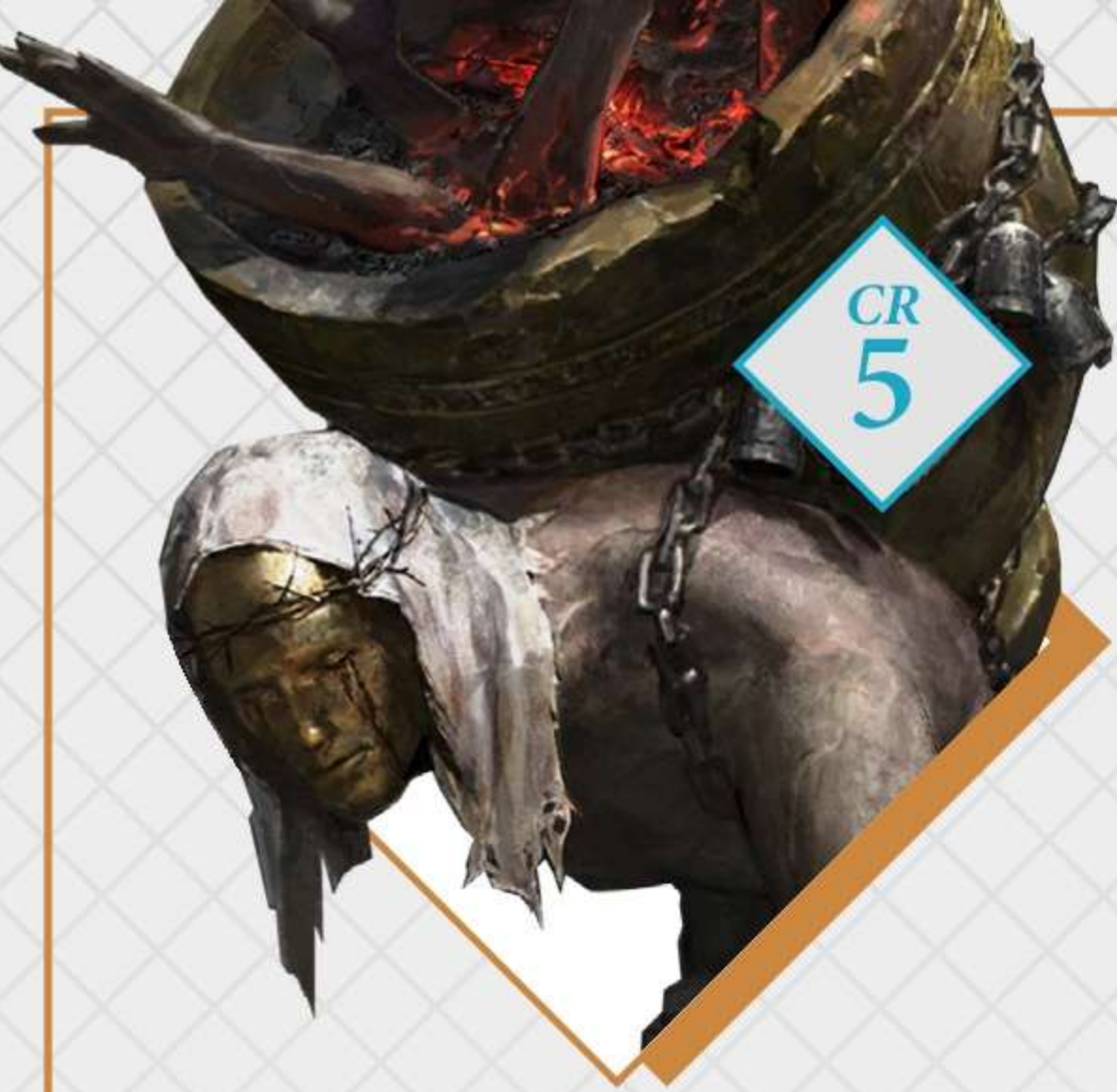
END OF TURN

- ◆ If there is no creature in the Crucible and there is an enemy within 5 ft.
 - ↳ **Legendary Actions+:** Blasphemous Prison
- ◆ Else;
 - ↳ **Legendary Actions:** Cleaving Strike



INITIATIVE COUNT 20

- ◆ If the Lair Action: *Crucible of Madness* is active.
 - ↳ Roll on the Short-term Madness table to determine the effect.



THE SINNER DEVOTED BEARER OF SINS

Large humanoid & monstrosity,
Chaotic evil

Armor Class 12
Hit Points 80 (9d10 + 31)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	3 (-4)	13 (+1)	8 (-1)

- ◆ **Saving Throws** Con +7
- ◆ **Skills** Acrobatics +4, Athletics +8
- ◆ **Condition Immunities** Exhaustion, Frightened
- ◆ **Senses** Blindsight 120 ft. (blind beyond this radius), Passive Perception 11
- ◆ **Language** Common
- ◆ **Challenge** 5 (1,800 xp)
- ◆ **Proficiency Bonus** +3

TRAITS

Soul Cleaver. When The Sinner targets a creature with a weapon attack roll, he can choose to target a limb. On a hit the target takes damage as usual and must make a **DC 13 Constitution** Saving Throw or have a part of its soul cleaved from its body. The limb loses all function, immediately dropping anything held by that limb. Additionally, The Sinner adds a **Soul Fragment** to its Crucible.

*Once per turn as a Free Action, a creature that had its soul cleaved and is within 5 feet of the Crucible, can make a **DC 13 Constitution** check to reclaim their Soul Fragment. On a success, 1 Soul Fragment is removed from the Crucible, and the creature regains full function to one of their affected limbs.*

Crucible. The crucible allows The Sinner to store **Soul Fragments**. It starts with **(d4 + 2)** Soul Fragments already stored in the Crucible.

*The crucible has AC15 and **50** hit points.
If the crucible is destroyed, all soul fragments will instantly find their way back to their rightful owners.
If the Crucible is toppled, removed or destroyed, The Sinner can recall it as a Bonus Action.
While not carrying the Crucible, The Sinner can't use its **Absorb Sin**, **Crucible Strike** and **Blasphemous Prison** attacks.*

Mask of Sin. While wearing its mask, The Sinner is **blinded** and immune to **Madness**.

ACTIONS

Multiattack. The Sinner makes two **Greatsword** attacks.

Greatsword. *Melee weapon attack:* **+8** to hit, reach 10 ft., one target. *Hit:* 12 **(2d6 + 5) slashing damage**, the target is subjected to the **Soul Cleaver** trait.

Absorb Sin. As a Bonus Action, The Sinner consumes 1 **Soul Fragment** from his **Crucible**, absorbing the sin in order to empower himself.

Roll a **d8**. The result determines the effect.

1. **Envy.** Target one creature within 40 feet. They must make a **DC 13 Constitution** saving throw or take 10 **(3d6) necrotic damage**. The Sinner regains hit points equal to half the amount of damage dealt
2. **Greed.** Gain **15** temporary hit points.
3. **Gluttony.** Gain **+2 AC** until the start of its next turn.
4. **Lust.** Each creature within a 40 foot radius makes a **DC 13 Wisdom** saving throw. On a failure it must immediately use its Reaction, if available, to move as far as its speed allows towards The Sinner.
5. **Pride.** The Sinner gains **Advantage** on its next attack roll.
6. **Wrath.** The Sinner gains additional Action during their turn that can be used only to take the Attack (one weapon attack only) action.
7. **Sloth.** The Sinner sends out a wave of lethargy in a 40 foot radius. All creatures caught in the area must make a **DC 13 Wisdom** saving throw or have their speed halved until the end of their next turn.
8. Choose one of the above outcomes.

LEGENDARY ACTIONS

The Sinner can take **1** Legendary Action. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Sinner regains spent Legendary Actions at the start of its turn.

Cleaving Strikes. **<1>** The Sinner makes a **Greatsword** attack.

ACTIONS+

Multiattack+. The Sinner makes a **Crucible Strike** attack against any number of creatures within 15 feet, with a separate attack roll for each target.

Crucible Strike. *Melee weapon attack:* **+8** to hit, reach 15 ft., one target. *Hit:* 15 **(2d8 + 6) necrotic damage**, the target is subjected to the **Soul Cleaver** trait.

LEGENDARY ACTIONS+

Blasphemous Prison. **<1>** The Sinner ensnares a creature within **5 feet** in its Crucible. The target must succeed on a **DC 15 Dexterity** saving throw or become **imprisoned** within the Crucible, where its soul is inexorably drained from its body. While imprisoned, the target is **restrained** and has **Total Cover** against effects outside the Crucible, and takes 15 **(2d8 + 6) necrotic damage** at the start of each of The Sinner's turns.

*An imprisoned creature or an ally within **5 feet**. reach can use its action to attempt a **DC 13 Athletics** check, toppling the Crucible and freeing the creature on a success.*

PRIMAL FORM

When The Sinner activates its Primal form, its current hit point total resets to **70** hit points, and it clears any and all status effects. Additionally, The Sinner can now use the options in the “**Primal Form**” section for **1 hour**.

If one of the following conditions is met. The Sinner will immediately activate its “**Primal Form**”.

- ◆ When the crucible is destroyed.
- ◆ When the number of Soul fragments hits **0**.
- ◆ When badly injured. Hit points are brought to **0**.

*“The crucible’s surface cracks, releasing a surge of malevolent energy. You hear the endless soft whispers and distant screams from the cursed souls, long trapped within the crucible.
Right as the malevolent energy washes over you, numerous spectral arms materialize from the crucible, writhing and reaching out hungrily in all directions, seeking to grasp hold of soul and sin alike.”*

SPECIAL TRAITS+

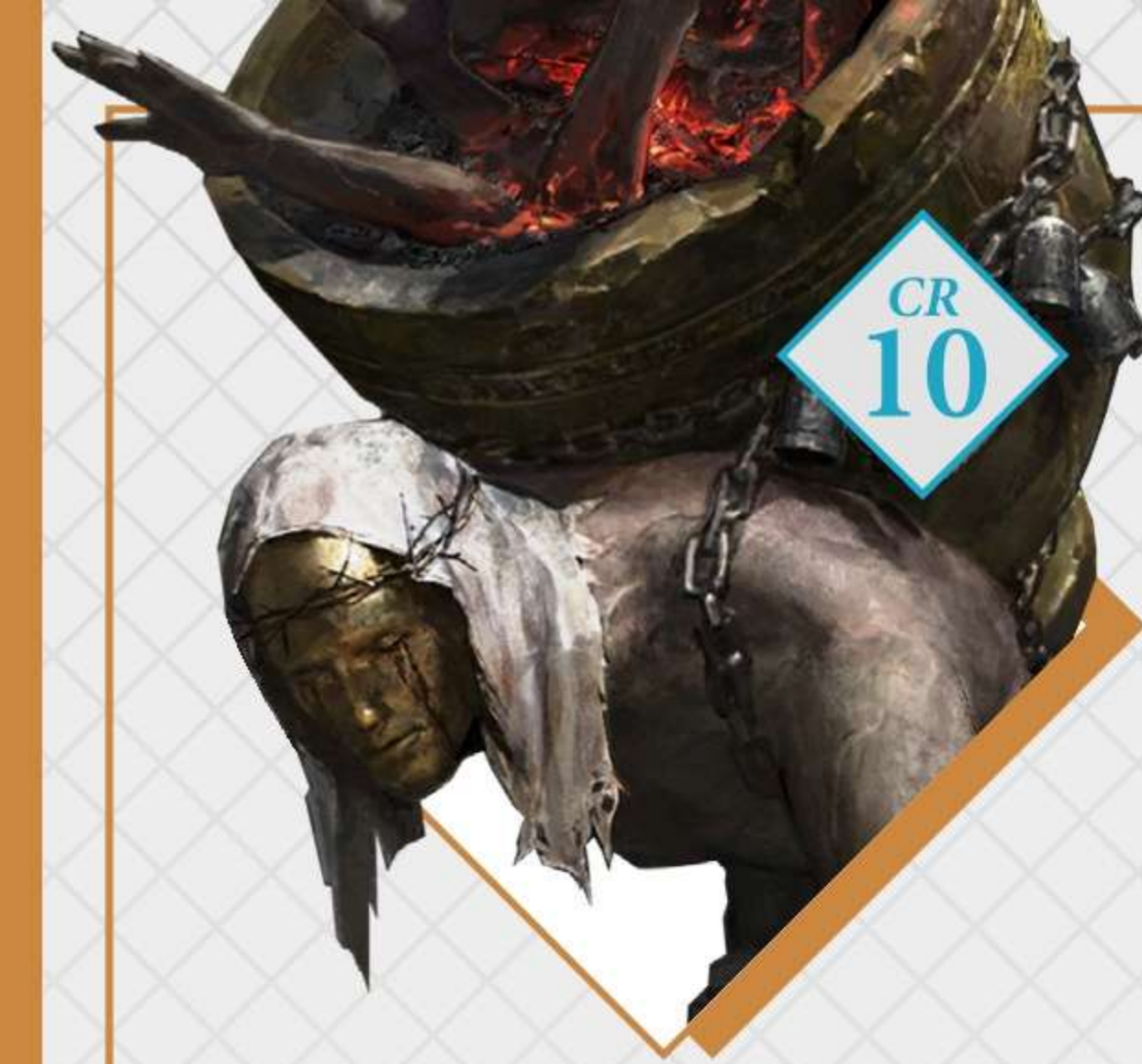
Legendary Resistance (1/Day). If The Sinner fails a saving throw, it can choose to succeed instead.

Soul Harvest. As a Bonus Action, The Sinner can extract Soul Fragments from any defeated creature, gaining one **Soul Fragment** for each creature reduced to **0** hit points within **30-foot radius**.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), The Sinner takes a Lair Action to cause the following effect.

Crucible of Madness. A crack forms on the crucible, causing the malevolent energy within to leak out. All creatures within **15 feet** must make a **DC 11 Wisdom** saving throw or suffer from a Short-Term Madness effect as described on the **Short-Term Madness** table until the end of its next turn (The table can be found on the DM Tips page).



CR
10

THE SINNER DEVOTED BEARER OF SINS

Large humanoid & monstrosity,
Chaotic evil

Armor Class 14
Hit Points 120 (16d10 + 32)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+6)	14 (+2)	18 (+4)	3 (-4)	13 (+1)	8 (-1)

- ◆ **Saving Throws** Con +8
- ◆ **Skills** Acrobatics +6, Athletics +10
- ◆ **Condition Immunities** Exhaustion, Frightened
- ◆ **Senses** Blindsight 120 ft. (blind beyond this radius), Passive Perception 11
- ◆ **Language** Common
- ◆ **Challenge** 10 (5,900 xp)
- ◆ **Proficiency Bonus** +4

TRAITS

Soul Cleaver. When The Sinner targets a creature with a weapon attack roll, he can choose to target a limb. On a hit the target takes damage as usual and must make a **DC 16 Constitution** Saving Throw or have a part of its soul cleaved from its body. The limb loses all function, immediately dropping anything held by that limb. Additionally, The Sinner adds a **Soul Fragment** to its Crucible.

Once per turn as a Free Action, a creature that had its soul cleaved and is within 5 feet of the Crucible, can make a **DC 14 Constitution** check to reclaim their Soul Fragment. On a success, 1 Soul Fragment is removed from the Crucible, and the creature regains full function to one of their affected limbs.

Crucible. The crucible allows The Sinner to store **Soul Fragments**. It starts with **(d4 + 2)** Soul Fragments already stored in the Crucible.

The crucible has AC17 and **70** hit points.
If the crucible is destroyed, all soul fragments will instantly find their way back to their rightful owners.
If the Crucible is toppled, removed or destroyed, The Sinner can recall it as a Bonus Action.
While not carrying the Crucible, The Sinner can't use its **Absorb Sin**, **Crucible Strike** and **Blasphemous Prison** attacks.

Mask of Sin. While wearing its mask, The Sinner is **blinded** and immune to **Madness**.

ACTIONS

Multiattack. The Sinner makes two **Greatsword** attacks.

Greatsword. *Melee weapon attack:* **+10** to hit, reach 10 ft., one target. *Hit:* 15 **(2d8 + 6) slashing damage**, the target is subjected to the **Soul Cleaver** trait.

Absorb Sin. As a Bonus Action, The Sinner consumes 1 **Soul Fragment** from his **Crucible**, absorbing the sin in order to empower himself.

Roll a **d8**. The result determines the effect.

1. **Envy.** Target one creature within 40 feet. They must make a **DC 16 Constitution** saving throw or take 14 **(4d6) necrotic damage**. The Sinner regains hit points equal to half the amount of damage dealt
2. **Greed.** Gain **20** temporary hit points.
3. **Gluttony.** Gain **+2 AC** until the start of its next turn.
4. **Lust.** Each creature within a 40 foot radius makes a **DC 16 Wisdom** saving throw. On a failure it must immediately use its Reaction, if available, to move as far as its speed allows towards The Sinner.
5. **Pride.** The Sinner gains **Advantage** on its next attack roll.
6. **Wrath.** The Sinner gains additional Action during their turn that can be used only to take the Attack (one weapon attack only) action.
7. **Sloth.** The Sinner sends out a wave of lethargy in a 40 foot radius. All creatures caught in the area must make a **DC 16 Wisdom** saving throw or have their speed halved until the end of their next turn.
8. Choose one of the above outcomes.

LEGENDARY ACTIONS

The Sinner can take **1** Legendary Action. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Sinner regains spent Legendary Actions at the start of its turn.

Cleaving Strikes. **<1>** The Sinner makes a **Greatsword** attack.

ACTIONS+

Multiattack+. The Sinner makes a **Crucible Strike** attack against any number of creatures within 15 feet, with a separate attack roll for each target.

Crucible Strike. *Melee weapon attack:* **+10** to hit, reach 15 ft., one target. *Hit:* 17 **(3d6 + 6) necrotic damage**, the target is subjected to the **Soul Cleaver** trait.

LEGENDARY ACTIONS+

Blasphemous Prison. **<1>** The Sinner ensnares a creature within **5 feet** in its Crucible. The target must succeed on a **DC 16 Dexterity** saving throw or become **imprisoned** within the Crucible, where its soul is inexorably drained from its body. While imprisoned, the target is **restrained** and has **Total Cover** against effects outside the Crucible, and takes 17 **(3d6 + 6) necrotic damage** at the start of each of The Sinner's turns.

An imprisoned creature or an ally within **5 feet**. reach can use its action to attempt a **DC 14 Athletics** check, toppling the Crucible and freeing the creature on a success.

PRIMAL FORM

When The Sinner activates its Primal form, its current hit point total resets to **130** hit points, and it clears any and all status effects. Additionally, The Sinner can now use the options in the “**Primal Form**” section for **1 hour**.

If one of the following conditions is met. The Sinner will immediately activate its “**Primal Form**”.

- ◆ When the crucible is destroyed.
- ◆ When the number of Soul fragments hits **0**.
- ◆ When badly injured. Hit points are brought to **0**.

“The crucible’s surface cracks, releasing a surge of malevolent energy. You hear the endless soft whispers and distant screams from the cursed souls, long trapped within the crucible.
Right as the malevolent energy washes over you, numerous spectral arms materialize from the crucible, writhing and reaching out hungrily in all directions, seeking to grasp hold of soul and sin alike.”

SPECIAL TRAITS+

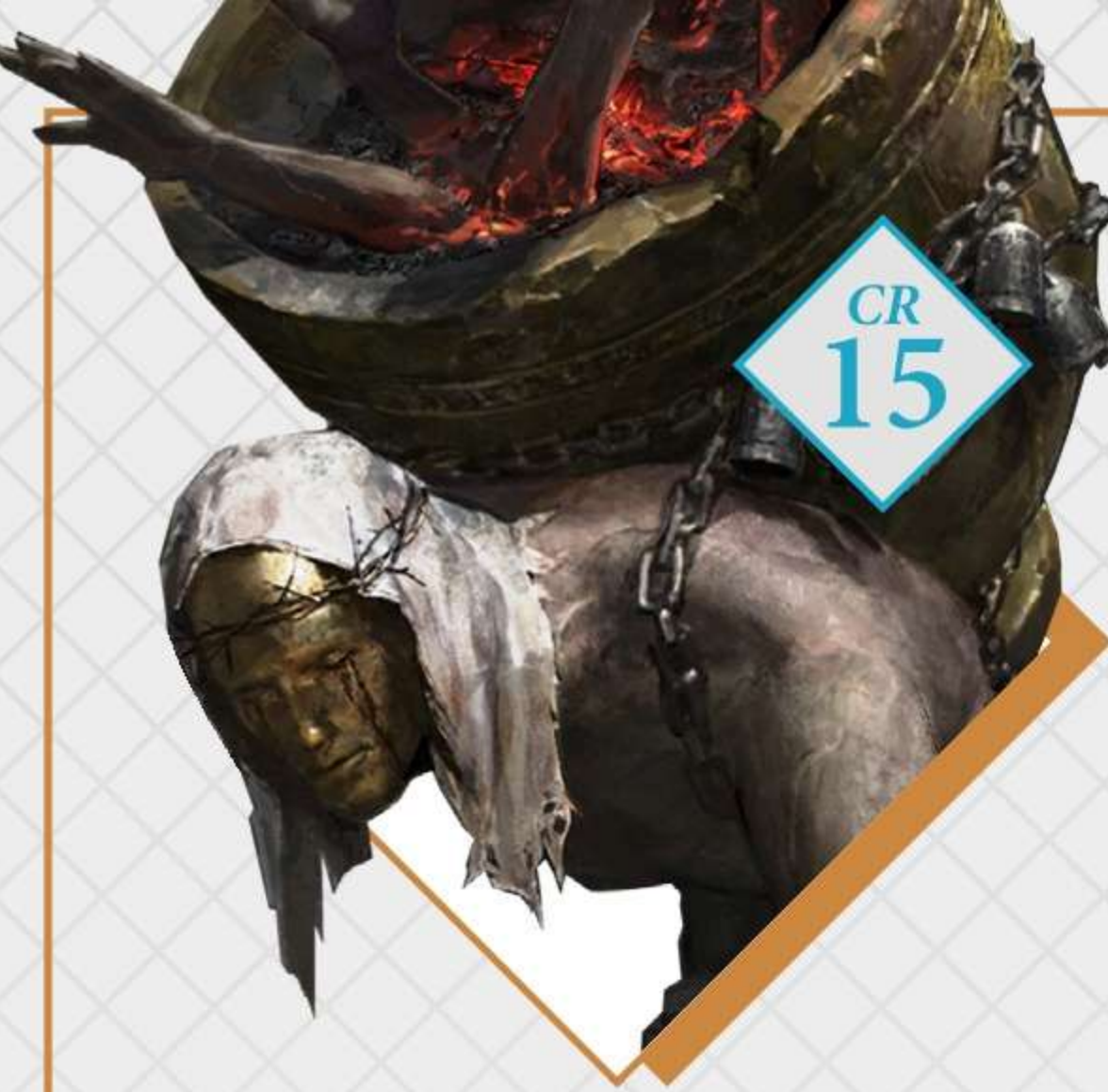
Legendary Resistance (1/Day). If The Sinner fails a saving throw, it can choose to succeed instead.

Soul Harvest. As a Bonus Action, The Sinner can extract Soul Fragments from any defeated creature, gaining one **Soul Fragment** for each creature reduced to **0** hit points within **30-foot radius**.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), The Sinner takes a Lair Action to cause the following effect.

Crucible of Madness. A crack forms on the crucible, causing the malevolent energy within to leak out. All creatures within **15 feet** must make a **DC 12 Wisdom** saving throw or suffer from a Short-Term Madness effect as described on the **Short-Term Madness** table until the end of its next turn (The table can be found on the DM Tips page).



CR
15

THE SINNER DEVOTED BEARER OF SINS

Large humanoid & monstrosity,
Chaotic evil

Armor Class 15
Hit Points 170 (19d10 + 66)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+7)	14 (+2)	18 (+4)	3 (-4)	13 (+1)	8 (-1)

- ◆ **Saving Throws** Con +9
- ◆ **Skills** Acrobatics +7, Athletics +12
- ◆ **Condition Immunities** Exhaustion, Frightened
- ◆ **Senses** Blindsight 120 ft. (blind beyond this radius), Passive Perception 11
- ◆ **Language** Common
- ◆ **Challenge** 15 (13,000 xp)
- ◆ **Proficiency Bonus** +5

TRAITS

Soul Cleaver. When The Sinner targets a creature with a weapon attack roll, he can choose to target a limb. On a hit the target takes damage as usual and must make a **DC 18 Constitution** Saving Throw or have a part of its soul cleaved from its body. The limb loses all function, immediately dropping anything held by that limb. Additionally, The Sinner adds a **Soul Fragment** to its Crucible.

Once per turn as a Free Action, a creature that had its soul cleaved and is within 5 feet of the Crucible, can make a **DC 15 Constitution** check to reclaim their Soul Fragment. On a success, 1 Soul Fragment is removed from the Crucible, and the creature regains full function to one of their affected limbs.

Crucible. The crucible allows The Sinner to store **Soul Fragments**. It starts with **(d4 + 2)** Soul Fragments already stored in the Crucible.

The crucible has AC17 and **100** hit points. If the crucible is destroyed, all soul fragments will instantly find their way back to their rightful owners. If the Crucible is toppled, removed or destroyed, The Sinner can recall it as a Bonus Action. While not carrying the Crucible, The Sinner can't use its **Absorb Sin**, **Crucible Strike** and **Blasphemous Prison** attacks.

Mask of Sin. While wearing its mask, The Sinner is **blinded** and immune to **Madness**.

ACTIONS

Multiattack. The Sinner makes two **Greatsword** attacks.

Greatsword. *Melee weapon attack:* **+12** to hit, reach 10 ft., one target. *Hit:* 25 **(4d8 + 7) slashing damage**, the target is subjected to the **Soul Cleaver** trait.

Absorb Sin. As a Bonus Action, The Sinner consumes 1 **Soul Fragment** from his **Crucible**, absorbing the sin in order to empower himself.

Roll a **d8**. The result determines the effect.

1. **Envy.** Target one creature within 40 feet. They must make a **DC 18 Constitution** saving throw or take 14 **(4d6) necrotic damage**. The Sinner regains hit points equal to half the amount of damage dealt
2. **Greed.** Gain **25** temporary hit points.
3. **Gluttony.** Gain **+2 AC** until the start of its next turn.
4. **Lust.** Each creature within a 40 foot radius makes a **DC 18 Wisdom** saving throw. On a failure it must immediately use its Reaction, if available, to move as far as its speed allows towards The Sinner.
5. **Pride.** The Sinner gains **Advantage** on its next attack roll.
6. **Wrath.** The Sinner gains additional Action during their turn that can be used only to take the Attack (one weapon attack only) action.
7. **Sloth.** The Sinner sends out a wave of lethargy in a 40 foot radius. All creatures caught in the area must make a **DC 18 Wisdom** saving throw or have their speed halved until the end of their next turn.
8. Choose one of the above outcomes.

