CREATURES

FROM URBAN DEPTHS TO FROZEN STEPPES

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Credits

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Foreword

Dear Reader,
Back when I was cutting my teeth as a game leader, my favorite bestiary was, for a long time, the starting point of the adventures I designed for my players every week. This cherished book of mine was chock full of mythological creatures, dragons, and assorted monsters from the heroic fantasy genre: medusa, doppelganger, golem, bulette, tarrasque, and many others, each the seed of a new story.

Twenty years later, Iris and I got to work on the **Fateforge** series, and we endeavored to make our bestiary a source of adventure ideas and inspiration for game leaders. Thus, we filled this book with countless plot hooks, in-game testimonies, legends, and tales.

When writing and illustrating this book, we were guided by another purpose: to reinvent the classics and to challenge stereotypes. As you will see, orcs and many other species are no longer evil by nature or by default. And slaughtering entire clans of goblins will not necessarily make the characters heroes. We have given the same care to the depiction of all humanoid species, their culture, and their lifestyle. Perhaps you will play as one of them, taking on the role of a kobold, a hobgoblin, or a bugbear.

We have also ensured that this book is convenient to navigate. It is split into major parts, each related to a specific theme: urban environment, mountainous region, polar landscape, etc. If your campaign has Eana as its setting, you will find plenty of useful information about these regions and their inhabitants. Creatures within a chapter are sorted by alphabetical order, but creatures within each subcategory (arcanists, soldiers, etc.) are sorted by Challenge Rating. The Table of Contents at the beginning of the book was designed to let you quickly find important references without more minor information getting in the way.

I hope that this book will provide material for many hours of gaming and will nurture your inspiration for years to come!

Nel

Modular System

Fateforge makes use of a modular system that lets each leader define the atmosphere they wish to create for their stories. In Adventurers and Grimoire, each of the symbols listed below indicates related optional rules, which the leader can choose to make use of within a given campaign.
Throughout this book, certain icons of the modular system also provide an idea of the general nature of a piece of text, and, in particular, of related adventure hooks. The purpose is to help the leader get their bearings and easily handpick the ingredients they wish to include in their creations.

Action

This icon indicates all the rules, magic items, and situations that offer epic options and emphasize the characters' feats and achievements.

Corruption

The Corruption icon shows spells and magic items whose use causes corruption, as described in Grimoire.

Dark

The optional rules, magic items, creatures, and situations indicated by this icon are all related to horror, madness, or corruption. These elements are conducive to playing in a dark fantasy atmosphere.

Gritty

This icon indicates all the rules, magic items, and situations synonymous with hardships, shortages, danger, cold, and vulnerability. Their use will make the adventurers' lives harder, far from the status of almighty heroes.

Intrigue

Optional rules bearing this icon focus on interactions between the characters, on schemes and plots between factions, and on anything that highlights the characters' aspirations and encourages role-playing.

Magic Lock

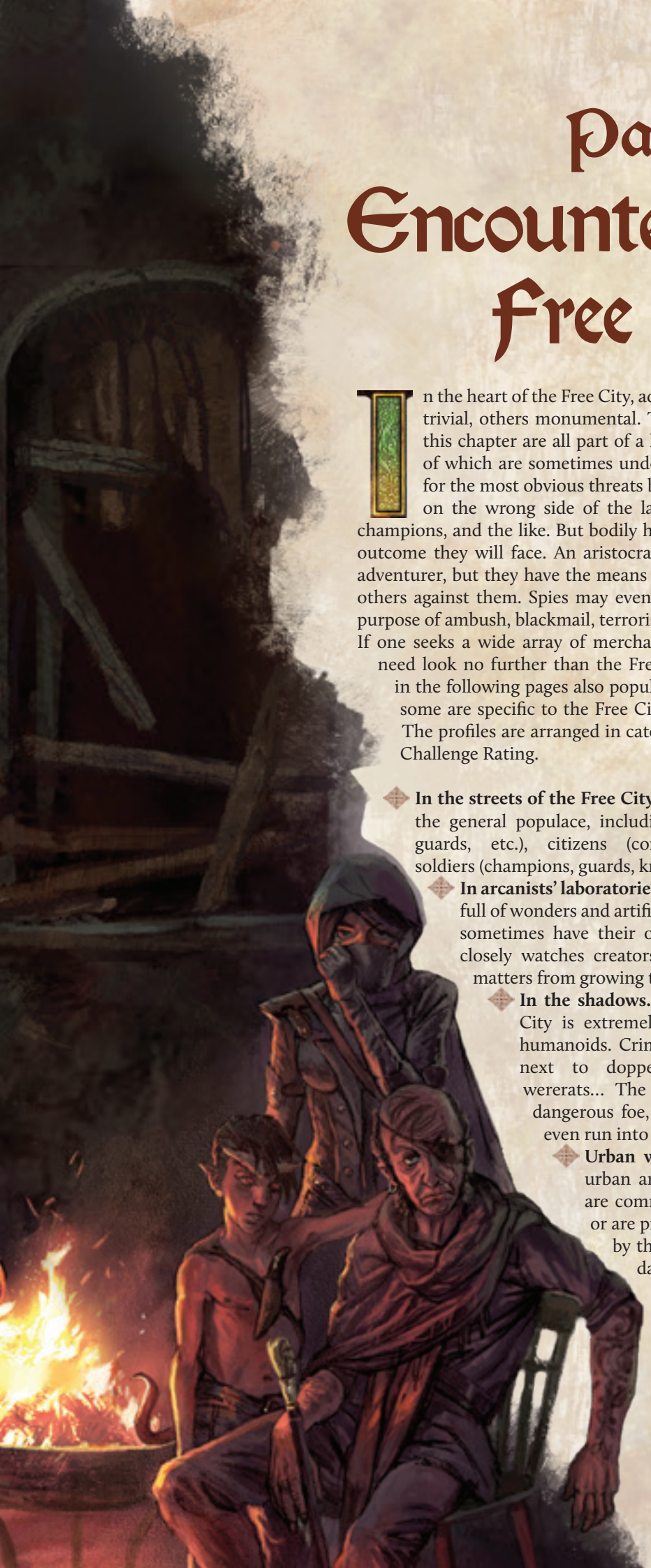
A creature associated with a Magic Lock requires large quantities of magical energy to thrive. The leader determines how prevalent the Magic Lock is in their campaign. The more restrictive the Magic Lock, the more down-to-earth the campaign.

Mystery

This icon designates rules, magic items, and situations associated with mysteries, supernatural elements, and anything related to secrets, revelations, and arcana.

Dragon

This icon is not part of the modular system proper. Instead, it indicates original creations tied to the setting of Eana. It is also used to highlight particularly important information that should not be skipped.



Part 1
Encounters in the Free City

In the heart of the Free City, adventurers have many encounters, some trivial, others monumental. The profiles and creatures described in this chapter are all part of a known and familiar world, the dangers of which are sometimes underestimated. Thugs and assassins make for the most obvious threats but, should adventurers find themselves on the wrong side of the law, they'll likely face guards, veterans, champions, and the like. But bodily harm is not the only (or even the worst) outcome they will face. An aristocrat or a bard is no match for a traveled adventurer, but they have the means to undermine their reputation and use others against them. Spies may even be used to gather intelligence for the purpose of ambush, blackmail, terrorist attacks, etc.

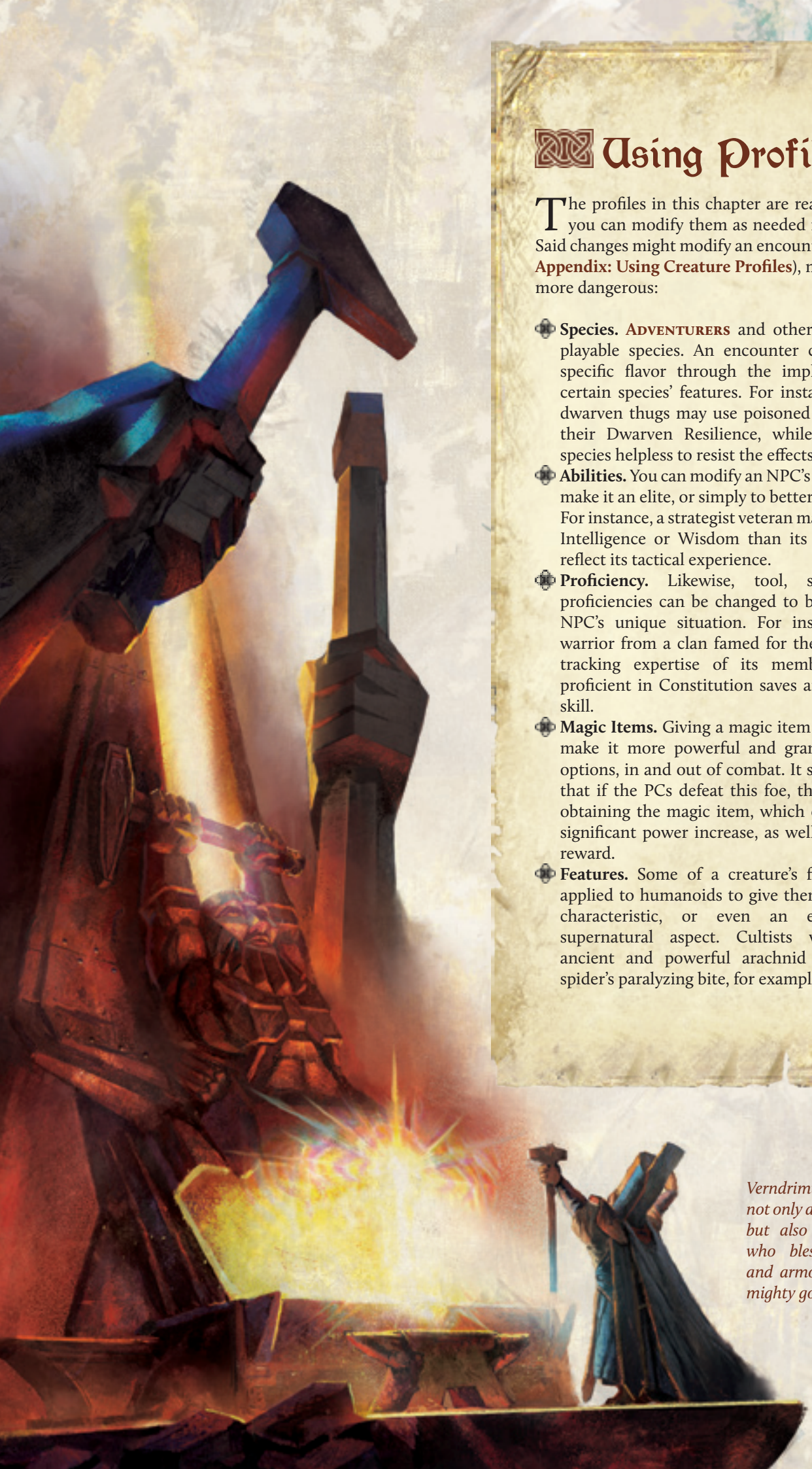
If one seeks a wide array of merchants, be they legitimate or covert, they need look no further than the Free City. Many of the creatures detailed in the following pages also populate the towns and villages of Eana, but some are specific to the Free City, like the dreaded A Thousand Faces. The profiles are arranged in categories, and sorted by growing order of Challenge Rating.

- **In the streets of the Free City.** Here, you will find archetypes that fit the general populace, including believers (acolytes, cultists, sacred guards, etc.), citizens (commoners, nobles, specialists), and soldiers (champions, guards, knights, veterans, etc.).
- **In arcanists' laboratories.** The Academy and Crystal districts are full of wonders and artificial creatures. Moreover, rich eccentrics sometimes have their own menagerie. The Augurate's Office closely watches creators and collectors, in hopes of keeping matters from growing too dangerous.
- **In the shadows.** The criminal underworld in the Free City is extremely active and isn't solely made up of humanoids. Criminals (assassins, spies, thugs, etc.) live next to doppelgangers, agate dragons, medusae, wererats... The one and only A Thousand Faces, a dangerous foe, also lives there, and adventurers may even run into their nemesis.
- **Urban wildlife.** Although the Free City is an urban and artificial environment, some beasts are common. Some of them provide assistance or are prized pets, such as the spellhounds used by the Augurate's Office; others are pests or dangerous enemies, such as giant rats spreading Gegaôr's rage.

Using Profiles

The profiles in this chapter are ready for use, but you can modify them as needed in several ways. Said changes might modify an encounter's CR (see the **Appendix: Using Creature Profiles**), making it less or more dangerous:

- **Species.** ADVENTURERS and other books present playable species. An encounter can be given a specific flavor through the implementation of certain species' features. For instance, a band of dwarven thugs may use poisoned gas, relying on their Dwarven Resilience, while leaving other species helpless to resist the effects.
- **Abilities.** You can modify an NPC's ability scores to make it an elite, or simply to better differentiate it. For instance, a strategist veteran may have a higher Intelligence or Wisdom than its base profile to reflect its tactical experience.
- **Proficiency.** Likewise, tool, skill, or save proficiencies can be changed to better reflect an NPC's unique situation. For instance, a tribal warrior from a clan famed for the resilience and tracking expertise of its members might be proficient in Constitution saves and the Survival skill.
- **Magic Items.** Giving a magic item to an NPC will make it more powerful and grant it additional options, in and out of combat. It should be noted that if the PCs defeat this foe, they may end up obtaining the magic item, which can represent a significant power increase, as well as a satisfying reward.
- **Features.** Some of a creature's features can be applied to humanoids to give them an additional characteristic, or even an exceptional or supernatural aspect. Cultists worshiping an ancient and powerful arachnid might have a spider's paralyzing bite, for example.



Verndrimund the High Smith is not only a chosen of Blacksmith, but also a master craftsman who blesses magic weapons and armor in the name of his mighty god.

In the Streets of the Free City

Believers

Believers worship gods or the mightiest of fiends. They can be members of public churches or hidden sects, but all acolytes and worshipers have one thing in common: service to a being they acknowledge as superior, whose values they fervently seek to spread.

On Eana, there may be several different churches for a single divinity. Those diverse religious traditions may each promote a different way to honor said divinity, or they may simply share different political views. More often than not, they are rivals.

Entering a cult means cutting off ties with one's past life, often as a result of an existential crisis: doubts, mourning, misguided ways, an inability to fit within society… By devoting their life to a superior entity and joining the ranks of its worshipers, the believer dedicates themselves to something more vast and powerful than them, thus giving new meaning to the adherent's existence. Oftentimes, such devotion supersedes every other aspect of its life, leading to blind faith. Seeing is believing, and a believer's faith is reinforced through concrete proof, evidence for the existence of that which it reveres: the display of magical powers by chosen ones, the presence of celestial or fiendish entities, miracles, etc.

Available Powers

The leader can decide that gods bestow powers on their believers on rare occasions, and only with good reason. On the other hand, demons and devils, always eager to tempt mortals with power, could be much more generous. If the leader wants to commit to this, thus depicting a darker world where evil prevails, they can use one or several of the following options:

- The list of cleric spells available to NPCs (mainly **acolytes** and **priests**) is more restricted and may be limited to one useful application in everyday life (e.g., *cure wounds*, *detect poison and disease*, *enhance ability*, *lesser restoration*, *light*, *mending*, *sending*, *tongues*).
- For an even more restrictive variant, consider making cleric spells available only to characters with cleric levels. In this case, acolytes and priests cannot cast spells.
- Conversely, consider allowing more individuals access to minor warlock features.

The leader should keep in mind that such modifications will strengthen or weaken the relevant NPCs. As a result of their altered capabilities, it may be necessary to increase or lower their challenge rating.

The Thoughts of Baldine the Guide

"The temples are a law unto themselves. That's the reason why thieves will sometimes go there: they're looking to give the Vigent the slip. If a guard were to stroll into a temple unannounced, the clergy would be up in arms! They need authorization, and that takes time.

In addition to the official temples, you'll find secret chapels, hucksters, heretics, warlocks, and cults with strange initiation rites. You can find them at random in the sewers or the underground galleries. They set up small places of worship, which you better not enter uninvited."

Cultist

This profile is for any zealot who acts for the greater glory of some evil overlord, demon prince, or hospodar. They can be spies amongst the clergy. In fact, some cultists are former acolytes who devoted themselves to Evil after losing their faith, following the motif of the fallen priest. However, this profile may also suit NPCs found among established religions, thus representing the fundamentalist fringe of the cult. Cultists lack ambition and are usually the devoted servants of a **cult fanatic** who shows them the way.

Cultist

Medium humanoid (any species), any non-good alignment
- **Armor Class** 12 (leather armor)
- **Hit Points** 9 (2d8) | **Wound Threshold** 4
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

- **Skills** Deception +3, Religion +2
- **Senses** passive Perception 10
- **Languages** any two languages (usually Common and a language that reflects its religious affiliation)
- **Challenge** 1/8 (25 XP)

Traits

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit*: 4 (1d6 + 1) slashing damage.

Oriana Mithralaxe is a builder dwarf from a minor clan, vassals of the Ironfield. Long unsatisfied with her fate, she had a veritable revelation when she discovered the radical faith of Tamerakh's Nihilians. Like them, she dreams of a world rid of corruption. Since she joined them, she has kept doing jobs for guilds and for the Steinbank, but first and foremost, she works toward the great liberating revolution to come.

Acolyte

Acolytes are junior members of an established clergy. Most of them work in hospices and assist their superiors during rituals. Acolytes' social roles can lead to them becoming proficient with the Insight and Persuasion skills, especially if they are preachers, missionaries, or ministers.

Acolyte

Medium humanoid (any species), any alignment

- **Armor Class** 10
- **Hit Points** 9 (2d8) | **Wound Threshold** 4
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

- **Skills** Medicine +4, Religion +2
- **Senses** passive Perception 12
- **Languages** any one language (usually Common)
- **Challenge** 1/4 (50 XP)

Traits

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (2 slots): *bless, command, sanctuary*

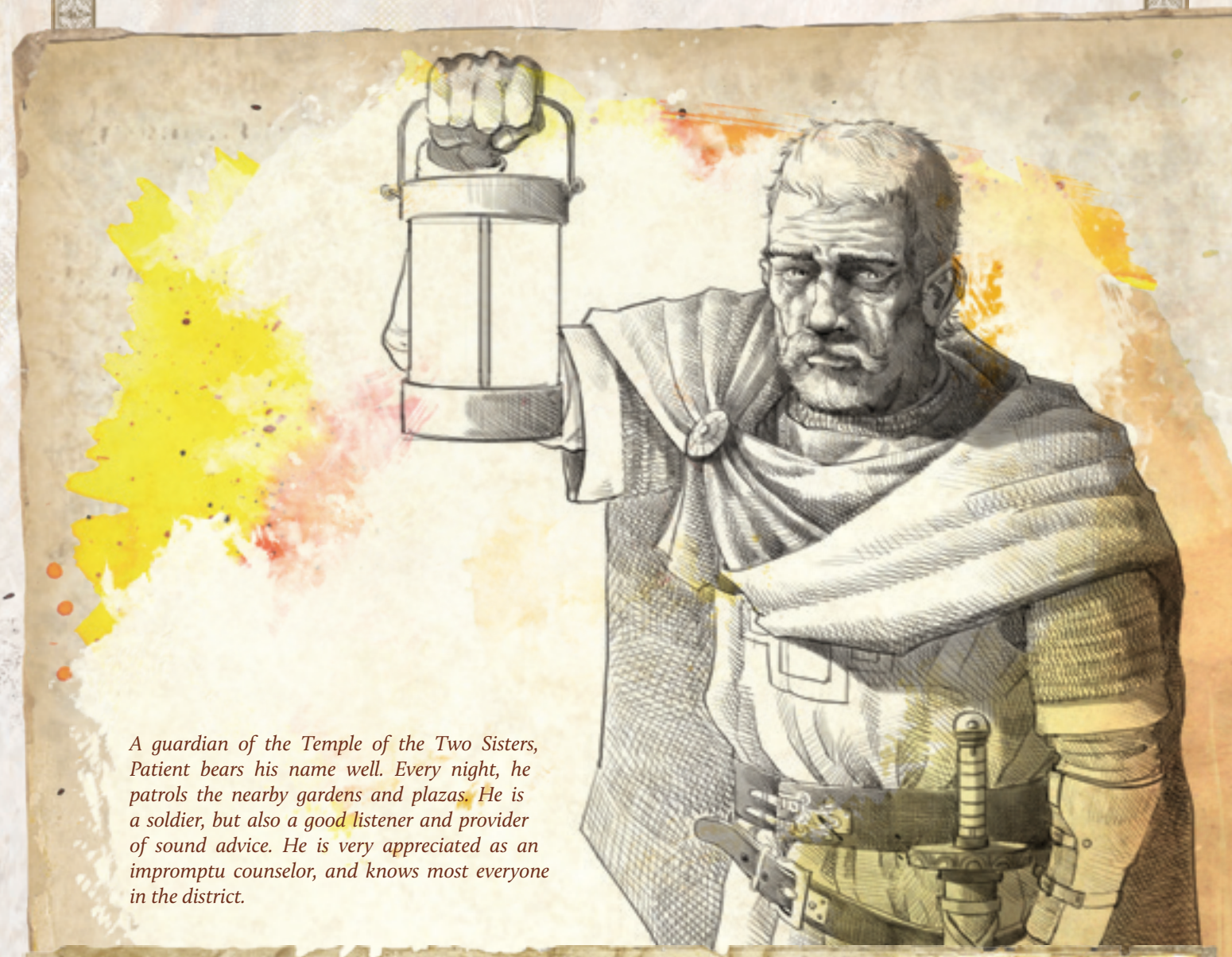
Actions

Club. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) bludgeoning damage.

A halfling of Myetea, Rosemary was introduced to Blacksmith when a paladin saved her life. She came to the Free City driven by the spirited faith of the newly converted, considering it her duty to do all she can to assist the Fate-chosen following her god.

Sacred Guard

Sacred guards are the sword arm of a church, acting as protectors, bodyguards, or inquisitors. Every member of a squad of sacred guards may be proficient in different but complementary skills (Athletics, Medicine, Perception, etc.) and spells (*bane*, *guiding bolt*, *shield of faith*, etc.). They can even be trained to wield various weapons (javelin, warhammer, etc.) as well as the shield. A squad of well-equipped and well-organized sacred guards can make a formidable company despite their low CR, especially with a **priest** leading them.



A guardian of the Temple of the Two Sisters, Patient bears his name well. Every night, he patrols the nearby gardens and plazas. He is a soldier, but also a good listener and provider of sound advice. He is very appreciated as an impromptu counselor, and knows most everyone in the district.

Sacred Guard

Medium humanoid (any species), any alignment

- **Armor Class** 13 (chain shirt)
- **Hit Points** 22 (4d8 + 4) | **Wound Threshold** 6
- **Speed** 30 ft.

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

- **Skills** Intimidation +2, Religion +2
- **Senses** passive Perception 12
- **Languages** any one language (usually Common)
- **Challenge** 1/2 (100 XP)

Traits

Spellcasting. The sacred guard is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The sacred guard has the following cleric spells prepared:

- Cantrips (at will): *sacred flame, spare the dying, warcry*
- 1st level (3 slots): *bless, fleeting aegis, healing word, shield of faith*

Actions

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

Cult Fanatic

Medium humanoid (any species), any non-good alignment
- **Armor Class** 13 (leather armor)
- **Hit Points** 33 (6d8 + 6) | **Wound Threshold** 9
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

- **Skills** Deception +4, Persuasion +4, Religion +2
- **Senses** passive Perception 11
- **Languages** any two languages (usually Common)
- **Challenge** 2 (450 XP)

Traits

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:
- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *command, inflict wounds, shield of faith*
- 2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit*:4 (1d4 + 2) piercing damage.

Variant: Warlock Fanatic

Armor of Shadows. The fanatic can cast *mage armor* on itself at will, without spending spell slots or material components.

Agonizing Blast. When the fanatic casts *eldritch blast*, it adds its Charisma modifier to the damage.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The fanatic has the following warlock spells prepared:
- Cantrips (at will): *eldritch blast, minor illusion, true strike*
- 2nd level (2 slots):, *charm person, illusory script, mirror image, spider climb, withering rebuke*

Mirulfe used to be a gravedigger in the Old Necropolis District. He was a devout man, praying to Death with humility and living an unassuming existence. Everything changed when he lost his daughter to city thugs. Since then, he sees himself as a cleanser: a man whose duty is to strike down the corrupt and criminal people that the Vigent lets run free. He doesn't care if his actions spark vendettas between thieves' guilds.

Cult Fanatic

This profile applies to any individual who is passionate, dogmatic, and unyielding. The cult fanatic holds unshakable certainties and devotes their life to carrying out a task. This task can be for the sole glory of their lord (whether god or fiend) or serve personal ambitions, some aspects of which may come into conflict with the great principles they preach to their flock. Cult fanatics can be leaders of sectarian religious offshoots, thinking that their god isn't worshiped as it deserves, and thus taking "necessary steps": slaying the infidels, terrorizing the faithful who are not zealous enough, or worse. Cult fanatics who worship fiends seek to demonstrate the weakness of deities and their indifference to the sufferings of mortals, arguing that the gifts evil lords bestow upon their believers are much more concrete than the promise of bliss in the hereafter.

The cult fanatic's equipment depends on the reach of their sect and the sway they hold over their community. If the faithful are generous, the cult fanatic can potentially own quality equipment and employ mercenaries. Moreover, if the leader wants to reflect the nature of its affiliation, a cult fanatic worshiping a fiend lord may have warlock spells instead of cleric spells. (see **Variant: Warlock Fanatic**).

Priest

This profile applies to any high-ranking member of an organized religion. Priests can guide their communities with the assistance of **acolytes**, or they can bless warriors in combat, in which case they don sturdy equipment, swapping robes for armor. The ethics of these notables depend on the divinity they serve and their own vision of the social and political role they play. A guide to the oppressed seeks to right wrongs, whereas an upholder of social harmony is more moderate when it comes to giving charity, since its main concern is to nurture order and the respect of laws within its flock.

The quality of a priest's equipment depends on their hierarchical status, the wealth of their church, and the mission bestowed upon them. In times of a holy war, for instance, they can be armed to battle Canker; in times of peace, they invest in developing their organization rather than buying military equipment.

Verndrimund the High Smith

No less than 202 years old, Verndrimund, heir to a long line of guardian dwarves, has devoted most of his life to battling Canker under Blacksmith's guidance. During all those years, he has blessed warriors, freed them from the corruption that sought to eat them from the inside, and helped the leaders of subterranean cities to fight more surreptitious dangers.

Officially, the High Smith has come to the Free City to tighten the bonds between Blacksmith's followers, be they dvaergen or otherwise. This is true, but he only volunteered for this mission—for which many others would have been suited—following a particularly troubling divination that led him to fear dire, festering corruption within the Free City.

For the time being, Verndrimund hasn't managed to pinpoint the source of the evil, but should he come close to the truth, Lysandre (see **In the Shadows: A Thousand Faces**) might deal with him… or make use of more underhanded tactics, eliminating him then using his fame and reputation. After all, being able to change your appearance gives you many possibilities once you have gotten rid of an enemy…

Verndrimund the High Smith is a highly respected personality whose commitment to the fight against Canker is unquestionable. Omens and visions have led him to take an interest in the Free City. He feels that a fearsome evil is hidden there.

Priest

Medium humanoid (any species), any alignment

- **Armor Class** 13 (chain shirt)
- **Hit Points** 27 (5d8 + 5) | **Wound Threshold** 7
- **Speed** 30 ft.

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

- **Skills** Medicine +7, Persuasion +4, Religion +5
- **Senses** passive Perception 13
- **Languages** any three languages
- **Challenge** 2 (450 XP)

Traits

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

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
- 2nd level (3 slots): *lesser restoration, spiritual weapon*
- 3rd level (2 slots): *dispel magic, spirit guardians*

Actions

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

Paladin

Not only do paladins possess advanced martial expertise, but they are also vested with powerful blessings from their god. Not all paladins serve goals that could be described as benevolent, noble, or just, but all are devoted, body and soul, to the worship of their deity and to promoting its ideals. No matter the circumstances, paladins will always prioritize following the philosophical principles that guide them, or serving their god and their fellow worshipers.

As divine warriors, paladins are often sent on quests, whether by the leaders of their church, an agent of their deity, or divine inspiration. They also help spread their faith by undertaking proselytizing pilgrimages and missions, either alone or accompanied by missionaries. Finally, some paladins run a commandery or a church, where they inspire the faithful with their zeal and exploits.

Likewise, on the battlefield, they are a beacon that rallies allies and punishes foes, able to react to terrible threats and unexpected situations using their divine arsenal.

The great temples of the Free City allow paladins to keep in contact by serving as gathering places, or sometimes even the home of sacred orders. Thus, the more experienced of them can pass on their knowledge to the novices, who are still full of passion and fancy.

Synthia was born in the Sand Kingdoms to an elven father on a journey to discover the world. A paladin worshiping Maker, she champions freedom and open-mindedness, and is committed to helping whoever touches her heart. She has chosen to support the refugees of Cyrillane, and seeks to get the Free City to weigh in on ending the civil war.

Paladin

Medium humanoid (any species), any alignment

- **Armor Class** 20 (plate, shield)
- **Hit Points** 112 (15d8 + 45) | **Wound Threshold** 23
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	11 (+0)	13 (+1)	17 (+3)

- **Saving Throws** Wis +4, Cha +6
- **Skills** Intimidation +6, Persuasion +6, Religion +3
- **Senses** passive Perception 11
- **Languages** any two languages
- **Challenge** 8 (3,900 XP)

Traits

Aura of Protection. Whenever the paladin or a friendly creature within 10 feet of it must make a saving throw, the creature gains a bonus to the saving throw equal to its Charisma modifier (+3). The paladin must be conscious to grant this bonus.

Divine Smite. When the paladin hits a creature with a melee weapon attack, it can expend one spell slot to deal radiant damage to the target, adding it to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st. The damage increases by 1d8 if the target is undead, a ravager, or a fiend.

Spellcasting. The paladin is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The paladin knows the following paladin spells:

- 1st level (4 slots): *detect evil and good, divine favor, fleeting aegis, protection from evil and good*
- 2nd level (3 slots): *lesser restoration, vengeful weapon*
- 3rd level (2 slots): *aura of confidence, dispel magic*

Actions

Multiattack. The paladin makes two melee attacks.

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage, plus 4 (1d8) radiant damage.

Archpriest

An archpriest is the highest authority in a church. All nearby can feel their divine favor, through which they gain powers that defy imagination, performing deeds that appear truly miraculous, even to those versed in magic. However, most archpriests are wise and learned figures who are well aware of the extent of their power and the importance of their responsibilities.

Each deity has only a few archpriests, usually one for each of its aspects. Archpriests in service of the same god do not necessarily get along, and may even be fiercely opposed, seeing their peers as leaders of heresy. For instance, a priest of Warrior (Blacksmith in the northern regions) and a priest of Verndari (Blacksmith among the dwarves) may have very different ideas about what the cult of Blacksmith should be. Yet, they each represent a facet of their guardian deity.

By virtue of their rank and duties, archpriests are primarily managers, administrators, and politicians rather than men of action. They rarely get involved in conflicts, only intervening to perform memorable demonstrations or in case of emergency. In such situations, they unleash the full extent of their power, which can rival any hero of legend.

The importance of the Free City is such that it attracts the high priests of many churches, either to spread their faith from the city's temples, or to take advantage of their visit and resolve a diplomatic crisis.

Archpriest

Medium humanoid (any species), any alignment

- **Armor Class** 17 (half plate, shield)
- **Hit Points** 117 (18d8 + 36 | **Wound Threshold** 30
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	14 (+2)	14 (+2)	20 (+5)	17 (+3)

- **Saving Throws** Wis +9, Cha +7
- **Skills** Persuasion +7, Religion +10
- **Senses** passive Perception 15
- **Languages** any four languages
- **Challenge** 12 (8,400 XP)

Traits

Divine Harmony (Recharges after a Short or Long Rest). When the archpriest casts a spell that requires concentration, it can choose to maintain the spell's effects without concentrating on it.

Spellcasting. The archpriest is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The archpriest has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*
- 1st level (4 slots): *bless, command, fateful twist, fleeting aegis, guiding bolt, healing word*
- 2nd level (3 slots): *calm emotions, hold person, silence, spiritual weapon*
- 3rd level (3 slots): *dispel magic, seraphic summoning, spirit guardians*
- 4th level (3 slots): *banishment, freedom of movement, guardian of faith*
- 5th level (3 slots): *decree, flame strike, mass cure wounds*
- 6th level (1 slot): *word of recall*
- 7th level (1 slot): *fire storm*
- 8th level (1 slot): *holy aura*
- 9th level (1 slot): *mass heal*

Actions

Mace. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 3 (1d6) bludgeoning damage.

Born a man, Asayanga used to be a slave and went through many ordeals. Now, she is the High Priestess of the Lady of the Night. She alternates between the guise of a sophisticated woman and the trappings of a simple male traveler from Mibu. As inconspicuous as she may be, the mysterious Asayanga is a force to be reckoned with, and it is said that her words are inspired directly by the goddess.

Citizens

The population of a town or village mainly consists of **commoners** supervised by **nobles**. Professional fighters ensure security, primarily **guards** and **veterans** led by **knights** (see **Soldiers**). They usually fight **bandits** or **thugs** led by a **bandit captain** (see **In the Shadows: Criminals**).

The Thoughts of Baldine the Guide

"In the Free City, status is mostly a question of money. Obviously, power and influence come into play, but problems tend to get solved pretty quickly with a loaded account at the Steinbank. If you haven't got a copper to your name, it's the shantytown for you."

Commoner

This profile applies to folk who aren't special in any way. If trouble arises, they flee or surrender, and only fight back as a last resort. They can be peasants, workers, slaves, young people, pilgrims, merchants, artisans, etc.
If the leader wants a commoner to be a skilled artisan, they can give them better abilities depending on the individual's trade (high Intelligence for an herbalist, or high Strength for a blacksmith), and give them the artisan proficiency (or even expertise) in the tools of their trade.

Commoner

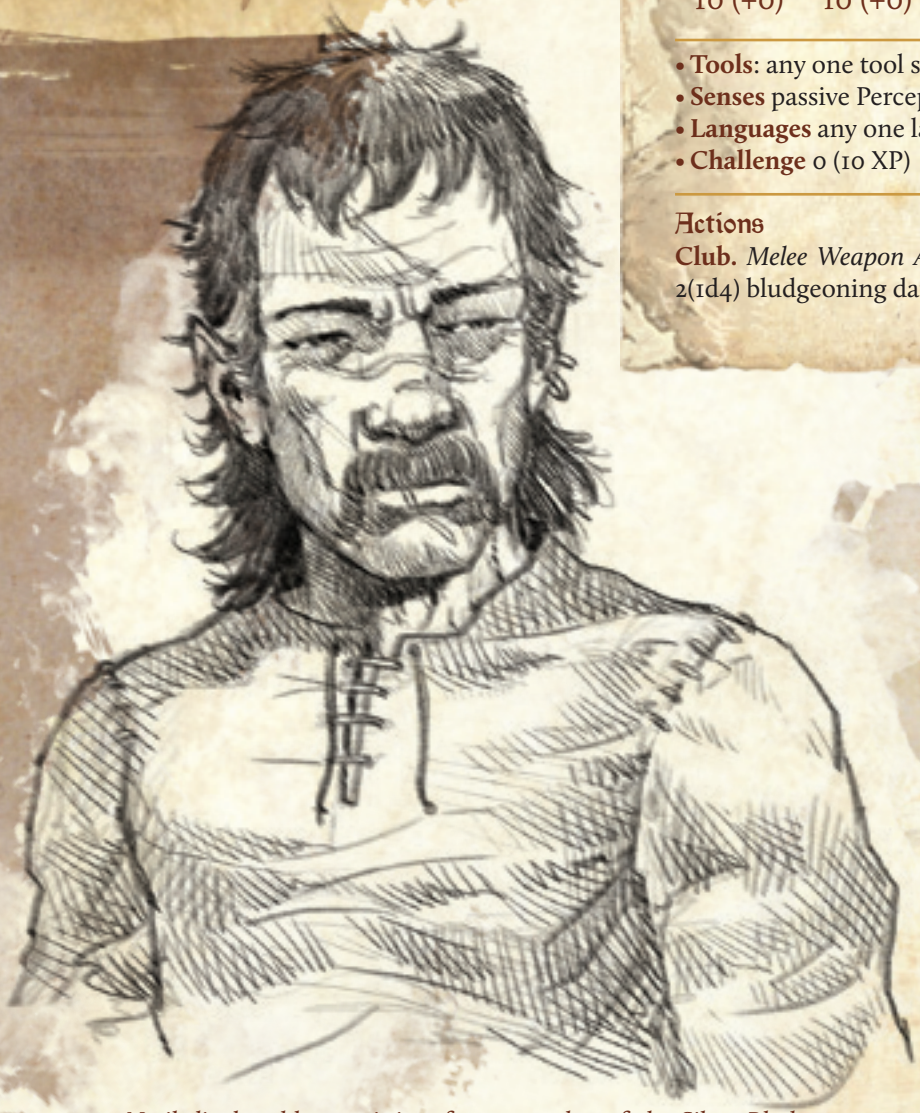
Medium humanoid (any species), any alignment
- **Armor Class** 10
- **Hit Points** 4 (1d8) | **Wound Threshold** N/A
- **Speed** 30 ft.

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

- **Tools**: any one tool suiting its profession
- **Senses** passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 0 (10 XP)

Actions

Club. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 2(1d4) bludgeoning damage.



Nesibeli, the old merosi, is a former worker of the Silver Blade smithery. He used to live a life of adventure—even piracy—on Tili's Gulf and in the Lanabahr Sea. Today, under the weight of the years, he is no more than a feeble, ordinary man, but some of his friends are still in the business. His comrades visit him for drinks when they make a stop in the Free City, and give him news of faraway countries.

Noble

Nobles are the elite of any organized society. They receive high education, and most are aware of the importance of their role, endeavoring to prove worthy of their ancestors. Seldom alone, they are sometimes flanked by a bodyguard (see **veteran** or **champion**). **Guards** and **commoners** usually obey them without question. Over the course of their life, nobles either hatch or thwart plots and work to secure their domain, acquiring experience with age. With patience and ambition, even a lesser noble can accomplish great things over time.

This profile applies to young nobles or courtesans trying to climb the social ladder. It can also apply to burghers, notables, or rich merchants. If the leader wants to adapt it to a more seasoned NPC, they can simply enhance some abilities and add skills (such as Intimidation or Investigation), or even expertise.

Due to their family fortune, nobles have access to quality equipment, suited to the dangers they might encounter. The exact nature of said equipment depends on their civilization; the following profile applies to a Free City noble.

Noble

Medium humanoid (any species), any alignment

- **Armor Class** 15 (breastplate) or 11 (clothes)
- **Hit Points** 9 (2d8) | **Wound Threshold** 4
- **Speed** 30 ft.

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

- **Skills** Deception +5, History +3, Insight +4, Persuasion +5
- **Senses** passive Perception 12
- **Languages** any three languages
- **Challenge** 1/8 (25 XP)

Actions

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

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

Wilwarin of House Saven is a princess from a prestigious Elenion lineage. She has reached the Free City in the course of her lendëranda, a journey of self-discovery through the world. During her stay, she has caught wind of the many crimes perpetrated by Aïpio. Unfortunately for her, Wilwarin has a sense of justice, and she now seeks to fight the organization. The thieves' guild is considering ways to get rid of her without a fuss.

Specialist

The specialist has honed a specific skill in a specific field. Their pursuit of excellence makes them stand out, and they enjoy a certain amount of fame. People come a long way to ask for their advice or to commission their works. Some specialists are master craftsmen; others are scholars. More often than not, specialists belong to the middle-class and enjoy all immanent rights; they are also members of a guild or any other similar network. In some societies, specialists are as respected as **nobles**. Being apprenticed to a famed specialist is a great honor: such an experience usually forges a link that lasts a lifetime, and sometimes transcends generations.

Specialist

Medium humanoid (any species), any alignment

- **Armor Class** 12
- **Hit Points** 9 (2d8) | **Wound Threshold** 4
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	15 (+2)	14 (+2)	14 (+2)

- **Skills** +6 to any three skills (aside from Acrobatics, Athletics, Perception, Sleight of Hand, and Stealth)
- **Tools**: +6 to any three tools suited to the specialist's profession
- **Senses** passive Perception 12
- **Languages** any three languages
- **Challenge** 1/8 (25 XP)

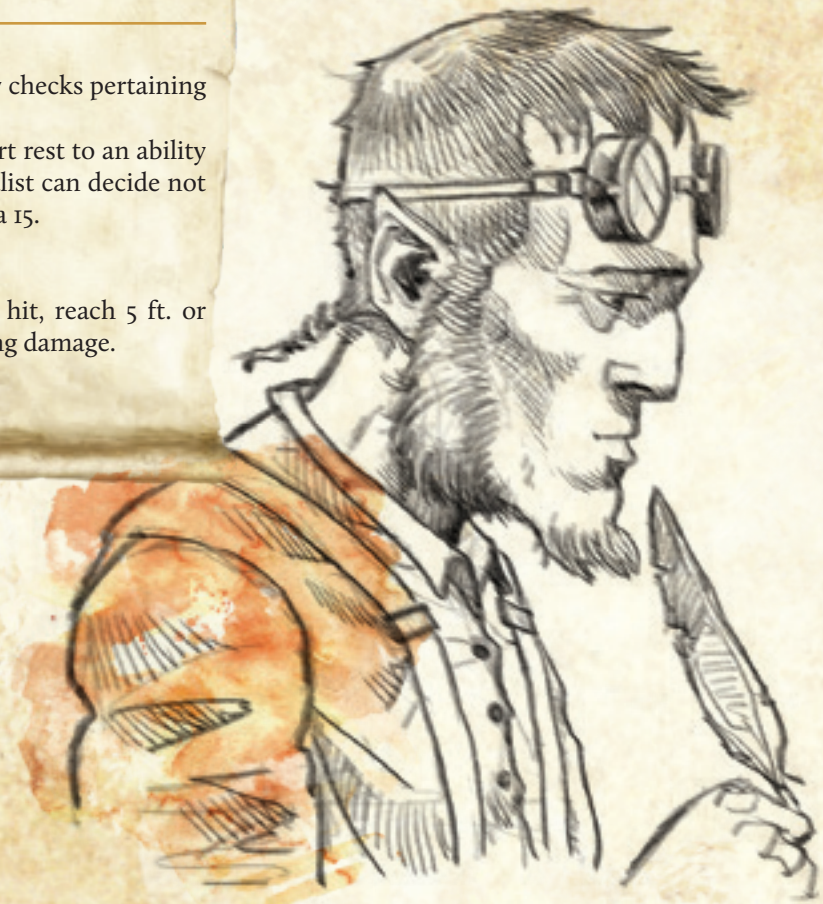
Traits

Talented. The specialist has advantage on ability checks pertaining to its trade.

Thorough. When a specialist can dedicate a short rest to an ability or tool check in which it is proficient, the specialist can decide not to roll the die and automatically treat the roll as a 15.

Actions

Dagger. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.



Gurgeerd, called "the Excellent," is a mature gnome, the father of a large family, and most notably a brilliant inventor. He works in the Eolian District as a designer and fixer of flying machines. Artisans skilled in this highly complex field are few in the Free City, and he is the best among them.

Soldiers

Soldiers are career fighters who make up the regular troops of any organized society. The characters described below can appear in a military camp, a garrison, or a city guardroom.

General Song Limei, a representative of faraway Shi-huang, has recently reached the Free City. Her ships are moored at Issure's docks.

General Song Limeï

Located thousands of miles from the Free City, Shi-huang is an ill-known land whose boundaries barely appear on the edges of world maps. When the great junks of General Song Limeï's fleet approached the Cyfand metropolis, a mixture of fear and curiosity spread among the population. After some negotiations, it was agreed that for the duration of her stay, the officer would be the guest of house Agnadelle, on the Palace terrace, while her ships and most of her troops would stay in Issure.
Officially, Song Limeï has come as an ambassador to negotiate trade deals. Officiously, her mission also includes an in-depth study of the factors that make the Free City such a hub. Her goal is to bring back useful inventions, craftsmen, scholars, and engineers. Her offer is honest—no one will be brutalized or put into slavery—but the journey will be unambiguously one-way.
Approaching General Song Limeï is an opportunity for talented, ambitious people to discover the world, to accompany her on her journey to other countries before returning to Shi-huang. Those who showed merit can expect high status in this faraway society. With this project, the general's sponsors hope that their kingdoms, which are already rich and mighty, will leave their mark on all of Eana.

The Thoughts of Baldine the Guide

"The Free City's got a lot going for it, but the military? They should count their blessings. Without a standing army, the job falls to militias divided by district. Some are corrupt, some favor their own community over the others... Let's just say it's not an ideal system.
"The dwarves hold it all together, with their loaded steinbanken and inexhaustible industries. They could conquer the city if they wanted to, but apparently, it's better for business to rent their services and let others muddle through with city organization."

Guard

This profile applies to all soldiers who went through basic training but without much experience under their belt. These individuals are disciplined and organized enough to handle standard duties: capture a thief, fight off bandits, defend a castle, etc. They follow orders and usually have a good handle on **commoners**.

A guard's equipment depends on their employer and the underlying military tension. For instance, in a peaceful context, guards will wear light armor and short swords to reduce fatigue after long days of work. A powerful state or lord can even select for and outfit their guards according to specific attributes, such as dog handlers, heavily equipped shock troops, or mounted police.

Guard

Medium humanoid (any species), any alignment

- **Armor Class** 16 (chain shirt, shield)
- **Hit Points** 11 (2d8 + 2) | **Wound Threshold** 5
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

- **Skills** Perception +2
- **Senses** passive Perception 12
- **Languages** any one language (usually Common)
- **Challenge** 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Ravine is a halfling from Myetea who has come to the city for work. Not all of her cousins have respectable activities, to say the least, but she does her best to find a happy medium between doing her job and being loyal to her community.

Scout

This profile applies to any wilderness specialist who is used to working hand-in-hand with regular armies or other employers from organized societies. A seasoned or specially trained scout can even act as an emissary. If deployed to deal with fey, aldaron tribes, goblinoids, or barbarians, they know uncommon languages and possess social skills, such as Insight and Persuasion. Scouts can be found in villages and military forces.

Scout

Medium humanoid (any species), any alignment
- **Armor Class** 13 (leather armor)
- **Hit Points** 16 (3d8 + 3) | **Wound Threshold** 5
- **Speed** 30 ft.

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

- **Skills** Animal Handling +5, Nature +4, Perception +5, Stealth +6, Survival +5
- **Senses** passive Perception 15
- **Languages** any three languages
- **Challenge** 1/2 (100 XP)

Traits

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack*: +4 to hit, ranged 150/600 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

A quiet and careful sort, Krissane the tiefling has embraced a career as a scout among the patrolmen—a good way for him to fit in without overexposing himself. His knowledge of the northwest of the Free City, particularly Meanderise, is almost unrivaled. Some say he even has connections among the aldaron of Taurëlma.

Knight

Medium humanoid (any species), any alignment
- **Armor Class** 18 (plate)
- **Hit Points** 52 (8d8 + 16) | **Wound Threshold** 13
- **Speed** 30 ft.

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

- **Saving Throws** Con +4, Wis +2
- **Skills** Animal Handling +2, Intimidation +4
- **Senses** passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 3 (700 XP)

Traits

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack*: +2 to hit, range 100/400 ft., one target. *Hit*: 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Knight

By definition, a knight rides a horse and is an elite combatant who can command **guards** or **commoners**. They are usually respected figures and members of an organized hierarchy, vested with a power of authority that they wield with confidence. Depending on the culture they hail from, knights favor different equipment: spear, shortbow, shield and longsword, light or heavy armor, etc. They can be members of a cavalry corps, or from the lower nobility, or even protectors for a religious order.

Marfisa of Strokofluck is a young gnome knight whose family settled two hundred years ago in Meanderise, where they built a pretty little mansion. Fate has been kind to her family, and they live amidst the swamp almost as nobles. Unfortunately, the undead have become more and more active, and as intrepid as she is, Marfisa cannot face this threat alone. For this reason, she has come to the Free City to seek help... preferably from the authorities, but should this not pan out, she will call upon adventurers.

Veteran

This profile applies to any combatants who have survived many a perilous encounter. Veterans saw many of their comrades die or become disabled. They traveled to faraway lands, learning languages and customs as they went. They take a measured approach to every fight, refusing to give in to their ardor. Instead of seeking battle, they may very well try to defuse a situation that could lead to a bloodbath. They usually have a contingency plan to get out of hot situations. They sometimes show their protective side to their younger comrades and may risk their lives to save these less experienced colleagues.

Over the years, veterans may have learned several trades, whether through mending their equipment in the heart of a long-term military campaign, or because a cook was needed in the camp. This varied expertise can lead to proficiency in potentially unexpected tools.

Veteran

Medium humanoid (any species), any alignment

- **Armor Class** 17 (splint)
- **Hit Points** 58 (9d8 + 18) | **Wound Threshold** 15
- **Speed** 30 ft.

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

- **Skills** Athletics +5, Intimidation +2, Perception +3
- **Senses** passive Perception 13
- **Languages** any three languages (of which one is usually Common)
- **Challenge** 3 (700 XP)

Traits

Brave. The veteran has advantage on saving throws against being frightened.

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack*: +3 to hit, range 100/400 ft., one target. *Hit*: 6 (1d10 + 1) piercing damage.

Honoria is one of the Vigent's oldest guards. She is in charge of the second gate leading from the Artificers' District to the Palace Terrace. Having seen so many things through all her years of service, she is somewhat jaded, and rather disillusioned with the high and mighty. She is not one to be played for a fool, whether by politicians or by silver-tongued adventurers. She can keep her wits about her, and knows when to call for reinforcements to manage a problem.

Gladiator

Gladiators are formidable foes who can handle several opponents on their own. Their traits are a mix of skill, intense training, and harsh life experiences (former slave, survivor of a monster attack, etc.). Today, they make a living through their famed martial abilities, whether as a celebrity in a fighting arena or as a bodyguard. They can also be a local hero. Whatever their origins may be, they are relatively famous, granting them some degree of influence.

Their employer usually provides gladiators' equipment. The quality depends on said employer's wealth, background, and intentions. For example, the bodyguard of a young **noble** may have *potions of healing* to use for both personal healing and that of their young master.

It is rare to see aldaron outside of their forests, but Ustaolë is among them. She has settled in the city where she makes a living fighting spectacular battles for the enjoyment of an audience. The mixture of calm, darkness, and pride displayed by this youngish elf draws attention. What happened for her to leave her Taurëlman community and make a living here? Most likely, she was both disappointed and a disappointment. Poets are quick to paint a tragic love story that led her to leave her woods and strike out on her own. Ustaolë just drinks and ignores them.

Gladiator

Medium humanoid (any species), any alignment

- **Armor Class** 16 (studded leather, shield)
- **Hit Points** 112 (15d8 + 45) | **Wound Threshold** 28
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

- **Saving Throws** Str +7, Dex +5, Con +6
- **Skills** Athletics +10, Intimidation +5
- **Senses** passive Perception 11
- **Languages** any one language (usually Common)
- **Challenge** 5 (1,800 XP)

Traits

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked **prone**.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Elite Soldier

As their name suggests, elite soldiers are the finest in any army corps. Fully forged in combat, their iron discipline allows them to face the greatest dangers without flinching. Any of them would lay down their life without hesitation for the cause they serve. Depending on their origin and assignment, they may serve as bodyguards for a prominent personality, as shock troops, or as a force that intervenes in the face of a superhuman threat. They are exceptional fighters, and even a large city can take pride in having but a single squad in its service.

While elite soldiers are formidable on their own, they show the full extent of their abilities as a group, supporting each other while crushing their enemies in synchronized maneuvers. Gathered shield-to-shield, they present an unshakeable wall that even terrible monsters will find difficult to break. To prevail against them, one must find a way to either separate them, or turn their group tactics against them, for example with area of effect attacks.

Captain Onofrio, a fervent follower of Blacksmith, is the head of the Anvil in the Free City. Twenty years ago, he was but a poor farmboy on the Cys prairies, without much of a future. He joined the patrolmen, made a name for himself, and climbed up the rungs until he reached his current position. He is proud of this achievement—even arrogantly so. Despite this, he is rather approachable and open-minded. As the one in charge of the prison, he is notoriously meticulous—some might say uptight—and disciplined.

Elite Soldier

Medium humanoid (any species), any alignment

- **Armor Class** 18 (chain mail, shield)
- **Hit Points** 136 (16d8 + 64) | **Wound Threshold** 34
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	12 (+1)	13 (+1)

- **Skills** Athletics +7, Perception +4
- **Senses** passive Perception 14
- **Languages** any two languages (usually Common)
- **Challenge** 7 (2,900 XP)

Traits

Defensive Tactics. The elite soldier gains a +1 bonus to AC if it is within 5 feet of an ally that isn't incapacitated.

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

Unwavering. The elite soldier has advantage on saving throws against being charmed and frightened.

Actions

Multiattack. The elite soldier makes three melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Dagger. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d4 + 4) piercing damage.

Longbow. *Ranged Weapon Attack*: +4 to hit, range 150/600 ft., one target. *Hit*: 5 (1d8 + 1) piercing damage.

Reactions

Interception. If a creature within 5 ft. of the elite soldier is targeted by an attack, the elite soldier can choose to become the target of the attack instead. This feature can be used before or after the d20 for the attack roll has been rolled, but before knowing the result.

Champion

Champions are living exemplars for their allies. The best of the best, they lead **elite soldiers** or a famed company of mercenaries. They are among the most powerful mortals on Eana: fighters of such stature are few and far between in any kingdom and are potentially revered as demigods. This profile can be used for a hero, a respected mentor, or a fearsome conqueror. Champions are seldom alone: more often than not, they are accompanied by their colleagues or troops, which they command with ease and skill. They will pose a serious challenge even for a group of seasoned adventurers.

Champion

Medium humanoid (any species), any alignment

- **Armor Class** 20 (plate and shield)
- **Hit Points** 225 (30d8 + 90) | **Wound Threshold** 57
- **Speed** 30 ft.

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

- **Saving Throws** Str +9, Con +7
- **Skills** Animal Handling +5, Athletics +9, Intimidation +6, Insight +5, Perception +5
- **Condition Immunities** frightened
- **Senses** passive Perception 15
- **Languages** any two languages (usually Common)
- **Challenge** 12 (8,400 XP)

Traits

Devastating Critical. The champion's weapon attacks score a critical hit on a roll of 18, 19, or 20. On a critical hit, the target's armor (on the condition that it isn't magical) takes a -1 AC penalty and becomes **fragile** (see **Adventurers**, **Equipment**, **Armory: Damaged Weapons and Armor**). Moreover, the target must succeed on a DC 17 Constitution saving throw or be **stunned** until the end of its next turn.

Dueling. A champion gains a +2 bonus to damage rolls (included in the attacks) when wielding a melee weapon with one hand and using no other weapons.

Survivor. At the start of each of its turns, the champion regains 8 hit points if it has no more than half of its hit points left; this doesn't apply if the champion has 0 hit points.

Actions

Multiattack. The champion makes three weapon attacks.

Longsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 11 (1d8 + 7) slashing damage.

Longbow. *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack*: +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit*: 10 (1d6 + 7) piercing damage.

Warcry (Recharge 5-6). The champion lets out a howl. Each creature in a 30-foot radius must succeed on a DC 14 Wisdom saving throw or be **frightened** for 1 minute. On a failure of 5 or more, the creature is also **paralyzed** for the same duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Modighelten Drakenklaed is a builder dwarf, still in his prime, but already a famous member of the Iron Company, the premier mercenary troop of the Free City. Countless feats have been attributed to him and sung of by inspired poets. He himself insists that not everything is true, and that the instrumental support of his companions is too often discarded. His forthright modesty and exemplary integrity make him a living example for many young people. Despite his glory, he always seems slightly melancholic. He only feels truly alive when facing the worst dangers. Irresistibly drawn to the abyss, he always looks forward to a new, different, and possibly final fight.

In the Laboratories and Libraries

Animated Objects

All animated objects were originally hand-crafted items that were then infused with magic power. In order to function, they must be used in a neutral or strong magic area; otherwise, they gradually lose their ability to move.

Animated objects are quite prized as a means of defense for a location. They are given simple instructions on who to attack and who to let through. Since they only have rudimentary intelligence, they cannot carry out complex orders or take initiative, and therefore simply attack any hostile target on sight. Once an intruder has been spotted, and unless the object's master intervenes or some other set interruption occurs (such as a command word), the fight is to the death.

Owing to its size, history, and arcanist population, the Free City has become one of the major manufacturers of animated objects... for better or for worse.

Animated Chain

Medium construct, unaligned

- **Armor Class** 18 (natural armor)
- **Hit Points** 13 (3d8) | **Wound Threshold** N/A
- **Speed** 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	3 (-4)	3 (-4)	1 (-5)

- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6
- **Languages** –
- **Challenge** 1/8 (25 XP)

Traits

Antimagic Susceptibility. The chain is **incapacitated** while in the area of an *antimagic field*. If targeted by *dispel magic*, the chain must succeed on a Constitution saving throw against the caster's spell save DC or fall **unconscious** for 1 minute.

Animated Chain

Wherever animated chains are left, they are arranged in numbers to protect the places they keep. Sometimes, they hang from one end, such as from a ceiling, and sometimes, to the contrary, they may lurk at the bottom of a well. They fall down or spring out, either to hang adventurers, to drag them into the depths of a hole or gap, or even to try and impale them on stakes affixed to the walls. These artificial creatures are designed to work in groups.