LEGENDARY ACTIONS

The Sinner can take **1** Legendary Action. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Sinner regains spent Legendary Actions at the start of its turn.

Cleaving Strikes. **<1>** The Sinner makes a **Greatsword** attack.

ACTIONS+

Multiattack+. The Sinner makes a **Crucible Strike** attack against any number of creatures within 15 feet, with a separate attack roll for each target.

Crucible Strike. *Melee weapon attack:* **+12** to hit, reach 15 ft., one target. *Hit:* 28 **(6d6 + 7) necrotic damage**, the target is subjected to the **Soul Cleaver** trait.

LEGENDARY ACTIONS+

Blasphemous Prison. **<1>** The Sinner ensnares a creature within **5 feet** in its Crucible. The target must succeed on a **DC 18 Dexterity** saving throw or become **imprisoned** within the Crucible, where its soul is inexorably drained from its body. While imprisoned, the target is **restrained** and has **Total Cover** against effects outside the Crucible, and takes 28 **(6d6 + 7) necrotic damage** at the start of each of The Sinner's turns.

An imprisoned creature or an ally within **5 feet**. reach can use its action to attempt a **DC 16 Athletics** check, toppling the Crucible and freeing the creature on a success.

PRIMAL FORM

When The Sinner activates its Primal form, its current hit point total resets to **170** hit points, and it clears any and all status effects. Additionally, The Sinner can now use the options in the “**Primal Form**” section for **1 hour**.

If one of the following conditions is met. The Sinner will immediately activate its “**Primal Form**”.

- ◆ When the crucible is destroyed.
- ◆ When the number of Soul fragments hits **0**.
- ◆ When badly injured. Hit points are brought to **0**.

“The crucible’s surface cracks, releasing a surge of malevolent energy. You hear the endless soft whispers and distant screams from the cursed souls, long trapped within the crucible. Right as the malevolent energy washes over you, numerous spectral arms materialize from the crucible, writhing and reaching out hungrily in all directions, seeking to grasp hold of soul and sin alike.”

SPECIAL TRAITS+

Legendary Resistance (1/Day). If The Sinner fails a saving throw, it can choose to succeed instead.

Soul Harvest. As a Bonus Action, The Sinner can extract Soul Fragments from any defeated creature, gaining one **Soul Fragment** for each creature reduced to **0** hit points within **30-foot radius**.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), The Sinner takes a Lair Action to cause the following effect.

Crucible of Madness. A crack forms on the crucible, causing the malevolent energy within to leak out. All creatures within **15 feet** must make a **DC 13 Wisdom** saving throw or suffer from a Short-Term Madness effect as described on the **Short-Term Madness** table until the end of its next turn (The table can be found on the DM Tips page).





“REAPER OF SOULS”
THE EXECUTIONER

CR
6

CR
11

CR
16

Imprisoned since young in Luyarnha's prison, Agapios forged friendships among the condemned. After a catastrophic prison break, he sought refuge in the ruins, yearning for his lost friends. Loneliness, self-pity, and delusion have shaped his tormented psyche, making him deeply apprehensive of change and leading him to capture those he confuses with his missing comrades. In his own twisted way, his search for comrades had led him to an abandoned prison in our realm.

The Executioner wields a fearsome axe with unwavering determination, instilling dread in his foes. When he enters his Primal Form, his axe becomes engulfed in fiery power, allowing him to execute enemies with his signature guillotine strike and manipulate them with cursed chains. A face-off against The Executioner is straightforward but one bound by the champion's one-mindedness, relentless in his pursuit.

THE EXECUTIONER’S ORIGIN

In the heart of Luyarnha stood a grand fortress encircled by scorching lava. Imprisoned at a young age, Agapios saw the stone walls, iron bars, and the echoes of countless incarcerated souls as his companions—his know-how. He forged bonds in the darkest corners, finding camaraderie among the condemned—the warmth of true friendship.

But fate is cruel. In a cataclysmic explosion, the prison lay in ruins. Guards and wardens dead, many escaped, leaving Agapios alone amidst the wreckage. He, unfamiliar with the outside world, sought refuge in the crumbling walls that held a sliver of familiarity.

Solitude initially offered respite from the turbulent echoes of his former life. Yet, as the years passed, creeping melancholy gripped his heart. Agapios was now deemed free, but he had no idea what that meant. However, he soon realized that not all who escaped were free.

After the outbreak, those who had escaped paid the price of freedom with their lives. They were hunted and purged by merciless soldiers while the ravaged ruins of the prison remained untouched.

Agapios yearned for the days when he shared laughter and pain with inmates, even if they, like himself, were prisoners. Loneliness consumed him.

He longed to reunite with his friends and bring them back to the prison ruins—home. In his mind, he sought a place of peace, a return to a time that, strangely, felt safe. But on this quest, the painful truth came to light; not a single friend remained. The news of their demise left him shattered. His mind cracked.

Agapios disappeared, and once more, he had become a prisoner—this time to his relentless, twisted mind. A haze befell him, and he could no longer discern reality from fiction.

“After all,” he whispered in a voice twisted by madness, “my friends are out there waiting for me.”

As if in a trance, he moved in silence, his speech hampered by his transformation. He had become an entity bent on reuniting with his comrades. In this contorted truth, he pursued anyone and everyone, confusing them for his long-lost brothers, capturing and imprisoning them in the ruins of the prison.

All to hide from the painful truth that he alone remained.

PERSONALITY TRAITS

- ◆ **Lonely and Self-Pitying.** The Executioner is profoundly affected by loneliness and self-pity, stemming from losing his friends and the desolation around him.
- ◆ **Delusional.** Prolonged solitude has left him deeply disturbed, making his thoughts and actions hard to fathom for others. He confuses others with his long-lost comrades, needing to capture and imprison them.
- ◆ **Fearful of Change.** He is deeply apprehensive about any form of change, a fear rooted in his long confinement, and he often finds it challenging to cope with new circumstances or situations.

THE EXECUTIONER’S DM TIPS

Here are some helpful tips and tricks for mastering the role of the Executioner.

NARRATIVE

RELENTLESS STALKER:

The Executioner is a hulking figure with heavy movements, the links of his chains rattling ominously with each step. Every now and then his form momentarily blurs and shifts around, making it hard to pinpoint him. This creates an unsettling unpredictability in his movements.

NO WAY OUT:

Consider exploring the prison ruins where the Executioner roams. Describe the crumbling architecture, torches that flicker on and off, and distant echoes, creating a haunting environment. You could incorporate cat-and-mouse-like games to reinforce the horror feel and foreshadow his presence.

CAPTIVES:

Populate the prison ruins with the corpses of those who have been captured by The Executioner. One of these captives might actually be drawing its final breaths and plead for release or provide cryptic hints about his fractured psyche. To increase motivation in the players, you can introduce a sidequest where an NPC has been captured by the Executioner and is being held in the prison.

REMNANTS OF THE PAST:

Scatter remnants of The Executioner’s past throughout the prison ruins. Players might find letters, drawings, or snippets of conversations that offer glimpses into the friendships he cherished. These discoveries can evoke empathy and provide insight into the tragedy that shaped The Executioner.

COMBAT

- ◆ The Executioner has gone beyond human form and is no longer bound to this plane in the same way he was before. Emphasize its heavy, but deliberate movements as he relentlessly stalks his marked target.
- ◆ The Executioner’s main objective is to fight the players up close, while having extra defense against those that get too far away. In response, the players will need to find a sweet spot in staying not too close and not too far. When the Executioner has its **Refraction Cloak** Reaction activated, make sure to describe how the shifting and blurring of the Executioner becomes more intense the further away the player gets.
- ◆ When facing The Executioner in its Primal Form, its gameplay relies heavily on using its **Chain Retrieval** Bonus Action to pull creatures towards itself. To execute this optimally, allow the Executioner, not only to move, but also to take a Bonus Action in between his attacks.
- ◆ The Executioner is attached to the weapons by chains. In the off-chance that he gets disarmed or the **Chain Retrieval** Bonus Action is somehow blocked, try using (opposed) checks to see whether he pulls himself to his weapon or whether his weapon is pulled towards him (possibly dragging objects or creatures in the process).

THE EXECUTIONER'S HABITS OF MIND

STANDARD

MONSTER TURN



START OF TURN

- ◆ If The Executioner has not taken any radiant damage last turn
 - ↳ **Traits:** Regeneration



TARGET PRIORITIES

1. Enemy that are marked
2. Nearest enemy
3. Last enemy that has attacked the Executioner



MOVEMENT

- ◆ Move toward Target Priority



ACTION

- ◆ If the Target Priority is marked and within range
 - ↳ **Actions:** Tormenting Grasp
- ◆ Else:
 - ↳ **Actions:** Multiattack

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If The Executioner is targeted by a ranged attack.
 - ↳ **Reactions:** Refraction Cloak (1/turn)



END OF TURN

- ◆ If there is a marked enemy within range
 - ↳ **Legendary Actions:** Grasp of Torment
- ◆ If there are >2 enemies within 5 ft.
 - ↳ **Legendary Actions:** Cyclone Swing
- ◆ Enter **Primal form**
 - ↳ If The Executioner's hit points are **0**.
 - ↳ If the Executioner is unable to retrieve its weapons for **2** consecutive turns
 - ↳ If the Executioner's Movement Speed is brought to **0** for three consecutive turns

PRIMAL

MONSTER TURN



START OF TURN

- ◆ If The Executioner has not taken any radiant damage last turn
 - ↳ **Traits:** Regeneration



TARGET PRIORITIES

1. Enemy that is marked
2. Nearest enemy
3. Last enemy that has attacked The Executioner



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If the Target Priority is marked and within range
 - ↳ **Actions:** Tormenting Grasp
 - ↳ **Actions+:** Greataxe Hurl
- ◆ If there are >2 enemies within 10 ft.
 - ↳ **Actions+:** Guillotine Strike
- ◆ If the Executioner has thrown its weapon.
 - ↳ **Bonus Actions+:** Chain Retrieval

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If a melee attack successfully lands against the Executioner
 - ↳ **Reactions+:** Counterswing (1/turn)
- ◆ If The Executioner is targeted by a ranged attack.
 - ↳ **Reactions:** Refraction Cloak (1/turn)



END OF TURN

- ◆ If there is a marked enemy within range
 - ↳ **Legendary Actions:** Grasp of Torment
- ◆ Else:
 - ↳ **Legendary Actions+:** Captive Rampage



INITIATIVE COUNT 20

- ◆ If the Lair Actions: *Echoing Whispers* is active
 - ↳ Yes > **Lair Actions:** Cursed Chains
 - ↳ No > **Lair Actions:** Echoing Whispers



THE EXECUTIONER REAPER OF SOULS

Large Undead, Unaligned

Armor Class 17 (plate)
Hit Points 90 (16d8 + 18)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	2 (-4)	10 (+0)	7 (-2)

- ◆ **Skills** Athletics +8, Perception +3, Stealth +5
- ◆ **Damage Immunities** Fire
- ◆ **Condition Immunities** Charmed, Frightened, Prone
- ◆ **Senses** Darkvision 30 ft., Passive Perception 10
- ◆ **Language** Common, Infernal
- ◆ **Challenge** 6 (2,300xp)
- ◆ **Proficiency Bonus** +3

TRAITS

Mark of Dread. At the start of each turn, the Executioner can target one creature within **30 feet**, marking them with **Mark of Dread**. The Executioner gains a keen sense of the marked creature's location, even through obstacles or invisibility, and its attacks against the marked creature have Advantage. The mark lasts until the start of his next turn.

While marked with Mark of Dread, the creature perceives a haunting, blurred figure and the ominous sound of the Executioner's dragging axe, creating an eerie and unsettling presence that unnerves the target.

Regeneration. The Executioner regains **10** hit points at the start of its turn. However, if it takes radiant damage, this trait doesn't function at the start of its next turn.

Rejuvenation. When the Executioner's body is destroyed, its soul lingers. After **24** hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, it lingers invisible within **60 feet** of where its body was destroyed, and cannot be harmed in any way. The soul can be forced to its afterlife via a **Banishment** spell or similar magic, or by a cleric's **Turn Undead** feature.

ACTIONS

Multiattack. The Executioner makes two **Greataxe** attacks.

Greataxe. *Melee weapon attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 14 (**2d8 + 5**) **slashing damage**.

Tormenting Grasp (Marked only). The Executioner selects a target within **5 feet**, grasping the chosen creature by the throat. As it lifts the target off the ground, the Executioner drains its life force. The Targeted creature must make a **DC 15 Strength** saving throw or suffers 19 (**3d8 + 5**) **necrotic damage**, and its maximum hit points decrease by the same amount.

REACTIONS

Refraction Cloak. When targeted by a ranged attack from **15 feet** away or more, the Executioner may activate its Refraction cloak as a Reaction, causing it to turn into a spectral blur and granting it half cover (**+2 AC**) to all attacks that are made from **15 feet** away or more, until the start of its next turn.

LEGENDARY ACTIONS

The Executioner can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Executioner regains spent Legendary Actions at the start of its turn.

Grasp of Torment. **<2>** Makes a **Tormenting Grasp** attack.

Cyclone Swing. **<2>** The Executioner spins around at a high speed and attacks every creature within a **5-foot radius** with its Greataxe. Each affected creature must make a **DC 15 Dexterity** saving throw or take 11 (**2d10**) **slashing damage**.

ACTIONS+

Multiattack+. The Executioner makes two **Greataxe Hurl** attacks.

Greataxe Hurl. *Ranged Weapon Attack:* **+8** to hit, range 20/60 ft., one target. *Hit:* 14 (**2d8 + 5**) **slashing damage** plus 5 (**1d8**) **fire damage**. When thrown, the Greataxe remains in the chosen square.

Guillotine Strike. The Executioner hurls its chained Greataxe high into the air and then pulls the chains down slamming it into the ground in a chosen square within **15-foot range**. All creatures within **5 feet** of the impact must make a **DC 15 Dexterity** saving throw or take 19 (**3d8 + 5**) **slashing damage**. On a successful save, they take half damage. When thrown, the Greataxe remains in the chosen square.

Chain Retrieval. As a Bonus Action, the Executioner can pull on the chains to retrieve its weapon. When it does so, all creatures in a straight line between The Executioner and the weapon must make a **DC 15 Dexterity** saving throw or be **pulled** up to **15 feet** closer to The Executioner.

REACTIONS+

Counterswing. After being hit by a melee weapon attack, the Executioner can retaliate with a **Greataxe** Attack as its Reaction.

LEGENDARY ACTIONS+

Captive Rampage. **<2>** The Executioner launches himself like a missile in a **60-foot straight line**. All creatures within this area must make a **DC 15 Dexterity** saving throw or be slammed to the ground and dragged across the ground for the remaining distance and be knocked **prone**.

PRIMAL FORM

When The Executioner activates its Primal form, its current hit point total resets to **90** hit points, and it clears any and all status effects. Additionally, The Executioner can now use the options in the “**Primal Form**” section for **1 hour**.

If one of the following conditions is met. The Executioner will immediately activate its “**Primal Form**”.

- ◆ If the Executioner is unable to retrieve its weapons for **2** consecutive turns.
- ◆ If the Executioner's Movement Speed is brought to **0** for **3** consecutive turns.
- ◆ When badly injured. Hit points are brought to **0**.

“The Executioner looms menacingly on the battlefield, its chains and greataxe blazing to a scorching red-hot, illuminating the grim scene. With a menacing gaze and ominous breath, the Executioner hurls its colossal greataxe like a blazing missile, creating a cataclysmic impact among its foes. Swiftly, it retrieves its weapon with the chains, poised to capture its prey once again, as the relentless pursuit continues.”

SPECIAL TRAITS+

Legendary Resistance (1/Day). If The Executioner fails a saving throw, it can choose to succeed instead.

Stalker's Vigilance. The Executioner has an additional Bonus Action every turn.

LAIR ACTIONS

On initiative count 20 (losing initiative ties),The Executioner takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Echoing Whispers. Unsettling whispers emanate in a **15 foot radius** around a creature marked by **Mark of Dread**. All creatures within the area must make a **DC 15 Wisdom** saving throw or become **frightened** of the Executioner until the end of their next turn.

Cursed Chains. Spectral chains erupt in a **15 foot radius** around a creature marked by Mark of Dread. All creatures within the area must make a **DC 15 Strength** saving throw or become **restrained**.

*As a Bonus Action, the restrained target can make a **DC 15 Strength** check on its turn. If it succeeds it is no longer restrained.*



THE EXECUTIONER

REAPER OF SOULS

Large Undead, Unaligned

Armor Class 18 (plate)
Hit Points 125 (16d8 + 53)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	7 (-2)

- ◆ **Skills** Athletics +10, Perception +4, Stealth +7
- ◆ **Damage Immunities** Fire
- ◆ **Condition Immunities** Charmed, Frightened, Prone
- ◆ **Senses** Darkvision 30 ft., Passive Perception 10
- ◆ **Language** Common, Infernal
- ◆ **Challenge** 11 (7,200xp)
- ◆ **Proficiency Bonus** +4

TRAITS

Mark of Dread. At the start of each turn, the Executioner can target one creature within **30 feet**, marking them with **Mark of Dread**. The Executioner gains a keen sense of the marked creature's location, even through obstacles or invisibility, and its attacks against the marked creature have Advantage. The mark lasts until the start of his next turn.

While marked with Mark of Dread, the creature perceives a haunting, blurred figure and the ominous sound of the Executioner's dragging axe, creating an eerie and unsettling presence that unnerves the target.

Regeneration. The Executioner regains **15** hit points at the start of its turn. However, if it takes radiant damage, this trait doesn't function at the start of its next turn.

Rejuvenation. When the Executioner's body is destroyed, its soul lingers. After **24** hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, it lingers invisible within **60 feet** of where its body was destroyed, and cannot be harmed in any way. The soul can be forced to its afterlife via a **Banishment** spell or similar magic, or by a cleric's **Turn Undead** feature.

ACTIONS

Multiattack. The Executioner makes two **Greataxe** attacks.

Greataxe. *Melee weapon attack:* **+10** to hit, reach 5 ft., one target. *Hit:* 17 (**3d6 + 6**) **slashing damage**.

Tormenting Grasp (Marked only). The Executioner selects a target within **5 feet**, grasping the chosen creature by the throat. As it lifts the target off the ground, the Executioner drains its life force. The Targeted creature must make a **DC 17 Strength** saving throw or suffers 24 (**4d8 + 6**) **necrotic damage**, and its maximum hit points decrease by the same amount.

REACTIONS

Refraction Cloak. When targeted by a ranged attack from **15 feet** away or more, the Executioner may activate its Refraction cloak as a Reaction, causing it to turn into a spectral blur and granting it half cover (**+2 AC**) to all attacks that are made from **15 feet** away or more, until the start of its next turn.

LEGENDARY ACTIONS

The Executioner can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Executioner regains spent Legendary Actions at the start of its turn.

Grasp of Torment. **<2>** Makes a **Tormenting Grasp** attack.

Cyclone Swing. **<2>** The Executioner spins around at a high speed and attacks every creature within a **5-foot radius** with its Greataxe. Each affected creature must make a **DC 17 Dexterity** saving throw or take 17 (**3d10**) **slashing damage**.

ACTIONS+

Multiattack+. The Executioner makes two **Greataxe Hurl** attacks.

Greataxe Hurl. *Ranged Weapon Attack:* **+10** to hit, range 20/60 ft., one target. *Hit:* 17 (**3d6 + 6**) **slashing damage** plus 5 (**1d8**) **fire damage**. When thrown, the Greataxe remains in the chosen square.

Guillotine Strike. The Executioner hurls its chained Greataxe high into the air and then pulls the chains down slamming it into the ground in a chosen square within **15-foot range**. All creatures within **5 feet** of the impact must make a **DC 17 Dexterity** saving throw or take 24 (**4d8 + 6**) **slashing damage**. On a successful save, they take half damage. When thrown, the Greataxe remains in the chosen square.

Chain Retrieval. As a Bonus Action, the Executioner can pull on the chains to retrieve its weapon. When it does so, all creatures in a straight line between The Executioner and the weapon must make a **DC 17 Dexterity** saving throw or be **pulled** up to **15 feet** closer to The Executioner.

REACTIONS+

Counterswing. After being hit by a melee weapon attack, the Executioner can retaliate with a **Greataxe** Attack as its Reaction.

LEGENDARY ACTIONS+

Captive Rampage. **<2>** The Executioner launches himself like a missile in a **60-foot straight line**. All creatures within this area must make a **DC 17 Dexterity** saving throw or be slammed to the ground and dragged across the ground for the remaining distance and be knocked **prone**.

PRIMAL FORM

When The Executioner activates its Primal form, its current hit point total resets to **140** hit points, and it clears any and all status effects. Additionally, The Executioner can now use the options in the “**Primal Form**” section for **1 hour**.

If one of the following conditions is met. The Executioner will immediately activate its “**Primal Form**”.

- ◆ If the Executioner is unable to retrieve its weapons for **2** consecutive turns.
- ◆ If the Executioner's Movement Speed is brought to **0** for **3** consecutive turns.
- ◆ When badly injured. Hit points are brought to **0**.

“The Executioner looms menacingly on the battlefield, its chains and greataxe blazing to a scorching red-hot, illuminating the grim scene. With a menacing gaze and ominous breath, the Executioner hurls its colossal greataxe like a blazing missile, creating a cataclysmic impact among its foes. Swiftly, it retrieves its weapon with the chains, poised to capture its prey once again, as the relentless pursuit continues.”

SPECIAL TRAITS+

Legendary Resistance (1/Day). If The Executioner fails a saving throw, it can choose to succeed instead.

Stalker's Vigilance. The Executioner has an additional Bonus Action every turn.

LAIR ACTIONS

On initiative count 20 (losing initiative ties),The Executioner takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Echoing Whispers. Unsettling whispers emanate in a **15 foot radius** around a creature marked by **Mark of Dread**. All creatures within the area must make a **DC 17 Wisdom** saving throw or become **frightened** of the Executioner until the end of their next turn.

Cursed Chains. Spectral chains erupt in a **15 foot radius** around a creature marked by Mark of Dread. All creatures within the area must make a **DC 17 Strength** saving throw or become **restrained**.

*As a Bonus Action, the restrained target can make a **DC 17 Strength** check on its turn. If it succeeds it is no longer restrained.*



THE EXECUTIONER

REAPER OF SOULS

Large Undead, Unaligned

Armor Class 20 (plate)
Hit Points 175 (17d8 + 99)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	7 (-2)

- ◆ **Skills** Athletics +13, Perception +5, Stealth +8
- ◆ **Damage Immunities** Fire
- ◆ **Condition Immunities** Charmed, Frightened, Prone
- ◆ **Senses** Darkvision 30 ft., Passive Perception 10
- ◆ **Language** Common, Infernal
- ◆ **Challenge** 16 (15,000xp)
- ◆ **Proficiency Bonus** +5

TRAITS

Mark of Dread. At the start of each turn, the Executioner can target one creature within **30 feet**, marking them with **Mark of Dread**. The Executioner gains a keen sense of the marked creature's location, even through obstacles or invisibility, and its attacks against the marked creature have Advantage. The mark lasts until the start of his next turn.

While marked with Mark of Dread, the creature perceives a haunting, blurred figure and the ominous sound of the Executioner's dragging axe, creating an eerie and unsettling presence that unnerves the target.

Regeneration. The Executioner regains **20** hit points at the start of its turn. However, if it takes radiant damage, this trait doesn't function at the start of its next turn.

Rejuvenation. When the Executioner's body is destroyed, its soul lingers. After **24** hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, it lingers invisible within **60 feet** of where its body was destroyed, and cannot be harmed in any way. The soul can be forced to its afterlife via a **Banishment** spell or similar magic, or by a cleric's **Turn Undead** feature.

ACTIONS

Multiattack. The Executioner makes two **Greataxe** attacks.

Greataxe. *Melee weapon attack:* **+13** to hit, reach 5 ft., one target. *Hit:* 22 (**4d6 + 8**) **slashing damage**.

Tormenting Grasp (Marked only). The Executioner selects a target within **5 feet**, grasping the chosen creature by the throat. As it lifts the target off the ground, the Executioner drains its life force. The Targeted creature must make a **DC 19 Strength** saving throw or suffers 35 (**6d8 + 8**) **necrotic damage**, and its maximum hit points decrease by the same amount.

REACTIONS

Refraction Cloak. When targeted by a ranged attack from **15 feet** away or more, the Executioner may activate its Refraction cloak as a Reaction, causing it to turn into a spectral blur and granting it half cover (**+2 AC**) to all attacks that are made from **15 feet** away or more, until the start of its next turn.

LEGENDARY ACTIONS

The Executioner can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Executioner regains spent Legendary Actions at the start of its turn.

Grasp of Torment. **<2>** Makes a **Tormenting Grasp** attack.

Cyclone Swing. **<2>** The Executioner spins around at a high speed and attacks every creature within a **5-foot radius** with its Greataxe. Each affected creature must make a **DC 19 Dexterity** saving throw or take 22 (**4d10**) **slashing damage**.

ACTIONS+

Multiattack+. The Executioner makes two **Greataxe Hurl** attacks.

Greataxe Hurl. *Ranged Weapon Attack:* **+13** to hit, range 20/60 ft., one target. *Hit:* 22 (**4d6 + 8**) **slashing damage** plus 5 (**1d8**) **fire damage**. When thrown, the Greataxe remains in the chosen square.

Guillotine Strike. The Executioner hurls its chained Greataxe high into the air and then pulls the chains down slamming it into the ground in a chosen square within **15-foot range**. All creatures within **5 feet** of the impact must make a **DC 19 Dexterity** saving throw or take 31 (**5d8 + 8**) **slashing damage**. On a successful save, they take half damage. When thrown, the Greataxe remains in the chosen square.

Chain Retrieval. As a Bonus Action, the Executioner can pull on the chains to retrieve its weapon. When it does so, all creatures in a straight line between The Executioner and the weapon must make a **DC 19 Dexterity** saving throw or be **pulled** up to **15 feet** closer to The Executioner.

REACTIONS+

Counterswing. After being hit by a melee weapon attack, the Executioner can retaliate with a **Greataxe** Attack as its Reaction.

LEGENDARY ACTIONS+

Captive Rampage. **<2>** The Executioner launches himself like a missile in a **60-foot straight line**. All creatures within this area must make a **DC 17 Dexterity** saving throw or be slammed to the ground and dragged across the ground for the remaining distance and be knocked **prone**.

PRIMAL FORM

When The Executioner activates its Primal form, its current hit point total resets to **210** hit points, and it clears any and all status effects. Additionally, The Executioner can now use the options in the “**Primal Form**” section for **1 hour**.