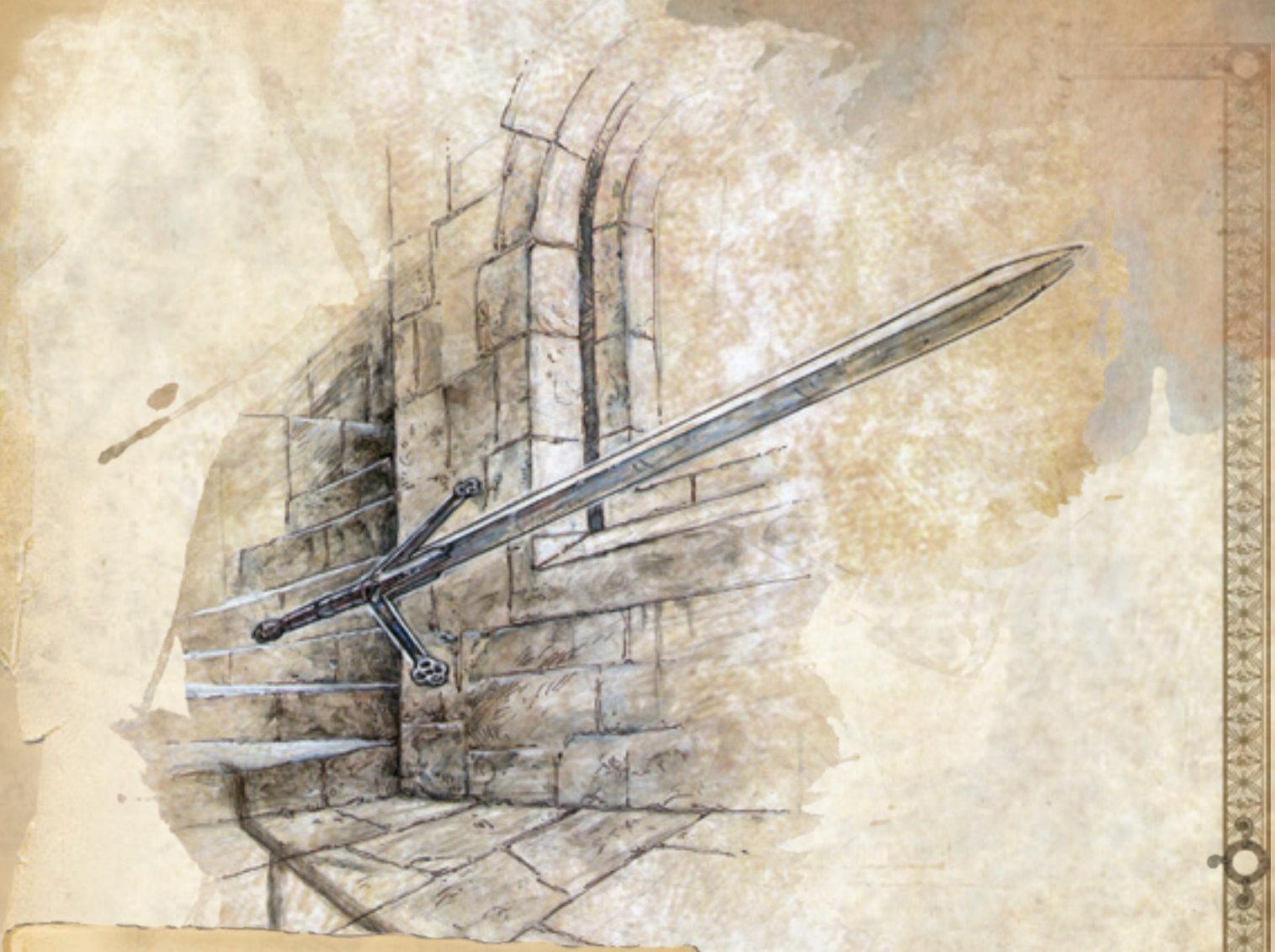
False Appearance. While the chain remains motionless, it is indistinguishable from a normal chain.

Tethered. The chain is attached by one end to a surface from which it cannot pull away. If detached, it drops to 0 hit points. The chain can only stretch as far as its length. An animated chain is typically 40 ft. long.

Actions

Slap. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 1) bludgeoning damage.

Capture. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: The creature is **grappled** (escape DC 11). Until this grapple ends, the target is **restrained** and suffocating, and the chain can't attack another target. In addition, the suffocating creature takes 3 (1d4 +1) bludgeoning damage per round.



Flying Sword

Small construct, unaligned
- **Armor Class** 17 (natural armor)
- **Hit Points** 17 (5d6) | **Wound Threshold** N/A
- **Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

- **Saving Throws** Dex +4
- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7
- **Languages** –
- **Challenge** 1/4 (50 XP)

Traits

Antimagic Susceptibility. The sword is **incapacitated** while in the area of an *antimagic field*. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall **unconscious** for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

Actions

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

Flying Sword

All weapons can be animated, but swords are the most common. They adorn the walls of halls and staircases, ready to spring up suddenly and attack unwary visitors.

Animated Armor

The majestic adornments of castle corridors, animated armors (sometimes accompanied by **flying swords**) await threats or abnormalities, so they can carry out their orders and eliminate intruders.

Animated Armor

Medium construct, unaligned

- **Armor Class** 18 (natural armor)
- **Hit Points** 33 (6d8 + 6) | **Wound Threshold** N/A
- **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6
- **Languages** –
- **Challenge** 1 (200 XP)

Traits

Antimagic Susceptibility. The armor is **incapacitated** while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall **unconscious** for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two slam attacks.

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

Rug of Smothering

More unpredictable than a **flying sword** or **animated armor**, which tend to make intruders suspicious, the rug of smothering is capable of defeating low-level thugs with ease. Due to its restrictive capabilities, some owners instruct it to capture intruders without killing them.

Rug of Smothering

Large construct, unaligned

- **Armor Class** 12
- **Hit Points** 33 (6d10) | **Wound Threshold** N/A
- **Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6
- **Languages** –
- **Challenge** 2 (450 XP)

Traits

Antimagic Susceptibility. The rug is **incapacitated** while in the area of an *antimagic field*. If targeted by *dispel magic*, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall **unconscious** for 1 minute.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug.

Actions

Smother. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit*: The creature is **grappled** (escape DC 13). Until this grapple ends, the target is **restrained**, **blinded**, and suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

Arcanists

For generations, magic has been an object of fervent study. Even in lands where magic is weak, one can come across students striving to understand its every aspect. Research, and the upkeep of an arcanist's laboratory, is costly, so wizards oft seek sources of funding. Therefore, they must either find a patron or manage on their own. In many lands, arcane power is mainly seen as a weapon and is coveted by the mighty. Hence, an employer might be a guild master, a prince, or a general. Total independence, however, requires a paying job: one can fashion magical objects, offer arcane services (spellcasting, magical expertise, etc.) or perform some other trade that is made easier with the use of magic.

Archmage Melda of Sornorë has come directly from Ellerìna to pursue a teaching project and to encourage open-mindedness and cooperation.

Schemers

The Free City's Arcanists

Almost all arcanists of the Free City live in the Canal District, near the great crystals that give the surroundings a unique, magnificent air. It's a rather peaceful district, with a quiet neighborhood. Many arcanists make a living as alchemists or apothecaries amongst the librarians, book shop owners, cartographers, and illuminators.

Advisors

More often than not, arcanists advise the powerful. Some are close to their master and support their cause, but many are simply mercenaries offering their services in exchange for money and protection. They can also work as specialists offering magical or scholarly expertise, or even as tutors to the children of the household.

The Thoughts of Baldine the Guide

"It's a well-known fact in the Crystal District that the Vigent uses Xonim's Bonds to strip wizards of their powers. Some of them work with the Guard to provide support on cases that appear supernatural.
"But most sponges—oh, that's, er, what they call spellcasters sometimes; no offense intended. But like I was saying, most sponges aren't dangerous. Mostly, we have diviners and mirafactors who prepare charms of good health. Fireballs are for mercenaries and armies: you can't build a customer base off of them."

Opponents

Flexible Fighters

Even though two arcanists may share the same profile, modifying their respective spell list can make them radically different from one another. For instance, a royal advisor won't have the same powers as a secluded researcher or a battle mage. A spellcasting antagonist who knows of the adventurers' abilities can modify their prepared spells to fight them more effectively.

Magical Equipment

In most cases, arcanists who have frequented the supernatural for many years and have mastered 4th-level spells or above will own one or more magic items. Such items provide valuable support in combat, increasing their power and making them even more unpredictable and formidable foes.

Apprentice Wizard

Not all arcanists are full-fledged wizards capable of casting powerful spells. In fact, those are quite rare. Most spellcasters are either in the course of learning their trade or lack the mental discipline required to progress beyond the simplest spells. Out of the latter, most are usually content with a career as assistants to more talented spellcasters, and some even follow a completely different career path where their magical abilities will only serve them occasionally, if not recreationally.

In the Free City, apprentice wizards are quite common in the Crystal and Academy districts. They long to prove themselves and to defend their master's honor. After all, the prestige of a renowned arcanist reflects on those they take under their wing.

Apprentice Wizard

Medium humanoid (any species), any alignment

- **Armor Class** 11
- **Hit Points** 18 (4d8) | **Wound Threshold** 5
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	15 (+2)	12 (+1)	11 (+0)

- **Saving Throws** Int +4
- **Skills** Arcana +4
- **Languages** any three languages
- **Challenge** 1/2 (100 XP)

Traits

Spellcasting. The apprentice wizard is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

- Cantrips (at will): *prestidigitation, ray of frost, sudden cramp*
- 1st level (2 slots): *expeditious retreat, grease, shield, thunderwave*

Actions

Dagger. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit*: 3 (1d4 + 2) piercing damage.

Variant:

Apprentice Sorcerer

The statistics above can also apply to an inexperienced sorcerer, with the following changes:

- **Ability Modification.** Intelligence becomes 11 (+0). Charisma becomes 15 (+2).
- **Saving Throws** Cha +4
- **Skills** Deception+4
- **Font of Magic (Recharges after a long rest).** As a bonus action, the apprentice sorcerer can recover a 1st-level spell slot.

Spellcasting. The apprentice sorcerer is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

- Cantrips (at will): *fire bolt, minor illusion, vivacity*
- 1st level (3 slots): *burning hands, charm person, shield*

Türzuuryn is a merosi of the Crystal District. Hailing from faraway Kaan, she has been through lean times, often lacking the means to pay for her studies. It was only recently that she found a stable position under the honorable arcanist Vitale the tiefling. A workaholic and a copper pincher, she is determined to succeed as quickly and efficiently as possible. She gladly takes whatever job she is offered and has a weakness that some people know they can exploit: merosi die younger than humans, which causes Türzuuryn no end of anxiety. She will stop at nothing to gain power and extend her lifespan.

A Rocky Start

Terro concentrated on the light *spell until his head throbbed, clearly articulated the magic phonemes again and again till his tongue grew dry, but he could not manifest even the faintest glow. Still, that was to be expected. After all, he'd been practicing for "just" a few days, and it took most wizards weeks, even months, to master their first spells. Some, apparently, even took years, but Terro preferred not to think about that possibility.*

Just like a blacksmith with a hammer, an archer with a bow, and an artist with a brush, practice was a necessary evil, repeating the same movements over and over again, making slow and tedious progress. Sometimes, a student would think they were not making any headway until they experienced an epiphany. Being Awakened wasn't enough; one had to know how to use the power. Had he been born a sorcerer, one of the lucky sods blessed with extraordinary ancestry, all of this would have undoubtedly been much simpler.

Terro sighed. Noticing that the sun had set, he lit a candle. For now, the light of a flame would have to suffice.

Bard

Bards are a particular sort of arcanist. Unlike a standard **mage**, bards venture into the field and are more informed about daily matters. Ambassadors, advisors, diplomats, spymasters, mediators, poets, private tutors... some of them even become career soldiers and make for highly prized military assistants on the battlefields.

Tarcisia is a halfling bard who mostly owes her talent to her great rigor. Every day, she teaches at the music school of the Temple of the Two Sisters in the Free City. Her pupils are terrified of this taskmaster who demands hours of thankless training, until their fingers are practically bleeding. Woe betide those who shirk from this discipline; they will suffer considerably more painful barbs and jabs. Tarcisia's influence extends far beyond her classroom. The whole city hears of the acerbic sirventes she composes about her opponents or those who disappoint her. Needless to say, she has a lot of enemies.

Bard

Medium humanoid (any species), any alignment

- **Armor Class** 14 (chain shirt)
- **Hit Points** 36 (8d8) | **Wound Threshold** 9
- **Speed** 30 ft.

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

- **Saving Throws** Cha +5
- **Skills** Deception +7, Insight +3, Performance +5, Persuasion +7
- **Senses** passive Perception 11
- **Languages** any four languages
- **Challenge** 4 (1,100 XP)

Traits

Spellcasting. The bard is a 7th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The bard has the following bard spells prepared:

- Cantrips (at will): *light, minor illusion, vicious mockery*
- 1st level (4 slots): *healing word, heroism, silent image, sleep*
- 2nd level (3 slots): *see invisibility, shatter, silence*
- 3rd level (3 slots): *dispel magic, major image*
- 4th level (1 slot): *greater invisibility*

Actions

Rapier. *Melee Weapon Attack*: +3 to hit, reach 5 ft. *Hit*: 5 (1d8 +1) piercing damage.

Bonus Actions

Bardic Inspiration (3 Uses; Recharges after a Short or Long Rest). The bard can choose one creature within 60 feet of it who can hear it. That creature gains one Bardic Inspiration die (d8). Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Reactions

Cutting Words. The bard chooses an enemy creature within 60 ft. of it that can hear it and isn't immune to being charmed. When that creature makes an attack roll, an ability check, or a damage roll, the bard can use its reaction to expend one of its uses of Bardic Inspiration, rolling 1d8 and subtracting the number rolled from the creature's roll.

Mage

Medium humanoid (any species), any alignment
- **Armor Class** 12 (15 with mage armor)
- **Hit Points** 40 (9d8 + 18) | **Wound Threshold** 10
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

- **Saving Throws** Int +6, Wis +4
- **Skills** Arcana +6, History +6
- **Senses** passive Perception 11
- **Languages** any four languages
- **Challenge** 6 (2,300 XP)

Traits

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
- 1st level (4 slots): *detect magic, mage armor, magic missile, shield*
- 2nd level (3 slots): *misty step, suggestion*
- 3rd level (3 slots): *counterspell, fireball, fly*
- 4th level (3 slots): *greater invisibility, ice storm*
- 5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Mage

Though less knowledgeable in the fields of spellcasting and the arcane than **archmages**, mages remain respected (and sometimes feared) individuals. Their magical powers and expertise are advanced enough to set them apart from ordinary people, and they can perform feats capable of wiping out entire groups. They can be wise men, advisors, or teachers.

Desire Saphirin is the living proof that Awakening does not require confidence. He is a meek, respectful man, modest to a fault, who strictly abides by etiquette. Despite his talent in magic, his adventures never go beyond his lofty daydreams. Since he never asserts himself, his projects gather dust in the Academy's drawers and he cannot obtain funding for them. His wife exhorts him to put his foot down, to no avail. Maybe one day, as a result of a misunderstanding or the consequences of an accident, he will be taken to the other end of the world on an expedition he both longs for and fears?

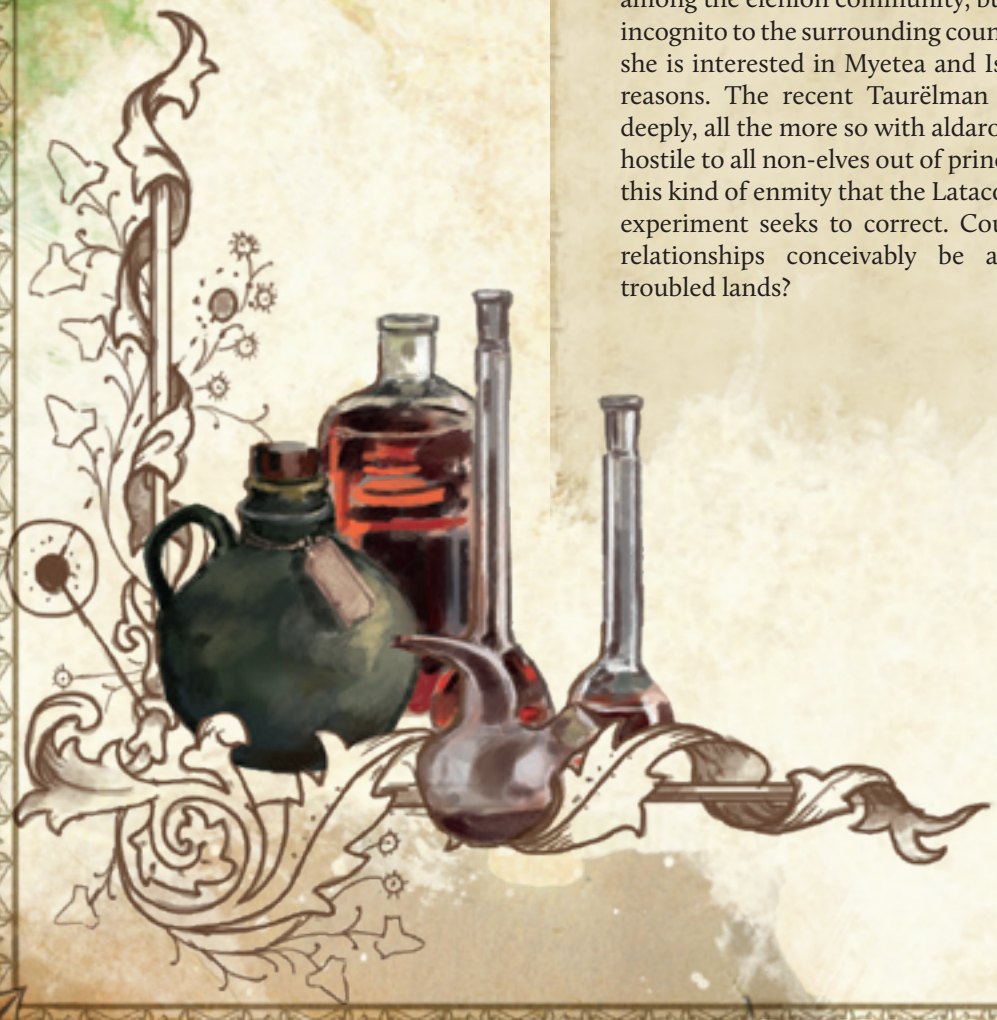
Archmage

The archmage is the embodiment of the self-fulfillment for which any **apprentice wizard** strives. Such exemplars of the arcane arts are usually guild masters, academy directors, advisors to powerful rulers, or the leaders of magocracies. They effortlessly command respect and have nothing left to prove. Some archmages are content with their success, while others work tirelessly toward the completion of greater projects. Some are even so afraid of losing everything that they've achieved upon their death that they desperately seek out a way to avoid it, whether it means creating a demiplane where time holds no sway or becoming a lich.

Archmage Melda of Sornorë

More than four centuries old, the elenion Melda of Sornorë is a grandaunt of Princess Miriniël, founder of the Latacoa boarding school in Ellerìna. In this one-of-a-kind establishment, magic is taught from the early years of its pupils, who include both elves and members of other peoples. For a long time, archmage Melda had her reservations about her distant niece's projects, but she was ultimately convinced and journeyed to Cyfandir to support the development of the school, looking for promising apprentices from all walks of life.

Melda of Sornorë has quarters at the Star Palace among the elenion community, but she often travels incognito to the surrounding countryside. Currently, she is interested in Myetea and Issure, for different reasons. The recent Taurëlman War saddens her deeply, all the more so with aldaron seemingly being hostile to all non-elves out of principle. It is precisely this kind of enmity that the Latacoa boarding school experiment seeks to correct. Could more peaceful relationships conceivably be attained in these troubled lands?



Archmage

Medium humanoid (any species), any alignment
- **Armor Class** 12 (15 with *mage armor*)
- **Hit Points** 99 (18d8 + 18) | **Wound Threshold** 25
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

- **Saving Throws** Int +9, Wis +6
- **Skills** Arcana +13, History +13
- Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
- **Senses** passive Perception 12
- **Languages** any six languages
- **Challenge** 12 (8,400 XP)

Traits

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

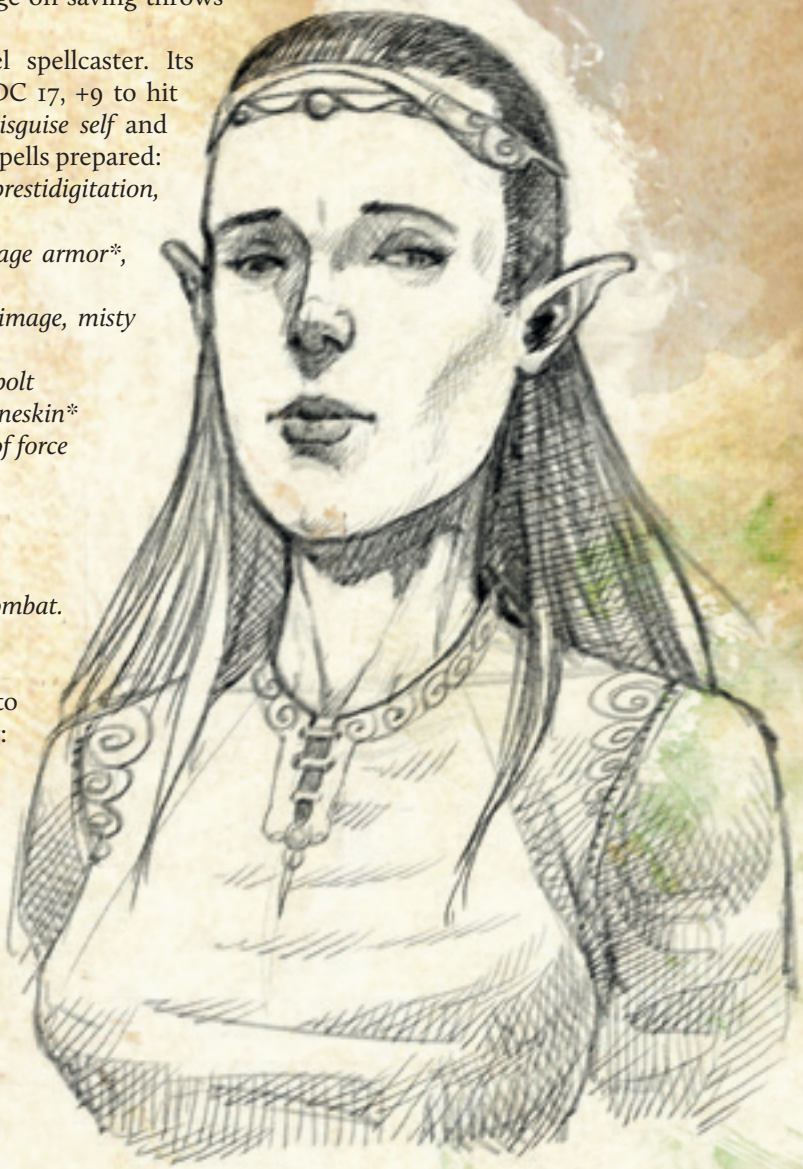
Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

- Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
- 1st level (4 slots): *detect magic, identify, mage armor*, magic missile*
- 2nd level (3 slots): *detect thoughts, mirror image, misty step*
- 3rd level (3 slots): *counterspell, fly, lightning bolt*
- 4th level (3 slots): *banishment, fire shield, stoneskin**
- 5th level (3 slots): *cone of cold, scrying, wall of force*
- 6th level (1 slot): *globe of invulnerability*
- 7th level (1 slot): *teleport*
- 8th level (1 slot): *mind blank**
- 9th level (1 slot): *time stop*

**The archmage casts these spells on itself before combat.*

Actions

Dagger. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.



Gelatinous Cube

Similar to the shapeless oozes that populate the Netherworld, the gelatinous cube resembles a completely transparent cube, to the point of being almost invisible, allowing it to take its prey by surprise. This unlikely shape suggests that the creature may have been created by some demented wizard. Its lack of intelligence prompts it to follow simple and easily traceable paths. Equally feared and ridiculed, the gelatinous cube only dissolves flesh, keeping the bones and equipment of its victims suspended within for some time.

Urban Myths

Gelatinous cubes are among the favorite urban myths of the Free City. They are said to have been accidentally created in the laboratories of the Academy, or perhaps in the Crystal District. After having been thrown into the sewers, they supposedly came to thrive underground, and may be used intentionally to prevent access to certain areas. Rumor has it that the Steinbank has an important role for them as protectors of its vaults, but no such rumor has ever been officially confirmed.

Gelatinous Cube

Large ooze, unaligned
- **Armor Class** 6
- **Hit Points** 84 (8d10 + 40) | **Wound Threshold** N/A
- **Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8
- **Languages** –
- **Challenge** 2 (450 XP)

Traits

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.
Creatures inside the cube can be seen but have total cover.
A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.
The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 10 (3d6) acid damage.
Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.
On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.
On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is **restrained**, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.
An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Homunculus

Always unique, fashioned from clay and the blood of its master, the homunculus is a small, artificial being whose shape is defined at the time of its creation. It is usually winged, and its bite is venomous. Its life is devoted to serving a master, whom it loves sincerely, and after whom it takes certain personality traits.

The Difference Between a Familiar and a Homunculus

A familiar is a celestial spirit, fairy, or fiend that serves an arcanist, while the homunculus is an extension of the arcanist's essence and will, so intimately linked to them that it will die if its master perishes. The beings' different natures make it possible to have both a familiar and a homunculus, or to use the homunculus as a familiar in order to combine the talents of the two forms. Thus, a wizard can have two dedicated creatures to watch over their laboratory, spy for them, go on reconnaissance missions, deliver messages, create diversions, steal small objects, and more...

Although more conspicuous than a familiar, the homunculus' unlimited telepathy (the range of a familiar's is very limited) and much higher intelligence grant it a valued sense of initiative.

Homunculus

Tiny construct, neutral

- **Armor Class** 13 (natural armor)
- **Hit Points** 5 (2d4) | **Wound Threshold** 4
- **Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

- **Damage Immunities** poison
- **Condition Immunities** charmed, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 0 (10 XP)

Traits

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be **poisoned** for 1 minute. If the saving throw fails by 5 or more, the target is instead **poisoned** for 5 (1d10) minutes and **unconscious** while poisoned in this way.

Create Homunculus

1st-level conjuration (ritual)
Class: Wizard
Casting Time: 1 hour
Range: 10 ft.
Components: V, S, M (clay, spellcaster's blood, and 10 gp worth of mineral and vegetal powder mixed into the clay)
Duration: Instantaneous

You give life to a lump of sculpted clay, creating a **homunculus**. The homunculus acts independently but always obeys your orders. In combat, it determines its own initiative and acts during its turn.

If the homunculus falls to 0 hit points, it reverts to a lump of lifeless clay.

You can only have one homunculus at a time. If you cast this spell while you already have a homunculus, the previous one becomes inert.

Mimic

A crafty, protean, and ravenous being, the mimic was created by the famous Leander, an inventive arcanist of the Free City looking for ways to secure his patron's treasures. Legend has it that he made his fortune forming lucrative agreements with the Steinbank, which is said to have adopted mimics as part of its protective arsenal. This creature, unaffected by the passage of time, can remain in confined spaces for long periods, slumbering in disguise as a chest, a precious sarcophagus, or some other bait, waiting for prey. Relatively common in the Free City, the mimic has spread to all of Eana with the diffusion of the method to create one.

Creating a Mimic

The following steps must be used to create a mimic:

1. The creator must learn the creation process by reading a book or learning from a teacher; this requires a DC 15 Intelligence (Arcana) check and takes a week of study. The creation process can also be improvised, but the DC is then 25 and the time required one month.
2. The creator must gather 500 gp worth of components and let them soak for one month.
3. Optional step: the creator makes a *wand of command mimic* tuned to the mimic, which requires 500 gp and a week's work.
4. After a month of soaking, the spellcaster expends a 4th-level spell slot, providing the energy needed to bring the mimic to life.

Mimics do not need food, attacking intruders simply by predatory instinct. However, they do have an appetite for magic, readily devouring what spellcasters and magic items their master allows them to consume. When they have collected enough magical energy, they can reproduce by mitosis.

Mimic

Medium monstrosity (shapechanger), neutral

- **Armor Class** 12 (natural armor)
- **Hit Points** 58 (9d8 + 18) | **Wound Threshold** 15
- **Speed** 15 ft.

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

- **Skills** Stealth +5
- **Damage Immunities** acid
- **Condition Immunities** prone
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** –
- **Challenge** 2 (450 XP)

Traits

Shapechanger. The 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 isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also **grappled** by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

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

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

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

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

Wand of Command Mimic

Wand, uncommon (requires attunement)
This wand is attuned to a particular **mimic** and is used to command it. As long as the owner of the wand of command mimic keeps it on their person and remains attuned to it, the mimic will obey and carry out their commands to the best of its ability. However, it may refuse to obey if it is exposed to mortal danger, painful treatment, or if it is denied a particularly appetizing magical meal. Faced with a rebellious mimic, the owner of the wand can activate it with a command word to restore the mimic's servitude in a 60 ft. range. The mimic must succeed on a DC 13 Charisma saving throw to resist it. This property can't be used again until the next dawn.

The Thoughts of Baldine the Guide

Do you know the sharing game? It's played in some of the Tridentine's lairs. I don't know the actual rules. There's several versions, but it always ends with the mimic gobbling something or someone: a traitor, a mole... or just the sod's share of the loot, if they're lucky.

Pseudodragon

The pseudodragon is from the same family as the great dragons, but it reaches its adult size very early and rarely exceeds 1 foot in length. Furthermore, it is unable to speak and must make do with limited telepathic ability and very rich vocalizations: bird trills and chirps, cat purrs, growls and threatening yowls, etc. It is an excellent imitator, making it very difficult to guess if the sounds are coming from it or another animal. A naturally jovial creature, its friendliness and tricks help it to bring joy and wonder to the world.

A Protective Familiar

Some pseudodragons grow fond of individuals they consider to be particularly benevolent and heroic, happily participating in their adventures and contributing to their exploits. This is an important decision that creates a protective bond between the pseudodragon and its companion (pseudodragons are naturally prideful and loathe the idea of having a "master"). As long as they remain within 30 ft. of each other, they both gain a +2 bonus to their Intelligence, Wisdom, and Charisma saving throws against magic.

Pseudodragon

Tiny dragon, neutral good
- **Armor Class** 13 (natural armor)
- **Hit Points** 7 (2d4 + 2) | **Wound Threshold** 5
- **Speed** 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

- **Skills** Perception +3, Stealth +4
- **Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13
- **Languages** understands Common and Draconic but can't speak
- **Challenge** 1/4 (50 XP)

Traits

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Sting. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become **poisoned** for 1 hour. If the saving throw fails by 5 or more, the target falls **unconscious** for the same duration, or until it takes damage or another creature uses an action to shake it awake.

The House

The House is an urban legend of the Free City. It is said to have existed since the town's origin, back when it was but an elenion palatial site, before the Dawn War. Its appearance changes to fit ages and fashions, blending in with the current architecture. It has endured everything: earthquakes, fires, and even the assaults of Cankerous ravagers.

But this entity isn't unique to the Free City. There are other rumors about houses whose features or location changes with time, or even which appear out of thin air. These Houses are the manifestation of a place's spirit: as experiences and events coalesce, they grow a consciousness. Sometimes, they remain dormant for a long time, rarely drawing notice. Then one day, they decide to call new inhabitants that they've chosen and whom they'll influence with a purpose only known to them. Whether as a haven for refugees or a headquarters for adventurers, The House's role in the history of its city is subtle, but important.

The House

Gargantuan fey (urban), any neutral alignment

- **Armor Class** 20 (natural armor)
- **Hit Points** 247 (15d20 + 90) | **Wound Threshold** N/A
- **Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	1 (-5)	23 (+6)	18 (+4)	16 (+3)	24 (+7)

- **Skills** Insight +12, Perception +12
- **Saving Throws** Intelligence +9, Wisdom +8, Charisma +12
- **Damage Resistances** all except poison and two types specific to the individual House
- **Damage Immunities** poison
- **Condition Immunities** all
- **Senses** truesight (within itself), passive Perception 22
- **Languages** the languages of its occupants, telepathy 120 ft.
- **Challenge** 15 (13,000 XP)

Traits

Avatar. The House can transfer its spirit to an object, which becomes an **animated object** (see the *animate objects* spell). The House then only retains its Intelligence, Wisdom, and Charisma, as well as its Innate Spellcasting trait. If the animated object is destroyed, The House's spirit returns to its body.

Closed House. The House closes in the absence of occupants. Any opening is then under the effect of an *arcane lock*.

Enchanted Home. The House and its inhabitants are under the effects of a *hallow* spell with the following benefits: Courage, Healing, Nondetection, Silence, Tongues.

Innate Spellcasting. The House's innate spellcasting ability is Charisma (spell save DC 20). The House can innately cast the following spells, requiring no components:

- At will: *arcane lock, continual flame, create or destroy water, fog cloud, invisibility, light, magic mouth, mending, sanctuary, sleep, spare the dying, telekinesis, unseen servant, warding bond*
- 3/day each: *blur, calm emotions, creation, dispel magic, heroes' feast, hypnotic pattern, lesser restoration, silence, suggestion**
- 1/day each: *animate objects, antipathy/sympathy**, *control water, decree, dimension door, faithful hound, find familiar, geas, greater restoration, mass suggestion**, *mirage arcane, power word stun, raise dead, remove curse, secret chest*
- 1/month each: *gift of conscience, teleport* (only to an unoccupied space where an object from within The House is located)

(*) Only these spells can affect a target outside The House

Materialized Soul. The House's soul takes shape within its confines. Its appearance varies depending on The House: crystal, beating heart, sixty-legged spider, etc. Taking the soul out of The House kills it. If The House is destroyed, as long as the Materialized Soul still exists, The House will reappear a year after its destruction.

Actions

Multiattack. The House makes six poltergeist attacks.

Poltergeist. *Melee Spell Attack*: +10 to hit, reach 0 ft., one target. *Hit*: 12 (2d6 + 5) psychic damage.

Predatory Houses

There are Houses with dark personalities. They lure, fascinate, obsess, and inflict terrifying ordeals to their inhabitants for the purpose of feeding on intense emotions. Eventually, the unfortunate souls go mad or die. Such predatory Houses have different spells available, notably including *fear* and *magic jar*.

In the Shadows

Agate Dragon

The agate dragon is the most poorly known of the dragon species, due in part to its shapeshifting prowess and circumspect nature. To survive a crisis or war, an agate dragon can adopt and keep another form for long periods. It can also hide in the wild, finding shelter deep in the Netherworld, where it curls amidst the stones and falls asleep, slumbering until it becomes one with the precious veins around it. So the legends go, they trigger earthquakes simply by shifting in their sleep, leading many guardian dwarves to refuse to mine agate veins for fear of accidentally waking up a mighty—and angry—dragon. For the most superstitious dwarves, merely wearing agate adornments brings bad luck.

The Free City is known to be home to several agate dragons, some of which have apparently decided to settle there permanently for yet unclear reasons. The involvement of these creatures in the city's politics is hard to measure, but is the object of many rumors and theories of a more or less extravagant nature, notably due to the actions of the mysterious A Thousand Faces.

Agate Dragon Wyrmling

A wyrmling has not yet gained the ability to change form, and so agate nests tend to be especially well hidden and equally well protected. The only goal of an agate dragon parent is the safety of their brood, and so they do not appear in any specific environment. Concealed from the world, the wyrmling learns all the things it can, that it might be ready to set out into the world... when the time is right. Their young minds are thirsty for knowledge and filled with wanderlust. This behavior causes complications for their parents, who must be eternally vigilant, lest their precious brood leaves to roam.

Agate Dragon Wyrmling

Medium dragon, chaotic neutral

- **Armor Class** 17 (natural armor)
- **Hit Points** 32 (5d8 + 10) | **Wound Threshold** 8
- **Speed** 30 ft., fly 60 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	14 (+2)	11 (+0)	15 (+2)

- **Saving Throws** Dex +2, Con +4, Wis +2, Cha +4
- **Skills** Perception +4, Stealth +2
- **Damage Immunities** psychic
- **Senses** blindsight 15 ft., darkvision 60 ft., passive Perception 14
- **Languages** Draconic
- **Challenge** 2 (450 XP)

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

- **Psychic Breath.** The dragon exhales a psychic blast of energy in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 12 Intelligence saving throw, taking 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.
- **Stunning Breath.** The dragon exhales a blast of stunning energy in a 30-foot cone. Each creature in that area must make a DC 12 Intelligence saving throw or become **stunned** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Young Agate Dragon

Once educated and capable of donning an appearance that allows them to remain unnoticed, young agate dragons leave the protection of the nest. Siblings often keep ties with one another, even if curiosity and the drive for knowledge can take them far away from each other. Despite their predisposition toward discretion, young agate dragons hunger for discovery and social interactions. They happily infiltrate the societies they encounter, always eager for new experiences. Their chaotic nature drives them toward novelty, and so they only rarely spend more than a few years in the same place.

Young Agate Dragon

Large dragon, chaotic neutral

- **Armor Class** 18 (natural armor)
- **Hit Points** 142 (15d10 + 60) | **Wound Threshold** 36
- **Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	16 (+3)	13 (+1)	17 (+3)

- **Saving Throws** Dex +3, Con +7, Wis +4, Cha +6
- **Skills** Deception +6, Perception +7, Stealth +3
- **Damage Immunities** psychic
- **Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 17
- **Languages** Common, Draconic
- **Challenge** 8 (3,900 XP)

Traits

Lesser Change Shape. As an action, the dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It doesn't revert to its true form if it dies, but its corpse will resemble that of a half-dragon. In the 1 minute that precedes and follows the change, the dragon is **incapacitated**. Any equipment it is wearing or carrying is not absorbed by the new form: oversized items fall, while undersized items may crack or split. In its new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

- **Psychic Breath.** The dragon exhales a psychic blast of energy in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 15 Intelligence saving throw, taking 44 (8d10) psychic damage on a failed save, or half as much damage on a successful one.
- **Stunning Breath.** The dragon exhales a blast of stunning energy in a 30-foot cone. Each creature in that area must make a DC 15 Intelligence saving throw or become **stunned** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Adult Agate Dragon

A gate dragons have several meeting spots on Eana, places where they gather in secret. Some meet after sharing a dream; others simply visit them on a whim, on the off-chance of meeting their peers. The young are taught of such locations before they leave their hidden nests, and learn of others as they meet other agate dragons.

Due to the agate dragon's tendency to wander, they usually end up finding a lair much later than other dragons. They may also set up temporary lairs, or forgo them entirely, preferring a life of discoveries to one hoarding power and riches. This unusual attitude is generally met with bewilderment by other dragons.

Adult Agate Dragon

Huge dragon, chaotic neutral

- **Armor Class** 19 (natural armor)
- **Hit Points** 212 (17d12 + 102) | **Wound Threshold** 53
- **Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	18 (+4)	15 (+2)	19 (+4)

- **Saving Throws** Dex +5, Con +11, Wis +7, Cha +9
- **Skills** Deception +9, Perception +12, Stealth +5, Survival +7
- **Damage Immunities** psychic
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22
- **Languages** Common, Draconic
- **Challenge** 15 (13,000 XP)

Traits

Change Shape. As an action, the dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 18 (2d10 + 7) piercing damage.

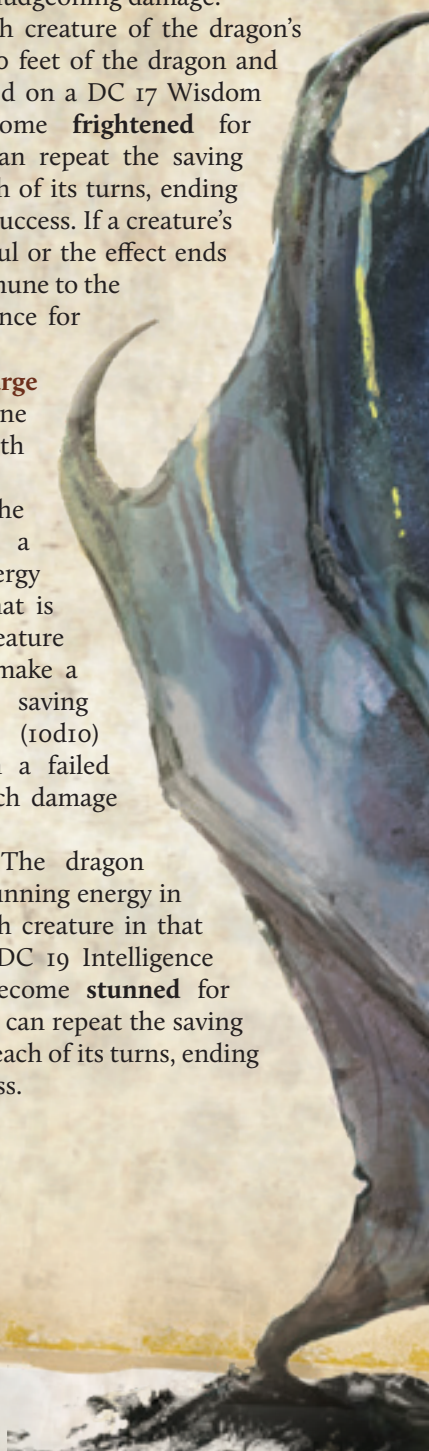
Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become **frightened** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

- **Psychic Breath.** The dragon exhales a psychic blast of energy in a 90-foot line that is 5 feet wide. Each creature in that area must make a DC 19 Intelligence saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.
- **Stunning Breath.** The dragon exhales a blast of stunning energy in a 60-foot cone. Each creature in that area must make a DC 19 Intelligence saving throw or become **stunned** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.



Legendary Actions

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

Ancient Agate Dragon

As a dragon ages, its need (and desire) for sleep grows, and it is no different for the agate dragon, with ancient agate dragons becoming more sedentary than their younger kin. Finding a cave to settle in, the dragon slowly begins to meld with the mountain, until they finally become, in a way, its soul. Their interventions in the dreams of others and their dominion over the lands they influence often causes them to be mistaken for local earth deities.

Every ancient agate dragon is unique. One may be a hermit that enjoys their solitude, another may be a wise one that seeks to pass on their knowledge and experience, and yet another may be an inveterate jester whose jokes know no limit. An ancient agate dragon's attitude may even change from one century to another.

Ancient Agate Dragon

Gargantuan dragon, chaotic neutral

- **Armor Class** 22 (natural armor)
- **Hit Points** 444 (24d20 + 192 | **Wound Threshold** 111
- **Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	20 (+5)	17 (+3)	21 (+5)

- **Saving Throws** Dex +7, Con +15, Wis +10, Cha +12
- **Skills** Deception +12, Nature +12, Perception +17, Stealth +7, Survival +10
- **Damage Immunities** psychic
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 27
- **Languages** Common, Draconic
- **Challenge** 22 (41,000 XP)

Traits

Change Shape. As an action, the dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit*: 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit*: 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack*: +16 to hit, reach 20 ft., one target. *Hit*: 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become **frightened** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

- **Psychic Breath.** The dragon exhales a psychic blast of energy in a 120-foot line that is 10 feet wide. Each creature in that area must make a DC 23 Intelligence saving throw, taking 71 (13d10) psychic damage on a failed save, or half as much damage on a successful one.
- **Stunning Breath.** The dragon exhales a blast of stunning energy in a 60-foot cone. Each creature in that area must make a DC 23 Intelligence saving throw or become **stunned** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Legendary Actions

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

An Agate Dragon's Lair

The dragon's magic changes its environment to suit its shape and grant it an edge in its domain.

Regional Effects

The effects of an agate dragon's presence are subtle enough to be mistaken for the presence of other supernatural creatures, such as a divinity or spirits:

- **Breath Weapons (Recharge 4-6).** When the dragon is in its lair, its breath weapons recharge on 4-6 instead of 5-6.
- **Control Weather.** Once a day, an agate dragon can cast the *control weather* spell on any point within its domain.
- **Domain Vision.** 3 times a day, an agate dragon can cast the *scrying* spell, requiring no material components, on any point within its domain. It can also make the sensor hover or move at a speed of 50 ft., and can cast spells from the sensor as if it were present itself.
- **Haven.** An agate dragon can cast the *hunter's haven* spell with a 5th-level spell slot on any point within its domain, and open it to creatures of its choice.

Lair Actions

Inside its lair, the dragon can take a lair action on initiative count 20 (losing all initiative ties).

- **Inhale.** The dragon tries to catch its breath. Roll a d6. On a 6, it can use the **Breath Weapons** action again.
- **Innate Spellcasting.** The agate dragon's innate spellcasting ability is Charisma (spell save DC 17 for an adult dragon, or 20 for an ancient dragon). The agate dragon can innately cast the following spells, requiring no material components:
  - At will: *magic mouth, minor illusion*
  - 3/day each: *greater invisibility, silent walk*
  - 1/day each: *dream, mirage arcane, programmed illusion*
- **Magic Resistance.** Until its next lair action, the dragon has advantage on saving throws against spells and other magical effects.
- **Movement.** The dragon can move a number of feet equal to its speed.
- **Sturdy Scales.** Until its next lair action, the dragon has resistance to nonmagical bludgeoning, piercing and slashing damage.

A Thousand Faces

Long ago, A Thousand Faces was an honorable agate dragon. Now, however, it is a patient and corrupt monster, and one of the greatest dangers that the Free City has faced. The adventurers may see them as an ally and supporter, realizing only later that the dragon is, in fact, their worst enemy.

The Truth about A Thousand Faces

Hrysanthéïs was an adventurous and curious agate dragon, deeply attached to the Free City and benevolent toward humanoids. With each trip to the city, they donned a new appearance, as they enjoyed having a succession of different lives and always put great detail into each one. Like an actor striving for perfection, they sought to try different attitudes, personalities, and histories.

Critically, they were the guardian dwarf adventuress Arxtrude, secret heroine of the Free City, who ventured into the depths of the city to help fight the infestation of a Cankerous nest in 271-272. Although the expedition met with success, Arxtrude lacked a true dwarf's resistance to corruption, and so returned with the evil that would lead to Hrysanthéïs's demise, years later.

Careless and determined to keep their nature secret, Hrysanthéïs made unchecked use of the Cankerous boons they received, while ignoring the steadily worsening negative effects. In the end, the dragon begat a twisted, evil twin (see **Grimoire**, **Corruption: Effects of Permanent Corruption**, **Cankerous Sleepwalker**). As long as Hrysanthéïs lives, so too will this immortal creature, and vice versa—until the fateful day when the agate dragon's corruption proves too much, and the two beings merge into one. Then, the world will quake in the face of a new and exceptionally dangerous Cankerous prince.

For the time being, Hrysanthéïs's twin has managed to lock them up in the depths of the Free City. The double designed a place where the agate dragon slumbers in deep stasis, never again to leave or be threatened by anyone.

What remains of Hrysanthéïs today?

The agate dragon is a prisoner of a deep slumber. As an adult dragon, they can travel in dreams, which are now their only method of action. Unfortunately, Hrysanthéïs is tirelessly pursued by creatures that serve Nightmare. Whenever Hrysanthéïs tries to contact a humanoid, Nightmare descends on the sleeper, altering their dreams to make Hrysanthéïs look like an evil monster. If this doesn't prove enough, it goes so far as to eliminate those who could help Hrysanthéïs. Tormented, confused, and horrified, the dragon lacks clarity and direction. Plagued by the guilt of what they put others through, they show great hesitation in making new contacts. Since Hrysanthéïs doesn't know where they are exactly, the dragon can't even inform those who may still want to rescue them.

Portraying A Thousand Faces

For the adventurers, the battle against A Thousand Faces will be an arduous one, and some decisions made in good faith may only worsen the situation. Below is a description of a possible scenario:

- **An Ideal Employer.** Althéa Temperanza (see below) was the last incarnation of Hrysanthéïs when they still had control over their life. She was to be a political heroine for the Free City, someone who would restore equality within the institutions and give hope to the underprivileged. But their corrupt twin usurped the facade, inheriting Althéa's dangerous enemies. She may be the target of assassination attempts, slander, and other harrowing methods. As the adventurers' employer, Althéa appears to be a paragon of justice and innocence.
- **The Untouchable Assassin.** Lysandre (see below) is the first incarnation conceived by the corrupt twin and is an exceptional assassin. In the past, he used to attack Althéa's supporters and friends to torment Hrysanthéïs, but those days are over. He now offers his bold and wickedly effective services to ambitious personages, in an effort to help them rule over the Free City—to an extent. By empowering the worst of the Free City, only to later reveal their scandalous plots, Lysandre positions himself to bring down his former employers… and foster a major institutional crisis.
- **The Honorable Dictatorship.** One of the goals of A Thousand Faces is to obtain supreme power through their Althéa Temperanza persona. They plan to have Althéa appear as the only possible option to restore peace and order to the city and take on the mantle of the Absolute.
- **Power Drifts.** Under the pretense of ensuring harmony, Althéa the Absolute paralyzes the forces of the Free City by hamstringing anyone who can oppose her, appointing incompetent (or corrupt) people to key positions, sending the adventurers away on suicidal missions so they can't save the city from its fate, etc. Meanwhile, Cankerous nests proliferate in basements and cellars across the city, ideally in large numbers and without any practical means of destroying them.
- **An Immortal Tyrant.** At this point, it's still possible to oppose and attack Althéa. Such rebels may even succeed in killing her, but she will be reborn the very next night. The Free City inhabitants will be terrified upon witnessing this miracle, with many preferring to submit rather than risk certain death, particularly since Althéa continues to lie, promising a brighter tomorrow if allowed to carry out her mission.
- **The Painful Price of Victory.** To slay A Thousand Faces, one must kill both Hrysanthéïs and their twin on the same day. Alternatively, they could purify Hrysanthéïs, but freeing a creature from critical corruption requires highly complex methods (see **Grimoire**, **Corruption: Purifying Corruption**). Ultimately, the worst solution would be killing Hrysanthéïs, and only Hrysanthéïs. As they currently have 19 Corruption points, the agate dragon would regain consciousness in the body of their evil twin, and gain the last point of permanent corruption that separates them from transforming into a Cankerous prince.
- **The Twilight War.** If this Cankerous prince were to emerge, coinciding with hordes of ravagers springing forth from the depths of the Free City, the world would experience a new era of profound darkness, one more terrible and painful than even the Dawn War.

A Thousand Faces in Dragon Form

Ravager with the appearance and size of a huge adult dragon, chaotic evil

- **Armor Class** 22 (natural Cankerous armor)
- **Hit Points** 225 (18d12 + 108) | **Wound Threshold** 57
- **Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	18 (+4)	15 (+2)	19 (+4)

- **Saving Throws** Dex +5, Con +11, Wis +7, Cha +9
- **Skills** Acrobatics +5, Deception +9, Insight +7, Intimidation +9, Perception +12, Persuasion +9, Stealth +10, Survival +7
- **Damage Resistances** fire
- **Damage Immunities** acid, psychic
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22
- **Languages** Cyfand, Draconic, Phantasm
- **Challenge** 16 (15,000 XP)

Traits

Change Shape. As an action, A Thousand Faces magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (its choice).

In a new form, A Thousand Faces retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Evil Twin. If A Thousand Faces dies while Hrysanthéïs still lives, it is reborn at midnight in a place where Hrysanthéïs' blood was once spilled.

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

Mighty Leap. A Thousand Faces' long jump is 50 ft. and its high jump is 20 ft, as long as it has a running start.

Sneak Attack. Once per turn, A Thousand Faces deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of A Thousand Faces that isn't incapacitated and A Thousand Faces doesn't have disadvantage on the attack roll.

Spider Climb. A Thousand Faces can climb difficult surfaces, including moving upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. A Thousand Faces can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of A Thousand Faces' choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become **frightened** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to A Thousand Faces' Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). A Thousand Faces uses one of the following breath weapons.

- **Psychic Breath.** A Thousand Faces exhales a psychic blast in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Intelligence saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.
- **Stunning Breath.** A Thousand Faces exhales a stunning blast in a 60-foot cone. Each creature in that area must make a DC 19 Intelligence saving throw or be **stunned** 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.

Reactions

Adaptable Exoskeleton (3 Uses; Recharges after a Short or Long Rest). When A Thousand Faces is targeted by a spell attack or weapon attack, it can use its reaction to reinforce its Cankerous Exoskeleton on the targeted part of its body, gaining a +5 bonus to AC against the triggering attack.

Evasive Leap. When A Thousand Faces is targeted by an area effect, it can use its reaction to make a standing long jump or high jump without a running start. If its jump takes it away from the area of the effect, it is unaffected. The path of its jump must be clear of any obstacle, and this movement triggers opportunity attacks from creatures within range.

Legendary Actions

A Thousand Faces 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 Thousand Faces regains spent legendary actions at the start of its turn.

- **Detect.** A Thousand Faces makes a Wisdom (Perception) check.
- **Tail Attack.** A Thousand Faces makes a tail attack.
- **Wing Attack (Costs 2 Actions).** A Thousand Faces beats its wings. Each creature within 15 feet of A Thousand Faces must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked **prone**. A Thousand Faces can then fly up to half its flying speed.

Aspects

A Thousand Faces essentially acts through two primary identities that allow it to carry out its plans (see the previous section **Portraying A Thousand Faces**). Depending on its needs (and those of the leader), it can take another form through its Change Shape feature. Whatever its appearance, it retains its Cankerous features (see **Grimoire**, **Corruption: Effects of Permanent Corruption**, **Cankerous Exoskeleton**) as well as its Sneak Attack feature. The profile provided below applies to both Althéa and Lysandre.

Althéa Temperanza, the Politician

Who in the Free City doesn't know of Althéa Temperanza? This human woman is a beacon for the poorest and their best hope for success. Before she made a fortune in long-distance trading, Althéa started at the very bottom of the social ladder. The discovery of incredible treasures allowed her to move into a lavish residence overlooking the city. Today, Althéa is a second-term councilwoman. Her first term was met with popular success, easily ensuring a second, despite the lot-drawing system.

Publicly, Althéa is a pious woman who practices meditation and focuses on spiritual and philosophical studies in the highest rooms of her dwelling. But in reality, it is all a convenient excuse that allows her to disappear for several hours without witnesses. Via a network of stairs and secret passages, A Thousand Faces, as Althéa, can travel either discreetly or openly to the Palm Grove Palace, the nearby patios, the lower town, or even the catacombs.

Althéa Temperanza

Lysandre

Lysandre the Assassin

The elusive and sinister Lysandre is the proud embodiment of ruthless death. Created by A Thousand Faces as a way to harm Hrysanthéïs, the persona now serves the ambitions of Canker. In order to hide Althéa's vested interest in Lysandre's deeds, the latter frequently takes on contracts that have nothing to do with A Thousand Faces' plans, using them to conceal the truly important actions he undertakes. In recent times, Lysandre has built connections in the criminal underworld, and thanks to his high status within the Raqisa Thieves' Guild, he keeps himself informed of everything that happens behind the scenes. He chose the Raqisa in particular for its members' ambition and now helps them to topple the long-standing balance between the Tridentine and the elite of the Free City. At the leader's discretion, some of the bold and violent actions undertaken by Ghardat's thugs may very well be inspired by A Thousand Faces.

A Thousand Faces in Human Shape

Ravager with the appearance of a medium humanoid (human), chaotic evil

- **Armor Class** 20 (studded leather armor +2, natural Cankerous armor)
- **Hit Points** 225 (18d12 + 108) | **Wound Threshold** 53
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	18 (+4)	15 (+2)	19 (+4)

- **Saving Throws** Dex +8, Con +7, Wis +7, Int +9, Cha +9
- **Skills** Acrobatics +8, Deception +9, Insight +7, Intimidation +9, Perception +12, Persuasion +9, Stealth +13, Survival +7
- **Damage Resistances** fire
- **Damage Immunities** acid
- **Senses** passive Perception 22
- **Languages** Cyfand, Draconic, Phantasm
- **Challenge** 16 (15,000 XP)

Traits

Change Shape. As an action, A Thousand Faces magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form.

Evil Twin. If A Thousand Faces dies while Hrysanthéïs still lives, it is reborn at midnight in a place where Hrysanthéïs' blood was once spilled.

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

Mighty Leap. A Thousand Faces' long jump is 28 ft. and its high jump is 10 ft, as long as it has a running start.

Sneak Attack. Once per turn, A Thousand Faces deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of A Thousand Faces that isn't incapacitated and A Thousand Faces doesn't have disadvantage on the attack roll.

Spider Climb. A Thousand Faces can climb difficult surfaces, including moving upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. A Thousand Faces makes two short sword attacks.

Light Crossbow. *Ranged Weapon Attack*: +8 to hit, range 80 ft./320 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw. The target takes 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Vicious Shortsword +1. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. If A Thousand Faces rolls a 20 on the attack roll, the critical hit also deals 7 additional piercing damage.

Reactions

Adaptable Exoskeleton (3 Uses; Recharges after a Short or Long Rest). When A Thousand Faces is targeted by a spell attack or weapon attack, it can use its reaction to reinforce its Cankerous Exoskeleton on the targeted part of its body, gaining it a +5 bonus to AC against the triggering attack.

Evasive Leap. When A Thousand Faces is targeted by an area effect, it can use its reaction to make a standing long jump or high jump without a running start. If its jump takes it away from the area of the effect, it is unaffected. The path of its jump must be clear of any obstacle, and this movement triggers opportunity attacks from creatures within range.

Criminals

Gacem is one of Ghardat's most formidable assassins. Having recently arrived as reinforcements to support the Raqisa, he feels that something dire is brewing in the Free City.

Criminals seek to operate from the shadows, hiding their activities from the light of day. Some are scoundrels who care about nothing but profit, while others support a cause they find worthy. Hardened knaves and grizzled resistance fighters often share similar methods and ways of life. Like many other towns, the Free City teems with such characters.

The Many Faces of Criminality

Adventurers will often cross paths with bandits, whether they're hardened professionals or men of circumstance. In the countryside, they're highwaymen who rob travelers, some honorably, some less so. The areas near the borders are often plagued by smugglers and bootleggers, capable of finding their bearings on rough terrain and quickly navigating it. In towns, crooks are part of a gang or a thieves' guild, or they are the henchmen of some mighty crime lord. At sea, they become pirates and sometimes join forces with political powers, though in the case of an official alliance, that makes them privateers.

Most criminal NPCs are between 15 and 25 years of (human) age and hail from the working class. Some among them "settle down" when they find a legal job, marry, or suffer punishment that puts a damper on their criminal enthusiasm. Others find their shady dealings have become impossible due to surveillance or punitive maiming. Among those that do keep up with their current "career path," some will climb ranks (and possibly gain rogue levels, see **Nemesis**) while others will die from an act of revenge, or be executed by local justice.

A minor gang comprises 4 to 10 members, including the leader—a major gang comprises 10 to 30 members, including the leader and their lieutenants. In extreme situations (such as civil wars), gangs of bandits can rival a military company in number (in fact, many bandits are deserters), in which case they are frequently known as free companies. Similarly, a well-organized, wealthy sect has many agents at their disposal, and a thriving thieves' guild may have a comparable strike force.

Other Suitable Profiles

The leader can use the profile of another NPC (such as a **veteran** or a wayward **knight**) for the bandit captain. This choice depends on the background of the gang: are they former soldiers, refugees trying to survive, rebellious peasants, professional criminals, or the agents of some dark power...?

The Thoughts of Baldine the Guide

"World ain't a safe place nowadays! There's gang members murdering each other left, right, and center 'round the ports. Nobody really knows who will end up on top. One thing's for sure, things will settle down when a new leader arises, but only on the surface. In the lower quarters, 'order' just means that no one dares step out of line. Yeah, I don't like what it's come to."

Bandit

This profile applies to any outlaw with slightly more experience than a **commoner**. Equipment, skills, or traits can be modified to suit the nature of the gang. Bandits are spendthrifts: after splitting the loot, they don't keep a heavy purse for long. They may buy gaudy clothes and jewelry, or wear them after stealing them. They live and die by their equipment, so they'll always buy protection and, if able, medical supplies.
This profile can be tailored to the NPC's nature. The traits below serve as a foundation from which every scoundrel develops their own specialties and acquires the associated proficiencies: Survival for smugglers, Deception for crooks, Sleight of Hand for cutpurses, Vehicle (water) for pirates, etc.

Bandit

Medium humanoid (any species), any non-lawful alignment
- **Armor Class** 12 (leather armor)
- **Hit Points** 11 (2d8 + 2) | **Wound Threshold** 5
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

- **Skills** Intimidation +2, Stealth +3
- **Senses** passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) slashing damage.
Light Crossbow. *Ranged Weapon Attack*: +3 to hit, range 80 ft./320 ft., one target. *Hit*: 5 (1d8 + 1) piercing damage.