If one of the following conditions is met. The Executioner will immediately activate its “**Primal Form**”.

- ◆ If the Executioner is unable to retrieve its weapons for **2** consecutive turns.
- ◆ If the Executioner's Movement Speed is brought to **0** for **3** consecutive turns.
- ◆ When badly injured. Hit points are brought to **0**.

“The Executioner looms menacingly on the battlefield, its chains and greataxe blazing to a scorching red-hot, illuminating the grim scene. With a menacing gaze and ominous breath, the Executioner hurls its colossal greataxe like a blazing missile, creating a cataclysmic impact among its foes. Swiftly, it retrieves its weapon with the chains, poised to capture its prey once again, as the relentless pursuit continues.”

SPECIAL TRAITS+

Legendary Resistance (1/Day). If The Executioner fails a saving throw, it can choose to succeed instead.

Stalker's Vigilance. The Executioner has an additional Bonus Action every turn.

LAIR ACTIONS

On initiative count 20 (losing initiative ties),The Executioner takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Echoing Whispers. Unsettling whispers emanate in a **15 foot radius** around a creature marked by **Mark of Dread**. All creatures within the area must make a **DC 19 Wisdom** saving throw or become **frightened** of the Executioner until the end of their next turn.

Cursed Chains. Spectral chains erupt in a **15 foot radius** around a creature marked by Mark of Dread. All creatures within the area must make a **DC 19 Strength** saving throw or become **restrained**.

*As a Bonus Action, the restrained target can make a **DC 19 Strength** check on its turn. If it succeeds it is no longer restrained.*



“THE MONARCH OF STEEL”
MAGNETITE DRAGON

CR
8

CR
13

CR
19

In a realm of magnetic might, Magnetite Dragons ruled but drained their world’s resources. The Magnus Wars erupted as they fought for survival, with the Steel tribe prevailing. However, their victory was short-lived, and the Monarch of Steel sought solutions as their world decayed. Hope emerged with a powerful Rive, promising our realm’s resources for claim.

With his formidable, muscular physique, he launches relentless assaults fueled by draconic power—delivering savage bites, razor-sharp claw slashes, and bone-crushing tail strikes. Yet, it’s in his Primal Form where his magnetic mastery truly shines, plunging the battlefield into a tempestuous magnetic storm or a devastating magnetic surge. Through polarity shift, he commands gravity itself, manipulating it to draw in or forcefully repel foes like marionettes. The Monarch of Steel skillfully combines these powers with his formidable prowess, asserting control over the battlefield with a sense of effortless mastery worthy of his Monarch title.

MAGNETITE DRAGON’S ORIGIN

In a realm where iron-rich landscapes and ambient magic collide, the Magnetite Dragons reigned as the supreme beings of magnetic power. Their dominion was a testament to their innate ability to harness the magnetic forces that surged through their world. But such immense power came at a cost, for their magnetic prowess drained the very lifeblood of their realm—its magnetic resources.

As the centuries unfurled, these majestic creatures were on the precipice of a dire predicament. Once teeming with an abundance of magnetic energy, their world had grown barren and desolate, its riches exhausted by the voracious appetite of the Magnetite Dragons.

With resource scarcity looming, the tribes of Magnetite Dragons plunged headlong into a brutal conflict that would echo through the annals of history as the infamous Magnus Wars. This was a war unlike any other, a cataclysmic clash for control of the dwindling magnetic resources.

The battlegrounds were strewn with the fallen, and the skies were ablaze with the fury of their battles. Brother fought against brother, tribe against tribe, as the very essence of their existence hung in the balance. The ground upon which they had thrived was now tainted with the blood of their kin.

And in the war’s climax, the Steel tribe emerged victorious, their dominion solidified as they seized control of the dwindling magnetic bounty. For a time, the Monarch of Steel, the leader of the Steel tribe, held dominion over their world, and the Magnetite Dragons savored the fruits of their hard-fought victory.

But the celebration was short-lived, for the magnetic resources they had won were finite, and their world’s slow decay continued. The Monarch of Steel knew their reign was a mere respite, a fleeting moment of triumph.

Resourceful and pragmatic, the Monarch sought alternatives, delving deep into the mysteries of their world in search of a solution to their predicament. Yet, the truth remained ruthless—the magnetic forces that fueled their powers were irreplaceable, and their world steadily drifted toward ruin.

Suddenly, they were met with the raw power of a Rive, promising them a world filled with resources.

MAGNETITE DRAGON’S DM TIPS

Here are some helpful tips and tricks for mastering the role of the Magnetite Dragon.

NARRATIVE

HEAD OF THE TRIBE:

Role-play the Monarch with a resolute and determined tone. Convey his commitment to finding a solution for his tribe’s survival, even if it means venturing into unfamiliar realms.

MAGNETIC ENERGY:

Describe the glint of magnetic energy in his scales and the rhythmic hum of magnetic energy emanating from his draconic form. Metallic objects tremble and align in its presence so make sure to describe how this affects the players and their metallic equipment

EXTENDING INFLUENCE:

Extend the impact of the Monarch’s magnetic presence beyond the immediate battle. In the world outside combat scenarios, the dragon’s influence could affect compasses, disrupt magical communication, or create mysterious magnetic anomalies that draw adventurers to specific locations.

COMBAT

- The Magnetite Dragon is an intelligent creature that fought in wars and knows how to execute strategies. Though its size is imposing, describe his movements as calculated and precise.
- Showcase the Monarch of Steel’s magnetic mastery during combat by describing how he effortlessly maneuvers through the battlefield using magnetic forces. Whether it’s levitating for a moment to avoid an attack or manipulating metal objects to create cover, his control over magnetism should be a visually striking aspect of the encounters.
- The Magnetite Dragon strongly counters characters using metal weapons through its **Arcanomagnetic Repulsion** Trait. Players should be encouraged to attack its horns in order to level the playing field and move on to its Primal Form.
- When facing Magnetite Dragon in its Primal Form, its Legendary Actions describe metal debris being used. Make sure the encounter has enough metal in the area for the Magnetite Dragon to properly utilize its abilities.

PERSONALITY TRAITS

- Resolute.** The Monarch of Steel is known for his unwavering determination. He led his tribe to victory in the Magnus Wars and continues to seek solutions to the resource crisis with unyielding resolve.
- Decisive.** Quick to make critical decisions, the Monarch of Steel doesn’t hesitate when faced with difficult choices. His ability to act decisively has been a key factor in their tribe’s successes, even in the face of adversity.
- Brooding.** Despite his strength and determination, the Monarch of Steel carries a sense of brooding and unease. The survival of his species weighs heavily on his mind, and this inner turmoil often manifests as a somber and introspective demeanor.

MAGNETITE DRAGON'S HABITS OF MIND

STANDARD

MONSTER TURN



START OF TURN

- ◆ If the Repulsion Breathe Attack is uncharged
↳ **Recharge:** Breathe Attack (5-6)
- ◆ If Magnetite Dragon has taken any fire damage last turn
↳ **Traits:** Superconductor



TARGET PRIORITIES

1. Nearest enemy
2. Enemies that have metal equipment and weaponry
3. Last enemy that has attacked the Magnetite Dragon



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If the Target Priority is within range and *Breath Attack* is charged
↳ **Actions:** Repulsion Breath Attack
- ◆ If the Target Priority is within range
↳ **Actions:** Multiattack

PLAYER TURN



START OF TURN

- ◆ If the Arcanomagnetic Repulsion is active
↳ **Traits:** Arcanomagnetic Repulsion (Difficult Terrain)



END OF TURN

- ◆ If there are >2 enemies within 60 ft. cone
↳ **Legendary Actions:** Storm of Swords
- ◆ Else:
↳ **Legendary Actions:** Sword Shot Burst
- ◆ Enter **Primal form**
↳ If The Magnetite Dragon's hit points are **0**
↳ If one of its horns gets destroyed
↳ If the enemies use an anti-magnetic spell, rendering its magnetic powers ineffective

PRIMAL

MONSTER TURN



START OF TURN

- ◆ If the Repulsion Breathe Attack is uncharged
↳ **Recharge:** Breathe Attack (5-6)



TARGET PRIORITIES

1. Nearest enemy
2. Enemies that have metal equipment and weaponry
3. Last enemy that has attacked the Magnetite Dragon



MOVEMENT

- ◆ Move toward the Target Priority



ACTION

- ◆ If the Target Priority is within range and *Breath Attack* is charged
↳ **Actions:** Repulsion Breath Attack
- ◆ If the Target Priority is within range
↳ **Actions+:** Multiattack+ (Toward Zones of Attraction and Repulsion)

PLAYER TURN



START OF TURN

- ◆ If the Arcanomagnetic Repulsion is active
↳ **Traits:** Arcanomagnetic Repulsion (Difficult Terrain)
- ◆ If a creature within 5 ft. lost it weapon
↳ **Legendary Actions+:** Magnetic Surge (saving throw)



END OF TURN

- ◆ If There are <2 Metal Debris on the battlefield
↳ **Legendary Actions+:** Magnetic Surge
- ◆ Else:
↳ **Legendary action:** Magnetic Tempest



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Polarity Shift* already in effect?
↳ Yes > **Lair Actions:** Magnetic Force
↳ No > **Lair Actions:** Polarity Shift



MAGNETITE DRAGON

THE MONARCH OF STEEL

Large dragon, Neutral

Armor Class 16 (natural armor)
Hit Points 100 (16d10 + 12)
Speed 40 ft, climb 40 ft, fly 80 ft.

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

- ◆ **Saving Throws** Dex +3, Con +6, Wis +3, Cha+5
- ◆ **Skills** Perception +6, Stealth +2
- ◆ **Damage Immunities** Cold
- ◆ **Senses** Blindsight 30 ft, Darkvision 120 ft, Passive Perception 16
- ◆ **Languages** Common, Draconic
- ◆ **Challenge** 8 (3,900 xp)
- ◆ **Proficiency Bonus** +3

TRAITS

Telepathy. The Magnetite Dragon can telepathically speak to any creature it sees within **100 feet**.

Horned Conduit. The Magnetite Dragon has two horns which bolster its arcanomagnetic powers. When a creature makes an attack roll against the Magnetite Dragon, it can instead choose to make that attack against one of the creature's horns.

Each horn has **18 AC** and **45 hit points**. For each horn destroyed, the Magnetite Dragon's maximum *Legendary Action* uses are reduced by 1.

Additionally, if one or more of its horns are destroyed, its **Arcanomagnetic Repulsion** trait ceases to function. The Magnetite Dragon regrows any destroyed horns in **1d4** days.

Arcanomagnetic Repulsion. Attacks against the Magnetite Dragon made with metal weapons or ammunition have **Disadvantage**. The area within 15 feet of the dragon is **Difficult Terrain** for creatures wearing metal armor. This trait is only active while it has both horns intact.

Superconductor. Each time the Magnite Dragon takes fire damage, its flying speed is **reduced by 30 feet** until the end of its next turn. If its Flying Speed is reduced to **0**, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

Multiattack. The Magnetite Dragon makes two attacks with its **Bite**, **Claw** and **Tail**, or two attacks with its **Sword Shot**.

Bite. *Melee weapon attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 13 (**2d8 + 4**) **piercing damage**.

Claw. *Melee weapon attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 13 (**2d8 + 4**) **slashing damage**.

Tail. *Melee weapon attack:* **+7** to hit, reach 10 ft., one target. *Hit:* 15 (**2d10 + 4**) **bludgeoning damage**.

Sword Shot. *Ranged weapon attack:* **+7** to hit, range 40/120 ft., one target. *Hit:* 11 (**2d6 + 4**) **piercing damage**.

Repulsion Breath Attack (Recharge 5-6). The Magnetite Dragon exhales a powerful breath attack in a 30-foot cone. Each creature in the area must make a **DC 16 Strength** saving throw. On a failed save, a creature takes 32 (**5d10 + 4**) **thunder damage** and is forcefully **pushed 20 feet** away from you. On a successful save, the target takes half damage and remains in its current position.

LEGENDARY ACTIONS

The Magnetite 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 Magnetite Dragon regains spent Legendary Actions at the start of its turn.

Sword Shot Burst. **<1>** The Magnetite Dragon makes a **Sword Shot** attack.

Storm of Swords. **<2>** The Magnetite Dragon fires a torrent of sharp metal objects in a **60-foot cone**. Each creature must make a **DC 16 Dexterity** saving throw or take 10 (**2d6 + 3**) **piercing damage**.

ACTIONS+

Multiattack+. The Magnetite Dragon makes two **Magnetic Claw Strike** attacks

Magnetic Claw Strike. The Magnetite Dragon makes a melee weapon attack with its magnetic claws against a target within a **15-foot reach**. On a hit, the target takes 15 (**2d10 + 4**) **slashing damage**. Additionally, each creature of the dragon's choice that wears metal armor equipment must succeed on a **DC 16 Strength** saving throw or be **moved** up to **10 feet** in a direction of the dragon's choosing and knocked **prone**. A creature wearing metal armor has **Disadvantage** on this saving throw.

LEGENDARY ACTIONS+

Magnetic Surge. **<1>** The Magnetite Dragon uses its magnetic power to seize metal objects and metal weaponry within a **30-foot radius** forming a chaotic field of **Metal Debris** in front of it. All creatures in the area must make a **DC 16 Strength** saving throw to hold onto their metal weapons.

As free action, Those who fail can attempt to recover their weapons with a **DC 16 Strength** check on their turn if they are within **5 feet** of the Magnetite Dragon.

Magnetic Tempest. **<2>** The Magnetite Dragon concentrates its magnetic power, creating a powerful repulsive force that propels the **Metal Debris** from itself. Striking any creature in its path. All creatures in a **60-foot straight** line from the Magnetite Dragon's position must make a **DC 16 Dexterity** saving throw or take 18 (**4d8**) **bludgeoning damage** as they are struck by the hurtling Metal Debris. On a successful save, they take half damage.

PRIMAL FORM

When Magnetite activates its Primal form, its current hit point total resets to **100** hit points, and it clears any and all status effects. Additionally, The Magnetite Dragon can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. The Magnetite Dragon will immediately activate its "**Primal Form**".

- ◆ If one of its horns gets destroyed.
- ◆ If the enemies use an anti-magnetic spell, rendering its magnetic powers ineffective.
- ◆ When badly injured. Hit points are brought to **0**.

"As the earth quakes beneath it, the Magnetite Dragon defies gravity, hovering in the air. Metal debris bursts from the ground, rising obediently, drawn irresistibly by the dragon's unyielding might. Showcasing its magnetic mastery, a storm of metal fragments swirl around the dragon. With a thunderous roar, the Magnetite Dragon stands poised to strike."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If the Magnetite Dragon fails a saving throw, it can choose to succeed instead.

Magnetic Manipulation. The Magnetite Dragon can manipulate metal objects within 60 feet as if they were under the effects of the **Mage Hand** spell, using its Intelligence modifier for the spell's ability check.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Magnetite Dragon takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Polarity Shift. The Magnetite Dragon triggers a sudden shift in magnetic polarity. This creates **Zones of Attraction and Repulsion**, each with a **30-foot radius**. Metal objects, weaponry, and armor within the attraction zone are pulled 15 feet toward its center, while those in the repulsion zone are **pushed 15 feet** away. All creatures in these zones must make a **DC 16 Strength** saving throw or be affected.

Magnetic Force. The Magnetite Dragon triggers an immediate surge of magnetic force within its domain, prompting **1d4 Metal Debris** to emerge from the ground. These Metal Debris spontaneously manifest at random points within a **60-foot radius** of the Magnetite Dragon.



CR
13

MAGNETITE DRAGON

THE MONARCH OF STEEL

Large dragon, Neutral

Armor Class 18 (natural armor)
Hit Points 135 (15d10 + 53)
Speed 40 ft, climb 40 ft, fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	14 (+2)	10 (+0)	14 (+2)

- ◆ **Saving Throws** Dex +5, Con +8, Wis +5, Cha+7
- ◆ **Skills** Perception +8, Stealth +10
- ◆ **Damage Immunities** Cold
- ◆ **Senses** Blindsight 30 ft, Darkvision 120 ft, Passive Perception 18
- ◆ **Languages** Common, Draconic
- ◆ **Challenge** 13 (10,000 xp)
- ◆ **Proficiency Bonus** +5

TRAITS

Telepathy. The Magnetite Dragon can telepathically speak to any creature it sees within **100 feet**.

Horned Conduit. The Magnetite Dragon has two horns which bolster its arcanomagnetic powers. When a creature makes an attack roll against the Magnetite Dragon, it can instead choose to make that attack against one of the creature's horns.

Each horn has **20 AC** and **65 hit points**. For each horn destroyed, the Magnetite Dragon's maximum *Legendary Action* uses are reduced by 1.

Additionally, if one or more of its horns are destroyed, its **Arcanomagnetic Repulsion** trait ceases to function. The Magnetite Dragon regrows any destroyed horns in **1d4** days.

Arcanomagnetic Repulsion. Attacks against the Magnetite Dragon made with metal weapons or ammunition have **Disadvantage**. The area within 15 feet of the dragon is **Difficult Terrain** for creatures wearing metal armor. This trait is only active while it has both horns intact.

Superconductor. Each time the Magnite Dragon takes fire damage, its flying speed is **reduced by 30 feet** until the end of its next turn. If its Flying Speed is reduced to **0**, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

Multiattack. The Magnetite Dragon makes two attacks with its **Bite**, **Claw** and **Tail**, or two attacks with its **Sword Shot**.

Bite. *Melee weapon attack:* **+10** to hit, reach 5 ft., one target. *Hit:* 19 (**3d8 + 5**) **piercing damage**.

Claw. *Melee weapon attack:* **+10** to hit, reach 5 ft., one target. *Hit:* 19 (**3d8 + 5**) **slashing damage**.

Tail. *Melee weapon attack:* **+10** to hit, reach 10 ft., one target. *Hit:* 22 (**3d10 + 5**) **bludgeoning damage**.

Sword Shot. *Ranged weapon attack:* **+10** to hit, range 40/120 ft., one target. *Hit:* 14 (**2d8 + 5**) **piercing damage**.

Repulsion Breath Attack (Recharge 5-6). The Magnetite Dragon exhales a powerful breath attack in a 30-foot cone. Each creature in the area must make a **DC 18 Strength** saving throw. On a failed save, a creature takes 44 (**7d10 + 5**) **thunder damage** and is forcefully **pushed 20 feet** away from you. On a successful save, the target takes half damage and remains in its current position.

LEGENDARY ACTIONS

The Magnetite 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 Magnetite Dragon regains spent Legendary Actions at the start of its turn.

Sword Shot Burst. **<1>** The Magnetite Dragon makes a **Sword Shot** attack.

Storm of Swords. **<2>** The Magnetite Dragon fires a torrent of sharp metal objects in a **60-foot cone**. Each creature must make a **DC 18 Dexterity** saving throw or take 16 (**3d6 + 5**) **piercing damage**.

ACTIONS+

Multiattack+. The Magnetite Dragon makes two **Magnetic Claw Strike** attacks

Magnetic Claw Strike. The Magnetite Dragon makes a melee weapon attack with its magnetic claws against a target within a **15-foot reach**. On a hit, the target takes 22 (**3d10 + 5**) **slashing damage**. Additionally, each creature of the dragon's choice that wears metal armor equipment must succeed on a **DC 18 Strength** saving throw or be **moved** up to **10 feet** in a direction of the dragon's choosing and knocked **prone**. A creature wearing metal armor has **Disadvantage** on this saving throw.

LEGENDARY ACTIONS+

Magnetic Surge. **<1>** The Magnetite Dragon uses its magnetic power to seize metal objects and metal weaponry within a **30-foot radius** forming a chaotic field of **Metal Debris** in front of it. All creatures in the area must make a **DC 18 Strength** saving throw to hold onto their metal weapons.

As free action, Those who fail can attempt to recover their weapons with a **DC 18 Strength** check on their turn if they are within **5 feet** of the Magnetite Dragon.

Magnetic Tempest. **<2>** The Magnetite Dragon concentrates its magnetic power, creating a powerful repulsive force that propels the **Metal Debris** from itself. Striking any creature in its path. All creatures in a **60-foot straight** line from the Magnetite Dragon's position must make a **DC 18 Dexterity** saving throw or take 23 (**5d8**) **bludgeoning damage** as they are struck by the hurtling Metal Debris. On a successful save, they take half damage.

PRIMAL FORM

When Magnetite activates its Primal form, its current hit point total resets to **165** hit points, and it clears any and all status effects. Additionally, The Magnetite Dragon can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. The Magnetite Dragon will immediately activate its "**Primal Form**".

- ◆ If one of its horns gets destroyed.
- ◆ If the enemies use an anti-magnetic spell, rendering its magnetic powers ineffective.
- ◆ When badly injured. Hit points are brought to **0**.

"As the earth quakes beneath it, the Magnetite Dragon defies gravity, hovering in the air. Metal debris bursts from the ground, rising obediently, drawn irresistibly by the dragon's unyielding might. Showcasing its magnetic mastery, a storm of metal fragments swirl around the dragon. With a thunderous roar, the Magnetite Dragon stands poised to strike."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If the Magnetite Dragon fails a saving throw, it can choose to succeed instead.

Magnetic Manipulation. The Magnetite Dragon can manipulate metal objects within 60 feet as if they were under the effects of the **Mage Hand** spell, using its Intelligence modifier for the spell's ability check.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Magnetite Dragon takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Polarity Shift. The Magnetite Dragon triggers a sudden shift in magnetic polarity. This creates **Zones of Attraction and Repulsion**, each with a **30-foot radius**. Metal objects, weaponry, and armor within the attraction zone are pulled 15 feet toward its center, while those in the repulsion zone are **pushed 15 feet** away. All creatures in these zones must make a **DC 18 Strength** saving throw or be affected.

Magnetic Force. The Magnetite Dragon triggers an immediate surge of magnetic force within its domain, prompting **1d4 Metal Debris** to emerge from the ground. These Metal Debris spontaneously manifest at random points within a **60-foot radius** of the Magnetite Dragon.



MAGNETITE DRAGON

THE MONARCH OF STEEL

Large dragon, Neutral

Armor Class 21 (natural armor)
Hit Points 207 (18d10 + 111)
Speed 40 ft, climb 40 ft, fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)

- ◆ **Saving Throws** Dex +6, Con +10, Wis +6, Cha +8
- ◆ **Skills** Perception +9, Stealth +11
- ◆ **Damage Immunities** Cold
- ◆ **Senses** Blindsight 30 ft, Darkvision 120 ft, Passive Perception 19
- ◆ **Languages** Common, Draconic
- ◆ **Challenge** 19 (22,000 xp)
- ◆ **Proficiency Bonus** +6

TRAITS

Telepathy. The Magnetite Dragon can telepathically speak to any creature it sees within **100 feet**.

Horned Conduit. The Magnetite Dragon has two horns which bolster its arcanomagnetic powers. When a creature makes an attack roll against the Magnetite Dragon, it can instead choose to make that attack against one of the creature's horns.

Each horn has **23 AC** and **90 hit points**. For each horn destroyed, the Magnetite Dragon's maximum Legendary Action uses are reduced by 1.

Additionally, if one or more of its horns are destroyed, its **Arcanomagnetic Repulsion** trait ceases to function. The Magnetite Dragon regrows any destroyed horns in **1d4** days.

Arcanomagnetic Repulsion. Attacks against the Magnetite Dragon made with metal weapons or ammunition have **Disadvantage**. The area within 15 feet of the dragon is **Difficult Terrain** for creatures wearing metal armor. This trait is only active while it has both horns intact.

Superconductor. Each time the Magnite Dragon takes fire damage, its flying speed is **reduced by 30 feet** until the end of its next turn. If its Flying Speed is reduced to **0**, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

Multiattack. The Magnetite Dragon makes two attacks with its **Bite**, **Claw** and **Tail**, or two attacks with its **Sword Shot**.

Bite. *Melee weapon attack:* **+13** to hit, reach 5 ft., one target. *Hit:* 25 (**4d8 + 7**) **piercing damage**.

Claw. *Melee weapon attack:* **+13** to hit, reach 5 ft., one target. *Hit:* 25 (**4d8 + 7**) **slashing damage**.

Tail. *Melee weapon attack:* **+13** to hit, reach 10 ft., one target. *Hit:* 29 (**4d10 + 7**) **bludgeoning damage**.

Sword Shot. *Ranged weapon attack:* **+13** to hit, range 40/120 ft., one target. *Hit:* 21 (**3d8 + 5**) **piercing damage**.

Repulsion Breath Attack (Recharge 5-6). The Magnetite Dragon exhales a powerful breath attack in a 30-foot cone. Each creature in the area must make a **DC 21 Strength** saving throw. On a failed save, a creature takes 51 (**8d10 + 7**) **thunder damage** and is forcefully **pushed 20 feet** away from you. On a successful save, the target takes half damage and remains in its current position.

LEGENDARY ACTIONS

The Magnetite 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 Magnetite Dragon regains spent Legendary Actions at the start of its turn.

Sword Shot Burst. **<1>** The Magnetite Dragon makes a **Sword Shot** attack.

Storm of Swords. **<2>** The Magnetite Dragon fires a torrent of sharp metal objects in a **60-foot cone**. Each creature must make a **DC 21 Dexterity** saving throw or take 21 (**4d6 + 7**) **piercing damage**.

ACTIONS+

Multiattack+. The Magnetite Dragon makes two **Magnetic Claw Strike** attacks

Magnetic Claw Strike. The Magnetite Dragon makes a melee weapon attack with its magnetic claws against a target within a **15-foot reach**. On a hit, the target takes 29 (**4d10 + 7**) **slashing damage**. Additionally, each creature of the dragon's choice that wears metal armor equipment must succeed on a **DC 21 Strength** saving throw or be **moved** up to **10 feet** in a direction of the dragon's choosing and knocked **prone**. A creature wearing metal armor has **Disadvantage** on this saving throw.

LEGENDARY ACTIONS+

Magnetic Surge. **<1>** The Magnetite Dragon uses its magnetic power to seize metal objects and metal weaponry within a **30-foot radius** forming a chaotic field of **Metal Debris** in front of it. All creatures in the area must make a **DC 21 Strength** saving throw to hold onto their metal weapons.

As free action, Those who fail can attempt to recover their weapons with a **DC 21 Strength** check on their turn if they are within **5 feet** of the Magnetite Dragon.

Magnetic Tempest. **<2>** The Magnetite Dragon concentrates its magnetic power, creating a powerful repulsive force that propels the **Metal Debris** from itself. Striking any creature in its path. All creatures in a **60-foot straight** line from the Magnetite Dragon's position must make a **DC 21 Dexterity** saving throw or take 32 (**7d8**) **bludgeoning damage** as they are struck by the hurtling Metal Debris. On a successful save, they take half damage.

PRIMAL FORM

When Magnetite activates its Primal form, its current hit point total resets to **240** hit points, and it clears any and all status effects. Additionally, The Magnetite Dragon can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. The Magnetite Dragon will immediately activate its "**Primal Form**".

- ◆ If one of its horns gets destroyed.
- ◆ If the enemies use an anti-magnetic spell, rendering its magnetic powers ineffective.
- ◆ When badly injured. Hit points are brought to **0**.

"As the earth quakes beneath it, the Magnetite Dragon defies gravity, hovering in the air. Metal debris bursts from the ground, rising obediently, drawn irresistibly by the dragon's unyielding might. Showcasing its magnetic mastery, a storm of metal fragments swirl around the dragon. With a thunderous roar, the Magnetite Dragon stands poised to strike."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If the Magnetite Dragon fails a saving throw, it can choose to succeed instead.

Magnetic Manipulation. The Magnetite Dragon can manipulate metal objects within 60 feet as if they were under the effects of the **Mage Hand** spell, using its Intelligence modifier for the spell's ability check.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Magnetite Dragon takes a Lair Action to cause one of the following effects. It can't use the same Lair Action two rounds in a row.

Polarity Shift. The Magnetite Dragon triggers a sudden shift in magnetic polarity. This creates **Zones of Attraction and Repulsion**, each with a **30-foot radius**. Metal objects, weaponry, and armor within the attraction zone are pulled 15 feet toward its center, while those in the repulsion zone are **pushed 15 feet** away. All creatures in these zones must make a **DC 21 Strength** saving throw or be affected.

Magnetic Force. The Magnetite Dragon triggers an immediate surge of magnetic force within its domain, prompting **1d4 Metal Debris** to emerge from the ground. These Metal Debris spontaneously manifest at random points within a **60-foot radius** of the Magnetite Dragon.



“THE DEVOURER OF DREAMS”
DREAMHOLDER

CR
7

CR
12

CR
17

In the Dreamscape, Dreamholders are parasitic entities sustained by the dreams and emotions of beings from various realms. This particular Dreamholder, however, devoured the dreams and essence of a human train conductor, blurring the lines of identity in a bewildering dance of perception. Now, it navigates the thin boundary between reality and illusion, masquerading as the man whose dreams it feasted upon, forever lost within the dreams it once devoured.

In its true form, the Dreamholder wields potent eye abilities capable of casting confusion, charm, or other disorienting afflictions upon adversaries who threaten it. When compelled into its Primal Form, its repertoire expands further, delving into a whirlwind of emotions as it consumes the dreams and emotions of its opponents in a tangled, surreal duel.



DREAMHOLDER’S ORIGIN

In the enigmatic, ever-shifting realm known as the Dreamscape, Dreamholders are parasitic entities that thrive by feasting upon the emotions of beings from various worlds who pass through the domain as they dream. The dreamholder's existence is intricately tied to the sustenance provided by these ethereal delicacies. Without a constant influx of dreams and emotions, a Dreamholder would wither and fade into obscurity.

One particular Dreamholder found itself in a peculiar predicament. It had devoured the dreams and emotions of many humans, weaving a tapestry of vivid experiences from the depths of man's subconscious mind, growing large and powerful from its perpetual feasting. However, as it absorbed these dreams, it also absorbed fragments of its prey's identities and consciousness. In doing so, the Dreamholder became deeply entangled with the memories and thoughts of its victims.

Confusion soon clouded its essence. The Dreamholder could no longer discern where its own identity ended and that of man began. At times, it believed itself to be the very person whose dreams it had devoured. The once-clear boundaries between parasite and host blurred into a maddening labyrinth of perception.

Acknowledging its insatiable appetite for dreams and emotions, the Dreamholder embarked on a deceptive journey, masquerading as its previous meals to indulge its parasitic cravings. It aimed to use these guises to board the mystical train transporting creatures safely through the Dreamscape and feast on its vulnerable cargo. Mischievously, it continued to indulge in its parasitic cravings as it stalked the stations of the ethereal railway, subtly consuming the dreams of those around it while harboring their memories as if they were its own.

Driven by an insatiable gluttony, the Dream-holder danced upon the line between reality and illusion, embracing the enigma of its existence. Misleading all who encountered it, it wandered the Dreamscape along the ethereal railway, perpetually lost within the dreams it had devoured and forever unsure where its own identity truly began.

PERSONALITY TRAITS

- ◆ **Gluttonous.** The Dreamholder's insatiable appetite for dreams and emotions drives its every action. It constantly seeks to devour the ethereal sustenance that keeps it alive, regardless of others.
- ◆ **Existential Confusion.** The Dreamholder is deeply entangled with the memories and thoughts of its host, leading to an ongoing existential crisis. It constantly grapples with the confusion of where its own identity truly begins and ends, forever lost within the dreams it has devoured.
- ◆ **Mischievous.** A playful and capricious side emerges in the Dreamholder's interactions with the world. It delights in the pleasures of the world, adding a touch of whimsy to its otherwise insatiable and deceptive nature.

THE DREAMHOLDER’S DM TIPS

Here are some helpful tips and tricks for mastering the role of the Dreamholder.

NARRATIVE

SIMULATED REALITY:

During the encounter, The Dreamholder may manipulate the environment, gaining control over its constant changes, blurring the lines between the material plane and the dreamscape, leaving the players unsure of what's real and what's a dream.

EVER-SHIFTING DREAMSCAPE:

Describe the Dreamscape as an ever-shifting realm, where landscapes morph and twist based on the emotions, dreams and memories of those passing through. You could emphasize this during the battle by taking inspiration from the players and their backstories. You could have familiar locations from their youth or pivotal life moments materialize, adding a surreal and personal touch to the encounter.

EMOTIONAL TURMOIL IN ITS WAKE:

The Dreamholder's insatiable hunger influences the world around it. Introduce side quests or plot points where the Dreamholder's insatiable appetite becomes a driving force. The players may come across individuals who are plagued by nightmares or sudden bursts of intense emotion, unknowingly connected to the Dreamholder's feeding. This creates a recurring theme and a sense of urgency in dealing with the boss.

COMBAT

- ◆ The Dreamholder can feel confusing, so here is a quick overview of what players might face.
 - ↳ The Dreamholder possesses a creature within the material plane, which we refer to as a vessel. Before the players even have a chance to lay eyes on this vessel they will be affected by the Dreamholder's Dreamer's Enchantment Trait.
 - ↳ All creatures that fail their Saving Throw will enter the Dreamscape in a lucid dreaming-like state, unaware that they are in a dream. If a creature succeeds on the initial Saving Throw, they will stay awake and might be able to locate the vessel.
 - ↳ When the Dreamholders hit points are reduced to 0. All Players will wake up and escape from the Dreamscape.
- ◆ The Dreamholder trapping an enemy in the Dreamscape is a trigger for it to transform into its Primal Form. This means that the Dreamholder is unique in that it essentially starts in its Primal Form.
- ◆ The Dreamholder's debuffs are all linked to a different emotion. Allow the players moments to describe how their characters would act when they are overwhelmed by these emotions.
- ◆ We suggest to run this encounter in a crowded area. This makes it so that in the event a player stays awake, the DM has a rare opportunity to make things even more interesting by hiding the vessel in the crowd. This can create a sort of *Whodunnit* game.

DREAMHOLDER'S HABITS OF MIND

STANDARD

MONSTER TURN



TARGET PRIORITIES

1. Enemies that are not in the Dreamscape
2. Nearest enemy
3. Last enemy that has attacked the Dreamholder



MOVEMENT

- ◆ Move up to 30 ft. away from the Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions:** Eye Rays
 - ↳ **Actions:** Illusionary Strike

PLAYER TURN



END OF TURN

- ◆ If there are >3 Enemies within 5 ft.
 - ↳ **Legendary Actions:** Teleport
- ◆ Else:
 - ↳ **Legendary Actions:** Eye Ray
- ◆ Enter **Primal form**
 - ↳ If Dreamholder's hit points are **0**.
 - ↳ When The Dreamholder has activated the Dreams's Enchantment ability and trapped an enemy in the Dreamscape.
 - ↳ When all Creatures are aware that they are in dream state

PRIMAL

MONSTER TURN



TARGET PRIORITIES

1. Nearest enemy
2. Enemies under the effect of (fear, guilt, shame, happiness or anger)
3. Last enemy that has attacked the Dreamholder



MOVEMENT

- ◆ Move up to 30 ft. away from the Target Priority



ACTION

- ◆ If the Target Priority is within range
 - ↳ **Actions:** Multiattack+ (Dream Eater)
 - ↳ **Actions:** Eye Rays
 - ↳ **Actions:** Illusionary Strike

PLAYER TURN



AFTER PLAYER ACTION

- ◆ If Dreamholder fails a saving throw
 - ↳ **Special traits+:** Legendary Resistance (1/day)



END OF TURN

- ◆ If there are <2 enemies not under the effect of (fear, guilt, shame, happiness or anger)
 - ↳ **Legendary Actions:** Nightmare Mirage (prioritize Fear)
- ◆ Else:
 - ↳ **Legendary Actions:** Dream Devourer
 - ↳ **Legendary Actions:** Illusionary Onslaught



INITIATIVE COUNT 20

- ◆ Is the Lair Actions: *Nightmare Whirlwind* already in effect?
 - ↳ Yes > **Lair Actions:** Dreamscape Veil
 - ↳ No > **Lair Actions:** Nightmare Whirlwind



DREAMHOLDER THE DEVOURER OF DREAMS

Large monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 50 (9d10)
Speed 0 ft., fly 20 ft. (hover); +5 ft. in Dreamscape

STR	DEX	CON	INT	WIS	CHA
10 (+1)	12 (+1)	16 (+3)	18 (+4)	14 (+2)	15 (+2)

Saving Throws Int +7, Wis +5, Cha +5
Skills Insight +5, Perception +8, Persuasion +5
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 120 ft., Passive Perception 18
Languages Deep Speech, Undercommon
Challenge 7 (2,900 xp)
Proficiency Bonus +3

TRAITS

Telepathy. Dreamholder can telepathically speak to any creature it sees within **100 feet**. It doesn't need to share a language with the creature, but the creature must be able to understand at least one language.

Dreamer's Enchantment. The Dreamholder casts a potent sleep-inducing spell on all targets within 120 feet. Each affected creature must make a **DC 25 Constitution** saving throw. If they fail, they fall asleep and enter the **Dreamscape** —a dream world of the Dreamholder's making.

*All creatures inside the Dreamscape are unaware of their slumbering state and continue to move and act as if fully awake. However, their senses are clouded by the dreamy haze, imposing **Disadvantage** on all Wisdom and Perception saving throws and checks.*
*At the start of each round, those trapped in the **Dreamscape** can try to wake themselves up with Action by making a **DC 17 Perception check**.*

When the Dreamholder is defeated, all creatures will be ejected from the Dreamscape.

Material Vulnerability. When a fully awake creature attacks the Dreamholder's vessel in the Material Plane, it imposes **Disadvantage** on the Dreamholder's defensive rolls. Whenever the vessel is destroyed, the Dreamholder's hit points are immediately reduced to **0**.

ACTIONS

Illusory Strike. *Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 15 (2d10 + 4) **psychic damage**.*

Eye Rays. The Dreamholder shoots three of the following magical eye rays, choosing one to three creatures it can see within **120 feet** of it. The Dreamholder must roll a **d6** to determine which attack can be used (reroll duplicates).

- Charm Ray.** The targeted creature must succeed on a **DC 16 Wisdom** saving throw or be **charmed** by the Dreamholder for 1 hour, or until it harms the creature.
- Sleep Ray.** The targeted creature falls asleep within the **Dreamscape**.
- Hypnotic Gaze.** The target must succeed on a **DC 16 Wisdom** saving throw or fall into a deep trance, becoming **incapacitated** for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- Static Ray.** The target must succeed on a **DC 16 Intelligence** saving throw or take 9 (2d8) **psychic damage** and be afflicted by the **Bane** spell until the end of its next turn. On a successful save the target takes half as much damage and isn't afflicted.
- Confusion Ray.** The target must succeed on a **DC 16 Intelligence** saving throw or be afflicted by the **Confusion** spell until the end of its next turn.
- Nightmare Ray.** The target must succeed on a **DC 16 Intelligence** saving throw or be assailed by illusory manifestations of its fears and take 22 (4d10) **psychic damage**. On a successful save, they take half damage.

LEGENDARY ACTIONS

Dreamholder can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Dreamholder regains spent Legendary Actions at the start of its turn.

Eye Ray. <1> The Dreamholder makes an **Eye Rays** attack.

Teleport. <2> The Dreamholder Teleports to an unoccupied space within **60 feet**.

ACTIONS+

Multiattack+. The Dreamholder makes two **Dream Eater** attacks.

Dream Eater. *Ranged Spell Attack: +7 to hit, range 40/120 ft., one target. Hit: 11 (2d6 + 4) **physical damage**.* The Dreamholder consumes the dreams and emotions of a chosen target, with the outcome varying according to the emotion it feeds upon.

- ◆ **Fear.** While frightened, the target must make a **DC 16 Constitution** saving throw or take additional 4 (1d6) **psychic damage**, and the Dreamholder regains hit points equal to half the damage dealt.
- ◆ **Guilt.** While restrained, the target is unable to take any Reactions for 1 minute.
- ◆ **Shame.** While Prone, the target must make a **DC 16 Wisdom** saving throw or they waste their next turn by berating themselves and do nothing.
- ◆ **Happiness.** While Charmed, the target takes an additional 7 (2d6) **psychic damage**.
- ◆ **Anger.** While Blinded, the target suffers a **-2 penalty** to their Armor Class for 1 minute.

LEGENDARY ACTIONS+

Dream Devourer. <2> The Dreamholder makes a **Dream Eater** attack.

Illusory Onslaught. <1> The Dreamholder briefly enlarges and sweeps its nightmarish tentacles like a lash in a straight line for **120 feet**. All creatures in the area must make a **DC 16 Dexterity** saving throw. On a failed save, they take 7 (2d6) **psychic damage** and are knocked prone.

Nightmare Mirage. <1> The Dreamholder targets one creature it can see within 60 feet in the **Dreamscape** and conjures **Illusory Manifestations** of their deepest fears or traumatic memories. The target must make a **DC 16 Wisdom** saving throw or take 11 (2d10) **psychic damage** and become **frightened (Fear)**, **restrained (Guilt)**, or **Prone (Shame)** for 1 round. On a successful save, the target takes half damage and doesn't suffer the negative condition.

PRIMAL FORM

When The Dreamholder activates its Primal form, its current hit point total resets to **130** hit points, and it clears any and all status effects. Additionally, Dreamholder can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. Dreamholder will immediately activate its "**Primal Form**".

- ◆ When The Dreamholder has activated the Dreams's Enchantment ability and trapped an enemy in the Dreamscape.
- ◆ When all Creatures are aware that they are in dream state
- ◆ When badly injured. Hit points are brought to **0**.

"Reality twists and darkens, the ground ripples beneath their feet. From shifting mists emerges the Dreamholder. The landscape distorts, mirroring its enemies' fears. The world morphs into a nightmare, with The Dreamholder at its core, ready to unveil the surreal terror."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Dreamholder fails a saving throw, it can choose to succeed instead.

Illusory Form. The Dreamholder can cast **Minor Illusion**, **Silent Image**, and **Major Image** at will without expending a spell slot.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Dreamholder takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Nightmare Whirlwind. The area within **30-foot radius** of the Dreamholder becomes **Difficult Terrain** for 1 minute as illusions of treacherous obstacles and hazards appear.

Dreamscape Veil. An ethereal **Curtain of Illusions** extends across a **30-foot radius** area within the lair, obscuring vision. All creatures in the area must make a **DC 16 Wisdom** saving throw or become **Charmed (Happiness)** or **Blinded (Anger)** by the Dreamholder, as they are entranced by the enchanting phantoms that materialize before them.



DREAMHOLDER THE DEVOURER OF DREAMS

Large monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 65 (9d10 + 16)
Speed 0 ft., fly 20 ft. (hover); +5 ft. in Dreamscape

STR	DEX	CON	INT	WIS	CHA
10 (+1)	12 (+1)	16 (+3)	20 (+5)	14 (+2)	15 (+2)

Saving Throws Int +9, Wis +6, Cha +6
Skills Insight +6, Perception +9, Persuasion +6
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 120 ft., Passive Perception 19
Languages Deep Speech, Undercommon
Challenge 12 (8,400 xp)
Proficiency Bonus +4

TRAITS

Telepathy. Dreamholder can telepathically speak to any creature it sees within **100 feet**. It doesn't need to share a language with the creature, but the creature must be able to understand at least one language.

Dreamer's Enchantment. The Dreamholder casts a potent sleep-inducing spell on all targets within 120 feet. Each affected creature must make a **DC 25 Constitution** saving throw. If they fail, they fall asleep and enter the **Dreamscape** —a dream world of the Dreamholder's making.

*All creatures inside the Dreamscape are unaware of their slumbering state and continue to move and act as if fully awake. However, their senses are clouded by the dreamy haze, imposing **Disadvantage** on all Wisdom and Perception saving throws and checks.*
*At the start of each round, those trapped in the **Dreamscape** can try to wake themselves up with Action by making a **DC 19 Perception check**.*

When the Dreamholder is defeated, all creatures will be ejected from the Dreamscape.

Material Vulnerability. When a fully awake creature attacks the Dreamholder's vessel in the Material Plane, it imposes **Disadvantage** on the Dreamholder's defensive rolls. Whenever the vessel is destroyed, the Dreamholder's hit points are immediately reduced to **0**.

ACTIONS

Illusory Strike. *Ranged Spell Attack:* **+9** to hit, range 120 ft., one target. *Hit:* 19 (**3d8 + 5**) **psychic damage**.

Eye Rays. The Dreamholder shoots three of the following magical eye rays, choosing one to three creatures it can see within **120 feet** of it. The Dreamholder must roll a **d6** to determine which attack can be used (reroll duplicates).

1. **Charm Ray.** The targeted creature must succeed on a **DC 18 Wisdom** saving throw or be **charmed** by the Dreamholder for 1 hour, or until it harms the creature.
2. **Sleep Ray.** The targeted creature falls asleep within the **Dreamscape**.
3. **Hypnotic Gaze.** The target must succeed on a **DC 18 Wisdom** saving throw or fall into a deep trance, becoming **incapacitated** for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
4. **Static Ray.** The target must succeed on a **DC 18 Intelligence** saving throw or take 14 (**3d8**) **psychic damage** and be afflicted by the **Bane** spell until the end of its next turn. On a successful save the target takes half as much damage and isn't afflicted.
5. **Confusion Ray.** The target must succeed on a **DC 18 Intelligence** saving throw or be afflicted by the **Confusion** spell until the end of its next turn.
6. **Nightmare Ray.** The target must succeed on a **DC 18 Intelligence** saving throw or be assailed by illusory manifestations of its fears and take 27 (**6d8**) **psychic damage**. On a successful save, they take half damage.

LEGENDARY ACTIONS

Dreamholder can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Dreamholder regains spent Legendary Actions at the start of its turn.

Eye Ray. **<1>** The Dreamholder makes an **Eye Rays** attack.

Teleport. **<2>** The Dreamholder Teleports to an unoccupied space within **60 feet**.

ACTIONS+

Multiattack+. The Dreamholder makes two **Dream Eater** attacks.

Dream Eater. *Ranged Spell Attack:* **+9** to hit, range 40/120 ft., one target. *Hit:* 12 (**2d6 + 5**) **physical damage**. The Dreamholder consumes the dreams and emotions of a chosen target, with the outcome varying according to the emotion it feeds upon.

- ◆ **Fear.** While frightened, the target must make a **DC 18 Constitution** saving throw or take additional 7 (**2d6**) **psychic damage**, and the Dreamholder regains hit points equal to half the damage dealt.
- ◆ **Guilt.** While restrained, the target is unable to take any Reactions for 1 minute.
- ◆ **Shame.** While Prone, the target must make a **DC 18 Wisdom** saving throw or they waste their next turn by berating themselves and do nothing.
- ◆ **Happiness.** While Charmed, the target takes an additional 14 (**4d6**) **psychic damage**.
- ◆ **Anger.** While Blinded, the target suffers a **-2 penalty** to their Armor Class for 1 minute.

LEGENDARY ACTIONS+

Dream Devourer. **<2>** The Dreamholder makes a **Dream Eater** attack.

Illusory Onslaught. **<1>** The Dreamholder briefly enlarges and sweeps its nightmarish tentacles like a lash in a straight line for **120 feet**. All creatures in the area must make a **DC 18 Dexterity** saving throw. On a failed save, they take 11 (**3d6**) **psychic damage** and are knocked prone.

Nightmare Mirage. **<1>** The Dreamholder targets one creature it can see within 60 feet in the **Dreamscape** and conjures **Illusory Manifestations** of their deepest fears or traumatic memories. The target must make a **DC 18 Wisdom** saving throw or take 14 (**4d6**) **psychic damage** and become **frightened (Fear)**, **restrained (Guilt)**, or **Prone (Shame)** for 1 round. On a successful save, the target takes half damage and doesn't suffer the negative condition.

PRIMAL FORM

When The Dreamholder activates its Primal form, its current hit point total resets to **190** hit points, and it clears any and all status effects. Additionally, Dreamholder can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. Dreamholder will immediately activate its "**Primal Form**".

- ◆ When The Dreamholder has activated the Dreams's Enchantment ability and trapped an enemy in the Dreamscape.
- ◆ When all Creatures are aware that they are in dream state
- ◆ When badly injured. Hit points are brought to **0**.

"Reality twists and darkens, the ground ripples beneath their feet. From shifting mists emerges the Dreamholder. The landscape distorts, mirroring its enemies' fears. The world morphs into a nightmare, with The Dreamholder at its core, ready to unveil the surreal terror."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Dreamholder fails a saving throw, it can choose to succeed instead.

Illusory Form. The Dreamholder can cast **Minor Illusion**, **Silent Image**, and **Major Image** at will without expending a spell slot.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Dreamholder takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Nightmare Whirlwind. The area within **30-foot radius** of the Dreamholder becomes **Difficult Terrain** for 1 minute as illusions of treacherous obstacles and hazards appear.

Dreamscape Veil. An ethereal **Curtain of Illusions** extends across a **30-foot radius** area within the lair, obscuring vision. All creatures in the area must make a **DC 18 Wisdom** saving throw or become **Charmed (Happiness)** or **Blinded (Anger)** by the Dreamholder, as they are entranced by the enchanting phantoms that materialize before them.



CR
17

DREAMHOLDER THE DEVOURER OF DREAMS

Large monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 110 (11d10 + 50)
Speed 0 ft., fly 20 ft. (hover); +5 ft. in Dreamscape

STR	DEX	CON	INT	WIS	CHA
10 (+1)	12 (+1)	16 (+3)	22 (+6)	14 (+2)	15 (+2)

Saving Throws Int +12, Wis +8, Cha +8
Skills Insight +8, Perception +11, Persuasion +8
Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 120 ft., Passive Perception 21
Languages Deep Speech, Undercommon
Challenge 17 (18,000 xp)
Proficiency Bonus +6

TRAITS

Telepathy. Dreamholder can telepathically speak to any creature it sees within **100 feet**. It doesn't need to share a language with the creature, but the creature must be able to understand at least one language.

Dreamer's Enchantment. The Dreamholder casts a potent sleep-inducing spell on all targets within 120 feet. Each affected creature must make a **DC 25 Constitution** saving throw. If they fail, they fall asleep and enter the **Dreamscape** —a dream world of the Dreamholder's making.

*All creatures inside the Dreamscape are unaware of their slumbering state and continue to move and act as if fully awake. However, their senses are clouded by the dreamy haze, imposing **Disadvantage** on all Wisdom and Perception saving throws and checks.*
*At the start of each round, those trapped in the **Dreamscape** can try to wake themselves up with Action by making a **DC 21 Perception check**.*

When the Dreamholder is defeated, all creatures will be ejected from the Dreamscape.

Material Vulnerability. When a fully awake creature attacks the Dreamholder's vessel in the Material Plane, it imposes **Disadvantage** on the Dreamholder's defensive rolls. Whenever the vessel is destroyed, the Dreamholder's hit points are immediately reduced to 0.

ACTIONS

Illusory Strike. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 29 (5d8 + 6) **psychic damage**.

Eye Rays. The Dreamholder shoots three of the following magical eye rays, choosing one to three creatures it can see within **120 feet** of it. The Dreamholder must roll a **d6** to determine which attack can be used (reroll duplicates).

- Charm Ray.** The targeted creature must succeed on a **DC 21 Wisdom** saving throw or be **charmed** by the Dreamholder for 1 hour, or until it harms the creature.
- Sleep Ray.** The targeted creature falls asleep within the **Dreamscape**.
- Hypnotic Gaze.** The target must succeed on a **DC 21 Wisdom** saving throw or fall into a deep trance, becoming **incapacitated** for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- Static Ray.** The target must succeed on a **DC 21 Intelligence** saving throw or take 23 (5d8) **psychic damage** and be afflicted by the **Bane** spell until the end of its next turn. On a successful save the target takes half as much damage and isn't afflicted.
- Confusion Ray.** The target must succeed on a **DC 21 Intelligence** saving throw or be afflicted by the **Confusion** spell until the end of its next turn.
- Nightmare Ray.** The target must succeed on a **DC 21 Intelligence** saving throw or be assailed by illusory manifestations of its fears and take 36 (8d8) **psychic damage**. On a successful save, they take half damage.

LEGENDARY ACTIONS

Dreamholder can take **2** Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Dreamholder regains spent Legendary Actions at the start of its turn.

Eye Ray. <1> The Dreamholder makes an **Eye Rays** attack.

Teleport. <2> The Dreamholder Teleports to an unoccupied space within **60 feet**.

ACTIONS+

Multiattack+. The Dreamholder makes two **Dream Eater** attacks.

Dream Eater. *Ranged Spell Attack:* +12 to hit, range 40/120 ft., one target. *Hit:* 17 (3d6 + 6) **physical damage**. The Dreamholder consumes the dreams and emotions of a chosen target, with the outcome varying according to the emotion it feeds upon.

- ◆ **Fear.** While frightened, the target must make a **DC 21 Constitution** saving throw or take additional 11 (3d6) **psychic damage**, and the Dreamholder regains hit points equal to half the damage dealt.
- ◆ **Guilt.** While restrained, the target is unable to take any Reactions for 1 minute.
- ◆ **Shame.** While Prone, the target must make a **DC 21 Wisdom** saving throw or they waste their next turn by berating themselves and do nothing.
- ◆ **Happiness.** While Charmed, the target takes an additional 18 (5d6) **psychic damage**.
- ◆ **Anger.** While Blinded, the target suffers a **-2 penalty** to their Armor Class for 1 minute.

LEGENDARY ACTIONS+

Dream Devourer. <2> The Dreamholder makes a **Dream Eater** attack.