Lanius is a melessë with features so fine one can easily imagine him being of royal blood. Unfortunately for him, though this is indeed the case on his father's side, his human mother is no more than a comfort girl on the docks of the Free City. As soon as he was of age to make money, he did all he could to provide for his younger siblings and ensure a better life for them. For him, it is too late—or so he believes, at least. He has a weakness for alcohol, is too passionate for his own good, is prone to melancholy, and most of all, he attracts trouble. That's what he can't help being: a troublemaker. Whenever he gets himself out of a pickle, he tells himself that next time, he will know better, but in the end, he gets himself into yet another mess. Lately, this has been all the more of a problem with relationships between thieves' guilds getting more and more strained...

Thug

This profile applies to any criminal who is tougher than the norm but without the smarts to match. In a story, the thug often plays the part of the unpleasant, looming, and hard-hitting adversary. They can be the strong man of the gang, the boss' bodyguard, or the leader of an insignificant gang.

The type of gang the thug belongs to should determine their equipment and skills. A smart and wealthy captain who uses their thug as a battering ram will clad them in the sturdiest armor and give them the best weapon, making them even more dangerous.

Mirella Bullhead works on the docks of the Old Port District. By day, she loads and unloads, and by night, she lurks in the dens under the control of the Tridentine, the oldest thieves' guild of the Free City. Mirella was born to a poor family and is the mother of an infant she leaves in the hands of her partner, Delfin, an honest baker. Her life consists of day-to-day opportunities and encounters. Her taste for rowdy nightlife and her questionable friendships have always brought her into shady businesses. She thus finds herself lending a hand unloading illegal merchandise, or teaching a lesson to some crook who hasn't been paying the Tridentine its due.

Thug

Medium humanoid (any species), any non-good alignment

- **Armor Class** 11 (leather armor)
- **Hit Points** 32 (5d8 + 10) | **Wound Threshold** 8
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

- **Skills** Intimidation +2, Stealth +2
- **Senses** passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 1/2 (100 XP)

Traits

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack*: +2 to hit, range 100/400 ft., one target. *Hit*: 5 (1d10) piercing damage.

Spy

Those with power know that one's might is ultimately the sum of two things: information and the initiative to act on it. Knowing your rivals' secret plans lets you stay one step (or more) ahead while maintaining the illusion that said secrets are still safe. And those who cannot be corrupted or blackmailed? A quiet death suffices.

Shadow operatives might devote themselves to a cause or might work as mere mercenaries. Stealth and cunning are their favorite weapons. Though no strangers to combat and danger, they are wise enough to always choose the most inconspicuous methods.

This profile applies to any individual specialized in the acquisition of intelligence. Spies can work for an organization and are usually supervised by a spymaster, who sees the full scope of the issues at stake and oversees their subordinates' actions. A spymaster is responsible for a whole team of spies, each of them with their own technical specialty (forgeries, cryptology, etc.), case file (war against a specific sect, a thieves' guild, etc.) or geographical area. In the latter two cases, the spies might recruit operatives. A powerful group might also train a spy for the sole purpose of infiltrating a specific circle, such as the court of a prince or an enemy administration. In the end, a spy's imperatives and the means used depend on their personality, as well as external circumstances.

Below are examples of the motivations needed to become an informant or a spy. None of them are mutually exclusive. For instance, someone can be both paid off and threatened.

- **Money.** Financial motivation drives the corrupt and those in debt, whether for socially acceptable reasons (a disastrous investment, a family member's serious illness, etc.) or more shameful ones (gambling addiction, blackmail, etc.).
- **Ideology.** The spy is devoted to a cause and will do their best to help their fellow supporters. Ideologies can be political (slaying a tyrant, for example) or religious.
- **Coercion.** A blackmailer is pressuring the spy into getting them intelligence or favors.
- **Hatred.** Out of humiliation, revenge, or jealousy, the spy will help anyone who can harm their enemy.

Godten is, in appearance, a simple clerk who works at the Palace Terrace. He is a pen-pusher among many others, keeping things running smoothly between the administration of the Assembly and that of the other councils. Soft-spoken, self-assured, sometimes showing an unexpectedly sharp wit, he is a serious colleague one can rely on. However, one must bear with his suspicious, almost paranoid side. This is actually his second profession rubbing off on his job. Indeed, Godten works as a spy for the powerful Stalfelt clan (aka Ironfield in Cyfand). Of course, the alliance between the dwarves of the Drakenbergen and the Free City is strong, but this doesn't mean one shouldn't keep tabs on the inner workings of the Republic, just in case. The ambitions of certain high-profile politicians—such as Althea Temperanza—are concerning, as are the ties between certain notables and criminals.

The Spy's Cover

As part of their mission, spies always uses a cover-story: a plausible identity allowing them to account for their comings and goings. Spies are often proficient in artisan's tools or develop artistic skills to better infiltrate the fold of a house or clan. The ranks of diplomats and merchants also count many occasional or professional spies. A recruit who has since become a fully-fledged spy is proficient in the skills and tools of their original trade.

The Thoughts of Baldine the Guide

"The Free City is the largest in the world, making it a nest of spies like you wouldn't believe. Kings, princes, tyrants—just to name a few—every one of them has an ambassador here, and every ambassador has their own agents.

"Makes sense that some of their wars have spread here, like that one pitting Ghardat against Kartaçöl, or the one between Kartaçöl and Arolavia. I wonder if Ghardat and Arolavia will join up. You know how it goes: politics can make strange bedfellows. It all seems great in theory, but they're separated by Kartaçöl and Cyrillane, and right now, Cyrillane is... well, y'know.

"That said, the Free City hosts a lot of Cyrillan refugees. A good number are loyalists and traffickers, getting their bread buttered on both sides. With the civil wars, business is booming. You'd better be on good terms with the Kratéïrans if you don't want to get torn to pieces as soon as you disembark. Loads of merchants need help smuggling their luxury goods out of Cyrillane, which isn't surprising considering the legions of marauders, bandits, looters, and worse.

"What was I saying? Oh, yeah. Spies. From all sides, everywhere. If you look even remotely suspicious, people will think you're one of them!"

Spy

Medium humanoid (any species), any alignment

- **Armor Class** 12
- **Hit Points** 27 (6d8) | **Wound Threshold** 7
- **Speed** 30 ft.

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

- **Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
- **Tools** dependent on cover-story
- **Senses** passive Perception 16
- **Languages** thieves' cant plus any three languages
- **Challenge** 1 (200 XP)

Traits

Cunning Action. On each of its turns, the spy can use a bonus action to take the **Dash**, **Disengage**, or **Hide** action.

Sneak Attack. Once per turn, the spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Bandit Captain

This profile applies to any leader who is charismatic, wise, and capable of mustering respect through their martial prowess. When bandits split their spoils, bandit captains often take the lion's share and are, therefore, better equipped than their followers. Generally speaking, the plans of bandit captains span a much longer period of time than those of their subordinates, and they are well familiar with betrayals and strokes of bad luck. However, some bandit captains can, in their passion, reach beyond their grasp, seeking treasures, lost cities, or ridiculous ransom demands, often precipitating their ruin. Alcohol and the wear and tear of a violent life can also lead them to make fatal mistakes.

The skills of a bandit captain depend on their specialty in the criminal underworld. For instance, a pirate will be proficient in vehicles (water) and navigator's tools, setting them apart from their henchmen.

Marcelle the Mole is the leader of one of the gangs commonly known as the "moles of Thorst," which are active in the Free City district of the same name. There, people survive more than they live, and competition is fierce between thugs, as Marcelle learned to her detriment. Teaming up with her childhood friend and fiancé Marcotin, the pair rose together as skilled traffickers, but Marcotin began nurturing doubts about his partner. Wouldn't she eliminate him to secure more power for herself? Thus, he decided to get the drop on her and murder her, but Marcelle turned the tables and killed him. Since then, she trusts no one and her terrifying bouts of anger ensure a reign of terror around her.

Bandit Captain

Medium humanoid (any species), any non-lawful alignment

- **Armor Class** 15 (studded leather)
- **Hit Points** 65 (10d8 + 20) | **Wound Threshold** 17
- **Speed** 30 ft.

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

- **Saving Throws** Str +4, Dex +5, Wis +2
- **Skills** Athletics +4, Deception +4, Perception +2, Stealth +5
- **Senses** passive Perception 12
- **Languages** thieves' cant plus any two languages
- **Challenge** 2 (450 XP)

Actions

Multiattack. The bandit captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Reactions

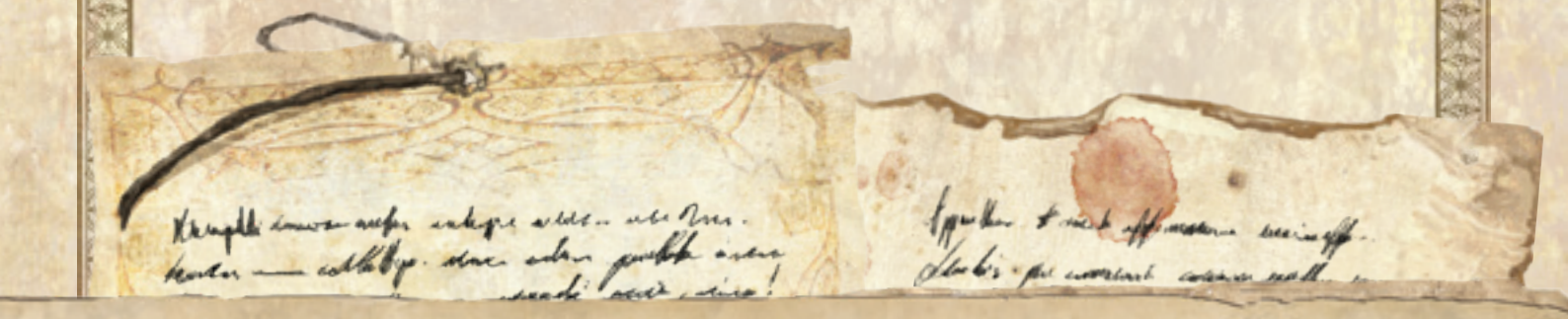
Parry. The bandit captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Crime Baron

A crime baron is an individual who has reached the highest levels of the criminal underworld. Rarely does such a rise happen in peace and harmony: a crime baron is a deeply skilled and devious individual who always strives to be two steps ahead of their opponents. Through experience and ambition, they have acquired many skills that make catching them off-guard difficult.

While crime barons retain impressive martial skills from their years in the field, they rarely get involved in operations unless forced to do so. They are as dangerous as they are cunning and influential, qualities that allow them to thwart individuals that are potentially much stronger than themselves. Some crime barons live underground, but many display a respectable and well-known public face. Some even show off their criminal status, boasting their impunity as a mark of their power.

A crime baron has several **bandit captains** under their command, surrounding themselves with **bandits** and **thugs** to do their dirty work. The most powerful crime barons even have one or several **assassins** in their employ, to handle the most delicate cases or to serve as their bodyguards.



Crime Baron

Medium humanoid (any species), any alignment

- **Armor Class** 16 (breastplate)
- **Hit Points** 75 (10d8 + 30) | **Wound Threshold** 19
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	17 (+3)	16 (+3)	18 (+4)

- **Saving Throws** Con +5, Int +6, Cha +7
- **Skills** Deception +10, Insight +9, Intimidation +10, Investigation +6, Perception +9, Persuasion +7, Sleight of Hand +5, Stealth +5
- **Tools** disguise kit, forgery kit, poisoner's kit, thieves' tools
- **Damage Resistances** poison
- **Senses** passive Perception 19
- **Languages** thieves' cant and any four languages
- **Challenge** 5 (1,800 XP)

Traits

Cunning Action. On each of its turns, the crime baron can use a bonus action to take the **Dash**, **Disengage**, or **Hide** action.

Danger Sense. When determining initiative, the crime baron can use its Wisdom (Insight) check modifier instead of its Dexterity modifier.

Sneak Attack. Once per turn, the crime baron deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the crime baron that isn't incapacitated and the crime baron doesn't have disadvantage on the attack roll.

Actions

Multiattack. The crime baron makes two melee attacks.

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target takes 14 (4d6) poison damage, or half as much damage on a successful one.

Hand Crossbow. *Ranged Weapon Attack*: +5 to hit, range 30/120 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw. On a failed save, the target takes 14 (4d6) poison damage, or half as much damage on a successful one.

Reactions

Parry. The crime baron adds 3 to its AC against one melee attack that would hit it. To do so, the crime baron must see the attacker and be wielding a melee weapon.

Erulissen is an elegant and rather young elenion of the Star District. This graceful, sweet-smiling, cold-eyed dandy is one of the highest-ranking members of Aïpio, the criminal guild in control of the sector. Elves native to the Free City are rare—most of them come here during their great journey to discover the world—but Erulissen is one of them. He has known the Palace since his childhood, and his parents, who have since returned to Ellerìna, are also involved in Aïpio's activities. The young man stands out with his inexhaustible ambition, rare industriousness, and perfectionist scheming; qualities that make him a puppeteer eager to conquer the entire chessboard of the city's shadows.

Gacem has recently reached Ghardat at the request of the leaders of the Raqisa, a thieves' guild established in the kingdom of Ghardat and in the Free City. His predecessor disappeared under strange circumstances, and the organization needs him. Known to be a brutal perfectionist, and sarcastic toward anyone he considers less intelligent than himself—which is most people—Gacem is a trustworthy professional. However, upon arriving, he discovered that another assassin had been hired, a certain Lysandre. Who is this strange fellow? Why are so many bigwigs getting murdered? Someone is preparing something big, but what? For the time being, Gacem is keeping a low profile, taking a few assignments but mostly keeping an eye out. He foresees big trouble.

Assassin

Medium humanoid (any species), any non-good alignment
- **Armor Class** 15 (studded leather)
- **Hit Points** 78 (12d8 + 24) | **Wound Threshold** 20
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	10 (+0)

- **Saving Throws** Dex +6, Int +4
- **Skills** Acrobatics +6, Deception +3, Perception +4, Stealth +9
- **Tools** disguise kit, poisoner's kit
- **Damage Resistances** poison
- **Senses** passive Perception 14
- **Languages** thieves' cant plus any two languages
- **Challenge** 8 (3,900 XP)

Traits

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

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

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack*: +6 to hit, range 80/320 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Assassin

This profile applies to any person whose expertise and techniques allows them to dispose of a foe in mere seconds. Such a practice comes with high risk. The smallest mistake can mean the assassin's death, or worse, their capture. To avoid that, some assassins work in groups, using the support or diversion provided by their accomplices as needed. Others put their fate into the hands of a demon or devil to help in their gruesome work. Whether a self-taught, wily old fox or the student of a killer, any assassin worth their salt aims for simplicity whenever possible, using the target's habits against them. There are many methods to dispose of a target, with different degrees of subtlety and scope: poisoning their meal, sabotaging their boat in dangerous waters, crushing them beneath a statue, locking the hapless victim in a flaming building, etc. There are only two factors that may drive an assassin to perform the deed with their own two hands: if the target is particularly strong, or if the client wants it done as soon as possible. Even then, the assassin will choose a time when the target is at their weakest (drunk, disarmed, asleep, etc.). Should a problem arise, a quick retreat to the shadows allows the plotting of a new, more efficient attack. Patience and persistence are the assassin's greatest allies.

Assassins can possess additional skills if they're a member of a sect or the agent of a kingdom. Whatever the assassin's origin, reaching such a level of excellence implies years of practice and a very bloody career. A killer of such caliber ranks among the elite of fighters. If the leader wishes it, assassins can own better quality equipment (such as a rapier, a heavy crossbow, a shield, a breastplate, or even a magic item) to make them even more dangerous.

People are too trusting with gnomes, whom they easily see as charming, inoffensive artisans. Eglantine poses as a quiet florist living on the border between the Eolian District and the Old Necropolis District. Her politeness is a barrier she lets no one cross. This woman is the head of the Salt Circle, an assassins' guild with a taste for ethics, claiming to act in the name of justice and to punish unpunished crimes. It is a very secretive group whose smooth running rests on the rigor and efficacy of every one of its members.

Master Assassin

Assassins of this caliber are among the most seasoned and formidable killers there are. Some have decades of experience, some have undergone drastic training without mercy or ethics, and some are chosen by destiny to pursue a career in murder with unmatched efficiency.

Some of these hitmen are known across continents, if not all of Eana, and bards—at least those who dare it—tell tales of their blood-curdling exploits. But the most dangerous are those that no one has ever heard of, those who leave nothing behind them but their murdered victim, or even a corpse that everyone will believe to have died accidentally. Only great heroes or terrible creatures can stand toe-to-toe against true master assassins.

The following profile comes with default equipment, but the best weapon for an expert killer is preparation. Any self-respecting master assassin learns as much as possible about their target and equips itself accordingly, such as forgoing poison if the target is immune to it. Master assassins' influence and means generally allow them to find the right tools for the job, even magical ones.

Master Assassin

Medium humanoid (any species), any non-good alignment

- **Armor Class** 16 (studded leather)
- **Hit Points** 135 (18d8 + 54) | **Wound Threshold** 34
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	17 (+3)	14 (+2)	14 (+2)	12 (+1)

- **Saving Throws** Dex +8, Con +7, Int +6
- **Skills** Acrobatics +8, Athletics +5, Deception +5, Investigation +6, Perception +10, Stealth +12
- **Tools** disguise kit, poisoner's kit, thieves' tools
- **Damage Resistances** poison
- **Senses** passive Perception 20
- **Languages** thieves' cant and any three languages
- **Challenge** 11 (7,200 XP)

Traits

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

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

Sneak Attack. Once per turn, the master assassin deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the master assassin that isn't incapacitated and the master assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The master assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack*: +8 to hit, range 80/320 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Masterful Dodge (Recharges after a Short or Long Rest). When the master assassin would take damage from a creature that would reduce it to 0 hit points, it can instantly move up to 30 feet to a space of its choice that it can see. If it moves out of range of the damage, the master assassin doesn't take it.

Uncanny Dodge. When a creature that the master assassin can see hits it with an attack, it can use its reaction to halve the attack's damage.

Doppelganger

A doppelganger (also called a perfect imitator) has an incredible shapeshifting ability that is both a gift and a curse. Doppelgangers can take on the appearance of any Small to Medium humanoid, as if their substance was always ready to be shaped, like soft clay. In their true appearance, these creatures are strictly identical; only doppelgangers can tell one another apart. Their presence in the Free City is known and a cause of much unrest.

Xonim's Poisoned Gift

In the past, doppelgangers were envious or jealous individuals, or people whom ugliness had driven to desperation. Unable to find joy in their own life, they dreamed of living that of others. The goddess Xonim heard their prayers and answered them in her curious way: from then on, they could take on any humanoid appearance, but never again could they return to their original form. No matter how hard a doppelganger tries, it will never be able to show its old face or use its former voice. Moreover, some people claim that they are as immortal as their yearning. As long as they yearn to be someone else, as long as they feel some form of dissatisfaction within them, they cannot grow old. Finding inner peace or happiness dooms them to certain death, as they wither away in the following months or years.

Apparently, Xonim's current high priestess in the Free City, the mysterious Asayanga, welcomes doppelgangers in her flock, helping them find their place among the followers of the Lady of Mysteries.

The Legend of Miranda

It is said that the first doppelganger, Miranda, was a young, dull girl. She was of low birth, and when she fell passionately in love with a rich and handsome nobleman, her passion was doomed to never be realized. Yet, her fervent prayers moved Xonim, who offered her the ability to change her appearance as she wished, at the cost of losing her own face. She would never again belong among her people, but in return, she could become whoever she wanted to be. Under the guise of a stunningly beautiful woman, she finally approached the man she pined for; but despite her best efforts, she could not seduce him because he already loved another. The unfortunate doppelganger, mad with jealousy, murdered her rival and tried to take her place. Alas, despite her talent for acting, her fiancé seemed to turn away from her more and more, as if he no longer loved her. With a heart full of hatred, she stabbed him and, before finishing him off, showed him her true face, that of a monster without identity. She easily fled the scene, and no one knows what happened to her afterward. Since then, she is said to have had many lovers: all of her children allegedly share her dark nature, making them a species in their own right, as her offspring gave birth to children of their own. Some say that doppelgangers are immortal and that Miranda regularly returns to her native land, in one form or another, perhaps out of nostalgia.

An Asset for Thieves' and Assassins' Guilds

Although it is difficult to do business with a doppelganger, thieves' and assassins' guilds believe the effort to be worthwhile. Complex procedures make it possible to recognize an allied doppelganger, based on a series of passwords and codes to be deciphered. Long-term collaborations sometimes develop; on rarer occasions, a doppelganger can acquire **spy** or **assassin** abilities (such as Sneak Attack or Assassinate), making them even more formidable. Frightening as the idea may be, there are no doubt numerous doppelgangers in the Free City, living and hiding in the shadows.

Archetype: Creating a Doppelganger

The doppelganger is a **humanoid** who attracted Xonim's attention for one reason or another and received a dark blessing from the Lady of the Night.

- **Ambusher.** The doppelganger has advantage on attack rolls against any creature it has surprised.
- **Shapechanger.** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. The doppelganger can never polymorph back to its original shape.
- **Unbalanced.** The doppelganger is mentally weakened by its transformation and the loss of its original identity. It has disadvantage on all saving throws against Nightmare's assaults, as well as against abilities and spells that cause madness. Moreover, both short and long-term madness last twice as long.
- **Read Thoughts.** As an action, the doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.
- **CR.** The creature's Challenge Rating increases by 1.
- **HD.** The creature gains 2 Hit Dice.

Doppelganger

Medium humanoid (shapechanger), neutral evil

- **Armor Class** 14
- **Hit Points** 52 (8d8 + 16) | **Wound Threshold** 13
- **Speed** 30 ft.

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

- **Skills** Deception +6, Insight +3, Stealth +6
- **Condition Immunities** charmed
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Common
- **Challenge** 3 (700 XP)

Traits

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

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

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

Unbalanced. The doppelganger has disadvantage on all saving throws against Nightmare's assaults, as well as against abilities and spells that cause madness. Moreover, both short and long-term madness last twice as long.

Actions

Multiattack. The doppelganger makes two melee attacks.

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

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

Medusa

With hair of snakes and a reflection it can never gaze upon, lest it be turned to stone, the medusa is an astonishing creature. Calling on stony discipline to survive however it can, it finds associates among those who fear it or wish to use its powers.

Legends say that medusae are exclusively female creatures, when in fact, they can be either male or female; however, male medusae are often referred to as "medusi" (singular: "medusos").

The Fate of Euterpe

A spy and agent of the Kleidi-Kleidaria, the human Euterpe had begun to settle in the Free City and find her bearings there, when she was cursed by a medusa during one of her adventures. Horrified at what she was becoming without understanding what was happening, she hid among the mausoleums of the great Plain Cemetery. She seeks to reconnect with her thieves' guild, to get revenge for being cursed, and to understand her transformation in the hope of undoing it. Luckily, she has kept a few friends: although they don't know the whole story, they are aware that she suffers from some sort of serious illness and have helped her organize to deal with the situation.

A Living Curse

The origin of medusae is one of the great mysteries that fascinate the Free City scholars. Their cycle of existence is particularly complex, and originates on a distant world, beyond the ateaks. It all begins when a medusa experiences the impulse to cave paint, drawing obscure symbols or writing in a language unknown even to medusae. When an intelligent creature brushes its hand on the inscribed stone, it must make a DC 13 Wisdom saving throw. On a success, the creature perceives a sort of muffled murmur in the rock but is unaffected. On a failure, the victim incubates a sort of mental, parasitic worm, and unconsciously sets out in search of a being who will become their victim. They develop the innate knowledge of a curse, which they will utter sooner or later. This dormant period ranges from a few weeks to a few years. They also develop a conscious reason for uttering this curse to their chosen target, under the combined effects of hatred, desire for revenge, viciousness, and the magic of the stone words.

A Broken Life

Transformation into a medusa is a slow process: awful itches, blisters in the scalp that teem with future vipers, hair loss, headaches when looking at one's reflection, etc. In just a few weeks, the victim is completely transfigured, having become a monstrous and almost unrecognizable creature. Generally, the new medusa is unable to carry on its life as it once did. However, its passions are not lessened by its transformation, and it will continue to try and realize its past ambitions, though possibly in roundabout ways.

Medusa

Medium humanoid (cursed), any non-good alignment
- **Armor Class** 15 (natural armor)
- **Hit Points** 127 (17d8 + 51) | **Wound Threshold** 32
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

- **Skills** Deception +5, Insight +4, Perception +4, Stealth +5
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common
- **Challenge** 6 (2,300 XP)

Traits

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly **petrified**. Otherwise, a creature that fails the save begins to turn to stone and is **restrained**. The restrained creature must repeat the saving throw at the end of its next turn, becoming **petrified** on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration spell* or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack. The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit*: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow. *Ranged Weapon Attack*: +5 to hit, range 150/600 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Nemesis

The nemesis is an important character whom the adventurers will likely encounter several times. Like them, the nemesis is a Fate-chosen and has the potential to perform exploits that will go down in history. A nemesis can be an ally or a foe, or switch between the two during the story. Every nemesis is unique.

Adapting an NPC into a Nemesis

Through this approach, you can use an NPC who left a mark on your campaign and adapt it into a nemesis.
For instance, say your players met a nobleman: due to circumstances, what should have been a secondary character with a simple **noble** profile grew more and more important. In the end, the nobleman becomes the perfect nemesis for your campaign. In this case, either expand his profile to give the character greater scope and extra traits or start from scratch by following the character creation process and giving him a PC's profile. Modifying a character's abilities during the campaign isn't problematic as long as you maintain overall coherence: if he was proficient in a specific skill, that is still the case; if he wasn't, he could learn it, or you can act as if he had concealed his skill the whole time.

A PC turned Nemesis

A PC can become a nemesis if the goals they pursue become diametrically opposed to those of the party. This case may arise if a character undergoes Cankerous metamorphosis (see **Grimoire**, **Corruption**, **The Many Faces of Corruption: The Forms and Progression of Corruption**); it can also be a way to keep a character in the story after a player's departure.

Power Tiers

A nemesis influences the world around it. It is often proactive, sometimes even more so than the adventurers. The character level ranges below will give you an idea of the influence your nemesis wields:

- **Levels 1 to 4.** The nemesis is just starting out. It can only cause trouble at a local level; the adventurers may underestimate its influence, or not even notice it.
- **Levels 5 to 10.** The nemesis has a strong regional influence (as the leader of a powerful thieves' guild, for instance) and may act on a kingdom-wide scale.
- **Levels 11 to 16.** Likely, this nemesis has already traveled to other planes and made contact with powerful creatures, such as celestials, elementals, fey, and high-ranking fiends. Its influence stretches over and across a whole continent. Thus, Tamerakh, in the days of his great conquests, could have made a nemesis of such caliber for the adventurers of his time.
- **Levels 17 to 20.** There may never have been such a mighty nemesis in all of Eana's history. Such an individual could only arise due to exceptional conditions, with Eana's very existence and the fate of the world hanging in the balance.

Power Variations for a Nemesis

The power of a nemesis, along with its disposition, can shift during the campaign. For instance, it may assist the adventurers at the start of its career, then betray them, abandon them, or develop ideals or allegiances that go against their own. If you opt to have the nemesis's power grow, you'll need to modify its sheet regularly after every major plot twist or according to the PCs' progression.

In general, such power variations follow an upward trend, but the achievements of the adventurers may have the opposite effect, with every one of their victories robbing the nemesis of a source of its powers (magic item, ally, place of power, etc.), thus decreasing its CR. At the start of the campaign, the nemesis may seem beyond their reach, even divine, but eventually, its powers would decrease, allowing the adventurers to come out on top.

Archetype: Creating a Nemesis

The **Using Profiles** game aid, in the **Introduction** of the present part, lists avenues to expand the personality and traits of your nemesis. This section contains the rules to create the character sheet of your nemesis.

By creating a nemesis, you are breathing life into a character that is halfway between a PC and an NPC. But unlike a standard NPC, a nemesis requires more involvement in terms of creation and management, but it will let you have a tailor-made, evolving antagonist.

An Adventurer's Profile

See **Adventurers: Character Creation**. The nemesis has been chosen by the moon Eternity, just like the PCs. Typically, the initial profile of your newly fleshed-out nemesis (such as **acolyte**) becomes its background (see **Adventurers: Background**). Leave out hit points and the proficiency bonus, as well as all derived scores (ability scores, attack rolls, Wound Threshold, etc.).

Determining the Nemesis's CR

Once you have determined the nemesis's class levels, its PC level becomes its CR according to the following table, **From Level to CR**. This gives you the nemesis's proficiency bonus.

From Level to CR

Nemesis's PC Level	Nemesis's CR	Nemesis's Proficiency Bonus
1	1/4	+2
2 - 3	1/2	+2
4	1	+2
5	2	+2
6	3	+2
7	4	+2
8	5	+3
9	6	+3
10	7	+3
11	8	+3
12-13	9	+4
14-15	10	+4
16-17	11	+4
18-19	12	+4
20	13	+5

Increasing the Nemesis's CR

If you need ways to make the nemesis even more powerful and dangerous, here are the means that are most easily implemented:

- **Magic items.** Possessing the appropriate magic items makes anyone a lot more dangerous. One or more magic items can increase the nemesis' CR by +1 or +2, or even +3 if the item is an artifact.
- **Corruption.** Using Cankerous boons (see **Grimoire**, **Corruption: Effects of Permanent Corruption**) is another way to make the nemesis more dangerous and, consequently, to increase its CR. A severe boon can increase CR by +1.