Illusory Onslaught. <1> The Dreamholder briefly enlarges and sweeps its nightmarish tentacles like a lash in a straight line for **120 feet**. All creatures in the area must make a **DC 21 Dexterity** saving throw. On a failed save, they take 14 (4d6) **psychic damage** and are knocked prone.

Nightmare Mirage. <1> The Dreamholder targets one creature it can see within 60 feet in the **Dreamscape** and conjures **Illusory Manifestations** of their deepest fears or traumatic memories. The target must make a **DC 21 Wisdom** saving throw or take 21 (6d6) **psychic damage** and become **frightened (Fear)**, **restrained (Guilt)**, or **Prone (Shame)** for 1 round. On a successful save, the target takes half damage and doesn't suffer the negative condition.

PRIMAL FORM

When The Dreamholder activates its Primal form, its current hit point total resets to **255** hit points, and it clears any and all status effects. Additionally, Dreamholder can now use the options in the "**Primal Form**" section for **1 hour**.

If one of the following conditions is met. Dreamholder will immediately activate its "**Primal Form**".

- ◆ When The Dreamholder has activated the Dreams's Enchantment ability and trapped an enemy in the Dreamscape.
- ◆ When all Creatures are aware that they are in dream state
- ◆ When badly injured. Hit points are brought to 0.

"Reality twists and darkens, the ground ripples beneath their feet. From shifting mists emerges the Dreamholder. The landscape distorts, mirroring its enemies' fears. The world morphs into a nightmare, with The Dreamholder at its core, ready to unveil the surreal terror."

SPECIAL TRAITS+

Legendary Resistance (1/Day). If Dreamholder fails a saving throw, it can choose to succeed instead.

Illusory Form. The Dreamholder can cast **Minor Illusion**, **Silent Image**, and **Major Image** at will without expending a spell slot.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Dreamholder takes a lair action to cause one of the following effects. It can't use the same lair action two rounds in a row.

Nightmare Whirlwind. The area within **30-foot radius** of the Dreamholder becomes **Difficult Terrain** for 1 minute as illusions of treacherous obstacles and hazards appear.

Dreamscape Veil. An ethereal **Curtain of Illusions** extends across a **30-foot radius** area within the lair, obscuring vision. All creatures in the area must make a **DC 21 Wisdom** saving throw or become **Charmed (Happiness)** or **Blinded (Anger)** by the Dreamholder, as they are entranced by the enchanting phantoms that materialize before them.

*ADVENTURERS
OF THE RIVE*

AQUATECH

RACE

“Gears, not gills! Steel won’t sink! Aquatech forever!”

The Aquatech are products of ambitious engineering, crafting crew members from steel and iron, each transformed into various sea creatures. They shape metal sharks with razor-sharp teeth, unassuming fishmen with hearts of iron, and octopus-like constructs that navigate their clockwork ships across the seas.

Their unique vessels are powered by the remains of their animalistic counterparts. Aquatech employs vast nets connected to multiple ships to sweep the ocean, hauling in extensive quantities of aquatic life to be processed and converted into oil, which fuels the continuous journeys of their vessels. Unfortunately, this method results in extensive overfishing, causing the decimation of settlements that rely on fish for their survival.

BEHAVIOURAL CHARACTERISTICS

- ◆ **Ingenious Adaptation.** Aquatech are skilled crafters, adept at transforming everyday objects into simple mechanical devices. This ability showcases their resourceful mindset and extends beyond their technology. They excel at devising innovative solutions for daily challenges, making them adept at adapting to the ever-changing and harsh oceanic environment. Their proficiency in crafting and problem-solving is a hallmark of their aquatic ingenuity.
- ◆ **Single-Minded Pursuit.** A deep commitment to their unique blend of technology and marine life defines the Aquatech. They are driven by a single-minded pursuit of advancing their mechanical creations and maintaining their aquatic dominance. This determination sometimes leads them to prioritize their technological endeavors over environmental concerns, as seen in their extensive overfishing. Their unwavering dedication to their craft can make them seem somewhat detached from the consequences of their actions, leading to conflict with other settlements and groups who advocate for more sustainable practices in the seas.



RACIAL TRAITS

Aquatech robots possess specific racial attributes due to their shared origin.

- ◆ **Ability Score Increase.** Your Constitution score increases by **2** and Intelligence increases by **1**.
- ◆ **Age.** Aquatech are constructed by other beings. You do not experience aging, but you will likely deteriorate or rust after a hundred years.
- ◆ **Size.** Aquatech can be built in many different shapes and sizes, depending on their subrace. Your size is small or medium.
- ◆ **Speed.** Your base walking speed is 30 feet.
- ◆ **Languages.** You can speak, read, and write Common and one extra language of your choice.

DARKVISION

Your robotic eyes are well adjusted for deep sea travel. 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. However, you can't discern colors in darkness, only shades of gray.

SEA CREATURE

You can breathe underwater and have a swimming speed equal to your walking speed. While swimming, attacks against creatures without a natural swim speed are made with Advantage.

OVERCHARGE

You can consume a source of oil, such as an Oil flask and enter a state of mechanical ecstasy.

For 1 minute you gain the following benefits:

- ◆ Your movement speed increases by 10 feet.
- ◆ Your swim speed increases by 20 feet.
- ◆ You can add **1d4** to all attack rolls.
- ◆ You deal additional damage equal to (**half your proficiency bonus**, rounded up).

At the start of each of your turns you must make a Constitution saving throw equal to (**DC 10 + the number of rounds you have had this feature active**) or become **Stunned** until the start of your next turn and suffer (**2d4 fire damage**).

You can choose to end this state early by purging the excess **oil** as an Action.

AQUATECH MODEL TYPE

Aquatech comes in various shapes and sizes and is divided into three subraces: Crab Cannoneer, Octopi Rigger, and Shark Raider. Choose one of the following subraces.

Subrace: Crab Cannoneer

Designed with a singular mission, Crab Cannoneers safeguard vital cargo ships and influential figures against piracy. Their specialized arm cannons and steel claws make them formidable combatants on the sea.

- ◆ **Cannoneer.** You gain a special arm-mounted cannon. Twice a day, you can make a ranged attack within 30 feet, using your (**proficiency bonus + Dexterity modifier**). On a hit, you deal (**1d10 + Dexterity modifier**) damage and push the target 10 feet away.

- ◆ **Steel Claw.** Your **Unarmed attacks** deal an additional (**1d4**) damage. When you grapple a creature, you deal bludgeoning damage equal to (**your proficiency bonus**).

Subrace: Octopi Rigger

Octopi Riggers, assembled in close-knit shipbuilding communities, are intricately linked to the art of underwater craftsmanship. Their four arms offer remarkable multitasking abilities, aiding them in navigating the depths and shipwright tasks.

- ◆ **Iron Tentacles.** You gain a climb speed of 30 feet and have **Advantage** on Strength (Grapple) checks.
- ◆ **Many Limbed.** You manifest two tentacles. These tentacles can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property.

Subrace: Shark Rigger

Shark Riggers are precision-engineered hunters, dedicated to providing food for their communities. Each new generation enhances their hunting abilities, ensuring they maintain their unrivaled authority in the sea while upholding the survival and prosperity of their people.

- ◆ **Metal Jaws.** As part of an attack Action, you can make a melee attack against a creature within 5 feet using (your proficiency bonus + Strength modifier). On a successful hit, you deal (**1d8 + Strength modifier damage**).
- ◆ **Predator.** On a critical hit, you can select one of your damage die and maximize the result.

ARACHNE

RACE

“Beauty is our gift and our burden, for it has led to both admiration and exploitation in our past.”

Arachne are centaur-like creatures with a unique feature: all Arachne are born as females. They have a humanoid upper body with porcelain doll-like features, which include smooth, pale skin adorned with delicate patterns, and silk-like hair embellished with flowers and gems.

From the waist down, Arachne exhibit spider-like characteristics. Some have slender, graceful spider legs, while others have fully transformed lower bodies with multiple jointed limbs. These spider legs, covered in fine velvety hair, grant them agility in the forest and expertise in weaving intricate webs. The Arachne constitute a captivating blend of humans and spiders, making them intriguing inhabitants of their forest homes and ancient ruins.

BEHAVIOURAL CHARACTERISTICS

- ◆ **Incredibly Wary.** In the past, the Arachne were hunted and enslaved for their exquisite skin, which was considered a valuable and rare commodity. Their beauty made them sought after, and their enslavement was a dark period in their existence.

To protect themselves from such cruel exploitation, the Arachne decided to distance themselves from human society, making their homes outside of large cities, often residing deep in the woods, far from the prying eyes of those who coveted their unique features.

Because of their painful history, the Arachne had become careful creatures, extremely hesitant to trust anyone.

- ◆ **Seductive Enchantresses.** With their porcelain doll-like features and innate beauty, the Arachne are naturally alluring beings.

Sometimes, travelers may accidentally invade Arachne's territory. In these situations, the Arachne protect their forest by using their allure to their advantage, subtly misdirecting and guiding these travelers away from their sacred woods, ensuring they stay away from the Arachne's homes. This use of allure serves as a protective measure to maintain the sanctity of their ancient forest and ruins.



RACIAL TRAITS

The Arachne race possesses specific racial attributes due to their shared origin.

- ◆ **Ability Score Increase.** Increase one ability score by **2** and increase a different one by **1**, or you increase three different scores by **1**.
- ◆ **Age.** You live up to 100 years.
- ◆ **Size.** Arachne are larger than most humanoids, standing roughly the size of a small horse. Your size is medium.
- ◆ **Speed.** Your base walking speed is 30 feet.
- ◆ **Languages.** You can speak, read, and write Common and Undercommon.

DARKVISION

Accustomed to twilit forests and the night sky, 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. However, you can't discern colors in darkness, only shades of gray.

LITTLE DARLINGS

You can speak with insects and learn basic information from them, such as the location of food, shelter, natural hazards, or dangers in the area.

SPIDER CLIMB

You can climb Difficult Surfaces, including upside down on ceilings, without needing to make an ability check.

WEB WEAVER

You ignore movement restrictions caused by webbing. In addition, once per short rest you can cast the **Web** spell.

UNEARTHLY ALLURE

Your irresistible charm and seductive aura have the power to captivate those around you. You gain proficiency in Charisma (Persuasion).

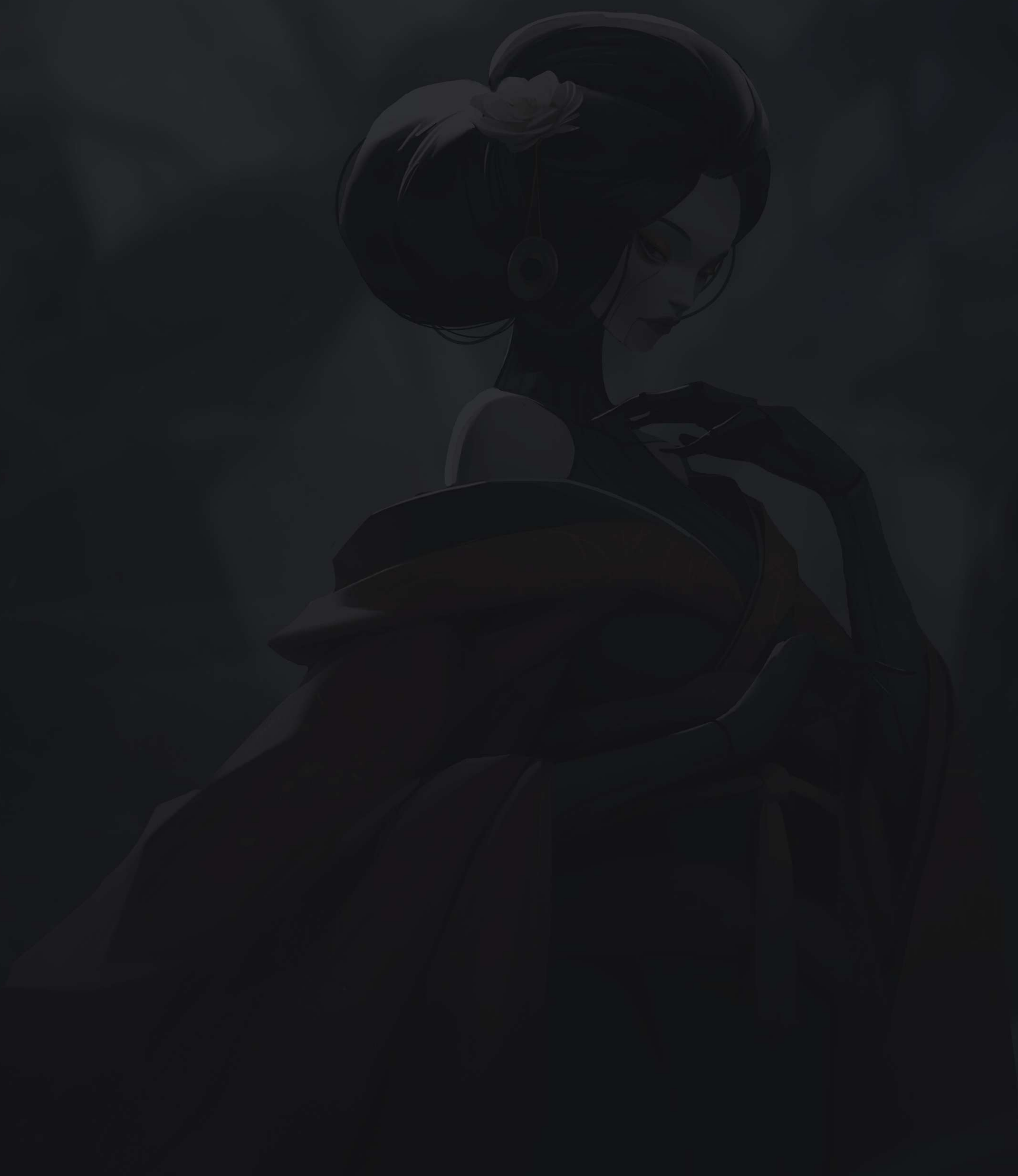
TOXIC BITE

As an Action you can make a special melee attack using your fangs, dealing **(1d6 + your Strength modifier)** piercing damage.

Additionally, the creature must also make a **Constitution saving throw** equal to **(10 + proficiency bonus + Constitution modifier)** or suffer **(1d10) poison damage**.

The damage of your *Toxic Bite* increases as you gain levels in this class, increasing to **(2d10)** at **5th** level, **(3d10)** at **11th** level, and **(4d10)** at **17th** level.

You can use your *Toxic Bite* a number of times equal to **(your proficiency bonus)**, regaining any expended uses after a long rest.



LYCAN

RACE

“In the silent embrace of the moon, our primal nature speaks the loudest”

In the realm of Lycans, the moon’s silvery glow weaves a complex tale of transformation. Lycans stand at the intersection of humanity and bestial instincts, distinctive with their bipedal form, resembling a crossover between humanoid and animal. Their skin is often adorned with fur, and their clothing is adapted to accommodate their tails.

Their teeth and claws are formidable weapons, and they share a defining feature: bright amber eyes, earning them the nickname ‘gold-eyes’ in some societies.

Three lineages have ingratiated themselves into society: Lupin (wolves), Tigris (tigers), and Ursa (bears). They possess the ability to transform into their beastly ancestors but do so cautiously in populated areas, fearing the reaction of terrified townsfolk.

Lycans prowl gracefully through underbrush, their steps a rhythmic dance on leaves and twigs. They embrace their dual nature, mastering their transformations and achieving a delicate balance between humanity and primal instincts.

BEHAVIOURAL CHARACTERISTICS

- ◆ **Feral Instincts.** Lycans possess strong feral instincts that guide their actions, keenly attuned to their surroundings and trusting their primal senses and intuition. This acute awareness makes them exceptional at tracking, sensing danger, and reacting swiftly to threats, even in the most challenging of environments. However, during a full moon, you may lose control and may experience beastly urges.
- ◆ **Moonlit Rituals.** Lycans hold moonlit gatherings and rituals in high regard. They celebrate the phases of the moon, believing them to be a source of strength and guidance. During these gatherings, they share stories, wisdom, and traditions passed down through generations. Moonlit rituals play a crucial role in reinforcing their unity and connection to their Lycanthropic heritage.



RACIAL TRAITS

A mimickin character exhibits a number of abilities evolved from its mimic heritage and extensive muscle growth.

- ◆ **Ability Score Increase.** Your Strength score increases by **1**, and your Charisma score increases by **1**.
- ◆ **Age.** Mimickin reach physical maturity in just over a year but can walk and talk only a few short weeks after being born and can live to be around a hundred years old while still retaining peak physical conditioning.
- ◆ **Size.** Mimickin are amorphous, ooze-like entities often standing around 4 feet tall. They can transform their bodies into an imposing, muscular humanoid shape at will, ranging in height from between 6 and 8 feet tall. Your size is Medium.
- ◆ **Speed.** In your true form, your base walking speed is 20 feet, while in your muscle form, it increases to 30 feet.
- ◆ **Languages.** You can speak, read, and write Common and one extra language of your choice. Mimickin are hardy folk, capable of living just about anywhere there are weights to lift and foes to best.

BEAST SHAPE

As an Action, you can magically transform into a beast specified by your subrace for up to 1 hour or until you use an Action to change back. While transformed, you must follow the limitations of druids' **Wild Shape**. However, during a full moon, you lose control and transform into the chosen subrace. You can't use this feature again until you finish a long rest.

- ◆ **Lupin:** At **1st** level you can transform into a **Wolf**. At **6th** and **11th** levels you can transform into a **Dire Wolf** and a **Winter Wolf** (with the beast type), respectively, instead.
- ◆ **Tigris:** At **1st** level you can transform into a **Panther**. At **6th** and **11th** levels you can transform into a **Tiger** and a **Saber-toothed Tiger**, respectively, instead.
- ◆ **Ursa:** At **1st** level you can transform into a **Black Bear**. At **6th** and **11th** levels you can transform into a **Brown Bear** and an **Polar Bear** (with the beast type), respectively, instead.

DARKVISION

Thanks to your bestial influence, 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.

KEEN SIGHT

You have proficiency in the Perception skill.

NATURAL WEAPONRY

Your razor claws and fanged maw serve as natural weapons for unarmed strikes, dealing (**1d4 + your Strength modifier**) in slashing or piercing damage, respectively, instead of the usual bludgeoning damage.

LYCAN ANCESTRY

The Lycan race is divided into three subraces: Lupin, Tigris, and Ursa, each with its unique characteristics. Choose one of the following subraces:

Subrace: Lupin

Lupins possess a natural leadership and a strong pack mentality that makes them formidable in various roles. They excel as messengers and scouts when in wolf form, and

when threatened, their collective howl drives them into a ferocious frenzy, tearing through any adversary that dares to challenge their unity.

- ◆ **Ability Score Increase.** Your Dexterity score increases by 2.
- ◆ **Howl of the Pack.** As an Action, you can howl, inspiring allies within 15 feet. They can use their Reaction to make one melee weapon attack against a nearby creature. The howl can be heard for 500 feet. You can use this feature again after a long rest.

Subrace: Tigris

Strong and lithe, the Tigris would make excellent soldiers if it weren't for their proclivity to avoid civilization. Typically solitary, They form temporary breeding pairs and move on when their young can fend for themselves. Tigris are wary due to their valuable fur, which sparks bidding wars in markets.

- ◆ **Ability Score Increase.** Your Strength score increases by 2.
- ◆ **Daunting Roar.** As a Bonus Action, you can let out an especially menacing roar. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals (**8 + your proficiency bonus + your Constitution modifier**). Once you use this trait, you can't use it again until you finish a long rest.

Subrace: Ursa

Pensive and dependable, Ursa have an innate desire to roam. Their keen nose makes them skilled caravaneers capable of detecting threats and food from a distance. When an Ursa arrives in town, their imposing presence elicits both fear and wonder.

- ◆ **Ability Score Increase.** Your Wisdom score increases by 2.
- ◆ **Keen Smell.** You have Advantage on Wisdom (Perception) checks that rely on smell.
- ◆ **Powerful Build.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

MIMICKIN

RACE

The mimickin are a magical offshoot of the traditional adventurer-eating mimic and is an exuberant race of amorphous, ooze-like beings. They possess the extraordinary ability to transform into massive, muscular humanoid forms, often described as resembling living walls due to their imposing stature and robust bodies. These versatile creatures make exceptional companions for adventurers, owing to their remarkable strength, agility, and unique knack for merging their gelatinous bodies with everyday objects such as barrels or chests.

This remarkable trait, inherited from their shared mimic lineage, allows them to conceal themselves within their chosen object or use it as a protective shell during battles. In contrast to their mimic relatives, however, the object doesn't vanish when they assume their humanoid form. Instead, it remains visible, becoming an integral part of their new appearance, serving as their head, limbs, or even their torso.

BEHAVIOURAL CHARACTERISTICS

- ◆ **Feral Instincts.** Lycans possess strong feral instincts that guide their actions, keenly attuned to their surroundings and trusting their primal senses and intuition. This acute awareness makes them exceptional at tracking, sensing danger, and reacting swiftly to threats, even in the most challenging of environments. However, during a full moon, you may lose control and may experience beastly urges.
- ◆ **Moonlit Rituals.** Lycans hold moonlit gatherings and rituals in high regard. They celebrate the phases of the moon, believing them to be a source of strength and guidance. During these gatherings, they share stories, wisdom, and traditions passed down through generations. Moonlit rituals play a crucial role in reinforcing their unity and connection to their Lycanthropic heritage.



RACIAL TRAITS

A mimickin character exhibits a number of abilities evolved from its mimic heritage and extensive muscle growth.

- ◆ **Ability Score Increase.** Your Strength score increases by **1**, and your Charisma score increases by **1**.
- ◆ **Age.** Mimickin reach physical maturity in just over a year but can walk and talk only a few short weeks after being born and can live to be around a hundred years old while still retaining peak physical conditioning.
- ◆ **Size.** Mimickin are amorphous, ooze-like entities often standing around 4 feet tall. They can transform their bodies into an imposing, muscular humanoid shape at will, ranging in height from between 6 and 8 feet tall. Your size is Medium.
- ◆ **Speed.** In your true form, your base walking speed is 20 feet, while in your muscle form, it increases to 30 feet.
- ◆ **Languages.** You can speak, read, and write Common and one extra language of your choice. Mimickin are hardy folk, capable of living just about anywhere there are weights to lift and foes to best.

ADHESIVE GRIP

Mimickin possess an adhesive quality that allows them to cling to anything they touch. Allowing them to excel in grappling, maintaining grip, and climbing. Mimickin have Advantage on Strength (Athletics) checks made to grapple targets, maintain your grip on an object, or climb Difficult Surfaces.

TOUGHER THAN MOST

Mimickin are extremely stocky and naturally muscular even in their fleshy, ooze-like forms, making them resilient fighters and enduring adventurers. When damage would reduce you to 0 hit points, you can choose to drop to 1 hit point instead. Once you use this feature, you can't do so again until you finish a long rest.

FUSE TO OBJECT

While in true form, you can use your Action to fuse yourself with a Small or Medium inanimate, non-magical object within 5 feet of you that you can see, isn't being worn or carried, and measures no larger than 5 feet in any dimension. You remain fused to the object until you use an Action to separate yourself from it, you use this action to fuse to a different object, or you die, at which point you drop the object on the floor within 5 feet of you.

MIMIC ANCESTRY

A mimic possesses two distinct forms, each with unique abilities and traits.

True Form:

- ◆ While fused to an object, you can assimilate the object, making it disappear. You can use an Action to reform it around yourself, hiding your fleshy body, which grants you a **+2** bonus to AC and Advantage on Charisma (Deception) checks. However, while hidden, your speed is **0**, you have Disadvantage on Dexterity saving throws, and can't take Reactions. You automatically emerge if you attack, cast a spell, or are knocked unconscious.
- ◆ You can't wield weapons, wear armor, or interact with fine objects (like keys or door handles). You choose whether your equipment falls to the ground in your space or merges into your new form.
- ◆ You can squeeze through gaps as large as 1 inch wide or share a friendly creature's space without obstruction.
- ◆ You can't cast spells, but transforming doesn't break your concentration on a spell you've already cast, and you can continue to take actions that are part of a spell you've already cast.

Muscle Form:

- ◆ When fused to an object, it becomes a part of your body, replacing a body part (such as your head or torso) for the duration, and grants you a **+1** bonus to AC.
- ◆ You can wear armor, wield weapons, and interact with the world like any other humanoid. Your movement speed increases to 30 feet, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

NOCTORUM

RACE

"I am a creature of the night, bound by my hunger and the dreams that torment me."

The curse's onset is a painful and terrifying journey. Those afflicted lose all need for sustenance, rendering food and water meaningless. Their slumber is plagued by nightmarish visions of death, bloodthirsty battles, and the looming presence of Blodstadt itself. After ten days of this hunger, the affected individuals begin to bleed from their eyes, mouth, and ears, eventually slipping into a coma that can last up to 48 hours. During this coma, their teeth and nails elongate, their skin pales, and their bodies undergo a profound transformation driven by the curse.

Upon awakening, the hunger consumes them, driving them to seek out the nearest living creature to satisfy their bloodlust. Once their hunger is satiated, their senses return, and their transformation solidifies.

Noctorum possesses a portion of Blodstadt's dark power, enabling them to endure prolonged periods without food or rest. They draw strength from the shadows and have the ability to shift into a primal, predatory form.

BEHAVIOURAL CHARACTERISTICS

- ◆ **Hunger-Driven Tenacity.** The unrelenting hunger from the blood curse of Blodstadt can consume Noctorum to the point where they lose themselves, endangering both themselves and those close to them.

This intense craving drives them to act out of character, risking their own well-being and drawing loved ones into perilous situations. To avoid such risks, Noctorum often choose a solitary life. Yet, this loss of self grants them an unusual resilience, allowing them to endure hardships and draw strength from their relentless hunger.

- ◆ **Bloodthirsty Dreams.** Noctorum are plagued by vivid and unsettling dreams filled with nightmarish visions of death, bloodthirsty battles, and Blodstadt itself.

Because of these nightmarish dreams, Noctorum usually can't sleep very well and become sleep-deprived. This ongoing sleep deprivation further exacerbates their brooding and introspective nature. They withdraw from social interactions as they grapple with the unsettling visions they experience during their sleepless nights. The constant fatigue from lack of rest can make Noctorum irritable and prone to mood swings. It also fuels their desire for power and strength, pushing them to seek out new ways to harness their dark gifts and satisfy their primal urges as they believe that achieving such mastery might grant them respite from the relentless night terrors that haunt them.



RACIAL TRAITS

Nocterum have a fraction of Blodstadt's power, capable of going without food or rest, empowered by the dark, and able to transform into a primal, predatory form.

- ◆ **Ability Score Increase.** Your Constitution score increases by **2** and Strength or Dexterity increases by **1**.
- ◆ **Age.** When the curse of Blodstadt takes hold of a victim, their aging completely halts. They will remain this physical age as long as they consume blood. Every day you go without drinking blood, you age rapidly. By the seventh day without blood you will appear gray and elderly. After ten days without blood, you die.
- ◆ **Size.** Creatures affected by the curse have their size remain the same as their base race. In some cases creatures become emaciated by the effects of the curse. Your size is small or medium.
- ◆ **Speed.** Your base walking speed is 30 feet.
- ◆ **Languages.** You can speak, read, and write Common and one extra language of your choice.

DARKVISION

One of Blodstadt's many gifts is the ability to see in total darkness, your hunter's eye finding your prey as your stalk from the shadows. You can see in dim light within 120 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.

DEATHLESS NATURE

Having embraced the curse of Blodstadt, you no longer need to breathe.

HUNTER'S EYE

You have proficiency in the Perception skill.

SUN SENSITIVITY

You have **Disadvantage** on skill checks and attack rolls while in direct sunlight.

THE RELENTLESS HUNGER

You do not require food or water to survive but must consume one pint of blood every day or gain a point of exhaustion. A creature that you drink a pint of blood from suffers 1 point of exhaustion. If the creature is fed on a second time without at least 24 hours to rest, the creature suffers (**1d4**) points of exhaustion.

VAMPIRIC BITE

You can use an Action to feed on a creature that has died within the last 10 minutes. When you do so, you regain (**1d10**) hit points and remove any levels of exhaustion resulting from The Relentless Hunger. This does not not work on a construct or an undead.

You can use this Action once a day, regaining the use after a long rest.

VAMPIRIC TRANSFORMATION

As a Nocterum, you can tap into your vampiric powers with a Bonus Action, reshaping your body into that of a bloodthirsty predator for a duration of 1 minute.

While transformed you gain the following benefits:

- ◆ Your hands morph into razor-sharp claws and you grow a menacing maw, granting you the ability to make unarmed strikes with them. Dealing (**1d6 + your Strength modifier**) in slashing or piercing damage, respectively, instead of the usual bludgeoning damage.
- ◆ Your base AC becomes 17 and you gain **Advantage** on **Strength (Athletics)** checks.
- ◆ Your jump distance is tripled.
- ◆ Your Movement Speed increases by 10 feet and gain a fly speed equal to (**10x your proficiency bonus**).
- ◆ You can't wield weapons or wear armor. You choose whether your equipment falls to the ground in your space or merges into your new form.
- ◆ You can't cast spells, but transforming doesn't break your concentration on a spell you've already cast,

THE FRAGMENTS RACE

"I remember... my past. It's all coming back. I'm not just a fragment anymore."

When a creature dreams, it enters the Dreamscape; sometimes, a part of its essence remains when it awakens. This essence can give rise to a copy of the person within the Dreamscape, known as a Fragment.

These Fragments inherit the physical form of their original selves but are devoid of any memories and identity from their previous life. As a result, a Fragment created from a wicked creature may not necessarily be evil.

The Fragments continue to exist within the ever-shifting realm, embracing its boundless imagination and participating in the Dreamscape's unpredictable landscape, all the while remaining unaware of the illusions that surround them.

BEHAVIOURAL CHARACTERISTICS

- ◆ **Existential Struggle.** At times, Fragments may have fleeting glimpses of past memories, remnants of the original copy.

Some Fragments even become aware of their nature and attempt to break free from their daily routines, striving to return to their original lives.

Coping with the realization of being a copy can be challenging for a Fragment, often leading them to strongly desire to prove themselves as worthy, or even superior, to the original self.

- ◆ **Emotionally Responsive.** Fragments in the Dreamscape are highly sensitive to the emotional energies that flow through this ever-shifting realm. They can react and respond to the emotions of dreamers and other creatures, often reflecting these feelings through their actions. Fragments may become playful and cooperative when the Dreamscape is filled with joy and positivity. Conversely, in moments of fear or distress, they might withdraw or act defensively, seeking to protect themselves from perceived threats.

This emotional responsiveness makes the Dreamscape a dynamic and ever-changing place, as the Fragments adapt to the emotional landscape and contribute to the overall emotional tone of the realm.



RACIAL TRAITS

The Fragments possess specific racial attributes due to their shared origin.

- ◆ **Ability Score Increase.** Increase one ability score by **2** and increase a different one by **1**, or you increase three different scores by **1**.
- ◆ **Age.** Fragments do not age and could theoretically live forever.
- ◆ **Size.** You are Small or Medium. Depending on the physical form you inherit from your original self.
- ◆ **Speed.** Your base walking speed is 30 feet.
- ◆ **Languages.** You can speak, read, and write Common and 2 languages of your choice.

DARKVISION

The Fragments possess the unique ability of Darkvision due to their intrinsic connection to the Dreamscape. 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. However, you can't discern colors in darkness, only shades of gray.

DREAM-TOUCHED RESILIENCE

Thanks to their connection to the Dreamscape, Fragments naturally resist mental effects. You gain **Advantage** on saving throws against mind-affecting spells and abilities.

FLICKER

As a Bonus Action, you can disappear with a flicker of light, reappearing in an unoccupied space within 30 feet.

You can use Flicker a number of times equal to **(your proficiency bonus)**, regaining any expended uses after a long rest.

RESTLESS REFUGE

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activities, such as reading and keeping watch.

KNOWLEDGE FROM A PAST LIFE

The Fragments have a deep connection with their fellow Fragments, as they are born from the same essence.

As an Action, you can temporarily recall glimpses of memories belonging to either your original self or other Fragments. You can roll a **d4** and gain the following effect for 1 hour.

1	Handymen. Gain proficiency in an instrument, tool, or vehicle that you are currently not proficient with.
2	Scholar. Gain proficiency in a specific Intelligence-based skill of choice (Arcana, History, Investigation, Nature or Religion).
3	Survivalist. Gain proficiency in a specific Wisdom-based skill of choice (Animal Handling, Insight, Medicine, Perception, or Survival).
4	Diplomat. Gain proficiency in a specific Charisma-based skill of choice (Deception, Intimidation, Performance, or Persuasion).

Once you use this feature, you can't do so again until you finish a short or long rest.

RIVEKIN

RACE

"We are the children of the Rive, born from chaos, but we choose to bring light to the world."

Rivekin, dragon-like humanoids, originate from the Primordial being known as A'Nexodus. They are not born in the traditional sense but rather come into existence when A'Nexodus collides with a new realm. In these moments of convergence, these raw primal energies give rise to dragon-like humanoids adorned with scales resembling purple magma.

These unique beings possess the innate ability to tap into the volatile energy coursing through their veins, allowing them to conjure bright, radiant wings made of swirling fire and lighting their eyes in purple fire.

However, the heart of a Rivekin is a delicate container for vast primal energy. This, unfortunately, bestows upon them a unique vulnerability. The immense primal energy held within their hearts often leads to heart problems and a notably shorter life span.

BEHAVIOURAL CHARACTERISTICS

- ◆ **Indomitable Resolve.** Rivekin exhibit unwavering tenacity and resilience in the face of adversity. Despite facing hostility and prejudice due to their otherworldly nature, they stand firm in their determination to prove their worth and overcome the chaos that birthed them.
- ◆ **Embracing Bonds.** Rivekin are strong believers in found families, they have a strong desire to forge bonds with those who show them kindness. They value and nurture the connections they make, seeking solace and camaraderie in the company of those who accept them for who they are. They simply feel the need to connect with others. This desire for connection drives them to seek out allies and build supportive communities wherever they go.
- ◆ **Lifespan Awareness.** Rivekin are acutely aware of their shorter lifespans, which makes them keenly focused on making the most out of every moment. This awareness drives them to cherish the time they have and to live life to the fullest. They embrace the philosophy of "seize the day" and encourage others to do the same, believing that every day is a precious gift.



RACIAL TRAITS

The Rivekin possesses specific racial attributes due to their unique heritage.

- ◆ **Ability Score Increase.** Increase one ability score by **2** and increase a different one by **1**, or you increase three different scores by **1**.
- ◆ **Age.** You live up to 30 years, a notably shorter life span than most creatures. However, some Rivekin have been known to become immortal if they are strong enough to contain primal energy within their heart.
- ◆ **Size.** Your size is medium.
- ◆ **Speed.** Your base walking speed is 30 feet.
- ◆ **Languages.** You can speak, read, and write Common and Draconic.

RIVE CONNECTION

You trace your ancestry to the great Rive Dragon, granting you a connection to its reality bending abilities.

- ◆ At **1st** level, you gain the ability to cast the **Misty Step** spell once per short rest
- ◆ At **9th** level, you gain the ability to cast the **Dimension Door** spell once per long rest.
- ◆ At **15th** level, you gain the ability to cast the **Planeshift** spell. After casting *Planeshift* this way you cannot cast it again for **(3d10)** days.

PRIMORDIAL WINGS

As an Action, you can tap into the volatile energy coursing through your veins, conjuring bright, radiant wings made of swirling fire and causing your eyes to light up with purple fire. For 1 minute, you gain the following benefits:

- ◆ You gain a fly speed of 50 feet. While flying you gain additional **(1d4)** to attack rolls against creatures that are not flying.
- ◆ You emanate bright light in a 20-foot radius and dim light for an additional 20 feet.

Once you use this feature, you can't do so again until you finish a long rest.

BREATH WEAPON

When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in a 15-foot cone.

Each creature in that area must make a **Charisma saving throw** equals to **(8 + your Constitution modifier + your proficiency bonus)** or takes **1d10 force damage** and suffers a random magical effect from the **Rive Chaos table** (Roll a **d4** on and apply the effect to the creature).

On a successful save, it takes half as much damage and suffers no effects from the Rive Chaos table.

Rive Chaos Table

1	The creature blinks out of existence, reappearing elsewhere. The creature is teleported 10 feet in a direction of your choice.
2	The creature begins to flicker in and out of existence. Until the end of its next turn the creature has Disadvantage on attack rolls.
3	The lingering chaotic fire sticks to the creature. At the start of its next turn it suffers damage from the breath weapon a second time and the fire disappears.
4	The creature glows with vibrant purple light, highlighting it for all those around. The creature cannot become Hidden or Invisible and the next attack roll against the creature has Advantage . Once a creature attacks the highlighted creature, the glowing light disappears.

The damage of your *Breath weapon* increases as you gain levels in this class, increasing to **(2d10)** at **5th** level, **(3d10)** at **11th** level, and **(4d10)** at **17th** level.

At **11th** level, you can roll twice on the *Rive Chaos Table* and choose whichever result you want.

At **17th** level, you have the option to forgo rolling the **d4** and instead select the desired effect.

You can use your *Breath Weapon* a number of times equal to **(your proficiency bonus)**, regaining any expended uses after a long rest.

VINEBORNE

RACE

“The world’s struggles seem small when you’ve seen civilizations rise and fall like the leaves in autumn.”

With their skeletal figures concealed by moss and vines, Vineborne are easily mistaken for flora, especially in the dense woodlands they call home. They dwell in remote, pristine locales, nurturing a deep love for nature and forming bonds with druids and the world’s forgotten inhabitants.

Nonetheless, their natural life cycle, though not intentionally harmful, can disrupt unprepared ecosystems, resulting in extensive damage to local wildlife. Vineborne counter this by replanting seeds, but in larger communities, the saplings often perish before maturing. This localized damage extends to farmlands and cities where vegetation is sparse, potentially leading to famine and economic hardship if a Vineborne dies in a bustling marketplace, for example, might drain the life out of an entire village’s produce, leading to famine or economic disaster.

BEHAVIOURAL CHARACTERISTICS

- ◆ **Perennial and Timeless.** The Vineborne, an eccentric plant-like race, share their roots with ancient fungi. Much like wildflowers, they pass away naturally after just a few years. However, their distinctive cycle of death and rebirth allows some Vineborne to live for centuries. In rare instances, if a Vineborne’s form remains intact after death, it decomposes and revitalizes itself by siphoning energy from nearby foliage, forming a fresh body. This unique experience shapes their perspective on life and death, making the conflicts of other races appear trivial compared to the broader world’s challenges.
- ◆ **Wanderlust and Benevolence.** Vineborne possess an innate drive for exploration and adventure, compelled by their unique, cyclical lifespan. They view each day as a precious gift, driving them to make the most of every moment, often lending their assistance to locals before embarking on new horizons, reflecting their intrinsic desire to positively impact the world around them.



RACIAL TRAITS

A Vineborne character has a variety of natural abilities at its disposal, evolved from its years of rapid rebirth.

- ◆ **Ability Score Increase.** Your Wisdom score increases by **2**, and your Constitution score increases by **1**.
- ◆ **Age.** Vineborne reach physical maturity in a matter of weeks, living for about five years before rejuvenating.
- ◆ **Size.** Vineborne range from under 4 to over 5 feet tall and have broad builds, composed of dirt, moss, and tightly-knitted vines. Your size is Medium.
- ◆ **Creature Type.** You are a humanoid. You are also considered a plant for any prerequisite or effect that requires you to be a plant.
- ◆ **Speed.** Your base walking speed is 30 feet.
- ◆ **Languages.** You can speak, read, and write Common, Druidic and one extra language of your choice.

In addition, you can communicate with small beasts, through a series of gestures and vocal grunts.

DARKVISION

Accustomed to the dark undergrowth of thick forests and broad-reaching canopies, 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. However, you can't discern colors in darkness, only shades of gray.

GRASPING VINES

Vineborne have an exoderm of thick, writhing creepers, which hold together their frail forms, broaden their physical appearance, and let them hide easily in dense undergrowth. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Additionally, the vines can be manipulated into long fingers to grasp or use intricate objects such as door handles or small tools, but aren't strong enough in this form to wield weapons or lift objects weighing more than 1lb. You have a reach of 10 feet while using your vines as fingers.

PLANT-KIN ADAPTATIONS

Being so closely related to plants offers a natural resilience to flora others would consider deadly to consume. You have **Advantage** on saving throws against poison, and you have resistance against poison damage.

In addition, you know the **Poison Spray** cantrip and can cast it without requiring verbal components. Constitution is your spellcasting ability for it.

REJUVENATION

A Vineborne can typically undergo roughly 50 to 100 cycles, potentially reaching an age of 500 years. When you die of old age, your body decomposes into soft mulch within an hour. At the end of this decomposition, if you are within 10 feet of foliage, you sap away its energy and create a new body for yourself from the decomposed mulch. All foliage within range immediately dies, and you stand up with full hit points.

Your new body retains all your old memories, class levels, ability scores, proficiencies, and any other features you had before you died, but your attunement to any magical items is lost when you die.

Eventually, this feature stops working, and you die permanently; work with your GM to determine how many cycles your character starts with. Most Vineborne don't know how many cycles they have left before a true death, so consider leaving this knowledge with your GM for added roleplay options.

SENSE NATURE

The Vineborne possesses an innate connection with the natural world, enabling it to effortlessly perceive the rhythms of its environment. Within dense woodlands, you can cast the **Commune with Nature** spell. Once you use this feature, you can't do so again until you finish a long rest.

BLOOD KNIGHT

SUBCLASS

At 3rd level, a Fighter gains the Martial archetype feature. Here is a playtest option for that feature: the Blood Knight.

You have been known by many names, Hemophages, Crimson Fighters, and Blood Benders, but most know you as a Blood Knight—a warrior capable of using blood as a weapon to confront foes. As a Blood Knight, you can mend your wounds with rapid regeneration or burst open enemy wounds. Veteran Blood Knights can even siphon the life force of their enemies, using it to empower their abilities.

Blood Knights acquire their powers through ominous pacts with corrupted deities, internal mutations, or, most frequently, by succumbing to the Blodstadt curse, prevalent among the Nocterum offspring. For those who attain their abilities through mutation or the curse, these powers often awaken during moments of extreme duress.

A prevalent legend among Blood Knights narrates the sudden emergence of their powers when confronted with grave injuries. These newfound abilities serve the dual purpose of saving their lives and eliminating any nearby threats.



BLOOD RITES

3rd-level Blood Knight Feature

You can manipulate the blood in your body to amplify your attack, wound your foes, or even mend your broken body. You gain the following Blood Rites.

- ◆ **Blood Bolt (1 Hit Die).** In place of an attack you can fire a ball of crystallized blood at a creature within 60 feet range, using **(your proficiency bonus + Constitution modifier)** for the attack roll. On a hit you deal **(2d8 + your Constitution modifier)** as damage. If you have temporary hit points, you can remove them and add them to the damage roll.
- ◆ **Crystallized Strike (1 Hit Die).** When you take the Attack Action, you can spend a hit die to extend a melee weapon's range by 5 feet until the start of your next turn. When used with a ranged weapon, the weapons range increases by (10 x your proficiency bonus).
- ◆ **Wounding Strike (1 Hit Die).** When you hit a creature with a melee or ranged weapon attack you can use your Reaction to extend the damage, opening terrible wounds on your enemies body. The damage roll of the weapon is maximized.
- ◆ **Mend (1 Hit Die).** As a Bonus Action you can draw on your body's reserves and crystalised armor made of blood. You can roll a hit die and gain that number of temporary hit points.
- ◆ **Siphon.** When a humanoid within 10 feet is reduced to 0 hit points, you can use your Reaction to rip the last of its life force from its body and regain 1 hit die.

BLOOD BORN

7th-level Blood Knight Feature

Your body has adjusted to your blood wielding powers, recovering faster and allowing for greater use of your abilities. When you take a long rest you regain all expended hit die. When you take a short rest, you regain hit die equal to your proficiency bonus.

BLOOD OF THE NIGHT HUNTER

10th-level Blood Knight Feature

You have learned to mix your blood wielding powers with your skills as a warrior, adding new dangerous powers to your deadly array of skills. You can increase your blood flow to attack faster and hit harder, knit your wounds closed with crystalline shards that protect your freshly healed wounds, or even have your blood crystalised in your veins to create armor beneath your skin.

- ◆ **Boiling Blood.** When you use your **Action Surge** you gain **+2** to damage rolls using the end of your turn.
- ◆ **Renewing Flesh.** When you use your **Second Wind** feature to regain hit points, you also gain 10 temporary hit points.
- ◆ **Surge of Life.** When you use your **Indomitable** feature, you gain a **+2** bonus to your armor class and saving throws until the end of your next turn.

IMPROVED BLOOD RITES

15th-level Blood Knight Feature

Your blood wielding powers have reached new heights, your blood bending abilities feared across the world. Your blood rites receive the following changes and improvements:

- ◆ **Improved Blood Bolt.** Your **blood bolt** damage increases to **(2d10)**.
- ◆ **Improved Crystallized Strike.** Your crystalised strike increases to 15 feet. When you use this feature with a ranged weapon, you can double the weapons range.
- ◆ **Improved Wounding Strike.** When you use your **Wounding Strike** Feature you deal additional damage equal to your proficiency bonus. The next attack against that creature is made with Advantage.
- ◆ **Improved Mend.** Hit die rolls using your **Mend** feature are maximized.
- ◆ **Improved Siphon.** You now regain **(1 + 1d4)** hit die instead of 1 when using **Siphon**.

ENDLESS FLUX

18th-level Blood Knight Feature

For a short time you can awaken every ounce of power, drawing on your blood bending powers and unleashing your fury upon your enemies. For 1 minute you gain the following benefits:

- ◆ At the start of your turn, you regain **1** hit die.
- ◆ Your movement speed increases by 20 feet.
- ◆ When you take the attack Action, you make one additional attack.
- ◆ At the start of your turn you gain 10 temporary hit points.

After this minute ends you gain one point of exhaustion. Once you use this feature, you can't do so again until you finish a long rest.

CIRCLE OF UNDEATH

SUBCLASS

At 2nd level, a Druid can choose to identify with a Circle of Druids. Here is a playtest option for that feature: the Circle of Undeath.

The Druids belonging to the Circle of Undeath are dedicated to the creative process of reviving forsaken communities, converting them into thriving ecosystems for animals. Simultaneously, they employ deceased bodies as protective guardians and employ innovative organisms to cleanse society's refuse.

Their profound belief lies in the concept that genuine death only occurs when a soul leaves its physical vessel for the afterlife, and those who embrace undeath pledge themselves to the broader natural order.

While these druids find joy in their decaying forms, they are unwavering in their commitment to banish or condemn those who exploit undeath for selfish ends, thus safeguarding the delicate equilibrium of nature.



CIRCLE SPELLS

2nd-level Circle of Undeath Feature

Your strong connection to the cycle of life and undeath grants you special spells. Starting at 2nd level, you learn the Spare the Dying cantrip. Then, at 3rd, 5th, 7th, and 9th level, you automatically gain access to the spells shown in the Circle of Undeath spells table. These spells are always prepared for you and don't count against your daily spell preparation limit. Even if a spell isn't on the druid spell list, it becomes a druid spell for you.

Spells Table

Cantrip	Spare the Dying
3rd	Ray of Enfeeblement, Gentle Repose
5th	Speak with Dead, Vampiric Touch
7th	Blight, Death Ward
9th	Contagion, Reincarnate

ARMOUR OF UNDEATH

2nd-level Circle of Undeath Feature

Your attunement to the natural process of death allows you to bind the remains of the recently departed to yourself for protection. When you are within 30 feet of a dead creature, you can perform a 1 minute ritual to reshape and assimilate parts of its corpse onto your body, forming an armour that has the following features:

- ◆ The armour has a magical barrier of hit points, equal to **(your druid level + 4)**. Whenever you take damage, the armour takes the damage instead. If this damage reduces the armour's barrier to 0 hit points, you take any remaining damage.
- ◆ The armour grants you an AC equal to **(12 + your Wisdom modifier)** while you wear it.
- ◆ As an Action, you can don or doff the armour.
- ◆ When the armour is not worn by you, it falls apart after 1 minute.

The armor reflects your alignment, taking on an appearance of your choice. For good alignment, it could look like polished bone plate armor, while for evil alignment, it might resemble menacing scale mail made from bone spikes and bloodstained sinew.

Once you use this feature, you can't use it again until you finish a short rest. If you use this feature again on a new corpse, the new armour created replaces your old one.

GARDENER OF THE DEAD

6th-level Circle of Undeath Feature

You learn to imbue fungi and plant matter with limited sentience and bind them to corpses, animating them for a time. You can use your Bonus Action and expend one use of your **Wild Shape** to reanimate the body of a small, medium or large creature that has been dead for no longer than one week as an **Undead Servant**.

The *Undead servant* uses a **Skeleton** or **Zombie** stat block in the Monster Manual, but with the following modifications:

- ◆ The size of the *Undead Servant* is the same size the creature had in life.
- ◆ It gains a bonus to attack and damage rolls equal to **(your proficiency bonus)**.
- ◆ It has a number of hit points equal to **(4x your druid level)**.
- ◆ On each of your turns, you can use a Bonus Action to mentally command any creature you made with this ability if the creature is within 60 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). If you don't give it an instruction, it defends itself and follows you, and takes the **Dodge** Action.
- ◆ It remains under your control for 1 hour or until you dismiss it as a free action, after which time it collapses and dies.

When the *Undead Servant* dies, you can use a Reaction to have it explode in a 5-foot radius. All creatures in the area must make a **Dexterity saving throw** equal to **(your Druid save DC)** or take **(2d6) necrotic damage**, or half as much on a success. The base damage is increased by **(1d6)** for each size category above small.

AURA OF NECROTIC SPORES

10th-level Circle of Undeath Feature

Your body begins to decay and the necrotic energy flowing through your being alters you. You no longer be frightened, become resistant to necrotic damage and no longer need to eat, drink or sleep (but you must still spend at least 4 hours resting for the benefit of a long rest).

Additionally, while you are conscious, you exude an *Aura of Necrotic* spores in a 10 foot radius. You can use an Action

to direct these spores to assault a creature within the aura. The creature must succeed on a **Constitution saving throw** against your Druid save DC or be **poisoned** for 1 minute.

A poisoned target experiences hallucinations of its demise by your hands, taking **(2d8) psychic damage** at the start of each turn. The target can make a saving throw at the end of its turns to end the effect.

You can use this feature a number of times equal to **(your Wisdom modifier, minimum of once)**. You regain all expended uses when you finish a long rest.

IMPROVED GARDENER OF THE DEAD

14th-level Circle of Undeath Feature

As your mastery over the cycle of life and death deepens, you gain a better understanding of controlling the life essence of plant matter.

- ◆ **Master Gardener.** When you use the **gardener of the dead** feature you can choose to target two corpses instead of one, creating two **Undead Servants** at once.
- ◆ **Spore cloud.** Your Undead Servants' explosion now covers a 10-foot radius and creates a Spore Cloud of the same size for 1 minute.

Any creature inside or entering the cloud must make a **Wisdom saving throw**, DC equal to **(your Druid save DC)**. On a failed save, they act as if you had cast the **Command** spell on them for that turn. Creatures immune to poison or not needing to breathe succeed automatically. The cloud disperses in 4 rounds with moderate wind (10 mph) and in 1 round with strong wind (20 mph).

DREAMHOLDER EXPANDED SPELLS

1st-level Dreamholder Patron Feature

When you learn a warlock spell, the Dreamholder lets you choose from an expanded list of spells. The following spells are added to the warlock spell list for you.

Spells Table

1st	Alarm, Dissonant Whispers
2nd	Blindness-Deafness, Phantasmal Force
3rd	Clairvoyance, Feign Death
4th	Fabricate, Polymorph
5th	Awaken, Mislead

DREAM EATER

1st-level Dreamholder Patron Feature

When you take a life, you end a myriad of potential futures for a creature, all hopes and dreams crushed in service to the Dreamholder.

When you reduce a creature within 30 feet of you to 0 hit points, you can use your Reaction to gain 1 point of **Potential**.

This *Potential* can be used to reroll a failed attack roll, skill check, or saving throw.

When you take a long rest, all *Potential* absorbed from killing creatures disappears.

MANIFEST NIGHTMARES

6th-level Dreamholder Patron Feature

You can use your Bonus Action to force the creature to make a **Charisma saving throw**. On a failed save, the creature experiences a manifestation of its most profound fear or trauma.

Roll a d4 on and apply the effect to the creature.

1	Nightmare of Anger. The creature must use its Reaction to make a melee or ranged attack against a creature of your choice within range.
2	Nightmare of Fear. The creature becomes frightened of you until the end of your next turn.
3	Nightmare of Guilt. The creature cannot take any Reactions until the end of your next turn.
4	Nightmare of Shame. The creature has Disadvantage on attack rolls until the end of your next turn.

You have a number of uses of this feature equal to (**your Charisma modifier**), regaining any expended uses after a long rest.

RELENTLESS NIGHTMARE

10th-level Dreamholder Patron Feature

Your ability to invoke nightmares in your enemies with the **Manifest Nightmare** feature becomes even more potent, adding new and terrible effects to your powers.