Determining the Nemesis's HP

You can find the nemesis's average hp in the following table:

HP Range by CR

CR	HP for d6 or d8 Classes	HP for d10 or d12 Classes
1/4	10 - 15	15 - 20
1/2	15 - 20	20 - 35
1	20 - 25	35 - 50
2	25 - 30	50 - 65
3	30 - 35	65 - 80
4	35 - 40	80 - 95
5	40 - 45	95 - 110
6	45 - 50	110 - 125
7	50 - 60	125 - 140
8	60 - 70	140 - 155
9	70 - 80	155 - 170
10	80 - 90	170 - 185
11	90 - 100	185 - 200
12	100 - 115	200 - 215
13	115 - 130	215 - 230
14	130 - 145	230 - 245
15	145 - 160	245 - 260
16	160 - 175	260 - 275
17	175 - 190	275 - 290
18	190 - 205	290 - 305
19	205 - 220	305 - 320
20	220 - 235	320 - 335

Simplifying the Sheet as Needed

The nemesis you have created and fashioned has two types of traits: those that will come up in its daily life (such as tool proficiencies), and those that are useful in combat. It can be useful (especially for a high-CR nemesis) to separate combat traits from the rest, making the sheet easy to read in case of a fight.

Special Trait

By using this option, the nemesis gains an additional special trait allowing it to escape a fight more easily. It can fight and then flee the adventurers who tracked it down to its lair, giving it another chance to confront them at a time when it's more powerful and better prepared.
Evasive. The nemesis can take the **Dash**, **Disengage**, or **Hide** action as a bonus action.

Nemesis: Dharka Shaan, of the Ez'Galwyn House

Medium humanoid (drow), lawful evil
- **Armor Class** 17 (breastplate +1)
- **Hit Points** 100 | **Wound Threshold** 25
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	18 (+4)

- **Saving Throws** Str +7, Con +5
- **Skills** Athletics +7, Deception +7, Intimidation +10, Perception +3, Stealth +5
- **Tools** disguise kit, poisoner's kit
- **Senses** darkvision 120 ft., passive Perception 13
- **Languages** Elvish (standard and drow dialect), Undercommon, and one surface language
- **Challenge** 5 (1,800 XP)

Traits

Evasive. The nemesis can take the **Dash**, **Disengage**, or **Hide** action as a bonus action.

Fey ancestry. Dharka has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. Dharka's spellcasting ability is Charisma (spell save DC 15). Dharka can innately cast the following spells, requiring no material components:
- At will: *dancing lights*
- 1/day each: *darkness, faerie fire*

Sunlight Sensitivity. While in sunlight, Dharka has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fighter Traits

Action Surge (Recharges after a Short or Long Rest). Dharka can take one additional action on top of her regular action and a possible bonus action.

Ground and Pound. When Dharka takes the Attack action against a prone target she can see within 5ft. of her, the target must succeed on a DC 15 Constitution saving throw or take an additional 1d8 damage and be **incapacitated**. The target can reroll the saving throw at the end of each of its turns, ending the effect on a success.

Masterful Opportunist. When Dharka makes an opportunity attack (see below), she has advantage on the attack roll.

Sweep. When Dharka scores a critical hit against a creature she can see within 5 ft. of her, the target must succeed on a DC 15 Dexterity saving throw. On a failure, the target takes an additional 1d8 damage and is knocked **prone**.

Two-handed Weapons Fighting Style. When Dharka rolls a 1 or 2 on a damage die for an attack she makes with a melee weapon that she is wielding with two hands, she can reroll the die and must use the new roll.

Actions

Multiattack. Dharka makes two attacks with her long sword or two attacks with her hand crossbow.

Long sword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 9 (1d10 + 4) slashing damage.

Dharka Shaan's (or just Dharka's) CR is 5, which corresponds to a level 8 thug fighter. This level may shift during the game according to the needs of the campaign in which she appears.

As a drow, Dharka takes pride in her origins, her house, and her people. She holds high the name of the sentinels from the old and noble Ez'Galwyn family, who defended its subterranean city many times over against the dangers of the deep that infest the Netherworld. Unscrupulously, she leads slave raids on the surface. This is simply the way things are: she takes from above ground what is needed below to live and survive against the horrors that keep coming back.

When the adventurers meet her, she may be responsible for their captivity in the Netherworld. Rough and arrogant, she abuses, antagonizes, and feels no pity for anyone she perceives as weak, cowardly, or stupid. However, she follows a strict set of rules and knows the importance of her duty. Presently, she faces the aboleth threat and must emerge victorious, or her city, and perhaps even the rest of the world, will not survive. In a way, she's a pragmatic idealist who has no time for sentimentality.

Hand crossbow. *Ranged Weapon Attack*: +5 to hit, 30/120 ft., one creature. *Hit*: 5 (1d6 + 2) piercing damage.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). Dharka regains 1d10 + 8 hp.

Staredown (4 Uses; Recharges after a Short or Long Rest). Dharka targets a creature she can see within 20 ft. of her. The target must succeed on a Wisdom saving throw against a Charisma (Intimidation) check from Dharka or be **frightened** of her until the end of its next turn.

Reactions

Thug's Opportunity Attack. *Melee Weapon Attack*: +7 (apply advantage) to hit, reach 5 ft., one creature. *Hit*: 9 (1d10 + 4) slashing damage. The target must succeed on a DC 15 Dexterity saving throw or take an additional 1d8 damage and have its speed reduced to 0 until the start of its next turn.

Razzle-Dazzle. When a creature within 5 ft. of Dharka takes damage from a spell, Dharka can use her reaction to force the creature to succeed on a DC 15 Wisdom saving throw or take 1d8 damage and be knocked **prone**.

Throat Punch. When a creature within 5 ft. of Dharka casts a spell, Dharka can use her reaction to make the creature succeed on a DC 15 Charisma saving throw or take 1d8 damage and be silenced. The target can reroll the saving throw at the end of each of its turns, ending the effect on a success.

The Free City is one of the largest cities in the world. Dharka loathes the surface, but in this large metropolis, she can go unnoticed and gather information, cures, magic items, and rare books, or even find the trail of surface sects.

Sometimes a foe, sometimes a circumstantial ally, sometimes a rival: Dharka Shaan is a formidable nemesis, both ambiguous and pragmatic. If the adventurers' plans run counter to the goals of her mission, she will prove a relentless, unshakeable opponent. Conversely, should she and they face a common threat, Dharka may be of decisive help; and though such aid may be double-edged, it should not be overlooked.

Wererat

The various species of lycanthropes appeared when the demon prince Gegaôr the Beast bestowed his dark gift upon various individuals consumed by rage, despair, or sheer madness. Werewolves were the first to be sighted, giving rise to the term "lycanthropy." Given the various forms of lycanthropes recorded since then, scholars have started using a broader term: "Gegaôr's rage." Anyone afflicted by it undergoes a bestial and monstrous transformation when the demons' moon, Melancholia, is full. Once they become aware of their condition and fully accept it, lycanthropes can also change shape at will.

Primarily urban, wererats are clearly distinguished from other lycanthropes by their organization, discipline, and taste for humanoid-shaped environments, such as cities, sewers, and ruins.

The Wererats of Thorst

Wererats are increasing in numbers in the slums, and it seems that one of Thorst's mole gangs is made up entirely of these creatures. The abilities provided by the transformation are seen as an opportunity, a way to distinguish oneself from the Free City thugs and to gain power. Wererats recruit from among the dispossessed, with many poor people willingly being infected to join their ranks. But discreet as the wererats are, the urban authorities in the Augurate's office are starting to realize the extent of the threat they pose, and certain Vigent patrols are now equipped with silver weapons.

The Wererats' Mission

Gegaôr loves the wilderness and strives to retake the areas which have been cleared for agriculture, which he deeply loathes, and restore them to their savage nature. However, the demon prince has realized that his work would be more effective with agents adapted to the enemy's favored terrain: the city. To do so, he chose rats, which he considered the most suitable for this mission. Remarkably organized, wererats are torn between a certain unease toward their form, which is more commonly despised than feared, and a sense of pride in the idea that they exist to undermine the very foundations of society. They do so by promoting corruption, the infiltration of criminal groups, and the disruption of public order, as well as by spreading disturbing rumors and disease. In fact, their fur can carry fleas infected with dangerous germs, such as the plague, which they are immune to themselves.

Difference of Opinions Between Wererats

The original wererats, those who received Gegaôr's blessing from Gegaôr himself, fervently serve the designs of their demonic master. The goal of their existence is to bring down civilization, and they fully embrace it. However, as their rage spread, some have devoted their gifts to more self-serving goals, using their assets to serve their own aspirations and to satisfy ambitions of wealth or power. Each group looks down on the other, the former seeing the latter as unworthy heretics, and the latter seeing the former as foolish fanatics.

The Wererat's Rage

- **Knowledge.** Even today, the wererat's rage is not well known, as wererats try to remain inconspicuous in order to minimize the importance of this plague and thus avoid alerting the authorities. As stealthily as possible, they sabotage investigations, silence informants, kill or brutalize scholars who study their curse, and show themselves as little as possible in hybrid form. As their influence grows, however, it becomes increasingly difficult to hide: vital research has been undertaken to better understand this affliction and find a cure.
- **Contamination.** A curse (or blessing, according to some demonic worshipers) of the demon prince Gegaôr the Furious Beast, the wererat's rage can also be caught by being bitten by a wererat, or by a **giant rat** under Gegaôr's influence.
- **Incubation period.** The rage breaks out at Melancholia's next full moon. Prior to this, the patient becomes increasingly nervous and irritable as the date nears, especially at night.
- **Symptoms.** When Melancholia is full, the patient becomes a wererat and, influenced by Gegaôr, loses all control until sunrise. By default, the victim will act in a bestial, voracious, and destructive manner, but its seemingly raving behavior may conceal darker, more subtle designs from the demon prince. When the transformation takes place, the victim may choose to fully accept Gegaôr's influence, and thus become a true wererat. After this conscious choice, healing becomes impossible except via a *greater restoration* spell. From then on, the victim remains in control of its actions and gains the wererat archetype.
- **Healing.** As long as the patient has not accepted Gegaôr's gift, they can be saved with a mixture of belladonna crushed in a silver mortar. This brutal treatment is the only known cure, but the victim must make a DC 15 Constitution saving throw. On a failure, the patient's maximum hit points are reduced by 5 (1d10), and this effect persists until a *greater restoration* spell is cast. Whether the roll was successful or not, the patient must then make a Constitution or Charisma (their choice) saving throw using the same DC as the cause of contamination (15 by default).

Archetype: Creating a Wererat

Whether by being bitten by a wererat or a **giant rat of Gegaôr**, by begging for Gegaôr's blessing, or by being cursed by the demon prince, a **humanoid** can become a wererat. The following changes apply:

- **Damage Immunities.** The wererat is immune to bludgeoning, piercing, and slashing damage from non-magical attacks not made with silvered weapons.
- **Darkvision.** The wererat has darkvision to a range of 60 ft.
- **Gegaôr's Favor.** The wererat is immune to nonmagical diseases.
- **Keen Smell.** The wererat has advantage on Wisdom (Perception) checks that rely on smell.
- **Shapechanger.** The wererat can use its action to polymorph into a rat-humanoid **hybrid** or a **giant rat of Gegaôr**, or back into its true form, which is humanoid. Its statistics are the same in hybrid form. In giant rat form, the wererat retains its alignment, hit points, Hit Dice, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.
- **Bite (Hybrid form only).** The wererat's fangs are natural weapons with the finesse property, dealing 1d4 piercing damage. On a successful attack, and if the target is a humanoid, it must succeed on a Constitution or Charisma (its choice) saving throw against a DC equal to 8 + the wererat's Constitution modifier + the wererat's proficiency bonus, or become cursed with wererat's rage.
- **Claws (Hybrid form only).** The wererat's claws are natural weapons with the finesse property, dealing 2d6 slashing damage.
- **CR.** The creature's Challenge Rating increases by 1.

Wererat Bandit Captain

Medium humanoid (any species), lawful evil

- **Armor Class** 15 (studded leather)
- **Hit Points** 65 (10d8 + 20) | **Wound Threshold** 17
- **Speed** 30 ft.

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

- **Saving Throws** Str +4, Dex +5, Wis +2
- **Skills** Athletics +4, Deception +4, Perception +2, Stealth +5
- **Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons.
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** any two languages (can't speak in giant rat form)
- **Challenge** 3 (700 XP)

Traits

Gegaôr's Favor. The wererat bandit captain is immune to nonmagical diseases.

Keen Smell. The wererat bandit captain has advantage on Wisdom (Perception) checks that rely on smell.

Shapechanger. The wererat bandit captain can use its action to polymorph into a rat-humanoid **hybrid** or a **giant rat of Gegaôr**, or back into its true form, which is humanoid. Its statistics are the same in hybrid form. In giant rat form, it retains its alignment, hit points, Hit Dice, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The wererat bandit captain makes three melee attacks: two with its scimitar and one with its dagger. In hybrid form, it can replace these attacks with claws or bite attacks. Alternatively, the wererat bandit captain makes two ranged attacks with its daggers.

Bite (Hybrid form only). *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution or Charisma (its choice) saving throw or become cursed with wererat's rage.

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

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Scimitar. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage.

Reactions

Parry. The wererat bandit captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

The wererat bandit captain is typical of the criminal underworld in Thorst. Though they are not among the rat-mole leaders, they are an important member, leading groups of wererats in intelligence-gathering, sabotage, murder, and other operations aimed at establishing the authority of their group.

Urban Fauna

Cat

Cats, due to their enthusiasm for killing vermin, are widely liked. Many people feed them, making the cat a common sight in nearly every town and city plaza. At night, roofs become battlefields for vicious turf wars, to the chagrin of locals trying to sleep.

Cat

Tiny beast, unaligned

- **Armor Class** 12
- **Hit Points** 2 (1d4) | **Wound Threshold** N/A
- **Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

- **Skills** Perception +3, Stealth +4
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 0 (10 XP)

Traits

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

Actions

Claws. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit*: 1 slashing damage.

Cockatrice

This creature resembles a game bird, but looking at it for too long can prove fatal. Not only does the cockatrice possess a foul, aggressive behavior, it also has a sharp, petrifying beak. While not especially dangerous, it is exceptionally resilient, remarkably persistent, and it can fairly easily catch up with a humanoid through flight. Whoever is unlucky enough to disturb it but unable to slay it should prepare for a humiliating, though not permanent, petrification. Scholars believe the cockatrice originates from the same world as the basilisk, since both creatures can turn flesh to stone. However, they differ in their preferred homes, with the cockatrice favoring the temperate undergrowth, where it primarily feeds on insects and worms. The surroundings of the Free City are known to be infested with cockatrice nests, and it even happens that some specimens venture close to the walls, or go as far as to sneak into the town, taking advantage of the chaos of market days or massive arrivals.

Foolish Wagers

Numerous ballads happily recount the fate of reckless adventurers who, having underestimated this small and extremely cranky monster, were shamefully petrified or put to flight. Despite these comical warnings, the cockatrice is the subject of the "Tail-Pull" game, in which male teenagers and young adults prove their manliness by plucking one of its feathers without getting pecked. Every year, panicked families rush to alchemists for a cure, but despite this, the enthusiasm for the dangerous game keeps on spreading.

Cockatrice

Small monstrosity, unaligned

- **Armor Class** 11
- **Hit Points** 27 (6d6 + 6) | **Wound Threshold** 7
- **Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** –
- **Challenge** 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit*: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is **restrained**. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is **petrified** for 24 hours.

Dog

Dogs were the first domesticated animals. They share many traits with wolves, but most of them have lost their hunting instincts, meaning they must live near civilization.

Packs of Stray Dogs

The outskirts of many great cities teem with packs of stray dogs whose behavior varies from one pack to the other. Some aren't aggressive toward humanoids, willingly accepting food and touch. Others, however, are extremely territorial and hostile. Encroaching on their turf requires caution, patience, and a knowledge of beasts to avoid getting attacked.

Some dogs, even thoroughly feral ones, have lost the instincts that allowed them to hunt game and, consequently, to survive on their own in the wild. Hence, they live off plunder, refuse, and carrion.

Spellhounds

In major civilizations, some breeds of dogs are created for specific purposes, such as the spellhound. Spellhounds include several breeds whose sensitivity to magic has been refined through breeding and regular exposure to areas of strong magic, as well as cemented by thorough training at a very early age.

- A spellhound's sense of smell allows it to trace the presence of magic items, spells, and areas of strong magic.
- Additionally, a spellhound can smell magic on anyone who has cast a spell in the last 1 hour per spell level (30 minutes for cantrips or other abilities tied to the Awakening). Sorcerers are the exception: they can be smelled even when they don't use their powers.
- A spellhound can track a magic item or a spellcaster. The DC can range from 10 for a fresh scent to 25 for an old or carefully concealed trail (which an ordinary spellhound couldn't possibly track).
- Spellhounds come in all shapes and sizes.

Mastiff

Medium beast, unaligned

- **Armor Class** 12
- **Hit Points** 5 (1d8 + 1) | **Wound Threshold** N/A
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 1/8 (25 XP)

Traits

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

Actions

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 11 Strength saving throw or be knocked **prone**.

Mastiffs are impressive hounds prized by humanoids for their loyalty and keen senses. Mastiffs can be trained as guard dogs, hunting dogs, and war dogs. Halflings and other Small humanoids ride them as mounts.

Fierce Mastiff

Medium beast, unaligned
- **Armor Class** 12
- **Hit Points** 19 (3d8 + 6) | **Wound Threshold** 6
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	7 (-2)

- **Skills** Athletics +4, Perception +3
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 1/2 (100 XP)

Traits

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

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

Actions

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked **prone** and **grappled** (DC 12 to free itself). Until this grapple ends, the fierce mastiff is unable to attack another target.

Fierce mastiffs are beasts that were chosen and trained for war, or to serve as watchdogs. In addition to their abilities, they are sometimes equipped with armor-like protection.

Rat

Rats are highly adaptable rodents that live near humanoid communities, drawn by food sources, particularly in attics and dumps. The fleas of some rat subspecies can carry diseases as serious as the plague (see **Adventurers, Health: Diseases**). It is said that the number of rats living in the depths of the Free City is largely superior to that of its humanoid population on the surface.

Rat

Tiny beast, unaligned
- **Armor Class** 10
- **Hit Points** 1 (1d4 – 1) | **Wound Threshold** N/A
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

- **Senses** darkvision 30 ft., passive Perception 10
- **Languages** –
- **Challenge** 0 (10 XP)

Traits

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

Actions

Bite. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage.

Giant Rat

Small beast, unaligned
- **Armor Class** 12
- **Hit Points** 7 (2d6) | **Wound Threshold** 4
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** –
- **Challenge** 1/8 (25 XP)

Traits

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

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

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Giant rats are known to be more aggressive than ordinary rats, displaying coordinated predatory behaviors that can lead them to hunt injured or weakened humanoids. Disease carriers are particularly reckless.

Gegaôr's Agents

The demon prince Gegaôr, who gave birth to the different forms of lycanthropy, can bestow giant rats with fiend-like intelligence. Thus, in town, wererats are likely to be assisted by packs of giant rats, which they can also take the shape of. Some chronicles mention "rages" that affected giant rats, which suddenly began to attack the inhabitants with senseless ferocity. Many of the bitten individuals later became wererats.

A **giant rat of Gegaôr** has the Gegaôr's Favor trait:

Gegaôr's Favor. The giant rat is immune to nonmagical diseases.

Furthermore, it has the following action instead of its normal bite attack.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 +2) piercing damage. If the target is a humanoid, it must succeed on a DC 10 Constitution or Charisma (its choice) saving throw or contract wererat's rage (see **Wererat**).

Variant: Diseased Giant Rats

Some giant rats carry vile diseases that they spread with their bites. A **diseased giant rat** has the following action instead of its normal bite attack.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

Swarm of Rats

Medium swarm of Tiny beasts, unaligned
- **Armor Class** 10
- **Hit Points** 24 (7d8 – 7) | **Wound Threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** darkvision 30 ft., passive Perception 10
- **Languages** –
- **Challenge** 1/4 (50 XP)

Traits

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack*: +2 to hit, reach 0 ft., one target in the swarm's space. *Hit*: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Raven

These birds are known for their high intelligence and potential for trickery, as well as their ability to understand simple mechanisms. Arcanists and priests of Death appreciate their refined appearance and the elegantly macabre image associated with them, gladly taking such birds as pets. In most cases, ravens and the like will only attack humanoids when conditioned to do so or when under supernatural influence. They are an omnipresent sight in the Plain Cemetery and around the Old Necropolis.

Raven

Tiny beast, unaligned
- **Armor Class** 12
- **Hit Points** 1 (1d4 – 1) | **Wound Threshold** N/A
- **Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	5 (-3)	12 (+1)	7 (-2)

- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 0 (10 XP)

Traits

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage.

Swarm of Ravens

Medium swarm of Tiny beasts, unaligned
- **Armor Class** 12
- **Hit Points** 24 (7d8 – 7) | **Wound Threshold** N/A
- **Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	5 (-3)	12 (+1)	7 (-2)

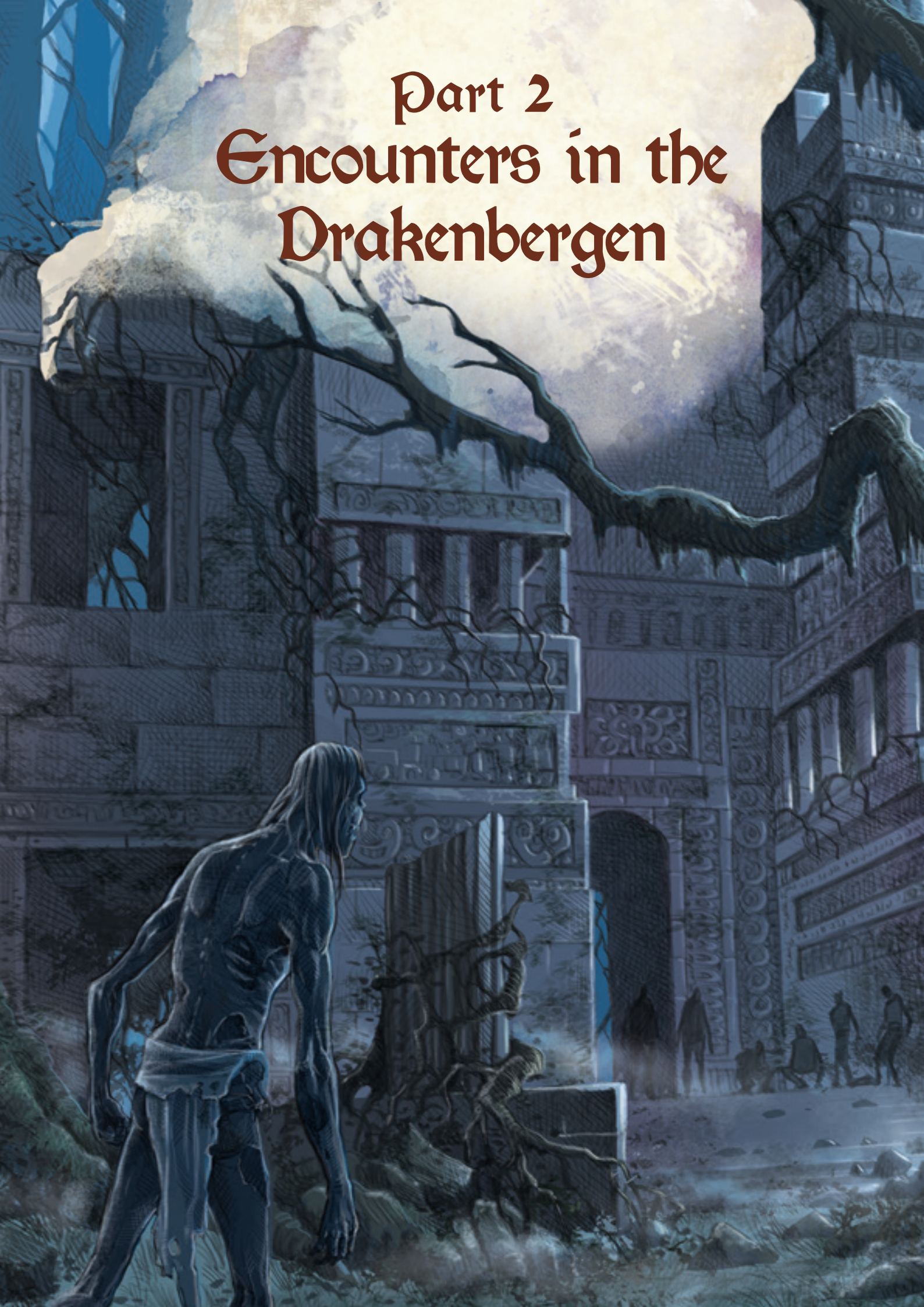
- **Skills** Perception +5
- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, exhausted, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** passive Perception 15
- **Languages** –
- **Challenge** 1/4 (50 XP)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Actions

Beaks. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target in the swarm's space. *Hit*: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.



Part 2
Encounters in the Drakenbergen

With a vertical environment that's sometimes humid, sometimes icy, along with plenty of both direct sunlight and cool shade (and this is without taking into account the changes that geomagic can cause), the Drakenbergen have a richly varied flora and fauna. The real dangers, however, rarely come from Eana's children— though rabid animals can cause great damage. The most dangerous threats are those that refuse to leave this world...

During the day, the Drakenbergen offer a welcoming face and exquisitely beautiful nature. It is easy to imagine a noble silver dragon landing on the immaculate snow, smiling kindly at the approach of the inhabitants of the valley who have come to question it about the mysteries of this world. Strange schatz and dragons share with the dwarves the same love of riches and beautiful things. Fights follow alliances as day follows night.

But once the sun has set behind the horizon, the Drakenbergen become much more disturbing. For a few hours, hideous and cruel creatures rule, coming out under cover of darkness. Giant spiders hunt in the shadows, owlbears emerge, while ghouls begin their sinister stalking.

The Balance Between Light and Darkness

The legends of the Drakenbergen describe silver dragons and schatz as beings capable of protecting people from evil, whether it comes in the form of bloodthirsty creatures of the night or ravagers of Canker. The willingness of these powerful beings to intervene is at the discretion of the leader and has a strong influence on the atmosphere of the campaign.

The Power of the Forces of Light

An adult silver dragon, let alone an ancient one, is far more powerful than the vampire Kentigern and any of the other aforementioned creatures of the night. Likewise, an adult schatz can, in theory, easily destroy cankerous nests, especially since those near the surface need time to take root.

The presence, and even more so the proactive attitude of these two powerful creatures in your campaign, sets the tone for your adventures in the Drakenbergen. Silver dragons protect the surface, while schatz watch over the Netherworld. The adventurers travel through a region full of treasures and wonderful, colorful discoveries. This campaign leaves out the darker aspects, or at least considerably reduces the threat they present. Of course, adventurers will still face skeletons and wights in the ruins, but there is no serious fear of their omnipresence or overwhelming threat.

The Spread of Shadow

If you want to tip the scales to the side of shadow, silver dragons (especially adult and ancient ones) have not been seen for a long time. Myths and tales are rife with these legendary creatures, but they do not intervene in everyday life. Similarly, schatz are rare and have an ambivalent attitude. Depending on your campaign, two approaches can be considered and combined with the spread of shadow:

Dependence on Strong Magic

Silver dragons and schatz can only thrive during certain phases of the millennial cycle of the moon Eternity, similar to those of the Era of Fated Heroes, and only in areas of strong magic. In areas of weak (or even neutral) magic, they wither and die. Their arcane fragility can be even more subtle. Thus, the very properties of the environments where Kentigern spreads his influence could prevent the guardians of the Drakenbergen from intervening, even if they wanted to.

World Without Protectors

In this story, tinged with dark fantasy, schatz and silver dragons succumbed in ages past. They sacrificed themselves to save the world from a crisis. Thanks to them, the Drakenbergen were spared one of Canker's major invasions, but now there are no more adult schatz or silver dragons. Adventurers may find unhatched eggs and try to help the return of these ancient protectors, but until then, they are the only bulwark against the threats of the Netherworld and Kentigern's ambition.

Under the Sun's Rays

Bear

As an omnivorous creature that can stand on its hind legs, the bear is seen as a close cousin of humanoids in many hunter-gatherer civilizations. Respected though they may be, bears are also the target of hunters who want to prove themselves and their ability to dominate the forces of nature. The fae sovereigns of the north commonly enjoy donning the shape of a bear when they walk their domain.

Black Bear

Medium beast, unaligned
- **Armor Class** 12 (natural armor)
- **Hit Points** 19 (3d8 + 6) | **Wound Threshold** 6
- **Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	5 (-3)	12 (+1)	8 (-1)

- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 1/2 (100 XP)

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

Actions
Multiattack. The bear makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.
Claws. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 7 (2d4 + 2) slashing damage.

Brown Bear

Large beast, unaligned
- **Armor Class** 12 (natural armor)
- **Hit Points** 34 (4d10 + 12) | **Wound Threshold** 9
- **Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	13 (+1)	8 (-1)

- **Skills** Athletics +6, Perception +3
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 1 (200 XP)

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

Actions
Multiattack. The bear makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.
Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.

Birds of Prey

Hawk

Birds of prey, or raptors, are winged predators and scavengers that can glide for long hours in search of food. They are powerful enough to kill their prey mid-flight, capture it on the ground, or even catch it underwater. Some species have been tamed and can be used for hunting, or even for more complex tasks, such as spotting intruders or signaling the presence of fugitives. The most common birds of prey used for this task are blood hawks, and the techniques for training them originate in the Drakenbergen.