Additionally, when using the *Manifest Nightmares* feature, you have the option to forgo rolling the d4 and instead select the desired effect.

- ◆ **Improved Nightmare of Anger.** When a creature makes an attack forced by your **Nightmare of Anger**, it makes the attack with **Advantage**.
- ◆ **Improved Nightmare of Fear.** When a creature becomes frightened by your **Nightmare of Fear**, it suffers Psychic damage equal to (**your level**).
- ◆ **Improved Nightmare of Guilt.** A creature affected by your **Nightmare of Guilt** has **Disadvantage** on its next saving throw before the end of your next turn.
- ◆ **Improved Nightmare of Shame.** A creature affected by your **Nightmare of Shame** cannot target you with any attacks or harmful effects.

DREAMSCAPE

14th-level Dreamholder Patron Feature

As an Action, you can break the boundary between the world of dreams and reality for 1 minute. A 100-foot radius sphere centered on you becomes a *Dreamscape*, allowing you to infuse your allies with reality bending abilities.

When an allied creature starts its turn within the *Dreamscape*, you can infuse it with one of the following features until the Dreamscape ends.

A creature can only gain one infusion at a time, every new infusion replacing the last. If a creature leaves the area of effect of your *Dreamscape*, it loses its infusion.

- ◆ **Dream of Defiance.** The creature gains resistance to a damage type of your choosing.
- ◆ **Dream of Flight.** The creature gains a fly speed equal to (**10x your Charisma modifier**).
- ◆ **Dream of Haste.** The creature's speed increases by 10 feet. When the creature takes the attack Action, it can make an additional attack.
- ◆ **Dream of Power.** The creature's size increases to large, gaining an additional 5 feet of range and dealing an additional (**1d4**) damage on their melee attacks. Additionally, the creature has **Advantage** on Strength checks and saving throws.

Once you use this feature, you can't do so again until you finish a long rest.

IRON MASTER

SUBCLASS

At 3rd level, a Ranger can choose an archetype that they strive to emulate. Here is a playtest option for that feature: the Iron Master.

In a world where the thundering beat of industry meets the unrelenting roar of the waves, the Iron Masters rise as a distinct breed of Rangers. These individuals have honed their skills to master crafting, whether it be mighty vessels that sail the oceans or the destructive power of firearms.

Embracing their formidable ability to meld mechanics and the unforgiving sea, Iron Masters emerge as the rulers of the seas, defending their watery dominions with ironclad determination. They command not only the powerful might of advanced weaponry but also the art of naval engineering, forging vessels that traverse the seas with a purpose.

Fueled by their relentless pursuit of the sea's depths, these Rangers stand as formidable hunters and protectors, embodying a new wave of maritime power that seamlessly blends artifice and waterways.



IRON MASTER SPELLS

3rd-level Iron Master Feature

You learn an additional spell when you reach certain levels in this class, as shown in the Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Spells Table

3rd	Catapult, Thunder Wave
5th	Aganazzar's Scorcher, Pyrotechnics
9th	Blinding Smite, Tidal Wave
13th	Control Water, Storm Sphere
17th	Animate Objects, Maelstrom

STEEL SAIL

3rd-level Iron Master Feature

You can spend 1 minute transforming your *Iron Arsenal* into a *Rowboat*.

At **7th** level it can become a *Keelship* and at **14th** level it can become a *Longship*. It takes 1 minute to turn it back into a different form.

IRON ARSENAL

3rd-level Iron Master Feature

You forge yourself a weapon of great power, capable of changing at your command to suit your needs. Only you are proficient with this weapon.

The DC for your *Iron Arsenal* is the same as your Spell Save DC.

As a Bonus Action you can change your Iron Arsenal between the following forms.

- ◆ **Saw Blade.** In this form it counts as a melee weapon. It deals **(1d8) slashing damage** and has the finesse and the versatile **(1d10)** property. On your first hit each round, you deal an additional amount of damage equal to (your Wisdom modifier).
- ◆ **Blast Cannon.** In this form, it counts as a ranged weapon (range 40/120). It deals **(1d8) piercing damage** and has the two-handed property. On your first hit each turn, the creature is pushed back 10 feet.
- ◆ **Gatling Gun.** As an Action you can fire a hail of bullets in a 30-foot long line. Any creature in the area must make a **Dexterity saving throw**. A creature takes **2d4 piercing damage** on a failed save, or half as much damage on a successful one.

The damage of your Gatling Gun increasess as you gain levels in this class, increasing to **(4d4)** at **7th** level, **(6d4)** at **11th** level, and **(8d4)** at 15th level.

You can only have one Iron Arsenal at a time. If you lose your Iron Arsenal or wish to create a new one, you can do so by spending 1 hour of uninterrupted work (this can be done as part of a short or long rest).

MAGICAL ARSENAL

7th-level Iron Master Feature

Attacks using your iron arsenal count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

IMPROVED IRON ARSENAL

7th-level Iron Master Feature

You can now have two Iron Arsenal at once and gain the following two forms that you can switch into as a Bonus Action:

- ◆ **Bulwark Shield.** In this form, it is a shield, granting you a **+2** AC bonus when wielded. Additionally, when the Bulwark Shield is on your person and you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- ◆ **Clockwork Companion.** It turns into a Construct Spirit (Metal) as summoned by the Summon Construct spell at (4th) level, but requires no concentration and lasts 10 minutes.

You can use this summon feature once, and it recharges after a long rest.

Its spell level increases to (5th) at 11th level and to (6th) at 15th level.

ADVANCED IRON ARSENAL

11th-level Iron Master Feature

You gain a third Iron Arsenal and gain the following form that you can use as a Bonus Action:

- ◆ **Iron Mantle.** As a Reaction when taking damage you can gain resistance to one damage type from that attack.

MASTER OF IRON

15th-level Iron Master Feature

Your manipulation of metal has reached its pinnacle and you gain upgrades to its forms:

- ◆ **Improved Saw Blade.** The damage die becomes **1d10** (**1d12** versatile)
- ◆ **Improved Blast Cannon.** The damage die becomes **1d10**, and the range becomes (range 100/400).
- ◆ **Improved Gatling Gun.** The line becomes 60 feet.
- ◆ **Improved Bulwark Shield.** The shield becomes a **+1** shield (granting a **+3** bonus to AC)
- ◆ **Improved Iron Mantle.** The resistance lasts until the start of your next turn.

OATH OF THE NIGHTFLAME

SUBCLASS

At 3rd level, a Paladin swears the oath that binds themselves as a paladin forever. Here are new options for that feature: the Oath of the Nightflame.

Paladins of the Oath of the Nightflame defend their realm from malevolent beings in the shadows. Originating in a once-sunny land, they embraced the Oath of the Flame when monsters invaded. Trapped by a mysterious cloud, they adopted the Oath of the Nightflame, battling darkness but losing their way. Seeking a new sanctuary, they grapple with their dual nature, bound by their oath.

The colour of a nightflame's fire often symbolises their character; flames of a midnight blue might represent a patient hunter that waits in the shadows, while a piercing white fire might spring from a righteous zealot.

TENETS OF THE NIGHTFLAME

A paladin who assumes the Oath of the Night flame swears to safeguard the lands of the vulnerable with steel and flame, marching fearlessly into the dark to purge it of the evil that festers Within.

- ◆ **The Night Belongs To Me.** Take back the dark from those who lurk within it. Make them fear it as they would fear you.
- ◆ **Purge the Monster, Protect the Vulnerable.** No evil is safe from your sword, and no monster shall escape your holy fire. March fearlessly into the lion's den to protect those in need, and let the flame be your shield.
- ◆ **Tread The Line.** Though the darkness surrounds you, never let it consume you.



OATH SPELLS

3rd-level Oath of the Nightflame Feature

You gain oath spells at the paladin levels listed in the Oath of Nightflame Spells table. See the Sacred Oath class feature for how Oath Spells work.

Spells Table

3rd	Crescent Slash, Faerie Fire
5th	Scorching ray, Darkness
9th	Beacon of Hope, Fear
13th	Fire Shield, Wall of Fire
17th	Flame Strike, Hallow

CRESCENT SLASH

1st-level Evocation

Casting Time: 1 Action
Range: 60 feet
Components: S, M (a melee weapon worth at least 1 sp)
Duration: Instantaneous

You leap into the air, slashing with power and releasing vivid blue flames that form a torrent of crescent and ethereal azure fire with each swing. Make a ranged spell attack.
On a hit, the target takes (2d6 + your spellcasting modifier damage) fire or radiant, your choice. Additionally, you can either stand up from being prone or move up to 15 feet in any direction, ignoring Difficult Terrain and avoiding opportunity attacks.

At Higher levels.
The spell creates more than one blade of fire when you cast it at higher levels: two blades with a 3rd-level slot, and three blades with a 5th-level slot. Make a separate attack roll for each blade.

CHANNEL DIVINITY

3rd-level Oath of The Nightflame Feature

When you take this Oath at 3rd level, you gain the following two Channel Divinity options.

Midnight Flame. As an Action, you can use your *Channel Divinity* to surround yourself in Nightflame's magical fire, entering a 1-minute righteous rage.

You gain fire resistance and add your Charisma modifier as extra fire damage to your weapon attacks.

Additionally, You can use a Bonus Action at the end of your turn, to trigger a fiery explosion, ending your *Channel Divinity*. When you do so, creatures within 15 feet must make a **Dexterity saving throw**, taking damage (radiant or fire, your choice) equal to (2d8 + your class level) on a failed save, or half as much on a success.

Burnish the Dark. You can use your *Channel Divinity* to banish darkness and reveal evil within.

As an Action, you present your holy symbol, creating a 30-foot radius sphere of magical light that moves with you for 1 minute. The light dispels magical darkness of 3rd-level or lower and dimly illuminates the area.

AURA OF NIGHT’S SIGHT

7th-level Oath of The Nightflame Feature

You emanate a mystical aura of glowing embers, which settle on you and your allies and protect you from hidden threats. When a creature attacks you or any creatures of your choice within 10 feet of you, they don't get Advantage on the attack roll as a result of being hidden from you or being in dim light or darkness.

In addition, once per long rest you can use an Action to draw power from these embers and bolster your vision. Choose any number of creatures you can see in your aura's range. For the next hour, those creatures have darkvision out to a range of 60 feet. If you use this ability on a creature that already has darkvision, the range of its vision is increased by 30 feet instead.

At 18th level, the range of this aura increases to 30 feet.

SHADOW’S EMBRACE

15th-level Oath of The Nightflame Feature

When ending your turn in shadows, dim light, or darkness, you gain the effect of the Sanctuary spell for 1 minute (the spell can end early as normal). The saving throw DC for the spell equals (8 + your Charisma modifier + your proficiency bonus).

BEACON OF UNDYING FLAME

20th-level Oath of The Nightflame Feature

You draw upon the power of the nightflame to aid you, conjuring forth a pair of **Fire Elementals** which appear in unoccupied spaces within 10 feet of you. As an Action, you gain the following features, which last for 1 minute:

- ◆ The *Fire Elementals* are friendly to you and your companions and are tethered to you by a strand of flaming energy, preventing them from moving more than 30 feet from you in any direction. An elemental is destroyed if it ever gets more than 30 feet from you.
- ◆ In combat, the *Fire Elementals* share your initiative count, but take its turn immediately after yours. They can move and use their Reaction on its own, but the only Action it takes on its turn is the **Dodge** action, unless you take a Bonus Action on your turn to command it to take another Action
- ◆ They use your proficiency bonus and gain a bonus to AC equal to (your Charisma modifier).
- ◆ When you or a friendly creature within 10 feet of you would be hit by an attack, you can use your Reaction to interpose one of the *Fire Elementals* between the attacker and their target, causing that attack to automatically hit the elemental instead, regardless of its AC.
- ◆ Once you use this feature, you can't do so again until you finish a short rest.

PATH OF THE WRESTLER

SUBCLASS

Barbarian at 3rd level, a barbarian gains the Primal Path feature. Here is a playtest option for that feature: the Path of The Wrestler.

Focusing on perfecting their bodies through various acrobatic fighting styles, fighters who choose to follow the path of the Wrestler do so with an unmatched fanaticism, augmenting their attacks by sheer muscle mass and bolstering their ally's resolve with their rippling swoleness. As a wrestler, you might have honed your abilities through years of underground pit fights, trained under the watchful eye of a famous instructor, or refined your skills through performative bouts in crowd-laden arenas.



MASTER PUMMELER

3rd-level Wrestler Feature

You gain proficiency in the Athletics skill, and your proficiency bonus is doubled for any checks made with it.

In addition, your **Unarmed Strikes** deal damage equal to **(1d4 + your Strength modifier)**, and when you hit a creature with an unarmed strike or shove them, you can attempt to **grapple** that target as part of the same attack. If you succeed, you can make one unarmed strike against the grappled target as a Bonus Action if you succeed.

The damage of your unarmed strikes increases as you gain levels in this class, increasing to **(1d6)** at **7th** level, and **(1d8)** at **15th** level.

SHOWTIME

6th-level Wrestler Feature

You develop two Showtime moves, Actions that are fueled by special dice called prizefighter dice.

Showtime Moves. You learn two Showtime moves of your choice. Showtime moves are special actions you can use to bolster your allies or hinder and damage your opponents. You learn one additional Showtime of your choice at **12th** and **17th** level. Each time you gain a level in this class, you can also replace one Showtime you know with a different one.

Prizefighter Dice. You have two prizefighter dice, which are **d6s**. A prizefighter die is expended when you use it. You regain all of your expended prizefighter dice when you finish a short or long rest. You gain another prizefighter die at **12th** level, and one more at **17th** level.

The saving throw DC for this feature equals to **(8 + your proficiency bonus + Strength** or **Charisma modifier**, your choice).

Showtime Moves:

◆ **War Cry.** Your ability to entertain the masses while you lay the smackdown on your opponents bolsters your ally's resolve in combat.

After grappling or knocking an opponent prone, you can spend 1 prizefighter die to let out a powerful war cry. Allies within 30 feet who witness and hear you gain temporary hit points equal to **(the number rolled on your prizefighter die + your Charisma modifier)**.

◆ **Hammer Toss.** You can use an Action and expend 1 prizefighter die to spin and unleash a grappled foe into the air, sending them hurtling through the battlefield like a living projectile. The target must make a **Strength saving throw** or be tossed up to 20 feet in a direction of your choosing, landing prone and taking bludgeoning damage equal to **(your unarmed strike damage + 3d6)**.

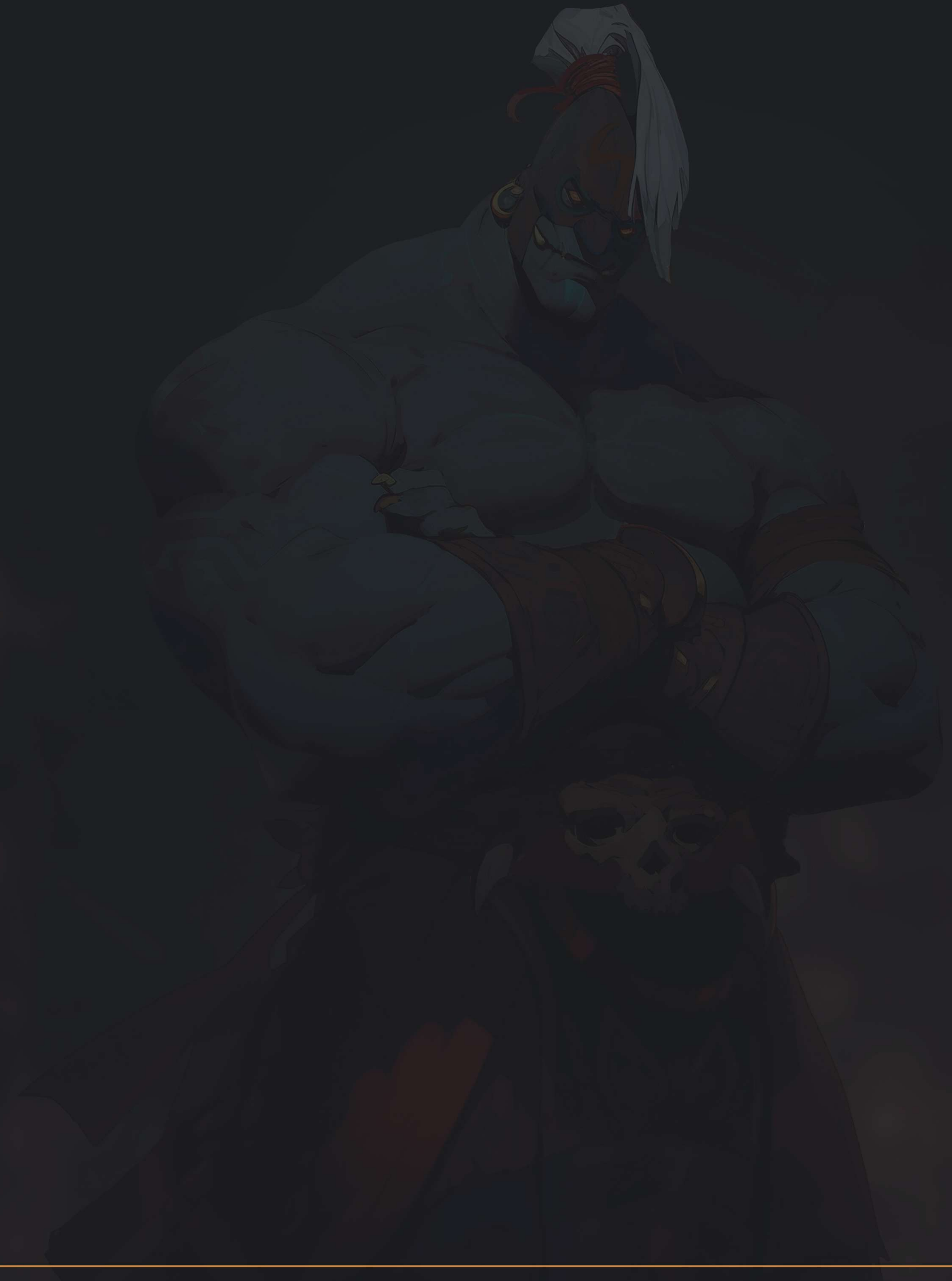
If the tossed creature would strike a creature, that creature must make a **Dexterity saving throw** or take half of the damage.

◆ **Elbow Drop.** You can use a Bonus Action and expend 1 prizefighter die to leap up to 20 feet towards a target you can see and slam into them with a bone-hardened elbow. Make an unarmed strike against the target, rolling your prizefighter die and adding the number rolled to the total. On a hit, the target takes the attack's normal damage, and must make a strength saving throw or be knocked prone if it is Large or smaller.

◆ **Body Slam.** You can use an Action and expend 1 prizefighter die to slam your body into the ground and produce a rippling shockwave, which radiates out from you in a 15-foot radius sphere. Creatures in the shockwave's area must make a **Strength saving throw**, taking damage equal to **(your proficiency bonus + Strength modifier + number rolled on your prizefighter die)**.

On a failed save, or half as much on a successful one. Large or smaller creatures that fail this saving throw by 5 or more are also knocked prone.

◆ **Suplex.** When you grapple a creature, you can use a Bonus Action and expend 1 prizefighter die to force that target to make a **Strength saving throw**. On a failure, you hoists the grappled target into the air and slams them into the ground in an unoccupied space within 5 feet of you. The target lands prone and takes bludgeoning damage equal to **(5d6 + your Strength modifier)**.



RIVE INFUSED

SUBCLASS

At 1st level, a sorcerer gains the Sorcerous Origin feature. Here is a playtest option for that feature: the Rive Infused.

When a sorcerer embraces the Rive Infused origin, they unlock the profound ability to manipulate the very essence of space. This unique sorcery empowers them to create portals, bending the fabric of reality and traversing the boundaries of the world.

The power of Rive Infused sorcery is granted through an ancient pact with A'nexodus, the Primordial Rive, an otherworldly entity. In exchange for their service in protecting the realms between worlds, A'nexodus bestows the gift of space manipulation. Rive-infused sorcerers use these abilities to explore, uncover hidden knowledge, and serve as guardians of the cosmic order. They embark on quests that challenge the boundaries of the known.



PORTAL

1st-level Rive Infused Feature

You gain the ability to create a pair of portals, enabling you to manipulate space itself. As an Action, you can choose two unoccupied spaces within 60 feet of you that you can see, creating a set of linked portals.

- ◆ When looking through a portal you can perceive things as if looking through the linked portal.
- ◆ When adjacent to a portal, you can calculate your range for spells and attacks as if originating from the linked portal.
- ◆ You can perform simple tasks through the portal, such as retrieving or stealing an object from the other side.
- ◆ You and allied creatures within 5 feet of a portal can spend an Action to enter the portal, emerging within 5 feet of the linked portal.
- ◆ The portal is only big enough for a medium-sized creature or object. Portals cannot be used to connect to any other portals for the duration.
- ◆ When a creature chooses to launch a projectile into the portal, you can use your Reaction to make it emerge on the other side of the portal.
- ◆ The portals last for **24** hours. If the portals are unoccupied, you can close them early as a free Action.

This feature can only be used once per long rest. You gain additional use of this ability at **6th** and **14th** level.

IMPROVED PORTAL

6th-level Rive Infused Feature

You gain a deeper connection to the fabrics of reality and how to manipulate it.

- ◆ When creating portals you can now choose two unoccupied spaces within 120 feet of you.
- ◆ Additionally, the size limit for creatures and objects to move through your portals increases to large.

LEVITATION

6th-level Rive Infused Feature

As you ascend, you’ve learned how to contort space around you, allowing you to propel yourself forward.

You can spend a **Sorcery Point** to gain a flight speed equal to 40 feet for 1 minute. If you take damage while flying, you must make a **Concentration check** or fall 30 feet.

At **10th** level this duration increases to 10 minutes.

At **14th** level this duration increases to 1 hour.

COLLAPSING REALITY

14th-level Rive Infused Feature

You can use an Action to cause all of your **Portals** to collapse in a violent explosion. All creatures within 5 feet of your *Portals* must make a **Charisma saving throw** or suffer one of the following effects determined by rolling a **d6** for each portal:

1	The creature is teleported 20 feet in a direction of your choice.
2	The creature disappears from the world, reappearing at the end of its next turn.
3	The creature suffers the effects of the Slow spell for 1 minute. The creature can make a Charisma saving throw at the end of its turn to end this effect.
4	The creature takes 8d6 force damage .
5	The creature takes 4d10 bludgeoning damage and is pushed 30 feet away from the portal.
6	Choose one effect above and roll again.

RIVE MASTER

18th-level Rive Infused Feature

As the Rive Master, you have reached the pinnacle of your portal manipulation abilities. Allowing for swift travel, strategic maneuvers and rip open gateways to other realms.

- ◆ Your portals now last indefinitely or until your hit points are reduced to **0**.
- ◆ When creating portals you can now choose two unoccupied spaces you can see.
- ◆ The size limit for creatures and objects to move through your portals increases to gargantuan.
- ◆ You can also designate a location for your portal across planes, as per the **Plane Shift** Spell.

WAY OF THE WEAVING STRINGS

SUBCLASS

At 3rd level, a Monk commits themselves to a monastic tradition. Here is a playtest option for that feature: the Way of the Weaving Strings.

In the hidden enclave of the Monastery of Marionettes, the Way of the Weaving Strings was forged by Monks seeking a path for silent assassinations. Drawing inspiration from the worlds of puppetry and stealth, they mastered the art of string manipulation. With their lithe movements and crafty tactics, they dance through combat, orchestrating battles with an extraordinary blend of grace, precision, and silence.

Through the delicate weaving of threads, these Monks command the realms of combat and covert operations, ensnaring their adversaries in a web of control, surprise, and perilous poisons. By mimicking a spider, they can gracefully move themselves or their surroundings with precision, allowing them to control the battlefield with silent elegance and deadly intent. Their way of fighting transcends mere combat, making them elusive adversaries who can vanish from sight at will. These Monks are not just puppeteers; they are assassins who weave shadows around them as effortlessly as pulling strings, striking their targets with lethal grace and deception.



IRON MASTER SPELLS

3rd-level Iron Master Feature

You learn an additional spell when you reach certain levels in this class, as shown in the Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Spells Table

3rd	Catapult, Thunder Wave
5th	Aganazzar's Scorcher, Pyrotechnics
9th	Blinding Smite, Tidal Wave
13th	Control Water, Storm Sphere
17th	Animate Objects, Maelstrom

PRECISION WEAVING

3rd-level Way of the Weaving Strings Feature

Your martial skill centers on string manipulation, focusing on precise movements and the art of concealment.

At 3rd level, you gain proficiency in the **Sleight of Hand** skill if you don't already have it.

PUPPET MASTER

3rd-level Way of the Weaving Strings Feature

By spinning your silken strings you can move with unnatural grace, entangle your foes and move them around the battlefield like puppets. You gain the following additional Ki features.

- ◆ **Binding Strings (1 Ki Point).** When you hit a creature with an **Unarmed Attack** you can force it to make a **Strength saving throw**.

On a failed save the creature is **grappled** until the end of your next turn. The creature can break free early by using an action on its turn.

- ◆ **Puppet Strings (1 Ki Point).** When you hit a creature with an **Unarmed Attack** you can force it to make a **Strength saving throw**.

On a failed save, the creature is moved 10 feet in a direction of your choice. The space in which it ends its movement must be on a surface or in a liquid that can support the target without the target having to squeeze.

- ◆ **String Shot (1 Ki Point).** As a Bonus Action, you can target a point within 30 feet and pull yourself to that point. Attacks of Opportunity made against you during this movement are made with **Disadvantage**.

ALONG CAME THE SPIDER

6th-level Way of the Weaving Strings Feature

Mimicking the skills of the spider, you learn to stick to walls and move with unnatural grace. While conscious you are under the effects of the **Spider Climb** spell.

Additionally, you ignore movement restrictions caused by webbing.

ARACHNID EMPOWERMENT

11th-level Way of the Weaving Strings Feature

Your training has made you one with your arachnid allies, mimicking their mastery of webs and poisonous lethality. You gain the following additional ki features.

- ◆ **Cocoon (2 Ki Points).** When you hit a creature with an **Unarmed Attack** you can force it to make a **Strength saving throw**.

On a failed save the creature is **restrained** as long as it remains in the cocoon. The creature can use an Action to repeat the saving throw, breaking free on a success. If they take fire damage the cocoon burns away and they suffer an additional **10 fire damage**.

- ◆ **Dance of the Puppet Master (2 Ki Points).** When you hit a creature with an **Unarmed Attack** you can force it to make a **Strength saving throw**.

On a failed save the creature must use its Reaction to move up to 10 feet and make a melee or ranged attack against a creature of your choice within range.

- ◆ **Poison Strike (2 Ki Points).** When you hit a creature with an **Unarmed Attack** you deal an additional **(2d8) poison damage** and force the target to make a **Constitution saving throw**.

On a failed save the creature becomes **poisoned** for 1 minute. A creature poisoned this way can repeat the saving throw at the end of each of its turns.

TOXIC SILK EMBRACE

17th-level Way of the Weaving Strings Feature

When you hit a creature that is grappled or restrained by silken strings, you can expend **3 ki points** to drive a poisonous finger into the target creature, injecting a paralyzing toxin.

The creature must make a **Constitution saving throw** or become **Paralyzed** for 1 hour.

PRIMAL COMPANIONS

PRIMAL COMPANIONS

This section details new companions that can be crafted from the remains of the unique Champions (boss monsters) found in this book. The players can craft a new, smaller, cuter creature using any of the creature's components. While generally friendlier than their monstrous counterparts, these companions have unique, annoyingly adorable flaws.

CRAFTING COMPANIONS

To craft a companion, a player must invest their Primal Boon energy, one of the unique monster's components, and a drop of the player character's blood (see **page 46** for more information on Primal Boons). After 24 hours, the companion is crafted and immediately bonded to the character who crafted the companion, who has become a Primal Trainer.

During the companion's existence, the player cannot use their existing Primal Boon. Only upon the companion's demise will the Primal Boon energy be returned to the owner, allowing them to utilize it again for other purposes.

This section draws inspiration from the Tamer class and the craftable familiars in Heliana's Guide To Monster Hunting. It is designed to work independently or can serve as a supplement to those who own Heliana.

If a player chooses Heliana's Tamer class, we recommend disregarding the information and rules on how to play these Primal Companions. Instead, use only the Primal Companion's base stat block to create an additional Bespoke Companion per the Tamer class description found in Heliana.

Alternatively, you could only disregard Riveborne's 'Playing the Primal Companion' page in favor of the Tamer class explanations found in Heliana's Guide To Monster Hunting. The Primal Companion's level-specific developments will work in unison with the Tamer Class's Tamer Level.

PLAYING THE PRIMAL COMPANION

Primal Companions are mystical, dutiful companions both in and outside combat. They obey your commands and are friendly to you and your allies.

The following are guidelines for combat, as well as their stats and progression.

Combat

In combat, your Primal companion shares your initiative count, acting immediately after you. It can move and use its reaction independently, defaulting to the Dodge action on its turn. However, you can use a Bonus Action or Action on your turn to command it to take different Actions, which may be from its statistics or other available Actions, Bonus Actions, or object interactions.

Hit Points

Primal Companions calculate their maximum number of hit points by taking the average of its Hit Dice and adding its Constitution modifier (minimum of 0) once for each Hit Die.

- ◆ The Primal Companions use the same rules for recovering Hit Points as player characters do and the same rules for resting.
- ◆ Primal Companions make death-saving throws, die, and can be revived like any player character.
- ◆ A Primal companion that has been stabilized remains unconscious until it regains hit points or until it finishes a **Long Rest**.

Losing Companions

If a Primal companion dies, the primal energy stored within returns to the bonded player, allowing it to choose a new Primal Boon. If a creature component is still available, the player could choose the same boon and go through the crafting process again.

Primal Trainer

As you gain levels, your Primal Companion levels with you. You start with the stat block of the selected companion and calculate the bonuses based on your current character level.

- ◆ **Bonded.** Primal Companions utilize your proficiency bonus instead of their own, modifying their attack, saving throw, skill modifiers, and saving throw DCs.
- ◆ **Tamer Bonus.** Upon crafting and bonding a Primal Companion, you can immediately add 2 Hit Dice to its hit dice total.
- ◆ **Primal Potential.** At the **1st, 3rd, 5th, 9th, 13th, and 17th** level, **choose one** of the unique options listed next to each Primal Companion's stat block for which it meets the prerequisites and level.
- ◆ **Go For the Throat.** At the **2nd, 8th, and 18th** level, your Primal Companion gains a **+1** bonus to its attack and damage rolls.
- ◆ **Toughen Up.** At the **4th, 10th, and 16th** level, Primal Companions increase their total number of Hit Dice by **1**
- ◆ **Ability Boost.** At the **6th, 12th, and 20th** level, increase two of the Primal Companion's ability scores by **1**, or one ability score by **2**, to a maximum of **20**.



CHARCOAL

Tiny beast, Unaligned

Armor Class 14 (natural armor)

Hit Points 4 (1d4 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	6 (-2)	11 (+0)	13 (+1)

- ◆ **Skills** Perception +2
- ◆ **Damage Immunities** Acid
- ◆ **Senses** Darkvision 60 ft., passive Perception 12
- ◆ **Languages** Understands Common
- ◆ **Challenge** 1/8 (25 xp)
- ◆ **Proficiency Bonus** +2

TRAITS

Keen Senses. Charcoal has **Advantage** on **Wisdom (Perception) checks** that rely on hearing or smell.

Flame Body. Charcoal's body emits a soft, glowing light, illuminating the surrounding area in a **30-foot radius**. This allows Charcoal to serve as a light source in darkness. Additionally, its flame-infused body does not cause harm to those it considers friendly. However, any unfriendly creature that comes into direct physical contact with Charcoal takes **radiant damage** equal to **(1d4 + proficiency bonus)**.

Wagging. Charcoal exhibits an involuntary reaction of wagging its flaming tail when it feels excited, receives treats, or is complimented. While this display is a sign of its happiness and contentment, Charcoal's lack of control in these moments can lead to accidental fires, as its flaming tail may ignite flammable materials nearby.

ACTIONS

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

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

Charcoal is a tiny, loyal beast with a knightly spirit, exuding a gentle warmth and protective nature. Cloaked in blue flames that harm only its foes, Charcoal is both a beacon in the darkness and a fiery shield for its allies. With a wagging flaming tail expressing its joy and a fierce determination to guard those it holds dear, Charcoal embodies the heart of a true friend and the soul of a valiant protector.

CHARCOAL’S TRAINING OPTIONS

- ◆ **Creature component.**
Any part of Sir Rainer.
- ◆ **Save.**
The saving throw DC for Charcoal's skills and abilities equals **(8 + Proficiency Bonus + Constitution modifier)**.

1st LEVEL

- ◆ **Growth I.**
Prerequisite: become a companion.
Charcoal's size increases to Small, and its Hit Die size increases to a **d6** (its hit point maximum consequently increases). The damage die of its Bite and Claw attack increases to a **d8**.

3rd LEVEL

- ◆ **Armored Soldier I.**
Charcoal dons a nice suit of armor and gains a **+2** bonus to its AC while it isn't wearing any other armor.

- ◆ **Speedster.**
Charcoal's speed increases by **20 feet**.

5th LEVEL

- ◆ **Growth II.**
Prerequisite: Growth I.
Charcoal's size increases to Medium, and its Hit Die size increases to a **d8** (its hit point maximum consequently increases). The damage die of its Bite and Claw attack increases from a **d8** to a **d10**.

- ◆ **Protective Flames I.**
As a Reaction, Charcoal can impose **Disadvantage** on the attack roll of one creature it can see that is within **5 feet** of it, provided the attack roll is against a creature other than Charcoal.

PRIMAL POTENTIAL

1	Growth I	
3	Speedster	Armored Soldier
5	Growth II	Protective Flames I
9	Scorched Leap	Shielded Soldier
13	Growth III	Protective Flames II
17	True Friend	

9th LEVEL

- ◆ **Armored Soldier II.**
Prerequisite: Armored Soldier I.
Charcoal's suit of armor improves and gains an additional **+2** bonus to its AC.

- ◆ **Scorched Leap.**
As an Action, Charcoal leaps through the air, covering a distance of up to **20 feet**. Upon landing, it can make a single melee attack as part of this action, adding **5 (1d8) radiant damage** on hit.

13th LEVEL

- ◆ **Growth III.**
Prerequisite: Growth II.
Charcoal's size increases to Large, and its Hit Die size increases to a **d10** (its hit point maximum consequently increases). The damage die of its Bite attack increases from a **d10** to a **2d6**.

- ◆ **Protective Flames II.**
Prerequisite: Protective Flames I.
In addition to Protective Flames I's **Disadvantage** on the attacker's attack roll, the attacking creature takes **radiant damage** equal to **(1d8 + proficiency bonus)** on hit

17th LEVEL

- ◆ **True Friend.**
Charcoal demonstrates its loyalty through a protective instinct.

As a Reaction, when a bonded ally or a friendly creature within **20 feet** is attacked, Charcoal can swiftly leap to its defense, interposing itself between the attacker and the ally. Charcoal takes the attack in their stead.

If Charcoal takes melee damage through this, the attacker may also suffer **radiant damage** due to Charcoal's Flame Body trait. After intervening, Charcoal positions itself adjacent to the protected creature.



CHIPPER

Tiny Construct, Unaligned

Armor Class 14 (natural armor)
Hit Points 4 (1d4 + 1)
Speed 25 ft.

<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
7 (-2)	14 (+2)	12 (+1)	9 (-1)	11 (+1)	13 (+1)

- ◆ **Damage Immunities** Poison, Psychic
- ◆ **Senses** Darkvision 60 ft.
- ◆ **Languages** Understands Common
- ◆ **Challenge** 1/8 (25 xp)
- ◆ **Proficiency Bonus** +2

Chipper is a small and lively robot that makes for a great, albeit handful, companion. It has a body-engineered mechanical gun, throat-storing cannonballs, and sensors ready for more flavorful sweets. Chipper’s obsession with sugar has often caused his circuits to sweeten up, giving this ball of energy some much-not-needed extra. All in all, with Chipper, not a day can be considered dull. After all, Chipper prefers all that is shiny. Much like itself.

TRAITS

Primal-Fueled Gun. During the crafting process, a gun is attached to Chipper (possibly replacing a limb).

The gun produces its own ammunition, automatically creating one piece of magic ammunition when Chipper makes a ranged attack with it. The ammunition the weapon creates vanishes immediately after it hits or misses a target.

Aqua-Mechanism. Due to how its body is built, Chipper can move and attack in aquatic environments as if on land.

All-The-Things. Chipper has an odd fascination with anything shiny, reminiscent of a pirate’s love for treasure. Chipper often collects small, shiny items, storing them in hidden compartments within its body. Occasionally, Chipper might present these trinkets to its allies as gifts or use them to distract enemies.

ACTIONS

Gun-Attachment. Ranged Weapon Attack: **+4** to hit, range **20/60 ft.**, one target. Hit: **5 (1d4 + 2) piercing damage**.

CHIPPER’S TRAINING OPTIONS

- ◆ **Creature component.**
Any part of The Sharkinator.
- ◆ **Save.**
The saving throw DC for Chipper’s skills and abilities equals **(8 + Proficiency Bonus + Constitution modifier)**.

1st LEVEL

- ◆ **Growth I.**
Prerequisite: become a companion.
Chipper’s size increases to Small, and its Hit Die size increases to a d6 (its hit point maximum consequently increases by 1 for each of its Hit Dice). The damage die of its Gun-Attachment attack increases to a d6.

3rd LEVEL

- ◆ **Hyperactive Fuel.**
As a Bonus Action, Chipper can consume any sugary treats on its person.

For **1 minute** after, Chipper can take an additional Bonus Action on each of its turns in combat. This additional Bonus Action can only be Dash, Disengage, or Hide.

5th LEVEL

- ◆ **Cannon Blast I.**
As an Action, Chipper can open its mouth wide and shoot a cannonball.

All creatures in a 60-foot, 5-foot wide line need to make a Dexterity saving throw, taking **17 (5d6) bludgeoning damage** on a failed save, or half as much damage on a successful one.

After Chipper has used this Action, it can’t do so again until it finishes a Short Rest.

When Chipper reaches the 9th level, the damage of this action increases to **24 (7d6)**.
- ◆ **Specialized Systems.**
Chipper gains proficiency in two skills of your choice.

PRIMAL POTENTIAL

1	Growth I	
3	Hyperactive Fuel	
5	Cannon Blast I	Specialized Systems
9	Growth II	Weak Stomach
13	Cannon Blast II	Specialized Systems DX
17	Sea Shanty	

9th LEVEL

- ◆ **Growth II.**
Prerequisite: Growth I.
Chipper’s size increases to Medium, and its Hit Die size increases to a **d8** (its hit point maximum consequently increases). The damage die of its Gun-Attachment attack increases from a **d6** to a **d8**.
- ◆ **Weak Stomach.**
When a creature successfully hits Chipper with an attack, Chipper can use its Reaction to burp or discharge fuel. This causes Chipper to move up to **10 feet** from its current position without provoking attacks of opportunity.

13th LEVEL

- ◆ **Cannon Blast II.**
Prerequisite: Cannon Blast I.
The damage of Chipper’s Cannon Blast Action increases to **31 (9d6)**, and the line increases to **120 feet**.

Chipper gains a **+1** bonus to the save **DC** of this Action.

When Chipper reaches the 17th level, the damage of this Action increases to **42 (12d6)**.
- ◆ **Specialized Systems DX.**
Chipper gains proficiency in one more skill of your choice and expertise in one of the skills chosen with Specialized Systems.

17th LEVEL

- ◆ **Sea Shanty.**
Chipper starts a magic-infused shanty to bolster its allies in combat.

For **1 minute**, each ally that starts its turn within **30 feet** of Chipper gains **10** temporary hit points and increases its total movement speed by **15 feet**.



EXO

Tiny dragon, Unaligned

Armor Class 14 (natural armor)
Hit Points 5 (1d4 + 2)
Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	4 (-3)	10 (+0)	10 (+0)

- ◆ **Skills** Perception +2
- ◆ **Damage Immunities** Acid
- ◆ **Senses** Darkvision 60 ft., passive Perception 12
- ◆ **Languages** Understands Common
- ◆ **Challenge** 1/8 (25 xp)
- ◆ **Proficiency Bonus** +2

Tiny rift dragon Exo possesses a curious mind and a proud spirit. It often shows a playful mastery over gravity and portals, yet its noble dragon lineage sometimes leads it to act haughtily, especially when it feels its talents are underappreciated. Inherently adventurous, Exo is as unpredictable as the portals it weaves.

TRAITS

Gravity-Defying. Exo can effortlessly levitate in mid-air, bypassing obstacles and Difficult Terrain. In mid-air, Exo has **Advantage** on **Dexterity** (Acrobatics) checks and saving throws, enabling extraordinary aerial maneuvers.

Little Dragon’s Pride. Due to its dragon heritage, Exo occasionally exhibits a streak of arrogance. It may refuse or act haughtily before complying when asked to perform tasks it deems unworthy of its noble dragon lineage.

Portal Weaver (small). Exo can use its Action to create a portal. Designate two unoccupied spaces within **20 feet** to place each gateway.

Anything passing through one end of the portal instantly emerges from the other end. The portal can accommodate creatures and objects up to size Small and lasts until the start of Exo's next turn.

ACTIONS

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

EXO’S TRAINING OPTIONS

- ◆ **Creature component.**
Any part of A’Nexodus.
- ◆ **Save.**
The saving throw DC for Exo's skills and abilities equals **(8 + Proficiency Bonus + Constitution modifier)**.

1st LEVEL

- ◆ **Growth I.**
Prerequisite: become a companion.
Exo's size increases to Small, and its Hit Die size increases to a **d6** (its hit point maximum consequently increases). The damage die of its Bite attack increases to a **d8**.

3rd LEVEL

- ◆ **Warp Strike I.**
When Exo makes a Bite attack, it can target any creature within **15 feet** of a portal it created.
- ◆ **Portal Mastery I.**
When placing portals with Portal Weaver, Exo can now place them up to **30 feet** away. The maximum object or creature size that can pass through is increased to Medium.

5th LEVEL

- ◆ **Growth II.**
Prerequisite: Growth I.
Exo's size increases to Medium, and its Hit Die size increases to a **d8** (its hit point maximum consequently increases). The damage die of its Bite attack increases from a **d8** to a **d10**.
- ◆ **Breath Weapon I.**
As an Action, Exo exhales a powerful breath attack in a **15-foot cone**. Each creature in an area must make a **Dexterity** saving throw, taking **17 (5d6) Force damage** on a failed save, or half as much damage on a successful one.

Once you use this feature, you can't do so again until you finish a Short Rest.

When Exo reaches the 9th level, this Action's damage increases to **24 (7d6)**.

PRIMAL POTENTIAL

1	Growth I	
3	Warp Strike I	Portal Mastery I
5	Growth II	Breath Weapon I
9	Warp Strike II	Portal Mastery II
13	Growth III	Breath Weapon II
17	Portal Explosion	

9th LEVEL

- ◆ **Warp Strike II.**
Prerequisite: Warp Strike I.
Exo can use a portal as an origin point for its Breath Weapon Action.
- ◆ **Portal Mastery II.**
Prerequisite: Portal Mastery I.
The maximum size of an object or creature that can pass through is increased to Large. In addition, Exo can freely allow or deny access to any creatures that want to go through the portal with a thought.

13th LEVEL

- ◆ **Growth III.**
Prerequisite: Growth II.
Exo's size increases to Large, and its Hit Die size increases to a **d10** (its hit point maximum consequently increases). The damage die of its Bite attack increases from a **d10** to a **2d6**.
- ◆ **Breath Weapon II.**
Prerequisite: Breath Weapon I.
The damage of the Breath Weapon Action increases to **31 (9d6)**, and the area of the cone increases to 30 feet. Exo gains a **+1** bonus to the save **DC** of this action. When Exo reaches the 17th level, the Breath Weapon's damage increases to **42 (12d6)**.

17th LEVEL

- ◆ **Portal Explosion.**
Exo can channel its energy to cause an explosive rive, causing a portal to turn unstable and explode. As an Action, Exo selects portal(s) (created through Portal Weaver) within sight. The portal(s) explode in a burst of force energy within a **20-foot radius**. All creatures in the area must make a **Dexterity** saving throw or take **36(8d8) force damage** and be pushed **20 feet** away from the explosion's origin. On a successful save, the creature takes half the damage and remains in place. After Exo has used this Action, it can't do so again until it finishes a **Long Rest**.



FURBLADE

Tiny Monstrosity, Unaligned

Armor Class 13 (natural armor)
Hit Points 4 (1d4 + 1)
Speed 25 ft.

<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
11 (+0)	14 (+2)	13 (+1)	12 (+1)	13 (+1)	14 (+2)

- ◆ **Skills** Acrobatics +4, Deception +4
- ◆ **Damage Immunities** Acid
- ◆ **Senses** Darkvision 60 ft.
- ◆ **Languages** Understands Common
- ◆ **Challenge** 1/8 (25 xp)
- ◆ **Proficiency Bonus** +2

A mischievous and agile tiny monstrosity, this one. It combines a feline's cunning with a skilled swordsman's elegance. Its personality is a charming blend of playful trickery and swift grace. Quick to adapt and always ready for a challenge, Furblade's loyalty to its companion is as unwavering as its need for companionship... although it may sometimes hide that fact.

TRAITS

Soft Paws. Furblade is proficient with the Scimitar and Shortsword. The use of these weapons is reflected in the **Sword** attack action.

Nine Lives. Once per **Long Rest**, when Furblade's hit points are reduced to **0** hit points but not killed outright, Furblade's hit points drop to **1** hit point instead.

Hairball Havoc. Once per **Long Rest**, Furblade can use an Action to cough up a magical hairball at a target within **10 feet**. The target must succeed on a **Dexterity** saving throw or be **restrained** by the sticky hairball until the end of its turn.

ACTIONS

Sword. Melee weapon attack: **+4** to hit, reach **5 ft.**, one target. Hit **5 (1d6 + 2) slashing damage**.

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

FURBLADE'S TRAINING OPTIONS

- ◆ **Creature component.**
Any part of Raya Asghar.
- ◆ **Save.**
The saving throw DC for Furblade's skills and abilities equals **(8 + Proficiency Bonus + Constitution modifier)**.

1st LEVEL

- ◆ **Shadow-Weaving.**
Prerequisite: become a companion.
As a Bonus Action, Furblade can manifest a shadow of itself in an unoccupied space it can see within **30 feet**. Once per turn, Furblade can use a Bonus Action to switch places with the shadow. The shadow lasts for **1** minute.

After Furblade has used this Action, it can't do so again until it finishes a **Short Rest**.

3rd LEVEL

- ◆ **Growth I.**
Furblade's size increases to Small, and its Hit Die size increases to a **d6** (its hit point maximum consequently increases). The damage die of its Sword attack increases to a **d8**.
- ◆ **Charming Display.**
As an Action, Furblade can perform an enchanting (and maybe cute) show of prowess with his sword. Choose one creature within 30 feet who can see its display. The creature must succeed on a **Charisma** saving throw or become **charmed** by Furblade and its bonded ally until the end of Furblade's next turn.

After Furblade has used this Action, it can't do so again until it finishes a **Short Rest**.

5th LEVEL

- ◆ **Rakish Resilience.**
Furblade gains a bonus to its AC equal to its **Charisma** modifier while not wearing armor.
- ◆ **Limited Antimagic.** Furblade can't be affected or detected by 1st-level or lower spells unless it wishes to be. When Furblade reaches the 9th, 13th, and 17th level, the spell level against which Furblade can't be affected or detected increases to the 2nd, 3rd, and 5th level, respectively.

PRIMAL POTENTIAL

1	Shadow Weaving	
3	Growth I	Charming Display
5	Rakish Resilience	Limited Antimagic
9	Growth II	Dazzling Display
13	Air Bolt Barrage	
17	Growth III	Shadow Synchrony

9th LEVEL

- ◆ **Growth II.**
Prerequisite: Growth I.
Furblade's size increases to Medium, and its Hit Die size increases to a **d8** (its hit point maximum consequently increases). The damage die of its Sword attack increases from a **d8** to a **d10**.
- ◆ **Dazzling Display.**
Prerequisite: Charming Display.
As an Action, Furblade can show off its bewildering agility and prowess with his sword. Choose one creature within **30 feet** who can see its display. It must succeed on a **Wisdom** saving throw or become **frightened** by Furblade and its bonded ally until the end of Furblade's next turn. After Furblade has used this Action, it can't do so again until it finishes a **Short Rest**.

13th LEVEL

- ◆ **Air Bolt Barrage.**
As an Action, Furblade can swing his blade forcefully, creating strong bursts of wind. Make three ranged attack rolls using your weapon's regular attack bonus. On a hit, the target takes damage equal to **2d8 + Proficiency Bonus** and is pushed back **5 feet**. After Furblade has used this Action, it can't do so again until it finishes a **Long Rest**.

17th LEVEL

- ◆ **Growth III.**
Prerequisite: Growth II.
Furblade's size increases to Large, and its Hit Die size increases to a **d10** (its hit point maximum consequently increases). The damage die of its Sword attack increases from a **d10** to a **2d6**.
- ◆ **Shadow Synchrony.**
Prerequisite: Shadow-Weaving.
Once per turn, when Furblade takes the attack Action, the shadow created through Shadow-Weaving can mimic this Action against a target within its range.



TINY TITAN

Tiny Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 5 (1d4 + 2)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	4 (-3)	10 (+0)	10 (+0)

- ◆ **Skills** Athletics +4, Stealth +2
- ◆ **Damage Immunities** Acid
- ◆ **Senses** Darkvision 60 ft.
- ◆ **Languages** Understands Common
- ◆ **Challenge** 1/8 (25 xp)
- ◆ **Proficiency Bonus** +2

Tiny Titan displays both a toddler's innocence and a seasoned grappler's determination. Clumsy yet endearing, it enthusiastically applies its wrestling maneuvers in and out of combat, often mimicking famous wrestling poses. This combination of childlike wonder and wrestling obsession makes Tiny Titan a uniquely amusing and loyal companion.

TRAITS

Sticky Fingers. Creatures grappled by Tiny Titan have Disadvantage on ability checks made to escape its grapple.

Statue-Like. While Tiny Titan remains motionless, it is indistinguishable from an ordinary (albeit very muscular) statue. It may take on muscle-flexing poses when motionless.

Child-like. Reflecting its child-like intelligence, Tiny Titan might insist on doing things its way, such as trying to grapple objects or creatures significantly larger than itself or attempting to climb on things despite its clumsy nature.

ACTIONS

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

TINY TITAN'S TRAINING OPTIONS

- ◆ **Creature component.**
Any part of Giga Mimic.
- ◆ **Save.**
The saving throw DC for Tiny Titan's skills and abilities equals **(8 + Proficiency Bonus + Constitution modifier)**.

1st LEVEL

- ◆ **Growth I.**
Prerequisite: become a companion.
Tiny Titan's size increases to Small, and its Hit Die size increases to a **d6** (its hit point maximum consequently increases). The damage die of its Pseudopod attack increases to a **d8**.

3rd LEVEL

- ◆ **Suplex.**
While Tiny Titan is grappling a target and uses the attack Action, it can perform a Suplex instead of a regular attack.

Tiny Titan makes a Pseudopod attack. If it hits, the attack deals damage as normal, and Tiny Titan can move the target creature to an unoccupied square adjacent to itself.

- ◆ **Reposition.**
On a successful grapple check, Tiny Titan can drag itself and the target creature (doesn't cost an Action) **5 feet** in a direction of choice, provided Tiny Titan and the creature are adjacent at the end of this movement.

5th LEVEL

- ◆ **Growth II.**
Prerequisite: Growth I.
Tiny Titan's size increases to Medium, and its Hit Die size increases to a **d8** (its hit point maximum consequently increases). The damage die of its Pseudopod attack increases from a **d8** to a **d10**.

PRIMAL POTENTIAL

1	Growth I	
3	Suplex	Reposition
5	Growth II	
9	Thick Skin	Pin
13	Clothesline	Clinch Strike
17	Growth III	

9th LEVEL

- ◆ **Thick Skin.**
Tiny Titan gains a +2 bonus to its AC while not wearing armor.
- ◆ **Pin.**
Prerequisite: Suplex
While Tiny Titan is grappling a target and uses the attack Action, it can replace its attack with a Pin.

Make a Pseudopod attack. If it hits, the attack deals damage as normal, and the target has to make a Strength saving throw or be **restrained** until the grapple is released or until the start of Tiny Titan's next turn, whichever comes first.

After the Tiny Titan has used this Action, it can't do so again until it finishes a **Short Rest**.

13th LEVEL

- ◆ **Clothesline.**
If Tiny Titan moves at least **15 feet** in a straight line before taking the attack action and the first attack hits, the target has to make a **Strength** saving throw or be knocked **prone**.
- ◆ **Clinch Strike.**
Prerequisite: Reposition
When a creature escapes Tiny Titan's grapple, Tiny Titan can use its Reaction to make a Pseudopod attack.

17th LEVEL

- ◆ **Growth III.**
Prerequisite: Growth II.
Tiny Titan's size increases to Large, and its Hit Die size increases to a **d10** (its hit point maximum consequently increases). The damage from its Pseudopod attack increases from a **d10** to a **2d6**.

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