Hawk

Tiny beast, unaligned
- **Armor Class** 13
- **Hit Points** 2 (1d4) | **Wound Threshold** N/A
- **Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	10 (+0)	4 (-3)	14 (+2)	6 (-2)

- **Skills** Perception +4
- **Senses** passive Perception 14
- **Languages** –
- **Challenge** 0 (10 XP)

Traits

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Talons. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 1 slashing damage.

Eagle

Vulture

Vulture

Medium beast, unaligned
- **Armor Class** 11
- **Hit Points** 6 (1d8 + 2) | **Wound Threshold** N/A
- **Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	14 (+2)	5 (-3)	12 (+1)	6 (-2)

- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 0 (10 XP)

Traits
Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.
Pack Tactics. The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions
Beak. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 1) piercing damage.

Blood Hawk

Small beast, unaligned
- **Armor Class** 12
- **Hit Points** 7 (2d6) | **Wound Threshold** 4
- **Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	4 (-3)	14 (+2)	6 (-2)

- **Skills** Perception +4
- **Senses** passive Perception 14
- **Languages** –
- **Challenge** 1/8 (25 XP)

Traits
Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.
Pack Tactics. The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions
Beak. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

The blood hawk takes its name from its crimson feathers and aggressive nature. Blood hawks attack as a pack to take down prey. Some trainers breed blood hawks to use as spotters or scouts. The birds are taught to signal the presence of enemies or hunted fugitives while staying at high altitudes to avoid being shot down by archers.

Eagle

Small beast, unaligned
- **Armor Class** 12
- **Hit Points** 4 (1d6 + 1) | **Wound Threshold** N/A
- **Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	5 (-3)	14 (+2)	7 (-2)

- **Skills** Perception +4
- **Senses** passive Perception 14
- **Languages** –
- **Challenge** 0 (10 XP)

Traits
Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions
Talons. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) slashing damage.

Giant Eagle

Large beast, neutral
- **Armor Class** 13
- **Hit Points** 26 (4d10 + 4) | **Wound Threshold** 7
- **Speed** 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

- **Skills** Perception +4
- **Senses** passive Perception 14
- **Languages** Giant Eagle, Sylvan
- **Challenge** 1 (200 XP)

Traits
Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions
Multiattack. The eagle makes two attacks: one with its beak and one with its talons.
Beak. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.
Talons. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

Giant eagles are proud predators that dwell on high mountains, thriving in areas like the Drakenbergen, where the local peoples often choose them as their symbol. Just as there are many eagle species (with various hues and hunting techniques), giant eagles sport feathers of different colors: deep black, dark brown, pearl gray, etc. Though not as close as giant owls to the fey, they do share affinities with them and are inclined to lend them help or carry out services for them.

Boar

Wild boars, renowned for their fury, are frequently associated with Tamerakh, representing his fierce pride. In response, Blacksmith's followers (who feel they are the opposite of the cult of the stormy conqueror) despise these beasts. Boar-hunting in the Drakenbergen is seen as destroying the chaos that threatens civilization.

Boar

Medium beast, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 19 (3d8 + 6) | **Wound Threshold** 6
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	15 (+2)	5 (-3)	10 (+0)	7 (-2)

- **Skills** Athletics +4, Perception +2
- **Senses** passive Perception 12
- **Languages** –
- **Challenge** 1/4 (50 XP)

Traits

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 4 (1d8) slashing damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked **prone**.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

While pigs have similar statistics, they typically don't have the Charge *and* Relentless *traits.*

Giant Boar

Large beast, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 42 (5d10 + 15) | **Wound Threshold** 11
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	6 (-2)	12 (+1)	7 (-2)

- **Skills** Athletics 5, Perception +3
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 2 (450 XP)

Traits

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked **prone**.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

Harro

A famous creature hailing from the Drakenbergen, the harro resembles the ibex, to which it is related. However, the harro is much taller—easily reaching the size of a horse—and slimmer. Its coat comes in various tones of gray, and some especially majestic specimens are an immaculate white. The harro is muscular, spirited, and faster than any horse. Some myths even claim it to be descended from air elementals; a fair explanation, given how its speed and agility have led some to believe it can walk on air. Indeed, much like its cousin the ibex, the harro can scale near-vertical surfaces with such ease it confounds even the best acrobats and climbers.

Despite its herbivorous diet and speed, it is a fierce and short-tempered animal that won't hesitate to defend itself if threatened, fearlessly charging and trampling its foes. Male harros are especially aggressive during the mating season, attacking any who would stand in their way. Only the most formidable predators and hunters can confront it. Wearing clothes or items fashioned from harro horn or leather is a mark of great prestige… or, to some, a great sacrilege.

The Windwalkers' Steed

Despite its difficult temper, the harro can be ridden if trained from an early age. Finding a young harro is an endeavor in itself, and raising one takes several years of daily toil. Those willing to put in such effort, however, are rewarded with a singular steed.

The Windwalkers' elite includes such exceptional riders, who have shown not only the necessary dedication for such training, but also the resilience needed to ride such spirited animals. Atop their mount, these rangers can cross the mountains as quickly as a horse would travel a paved road. The sight of a Windwalker astride a harro, speeding effortlessly along a cliffside, is truly an extraordinary one. Some even argue the name of the brotherhood was drawn from such a pairing.

Harro

Large Beast, unaligned

- **Armor Class** 15
- **Hit Points** 85 (10d10 + 30) | **Wound Threshold** 22
- **Speed** 70 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	16 (+3)	4 (-3)	13 (+1)	7 (-2)

- **Skills** Acrobatics +7, Athletics +6, Perception +3
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 4 (1,100 XP)

Traits

Charge. If the harro moves at least 20 feet straight toward a target and then hits it with a horns attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked **prone**.

Exceptional Climber. The harro can climb and move on the steepest inclines without making an ability check. It cannot climb on smooth surfaces, or if conditions are especially bad.

Sure-Footed. The harro has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The harro makes two attacks: one with its hooves and one with its horns.

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

Horns. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (2d4 + 4) bludgeoning damage.

Mustelidae and Small Animals

Forests, prairies, mountains, wetlands, and even the outskirts of towns or villages teem with small predators. Weasels, martens, and even badgers won't pose any sort of threat to adventurers. Some even take them as their familiar or pet.

Other Rodents

You can use the traits of mustelidae for Tiny and Small vegetarian rodents. For instance, the traits of a groundhog are not very different from a badger's.

Weasel

Tiny beast, unaligned
- **Armor Class** 13
- **Hit Points** 1 (1d4 – 1) | **Wound Threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	4 (-3)	12 (+1)	3 (-4)

- **Skills** Perception +3, Stealth +5
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 0 (10 XP)

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

Actions
Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 1 piercing damage.

Badger

Small beast, unaligned
- **Armor Class** 10
- **Hit Points** 4 (1d6 + 1) | **Wound Threshold** N/A
- **Speed** 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	11 (+0)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

- **Skills** Perception +3
- **Senses** darkvision 30 ft., passive Perception 13
- **Languages** –
- **Challenge** 0 (10 XP)

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

Actions
Bite. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) piercing damage.

Giant Weasel

Medium beast, unaligned
- **Armor Class** 13
- **Hit Points** 9 (2d8) | **Wound Threshold** 4
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	6 (-2)

- **Skills** Perception +3, Stealth +5
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** –
- **Challenge** 1/8 (25 XP)

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

Actions
Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d4 + 3) piercing damage.

Giant Badger

Medium beast, unaligned
- **Armor Class** 10
- **Hit Points** 13 (2d8 + 4) | **Wound Threshold** 6
- **Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	5 (-3)	12 (+1)	7 (-2)

- **Senses** darkvision 30 ft., passive Perception 11
- **Languages** –
- **Challenge** 1/4 (50 XP)

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

Actions
Multiattack. The badger makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage.
Claws. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 6 (2d4 + 1) slashing damage.

Schatz

Protector of the Netherworld near the Drakenbergen, the schatz is a living legend. A gigantic snake with stony skin, eyes that shine like jewels, and piercing fangs as sturdy as marble, there can be no doubt of its link to the elemental powers of earth. It feeds on rocks, swallowing them up and crushing them inside its powerful stomach, after which it spends several months in peaceful, digestive drowsiness.

The schatz, however, cannot digest all manner of stones, and due to its diet, its entrails are full of precious minerals, which line the insides of its body. Whoever could overcome such a monster would find themselves extremely wealthy... and the target of fierce animosity, for it is said that this serpent is blessed—if not fashioned—by Blacksmith himself. Therefore, the killing of a schatz is sure to arouse the divine wrath of the god and his faithful. In the Drakenbergen, Shaaris, also called Moon Scale, is the oldest schatz and is considered a daughter of the god Verndari the Defender.

According to another theory, the schatz originates from the same world as the **cockatrice** and **basilisk**, as evidenced by its petrifying venom. Whatever the truth may be, the schatz themselves have not seen fit to comment on the issue.

The Protector of the Surface

Sagacious beings with hieratic patience, the schatz have served as many things to the core peoples: counselors, oracles, guides... Occasionally, one even calls on adventurers to solve a problem or perform a task that it cannot do itself. In return, it rewards them with jewels, be they bits of age-old knowledge, or a more literal kind from its innards.

According to legend, the schatz were appointed to protect the surface from the horrors of the Netherworld, and so were stationed in Eana's mountains, which abound with passages leading to the depths. On numerous occasions, schatz have been seen battling ravagers, especially during the Dawn War. On the other hand, they never seem to deny passage to drow. When asked about this, a schatz once replied: "This land is yours as much as it was theirs. It remains so."

... then the serpent rose high, as if reaching for the sun itself, and spoke thus:

"Dvaergen, you will bear the name of guardians, for such is now your duty and your nature. You will live below Eana's surface and protect her from Canker and its minions. Now, pledge yourselves to this duty. Swear by earth and stone, and Verndari's favor will be with you."

And so they swore. And so it has ever been.

Excerpt from Blacksmith's Creed, *translated from Dwarvish*

Young Schatz

Huge elemental (earth), neutral
- **Armor Class** 18 (natural armor)
- **Hit Points** 125 (10d12 + 60) | **Wound Threshold** 32
- **Speed** 50 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	15 (+2)	16 (+3)	13 (+1)

- **Saving Throws** Con +9, Wis +6
- **Skills** History +5, Nature +5, Perception +6, Religion +5
- **Damage Immunities** lightning; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** petrified, prone
- **Senses** blindsight 40 ft., darkvision 80 ft., passive Perception 16
- **Languages** Primordial
- **Challenge** 7 (2,900 XP)

Traits

Stonesense. The schatz has innate knowledge of everything in contact with stone within a 300-foot-radius. It knows its type and location, but not its identity or precise shape.

Tunneler. The schatz can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

Actions

Multiattack. The schatz makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 15 (3d6 + 5) piercing damage, and the target must make a DC 17 Constitution saving throw against magical petrification. On a failure, the creature begins to turn to stone and is **restrained**. The restrained creature must repeat the saving throw at the end of its next turn, becoming **petrified** on a failure. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Tail. *Melee Weapon Attack*: +8 to hit, reach 15 ft., one target. *Hit*: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed back up to 10 feet and be knocked **prone**.

Despite their elemental nature, the schatz are not born fully formed. They come into existence within Eana's womb, growing slowly over the decades. However, even a young schatz remains a massive and formidable creature. Compared to older specimens, the young have less control over their powers, do not speak a humanoid language, and are less familiar with civilized customs, making them wilder and more unpredictable. They are also more curious and less sedentary, and their wanderings sometimes lead them into trouble. Many immature schatz have met a premature end, whether by attacking ravagers stronger than themselves, being mistaken for simple monstrosities and slain, or being hunted by greedy treasure hunters.

Schatz

Gargantuan elemental (earth), lawful neutral
- **Armor Class** 20 (natural armor)
- **Hit Points** 277 (15d20 + 120) | **Wound Threshold** 70
- **Speed** 50 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	26 (+8)	16 (+3)	21 (+5)	17 (+3)

- **Saving Throws** Con +13, Wis +10, Cha +8
- **Skills** History +13, Nature +8, Perception +10, Religion +8
- **Damage Immunities** fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** petrified, prone
- **Senses** blindsight 40 ft., darkvision 80 ft., passive Perception 20
- **Languages** Common, Primordial
- **Challenge** 16 (15,000 XP)

Traits

Stonesense. The schatz has innate knowledge of everything in contact with stone within a 500-foot-radius. It knows its type and location, but not its identity or precise shape.

Tunneler. The schatz can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The schatz makes three attacks: one with its bite, one with its constriction, and one with its tail.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 20 (3d8 + 7) piercing damage, and the target must make a DC 21 Constitution saving throw against magical petrification. On a failure, the creature begins to turn to stone and is **restrained**. The restrained creature must repeat the saving throw at the end of its next turn, becoming **petrified** on a failure. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic, or if the schatz wills so.

Constriction. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one creature. *Hit*: 23 (3d10 + 7) bludgeoning damage, and the target is **grappled** (escape DC 20). Until this grapple ends, the creature is **restrained**, and the schatz can't constrict another target.

Tail. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit*: 18 (2d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed back up to 10 feet and be knocked **prone**.

Silver Metallic Dragon

A wise and benevolent creature, the silver dragon watches the world with a detached sympathy. It flies through the mist and under the northern lights with equal grace, its scales like the night sky, a softly glowing path of stars. When it travels in human or elven guise, it collects memories and experiences upon which it can reflect in its secluded fortress, tucked away in polar regions or nestled between mountain peaks.

The Interventions of Silver Dragons

Silver dragons may be emblematic of the Drakenbergen, but they can also travel to the Septentrion, particularly to watch over the portals leading to the Gemoniae. The fact that they are rarely seen elsewhere in draconic form leads many people to believe that they always stay in snowy regions, but this would be underestimating their subtlety and ability to shapeshift. A silver dragon's plots can intertwine the destinies of many civilizations.

Shelter in the Storm

Subtle and vigilant, silver dragons rule over vast areas, the borders of which are difficult to determine. At times, travelers will find themselves within these domains, lost in the night or swallowed up by a wintry blizzard. Battered by the elements, on the brink of death from hypothermia, they suddenly realize that they no longer feel the sting of the cold. They often thank Frostelle for miraculously sparing their life, occasionally building shrines or small temples in her honor. They never know who it truly was that saved them.

Watchful Vigil

Silver dragons stand guard over mountain tops and the frigid poles, keeping an eye on the most destructive beings, such as white dragons and frost or fire giants. They also watch for ice devils trying to leave Gemoniae to bring chaos as they will, flouting the oath that binds them to Frostelle. Silver dragons are also keenly versed in astronomy, and closely monitor activity on Melancholia. They have appointed themselves guardians of the world, which drives them to travel under human form so they might better understand and identify potentially serious dangers, be they mighty wizards, evil lycanthropic sects, or emerging cankerous epidemics.

Destiny's Guide

Adult and ancient silver dragons are often experts in the fields of astronomy and divination. They are especially interested in Eternity. This passion can drive them to become shadowy mentors for the Fate-chosen. Using their shapeshifting ability, they lend subtle help throughout the lifetime of would-be heroes, guiding them, supporting them at critical junctures of their journey, and even sometimes protecting them from threats that are far too perilous to handle without aid. A silver dragon's help is occasional, meant only to steer them in the right direction. Thus, the dragon becomes the guardian with a thousand faces: the master-at-arms who lays down their life to cover the escape of a young fighter, the healer hermit who cures poisoned wounds, the child who guides travelers to a secret refuge as enemies are fast on their heels… There is one common theme to these serendipitous helpers: their mission fulfilled, they disappear without a trace.

The Unseen Hand

Through extensive study of the stars and the nature of life, silver dragons can foresee certain crises, even if they can't discern their full scope. Their divinations allow them to surmise if someone has an important role to play, but what that role might be, good or ill, they cannot know. Thus, when several such actors become known to the silver dragon, they find themselves in a delicate situation: how to monitor them all? Such a task is perfectly suited to adventurers, although they may be recruited without knowing the true nature of their employer or their agenda. Although silver dragons undeniably work for good, their actions, guided by their careful and understated nature, are those of true spymasters.

Silver Dragon Wyrmling

The nests of silver dragons are among the best hidden. The parents, all too familiar with intrigue and espionage, err toward caution, making their nests in carefully concealed and cleverly protected lairs. It is not unheard of for a treasure hunter to mistake a lair for a draconic hoard, ending up sadly disappointed when all they find is a silver dragon's pride and joy.

When the parents are away, engaged in mortal affairs, the wyrmlings are entrusted to longtime friends and associates—who can be of any nature, from common humanoid species to extraordinary creatures—charged to protect the young with their lives.

Silver Dragon Wyrmling

Medium dragon, neutral good

- **Armor Class** 17 (natural armor)
- **Hit Points** 45 (6d8 + 18) | **Wound Threshold** 12
- **Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

- **Saving Throws** Dex +2, Con +5, Wis +2, Cha +4
- **Skills** Perception +4, Stealth +2
- **Damage Immunities** cold
- **Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14
- **Languages** Draconic
- **Challenge** 2 (450 XP)

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Cold Breath.** The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be **paralyzed** 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.

Silver dragon eggs are about 2.5 feet tall and 2 feet wide. The shell is half an inch thick, made of a very hard mineral substance. Some jewelers incorporate pieces of it in their work, to splendid effect.

Excerpt from Encounters and Discoveries, *by Tarella, geographer and cartographer*

Young Silver Dragon

At the end of their childhood years, a silver dragon is usually able to protect their protectors in turn. An entire family, even across several generations, can have the fortune of benefiting from a silver dragon's protection. The course of the dragon's life can depend on the intrigues of their parents, in which the young dragon may want to take part. At times, the young are used unwittingly to weaken their parents, a favorite tactic of green dragons who have gained insight into these intrigues. The resulting conflict can embroil entire dynasties of silver and green dragons through their mortal agents and the realms they hold sway over, with epic battles waged in the skies.

Far removed from such complex preoccupations, some young silver dragons use their limited shapeshifting ability to travel incognito among the mortal species, sometimes supporting the odd cause that catches their interest.

Young Silver Dragon

Large dragon, neutral good

- **Armor Class** 18 (natural armor)
- **Hit Points** 168 (16d10 + 80) | **Wound Threshold** 42
- **Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

- **Saving Throws** Dex +4, Con +9, Wis +4, Cha +8
- **Skills** History +6, Perception +8, Stealth +4
- **Damage Immunities** cold
- **Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 18
- **Languages** Common, Draconic
- **Challenge** 9 (5,000 XP)

Traits

Lesser Change Shape. As an action, the dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. In the 1 minute that precedes and follows the change, the dragon is **incapacitated**. Any equipment it is wearing or carrying is not absorbed by the new form: oversized items fall, while undersized items may crack or split. It doesn't revert to its true form if it dies, but its corpse will resemble that of a half-dragon. In its new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Cold Breath.** The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be **paralyzed** 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.

The scales of a dragon harden with age, and their silver hue deepens. Dvaerg armorers draw inspiration from scale patterns to design pieces of great quality.

Excerpt from Encounters and Discoveries, *by Tarella, geographer and cartographer*

Vevir visits the ruins of Athenaise, reminiscing about its glory days.

Adult Silver Dragon

Upon reaching adulthood, silver dragons have acquired sufficient experience and knowledge of the world to set up a safe lair. While other dragons are content to remain within their secluded homes, silver dragons often risk leaving to meddle in humanoid affairs.

The life of an adult silver dragon is one of devotion and self-sacrifice, with every one of them relentlessly dedicating themselves to what they deem to be fair and good. It is often a trying path, as the dragon works to preserve, assist, and support from the shadows, expecting neither reward nor recognition. A silver dragon's tremendous determination usually allows them to bear such a life, but some can be engulfed by resentment, bitterness, or resignation, which leads to selfishness, or even corruption. A corrupted silver dragon is as rare as it is dangerous.

Adult Silver Dragon

Huge dragon, neutral good

- **Armor Class** 19 (natural armor)
- **Hit Points** 243 (18d12 + 126) | **Wound Threshold** 61
- **Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

- **Saving Throws** Dex +5, Con +12, Wis +6, Cha +10
- **Skills** Arcana +8, Deception +10, History +8, Insight +6, Perception +11, Persuasion +10, Stealth +5
- **Damage Immunities** cold
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21
- **Languages** Common, Draconic
- **Challenge** 16 (15,000 XP)

Traits

Change Shape. As an action, the dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit*: 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit*: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become **frightened** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Cold Breath.** The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be **paralyzed** 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.

Legendary Actions

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

Ancient Silver Dragon

The personality of an ancient dragon is molded by the ordeals it has faced. Those who reach full maturity have known success and failure, and have seen civilizations blossom and collapse. They may retain a proactive outlook on life or may be more disillusioned.

As time goes on, a silver dragon grows into their role as guardian of the Drakenbergen, becoming ever more distant from the daily lives of surface dwellers. Their perception of good and evil changes. The balance of powers and the respect of natural cycles take precedence over any other consideration. Ancient silver dragons involve themselves more and more rarely in the everyday affairs of humanoids, instead acting on a much larger scale.

Such is the case of Vayviirsudaik, also known under the name of Vevir. It has indeed been a long time since anyone has seen the one considered to be the incarnation of Blacksmith among the southern Drakenbergen dwarves. For many locals, Vevir is no more than a legend, and yet, she still watches over the region, albeit more distantly.

Bards' tales tell of a darker fate, however: the lament of silver dragons who have lost the will to fight and retreated to their domain, slumbering for eternity... That is, until adventurers arrive and convince them to take up arms again to drive off a great evil.

Ancient Silver Dragon

Gargantuan dragon, neutral good
- **Armor Class** 22 (natural armor)
- **Hit Points** 487 (25d20 + 225) | **Wound Threshold** 122
- **Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

- **Saving Throws** Dex +7, Con +16, Wis +9, Cha +13
- **Skills** Arcana +11, Deception +13, History +11, Insight +9, Perception +16, Stealth +7
- **Damage Immunities** cold
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 26
- **Languages** Common, Draconic
- **Challenge** 23 (50,000 XP)

Traits

Change Shape. As an action, the dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become **frightened** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Cold Breath.** The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be **paralyzed** 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.

Legendary Actions

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

For humanoids, the best way to distinguish silver dragons is by the shape and position of their horns.
Conversely, dragons are known to commonly identify the comparatively diminutive humanoids by their clothing and equipment.
Excerpt from Encounters and Discoveries, *by Tarella, geographer and cartographer*

The Glass Mirror Cathedra, in the Maze of Mirages.

A Silver Dragon's Lair

The dragon's magic changes their environment to suit their shape and grant it an edge within its domain.

Regional Effects

The presence of a silver dragon can be noticed from several miles away, marked by a feeling of serenity and contemplation.

- **Breath Weapons (Recharge 4-6).** When the dragon is in its lair, its breath weapons recharge on 4-6 instead of 5-6.
- **Chatty Reflections.** A silver dragon can speak to its guests at will via the reflective surfaces of the art pieces scattered across its domain. For the creature, it feels as though it is speaking to its own reflection in water, a mirror, or a panel of glass.
- **Cool Breeze.** Even in summer, the temperature within a silver dragon's domain never rises above 70 °F above ground. Below, the ground is layered with ice. The dragon can make the floor slick at will, turning it into difficult terrain. Any creature the dragon finds welcome becomes immune to cold within its realm.
- **Glass Palace.** A silver dragon's domain contains strange and incredibly detailed crystalline structures, exquisitely delicate arrangements that occur both out in the open, and within its glass palaces. Slate, crystal, glass, ice, and frost all blend in fragile works of art. Each is enchanted by a permanent effect similar to the *alarm* spell. A mere touch is sufficient for the dragon to immediately receive a short mental vision of the creature that triggered the alarm. Sometimes, silver dragons arrange sensor-like arrays at the entrance of their lair, structures resembling unsteady games of mikado, thus ensuring they won't be caught flat-footed. These structures automatically retake their shape every day as long as the dragon's influence lasts.
- **Signs.** A silver dragon can manifest crystalline or icy structures within its domain and within 2 miles of it. The dragon can break them at will, causing them to fall at specific angles to serve as signs, allowing the dragon to, among other things, provide lost travelers with directions.

Lair Actions

Inside its lair, the dragon can take a lair action on initiative count 20 (losing all initiative ties).

- **Foresight.** During a target creature's next turn, the dragon gains the effects of the *foresight* spell. The dragon can target itself.
- **Inhale.** The dragon tries to catch its breath. Roll a d6. On a 6, it can use the **Breath Weapons** action again.
- **Magic Resistance.** Until its next lair action, the dragon has advantage on saving throws against spells and other magical effects.
- **Movement.** The dragon can move a number of feet equal to its speed.
- **Secret Traps.** The dragon can trigger one of the two following traps, which are otherwise undetectable:
  - **Neutralizing Gas.** Gas spews forth in a 5-foot-radius from a point within the same room as the dragon. Each creature within the area of effect must succeed on a DC 20 Constitution saving throw or be **blinded**. If the saving throw fails by 5 or more, the target is also **poisoned** while blinded in this way; if it fails by 10 or more, the target is also **stunned** while blinded and poisoned in this way; if it fails by 15 or more, the target is also **paralyzed** while blinded, poisoned, and stunned in this way. The creature can repeat the saving throw at the end of each of its turns, ending a condition of its choice on itself on a success.
  - **Trapdoor.** The trapdoor is 10 ft. × 10 ft. and swings open under a creature that the dragon can see. The creature must succeed on a DC 15 Dexterity saving throw or fall 20 ft. into a pit inscribed with Xonim's Glyph, making it an area of dead magic (see **Grimoire**: **Geomagic**). The creature must succeed on a DC 20 Strength (Athletics) check to exit the pit unless it has a flying or climbing speed through nonmagical means.
- **Sturdy Scales.** Until its next lair action, the dragon has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Gadaí, the Pickpocat

A splendid multicolored fey that looks like a cross between a cat and a peacock, the gadaí has an eclectic taste for pretty things: a shiny trinket, garish cloth, a pleasingly-shaped object... or whatever else might catch its attention! As soon as something piques its interest, it makes use of its natural skillfulness and abilities to get its paws on the target of its desire. In this fashion, more than one adventurer has found themselves unexpectedly dispossessed of an unremarkable or precious belonging. Recovering it can then be an ordeal! For although the pickpocat means no harm, it is a clever, crafty creature, and it quickly grows attached to its ill-gotten goods.

The Gadaí's Lair

A gadaí's hideout typically takes the shape of a hunter's haven cast with a 1st-level spell slot, but with a permanent duration. Some, however, settle in ruins instead, whenever they match the fey's aesthetic criteria. In its home, it gathers its treasures and displays them harmoniously with the use of its *mage hand*. Whoever can find a pickpocat's hoard will certainly discover a nice stash, but beware its ire! The fey isn't a fearsome opponent by itself, but it can hold a grudge, and it won't hesitate to seek help elsewhere, or lie outrageously to get its revenge. Thus, it has happened that, thinking they were dealing with evildoers, a group of adventurers attacked another when the latter simply sought to reclaim stolen belongings!

Nudging

The gadaí often steals simply for its own enjoyment, but sometimes with a reason. As bestial as its appearance may be, it is undoubtedly a fey, and it therefore cares about Eana's well-being. Toward such an end, it sometimes purloins something to draw people after itself and lead them to a local anomaly, the source of a danger, a beleaguered individual, etc.
It also sometimes takes an important or magic item from a group, simply for provocation, to laugh at their awkwardness without this crutch or to teach them to make do without it. If the adventurers handle this setback with equanimity and resourcefulness, it will give the item back to them... maybe.

A Companion

Rarely, a gadaí may grow attached to a particularly charismatic and colorful character, whom it will follow for a time and will assist if it feels like it. Thus, an adventurer may find themselves with a sort of familiar, powerful and cunning, but also sometimes selfish and whimsical!

Gadaí Feathers

A gadaí's feathers are exquisitely beautiful, and they are all the rage among fashionmongers. A single large and beautiful feather can be worth up to 200 gp! However, when a gadaí dies, its feathers become gray, lusterless, and brittle. Only feathers willingly given keep their wondrous colors. But convincing the fey to part with one of its feathers usually requires great diplomacy, persuasiveness, and patience, as well as the fulfillment of some complicated favor. Being a provider of gadaí feathers can be a career in itself!

Gadaí, the Pickpocat

Tiny fey, chaotic neutral
- **Armor Class** 12
- **Hit Points** 5 (2d4) | **Wound Threshold** 4
- **Speed** 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	10 (+0)	13 (+1)	10 (+0)	17 (+3)

- **Skills** Acrobatics +4, Deception +5, Perception +2, Sleight of Hand +6
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Sylvan
- **Challenge** 1/8 (25 XP)

Traits

Innate Spellcasting. The gadaí's innate spellcasting ability is Charisma (spell save DC 13). The gadaí can innately cast the following spells, requiring no material components:
- At will: *mage hand, prestidigitation*
- 3/day each: *invisibility, misty step*
- 1/day each: *color spray*

Actions

Talons. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 3 piercing damage.

Wolf and Fox

In the Drakenbergen, a person's attitude toward wolves and foxes largely depends on their religious beliefs.

Thus, foxes are believed to be omens of good luck by Maker's few followers, but harmful troublemakers by people honoring Blacksmith. This mistrust may even lead one to believe that people with red hair are devious and chaotic by nature.

Wolves are highly respected by druids and rangers, who see them and bears as cousins of humanoid peoples. They are considered as sentient, intelligent beings, and bearers of nature's wisdom. But for those who do not worship Eana, wolves are bad news and are considered to be part of the creatures of the night.

Fox

Foxes live in smaller packs than wolves, and can even be solitary. They are cunning opportunists who can circumvent danger, sniffing out traps laid for them and avoiding confrontation with humanoids as they stalk easier nearby prey, such as barnyard animals or small livestock.

Fox

Small beast, unaligned

- **Armor Class** 12
- **Hit Points** 3 (1d6) | **Wound Threshold** N/A
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	5 (-3)	12 (+1)	7 (-2)

- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 0 (10 XP)

Traits

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

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

Actions

Bite. *Melee Weapon Attack*: +1 to hit, reach 5 ft., one target. *Hit*: 1 (1d4 – 1) piercing damage.

Wolf

The wolf is the ancestor of the dog, and its behavior is very similar to that of wild dogs. However, wolves have retained something that is utterly lost to dogs, or even half-breed pups of wolves and dogs: their hunting instinct.

Wolf

Medium beast, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 11 (2d8 + 2) | **Wound Threshold** 5
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	5 (-3)	12 (+1)	9 (-1)

- **Skills** Perception +3, Stealth +4
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 1/4 (50 XP)

Traits

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

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

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked **prone**.

The Wolf Pack

A pack usually comprises between 5 and 10 members, though two packs sometimes mix and join forces to hunt large prey. Every pack is roughly organized the same way. The differences in behavior related to hierarchical position can be depicted during play for more fleshed-out descriptions and unexpected strategies. Often, a wolf's rank within the pack is the same as its rank in its family: the parents are dominant by default, with the rest of the ranks filled by the young and indirect descendants.

- **The Dominant Pair.** A dominant wolf is, first and foremost, a strategist whose role is to guide the pack. Its intelligence and sharp self-preservation make it stand out from the rest. When problems arise, the dominant wolf prefers to stay out of harm's way, allowing it to make decisions and coordinate its pack.
- **Warriors.** These are the true fighters. Natural risk-takers, they're in charge of security, watching over the pack's territory, acting as bodyguards, and keeping the others in check. When a foreign threat appears, warriors fearlessly rise to meet it.
- **Watchers.** The watchers are the sentinels, nervous and vigilant. In case of a threat, they scamper to overlooking positions and quickly warn the dominant pair of the situation. In combat, watchers make as much noise and movement as possible, distracting the enemy and giving the impression that it is vastly outnumbered.
- **Subordinates.** They are at the bottom of the ladder. They help reduce conflicts and tensions as the pack's scapegoats and entertainers. In a fight, they show a united front with the other wolves. Afterward, they content themselves with the leftovers.

Besides packs, one can also come across lone wolves, of which two main types exist:

- **Lone Dominant.** This wolf left its original pack to establish its own. Intelligent and proud, it doesn't willingly enter a fight that is not in its favor.
- **Lone Warrior.** Sometimes, a dissenting and insolent wolf leaves the pack. The exile seldom lasts long, as sooner or later, the loner returns to its original pack, finds another, or dies alone.

In Askamor's Lava

The great Askamor volcano, located in Kratær's Garden, has been active for thousands of years, long before the Dawn War. This strange and dangerous place is home to unique minerals and wondrous plants, and is also the home of creatures exceptionally resistant to this hostile environment.

Ash Dwellers

The inhabitants of these ashen fields have varied lives. Some are closely related to lava, such as **magma mephits** and **salamanders**. Others live near boiling oases, such as many **ashen** creatures. Finally, below the surface are many tunnels resulting from natural lava flows, the hard work of dvaergen and **azer** miners, or the passage of **ashen kheg** colonies.

Geomagic: Scorching

Perplexed, Sorya drew her sword. Despite the protective sheath, the ice blade, forged in the Septentrion, exuded a vaporous mist and seemed less cold than usual. Unsurprising, really, in this volcanic valley.

Conditions

Scorching typically occurs in environments that have been affected by fire for a great length of time. The heat is such that it even affects magical currents... unless it's the other way around? Igneous power may permeate occult currents so significantly that the environment itself is ablaze.

Effects

Lava Chaos

Fire spells are more powerful in Scorching zones. When a spell dealing fire damage is cast, its damage is increased by one additional die.
A fire bolt *cast by a 5th level wizard deals 3d10 fire damage.*
However, the chaotic waves of magic may cause an unpredictable and dangerous effect. When a spell dealing fire damage is cast, roll 1d20. If the result is less than or equal to the level of the spell (treat cantrips as 1st-level spells for this purpose), a lava eruption occurs within 60 feet and releases a number of **magma mephits** or **magmins** equal to three times the spell level.

Dearth of Ice

Ice spells have lessened effects in Scorching zones. When a spell dealing cold damage is cast, its damage is halved. This reduction applies before any other modifier, such as a successful saving throw, or resistance.
A wizard casts cone of cold *against an ashen khegon. They roll 39 damage, which is halved to 19 because of the Scorching. The ashen khegon rolls its Dexterity saving throw and succeeds, reducing the damage by half to 9. However, the ashen khegon is also vulnerable to cold: in the end, it takes 18 damage.*

Spell Aspect

At the leader's discretion, the appearance of certain spells, or even their effect, can be affected by the Scorching: they give off a bright light, they crackle, radiate heat, etc. For instance, skeletons targeted by *animate dead* can have flames glowing in their eye sockets.
A ranger casting the countershot *spell is surprised to see their ammunition and their opponent's clash in a heated explosion as a result of Scorching.*

Archetype: Creating an Ashen Creature

The best-known site for the appearance of a maelossa is a forest (see **Grimoire**, **Geomagic: Maelossa**), but such a phenomenon can occur in any natural place, including arid volcanoes. Nature is particularly tenacious and creative when it comes to overcoming environmental constraints and, in places such as these, ashen creatures are the result. Ashen creatures fear neither the volcano nor acid pools, but can still be swept away and swallowed up by lava all the same, so they avoid it where they can. They are also immune to environmental poisons, such as sulfurous gases, but not to other poisons.
This archetype applies to **beasts**, **fey**, **monstrosities**, **oozes**, or **plants** living near volcanic areas, such as Kratær's Garden near the Askamor volcano.
Apply the following changes to the creature's stat block:

- **Natural Armor.** Ashen creatures have a stronger hide thanks to a thin mineral layer which, in some cases, provides a type of chitin, or otherwise strengthens their soft tissues. Their AC is increased by 2 (maximum 20) when they are not wearing armor, and their AC cannot be less than 12.
- **Ability Score Increase.** The creature's Strength and Constitution are increased by 2.
- **Damage Vulnerabilities.** The creature is vulnerable to cold damage.
- **Damage Immunities.** The creature is immune to acid and fire damage.
- **Skills.** The creature becomes proficient in Perception and Survival.
- **Senses.** The creature grains tremorsense 60 ft.
- **HD.** The creature's Hit Dice are increased by 2.
- **CR.** The creature's CR is increased by 1.

Profiles of **ashen** creatures are shown on the following pages. Some are regional variants of creatures that exist in the rest of the world, and others are typical of the volcanic areas of Eana.

Ashen Kheg

Khegs are mostly known around the world as ravagers of Canker. However, a few uncorrupted specimens still exist, like those who dwell at the foot of Askamor. Their chitinous shells, pincers, and six legs make khegs similar to small arthropods, of which they are a natural giant version.

Adapted to the volcanic environment, khegs form colonies whose way of life is not unlike that of ants or termites. They cultivate mushrooms for food, build tunnels to ensure a constant and pleasant temperature and humidity, and they hunt and harvest on the surface to supplement their reserves. To ensure the survival of the group, the food is transformed into a honeydew with very high energetic qualities, and which keeps remarkably well.

This honeydew is one of Askamor's most famous products. To harvest it, some particularly daring people learn to become kheculturists. They make sure that their kheg colony is healthy and regularly harvest (or steal) honeydew. The work is not without danger, because kheculturists must be familiar with the kheg body language, who communicate mainly via pheromones. It is advisable to try and pass as a member of the colony! Kheg soldiers, or ankhegs, are in charge of defense: they are temperamental and can attack intruders very quickly.

Some ashen kheg colonies venture outside Kratær's Garden, but for now they have only been sighted near the Fortress. Perhaps they need the volcano's heat or toxic fumes?

Occasionally, rather than digging tunnels, khegs take over existing areas, such as abandoned mines, which can be quite a nuisance for anyone wanting to rehabilitate such areas... or a godsend for a budding kheculturist.

Khegons are small khegs. They are less common outside the colony, as they are workers who make sure everything is running smoothly. They know how to cultivate mushrooms, nurse the larvae, and make a tasty honeydew stored in dedicated rooms.
Naturally placid, khegons go about their business and leave the protection of tunnels to ankheg soldiers. However, if attacked or if high alert pheromones are released in the tunnels, khegons will fight valiantly.

A khegon workers' devotion toward larvae is absolute.
The substance they feed the newborn is a colorless honey praised by adventurous gourmets. They describe this delicacy as a firm jelly that melts in the mouth, with hints of jasmine, amber, and buttermilk.

Excerpt from Encounters and Discoveries, *by Tarella, geographer and cartographer*

Ashen Khegon

Small beast, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 28 (8d6) | **Wound Threshold** 7
- **Speed** 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	11 (+0)	4 (-3)	10 (+0)	6 (-2)

- **Skills** Perception +2, Survival +2
- **Damage Vulnerabilities** cold
- **Damage Immunities** acid, fire
- **Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 12
- **Languages** body language and pheromones
- **Challenge** 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) slashing damage plus 2 (1d4) acid damage. If the target is a Large or smaller creature, it is **grappled** (escape DC 12). Until this grapple ends, the khegon can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The khegon spits acid in a 20-foot line that is 5 feet wide. It must not be grappling a creature. Each creature in that line must make a DC 10 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

Ashen Regikheg

Huge beast, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 126 (12d12 + 48) | **Wound Threshold** 32
- **Speed** 20 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	18 (+4)	10 (+0)	14 (+2)	8 (-1)

- **Saving Throws** Con +7, Int +3, Wis +5
- **Skills** Animal Handling +8, Insight +8, Perception +8, Survival +8
- **Damage Vulnerabilities** cold
- **Damage Immunities** acid, fire
- **Senses** darkvision 60 ft., tremorsense 120 ft., passive Perception 18
- **Languages** body language and pheromones, Sylvan
- **Challenge** 7 (2,900 XP)

Traits

Broodmother. The regikheg uses pheromones to command all of the colony's khegs. Her orders spread via pheromones over 60 feet every round. Once per round on its turn, it can use the Incite action (see **Adventurers**: **Combat**, **Actions in Combat: Incite**) freely.

Actions

Crush. The regikheg topples over on one side in a space that is 5 feet away from it. All Large or smaller creatures in that space must succeed on a DC 16 Dexterity save or be crushed under the regikheg. A crushed creature takes 45 (10d8) bludgeoning damage and becomes **grappled** by the regikheg (escape DC 16). Until this grapple ends, the creature is also **restrained**. When the regikheg makes another crush, it releases all creatures that were previously crushed beneath it.

Lay Khegon (Recharge 5-6). The regikheg lays an **ashen khegon**.

Mandible Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 19 (4d6 + 5) slashing damage plus 6 (1d12) acid damage, and the target must succeed on a DC 16 Strength saving throw or be pushed 20 feet away from the regikheg and become **prone**.

Acid Spray (Recharge 6). The regikheg spits acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one.

The regikheg is the mother of the colony, surrounded by dedicated khegons and ankhegs that make its protection their top priority. Particularly massive, it is unable to leave the underground room in which it is located. One should not underestimate its intelligence and wisdom simply because of its monstrous appearance. It is particularly aware of Canker's malignity, whose corruption has already horribly destroyed many nests, driven regikhegs mad, or even transformed ankhegs into ravagers.

Memories and guides of their colonies, the regikhegs sometimes defend Netherworld maelossas. For this purpose, it happens that they develop long-standing partnerships with svirfneblins. The khegs suffered greatly from Canker's corruption, and so they readily protect those who remain close to Eana.

Excerpt from Encounters and Discoveries, *by Tarella, geographer and cartographer*

Ashen Ankheg

Large beast, unaligned

- **Armor Class** 16 (natural armor), 13 while prone
- **Hit Points** 60 (8d10 + 16) | **Wound Threshold** 15
- **Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	4 (-3)	13 (+1)	6 (-2)

- **Skills** Perception +3, Survival +3
- **Damage Vulnerabilities** cold
- **Damage Immunities** acid, fire
- **Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 13
- **Languages** body language and pheromones
- **Challenge** 3 (700 XP)

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is **grappled** (escape DC 14). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a 30-foot line that is 5 feet wide. It must not be grappling a creature. Each creature in that line must make a DC 14 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Ashen ankhegs are the soldiers and hunters of the colony. They are in charge of security in the tunnels as well as the supply of meat. From their point of view, beasts, monstrosities, and humanoids are all the same. Although they sometimes search for prey on their own, the real threat lies in group assaults, where two or three of them attack a Medium target and quickly neutralize it.

Elite Ashen Ankheg

Large beast, unaligned

- **Armor Class** 19 (natural armor), 16 while prone
- **Hit Points** 104 (11d10 + 44) | **Wound Threshold** 26
- **Speed** 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

- **Saving Throws** Con +7, Wis +4
- **Skills** Nature +3, Perception +4, Stealth +3, Survival +4
- **Damage Vulnerabilities** cold
- **Damage Immunities** acid, fire
- **Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 13
- **Languages** body language and pheromones, Sylvan
- **Challenge** 7 (2,900 XP)

Actions

Multiattack. The elite ashen ankheg makes two bite attacks.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) slashing damage plus 4 (1d8) acid damage. If the target is a Large or smaller creature, it is **grappled** (escape DC 16). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a 40-foot line that is 5 feet wide. It must not be grappling a creature. Each creature in that line must make a DC 16 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Much rarer than simple ankheg soldiers, elite ankhegs are formidable fighters, able to defend the colony against the greatest threats. Their superior intelligence makes them more adaptable to new situations. However, giving birth to these creatures requires a lot of energy from a regikheg, to the point that its life expectancy is slightly reduced each time it conceives one of these prodigious guardians. Druids have legends in which these creatures performed feats to protect Eana, sometimes even leaving their colony to accompany Eternity's Fate-chosen on epic adventures.

Hidden in inconspicuous tunnels, ankhegs remain underground in ambush. When prey or enemies come near, they spring forth with perfect coordination. This formidable tactic is made possible by their mode of communication, consisting of pheromones and clicks.

Excerpt from Encounters and Discoveries, *by Tarella, geographer and cartographer*

Ashen Lizard

Giant ashen lizards are the only beasts of burden in Kratær's Garden capable of withstanding the extreme conditions of this environment. They can also withstand the rigors of the Netherworld and are often used as mounts by the patrolmen of Dörtharo's Lock.

Ashen Lizard

Tiny beast, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 10 (3d4 + 3) | **Wound Threshold** 5
- **Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	12 (+1)	4 (-3)	10 (+0)	6 (-2)

- **Skills** Perception +2, Survival +2
- **Damage Vulnerabilities** cold
- **Damage Immunities** acid, fire
- **Senses** darkvision 30 ft., passive Perception 9
- **Languages** –
- **Challenge** 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. *Hit*: 4 piercing damage.

Giant Ashen Lizard

Large beast, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 37 (5d10 + 10) | **Wound Threshold** 10
- **Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	5 (-3)	10 (+0)	6 (-2)

- **Skills** Perception +2, Survival +2
- **Damage Vulnerabilities** cold
- **Damage Immunities** acid, fire
- **Senses** darkvision 30 ft., passive Perception 12
- **Languages** none, but can be trained to understand words in Dwarvish or Common
- **Challenge** 1/2 (100 XP)

Actions

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

Ashen Ochre Jelly

Large ooze, unaligned
- **Armor Class** 12 (natural armor)
- **Hit Points** 68 (8d10 + 24) | **Wound Threshold** N/A
- **Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	16 (+3)	4 (-3)	8 (-1)	1 (-5)

- **Skills** Perception +1, Survival +1
- **Damage Vulnerabilities** cold
- **Damage Immunities** acid, fire, lightning, slashing
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone
- **Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 11
- **Languages** –
- **Challenge** 3 (700 XP)

Traits

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing (see **Adventurers: Combat**).

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) acid damage.

Reactions

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

Ashen Ochre Jelly

Born from volcanic mud and boiling acid puddles, ashen ochre jellies are omnivorous predators that can survive on lichen in the absence of juicier prey. These shapeless creatures—sometimes semi-liquid masses, sometimes crawling things, sometimes blotchy, abstract forms—seem to be a link between non-living and more complex creatures.

An Alchemist's Treasure

This variety of ooze is well-known for its alchemical properties. Its juices can double the output of many preparations related to fire or acid, be they *potions of resistance to fire* or *acid*, simple *acid vials*, or even *alchemist's fire*. An ooze hunter's career is fraught with danger, not to mention the fact that they must bring back the components without them degrading, or risk a wasted trip. For this, they greatly appreciate *herbalist's cases*, even if it is a creative deviation from the item's intended use. To store the gooey and corrosive remains of such a creature, one would imagine needing a "herbalist's barrel" instead!

Azer

It is sometimes said that some dwarven souls, blessed by Blacksmith, are brought back to life in a different form, in the depths of volcanoes such as Askamor. Made of metal, with hair of bright flames, azers do not reproduce like most mortals of Eana; instead, they forge each other. The progenitors of their people know the rituals to create inert shells and infuse them with the igneous elemental power that animates them. In addition to their stocky and robust appearance, azers share the dwarven passion for craftsmanship.

The Eternal Guardians of the Flame

Blacksmith is the patron god of order and harmony. In particular, he seeks to prevent the boundaries between planes from becoming too porous, which would throw the world off-balance. Azers are among his agents, charged with protecting the Material Plane against the invasion of creatures from the Furnace. Indeed, they sometimes use volcanoes, lava lakes, and other magmatic flows as portals from their native plane to Eana. The azers' task is arduous: in addition to powerful and devious devils, they also fight against **efreeti**, who recently allied with the diabolical troops.

Blacksmith's Chosen Ones

Living among the purest veins of ore, azers can extract exceptional crystals and remarkable gems. Industrious and tireless, they create far more wonders than they can use. They honor Verndari-Blacksmith by offering him jewels, armor, and magic weapons, which can then be given to heroes. Though these gifts are of typical high-quality dwarven craftsmanship, they permanently radiate warmth. In Askamor's sanctuary, worthy adventurers, or those on dangerous quests to save the world, can ask for a blessing. Sometimes, they receive magic items to help them, or their own weapons are transformed and enchanted. This is a rare, divine gift, with no other compensation required than the duty to live up to Blacksmith's trust.

Archetype: Creating an Azer

The azer archetype allows you to design a member of this species suited to a particular trade or calling, according to the needs of your campaign. The basic azer stat block below applies to an average representative of this people, without any particular talents; but with this archetype, you can design an azer scout, an azer acolyte, an azer champion, etc. Take a **humanoid NPC profile** adapted to your needs and apply the following modifications:

- **Type.** The azer is a fire elemental.
- **Natural Armor.** The azer has natural armor of 13 + proficiency bonus (maximum 20).
- **Damage Immunities.** Azers are immune to fire and poison damage.
- **Condition Immunities.** Azers are immune to being poisoned.
- **Languages.** Azers speak Celestial and Primordial. These languages replace Common in the basic stat block.
- **Heated Body.** A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. This damage increases to 2d10 at CR 14.
- **Heated Weapons.** When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage. This damage increases to 2d6 at CR 14.
- **Illumination.** The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.
- **HD.** The creature's Hit Dice are increased by 4.
- **CR.** The creature's CR is increased by 2.

Azer

Medium fire elemental, lawful neutral
- **Armor Class** 17 (natural armor, shield)
- **Hit Points** 39 (6d8 + 12) | **Wound Threshold** 10
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

- **Saving Throws** Con +4
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** passive Perception 11
- **Languages** Celestial, Primordial
- **Challenge** 2 (450 XP)

Traits

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Warhammer. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Most azers are engaged in routine tasks that do not require great skill or power: assistance, handling, surveillance, excavation, etc. Even these azers are robust and staunch beings, experienced in combat.

Azer Veteran

Medium fire elemental, lawful neutral
- **Armor Class** 17 (splint armor)
- **Hit Points** 84 (13d8 + 26) | **Wound Threshold** 21
- **Speed** 30 ft.

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

- **Skills** Athletics +6, Intimidation +3, Perception +4
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** passive Perception 14
- **Languages** Celestial, Primordial and any two languages
- **Challenge** 5 (1,800 XP)

Traits

Brave. The azer has advantage on saving throws against being frightened.

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus an extra 3 (1d6) fire damage.

Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage, plus an extra 3 (1d6) fire damage.

Heavy Crossbow. *Ranged Weapon Attack*: +4 to hit, range 100/400 ft., one target. *Hit*: 6 (1d10 + 1) piercing damage.

An azer "veteran" is not so much experienced as it is carefully designed, with a particularly strong body and fiery soul, making it an individual that stands out from the rest and is capable of conducting dangerous military operations, whether alone or as a member of a squad.

A magma mephit in a mischievous mood

Magma Mephit

Born from earth and fire, magma mephits appear spontaneously in volcanoes, rising from bubbles that burst on the surface of the lava. Roughly humanoid, they resemble a sketch of a living magma sculpture. They have an unpredictable temperament, sometimes indolent, sometimes violent or playful. Travelers even claim to have been helped by magma mephits. It sometimes seems that their disposition is pure chance (see **Magma Mephit Moods**). Naturally driven to gather, they are rarely alone and often united; whole groups can even follow the same short-lived goal.

They live only in the present, in the here and now. Some even say that mephits have neither memory nor knowledge of the past, future, or the passage of time. They are not afraid to die, because death is a foreign concept for an elemental that can exist again by being reborn from magma. They exist as a physical and psychological embodiment of extreme heat, as offshoots of a volcano that does not need them to expand or pour out its torrents of lava.

Magma Mephit Moods

1d6	Mood of the Mephit
1	**Hostile.** For a reason known or unknown to humanoids, this mephit has decided to harm those who pass through its territory.
2	**Dangerous Hoaxer.** This mephit wants to see how travelers will react to an ambush it has prepared. Its behavior is similar to a child's who would destroy an anthill just to see what's inside or how ants move.
3	**Cunning.** This mephit is playing a double game. It pretends to be a Gadfly, an Idle Witness, or Generously Inclined, but it really means to attack travelers (Hostile) or play a very bad joke on them (Dangerous Hoaxer).
4	**Gadfly.** This mephit has decided to accompany travelers. It entertains itself by imitating the movements of one of them, searching one of their bags, sitting on the back of a mule, etc. Even if it isn't hostile, proximity to a fiery elemental can cause problems, and the situation may get out of hand.
5	**Idle Witness.** The mephit has better things to do than wear itself out by interacting with travelers. It keeps to its lava bath, hot steam sauna, or basalt ball games. It is not hostile, and may even answer in a civilized manner if asked a question.
6	**Generously Inclined.** In the Askamor region, it is said that benevolent mephits are touched by the grace of the protective god Blacksmith. Followers of druidic traditions see it as a blessing from Eana. Others are simply puzzled and hope that the mephit will not change its mind.

Magma Mephit

Small fire and earth elemental, chaotic neutral

- **Armor Class** 11
- **Hit Points** 22 (5d6 + 5) | **Wound Threshold** 6
- **Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

- **Skills** Stealth +3
- **Damage Vulnerabilities** cold
- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Primordial
- **Challenge** 1/2 (100 XP)

Traits

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit*: 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Magmin

A fire spirit evocative of this element's uncaring power, the magmin gushes gleefully from the bowels of the earth when it smokes and trembles, heralding cataclysms. It looks like a child whose body is partly made up of flames and embers. Any source of extreme heat in an area of medium to strong magic can lead to the appearance of a magmin. An accident in a laboratory or a blast furnace, for example, is like a beacon that can attract a dangerously facetious magmin.

Insensitive Heralds

Utterly immune to the damage a volcano can cause, magmins are playful, jumping from rock to rock, swimming in lava, and laughing at the snows of ash under which they dance. Their recklessness is a terrible sight for victims who, suffocating from the toxic gases, try to flee in terror and confusion. As they lay dying, scorched and consumed, everything around them is being set ablaze by the mere presence of the small elementals.

There is a link between magmins and volcanic eruptions, but scholars argue about what it is: are magmins merely witnesses, or do they participate in—or even cause—the events? Will a large number of magmins in one place cause a volcano to erupt, or are these elementals only attracted by the opportunity to play in the middle of the disaster? Could demented arcanists destroy entire regions by summoning mass gatherings of these capricious creatures?

The Soul Cycle

In the region of Askamor, a druidic legend describes magmins as the souls of children who wandered in the Ethereal Plane and escaped from it to warm themselves in the heart of the volcano. Its magma is similar to the primordial energy that is at the origin of all life: all that exists returns to it once released from the ephemeral form of its existence. In this belief, the souls of the dead become elementals or fey for a time, allowing them to forget their past life and prepare for the cycle of rebirth.

In accordance with this myth, bereaved parents in the Drakenbergen sometimes go on a pilgrimage to Askamor, not to seek the blessing of Blacksmith-Verndari, but to find their child one last time among the mischievous magmins that populate the region.

Magmin

Small fire elemental, chaotic neutral

- **Armor Class** 14 (natural armor)
- **Hit Points** 9 (2d6 + 2) | **Wound Threshold** 5
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** fire
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Primordial
- **Challenge** 1/2 (100 XP)

Traits

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Touch. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

It is said that whoever can correctly name a magmin will see it respond with an animated, fiery salute.

Excerpt from Encounters and Discoveries*, by Tarella, geographer and cartographer*

Salamander

Burning elementals with a flaming serpentine silhouette whose movements evoke both strength and grace, salamanders are nostalgic for ancient times. In the past, they thrived in the primordial blaze of the Furnace. Though efreeti were also present, they were rather busy with their wars against djinni and did not challenge the supremacy of the blazing serpents. Sadly, after a disastrous event that some call the Fall of Paradise, devils invaded the Furnace en masse and turned it into the abominable hell that it is now. Some salamanders adapted to this new balance of power and submitted, staying in the depths with their new masters. The others fought and either had to hide or flee from their original plane. Many of the latter took refuge in the volcanoes on Eana. However, there were many other fire-bound creatures there, leaving very little room to flourish.

The Salamanders' Attitude

As burning beings, salamanders are unsuited to close interaction with the inhabitants of Eana, with the exception of creatures that are immune to fire, such as the ashen fauna.
The constructions and items designed by this elemental people are all imbued with magic that protects them from destruction by fire. This is how salamanders can shape strange buildings, sometimes below the surface of lava lakes. Sometimes, a large tunnel with invisible walls can be seen descending into the magma. From inside, the walls are like transparent, burning glass, overlooking molten rock that exudes both light and heat.
To live, salamanders need to bathe in flames. This is how they breathe and feed at the same time. Some salamander connoisseurs find that the flavor of the flames varies depending on what fuels them, becoming true gluttons full of destructive curiosity. These creatures look on the bright side of being in a new world, where things and beings burn, and everything seems wonderfully appetizing to them.
In the past, the Furnace salamanders played a sacred role, participating in the order of the world, maintaining the balance of the powerful forces of magmas and volcanoes. But today, far from the holy places that gave meaning to their existence, some want to recommence their sacred role by engaging with druids on the surface, while others believe times have changed and that this sanctified past should be forgotten.
In order to learn more about the world around them and the people who live in it, salamander arcanists designed *bracelets of fire immunity* to allow guests (or prisoners) to join them in their burning homes.

Tssikrreta's Conquests

Before she became queen, Tssikrreta was a young salamander plagued by a painful feeling of helplessness. She fought to build a well-organized community and was elected sovereign of her people. Determined to work for the good of her kind and to overcome difficulties, she was nevertheless aware that the reconquest of the Furnace was but a fool's dream, so formidable are the hospodar and their servants. Under these conditions, it seems that Eana must be the new home of salamanders, despite its areas of weak magic and its frozen poles. She has a noble dream for her people, and Tssikrreta's ambitions are great:

- **New volcanoes in the Drakenbergen.** Creating new volcanoes is possible through a concentration of the magic that brings magmins to life. This project to build a new domain governed by salamanders would be an opportunity to experiment with the best methods of terraforming and implantation. For the inhabitants of the Drakenbergen, it would certainly be frightening to discover that volcanoes can be created at will and that their creators are eager to continue their work!
- **Volcanic network.** Even if new volcanoes were to be created in the right areas, the volcanic territories would still be quite far apart. To allow salamanders to thrive, permanent

teleportation portals would have to be established to travel from one city to another, or tunnels would have to be dug in the deep Netherworld, in areas sometimes under the influence of the Furnace or Canker. Devils and ravagers could easily take advantage of the slightest design weakness.

- **Basalt spills.** Lava lakes are a good thing, but basalt effusions are much better! An effusion happens when the earth's crust itself melts over vast areas, sometimes spanning the equivalent of entire countries. Due both to the extreme heat and the frightening amount of toxic gases that are constantly released, this natural disaster is a major danger to life. Anything that is not immune to fire, acid, and poison is at severe risk of extinction. A basalt spill the size of a country would be enough to cause numerous deaths, both on land and in the seas. For salamanders, on the other hand, it would be an unprecedented benefit, allowing them to establish their dominion over Eana. If Tssikrreta or another ambitious salamander found a way to trigger basalt effusions, chances are they would not hesitate for long.

The Scorched Earth Scheme

In well-informed arcane circles—where people tend to fraternize with evil fiends while trying to control them—rumors abound of some important dealings. An alliance is being forged between devils and efreeti to conquer Eana and reshape it in the image of the Furnace, transforming it into a destructive inferno with but a few oases of greenery preserved for the survival of future slaves, or for pleasure.

These schemers seek Tssikrreta's support, but the salamander queen loathes the Furnace lords so much that they have little chance of reaching an agreement with her. Yet, she is not the only powerful and ambitious salamander. Who knows, maybe a daring upstart might see such an alliance as a way to seize power, all while bringing the great kingdom of salamanders to the surface of Eana more quickly?

Tarellana amabilis, an ashen chafer with a telltale whirring flight.

Excerpt from Encounters and Discoveries, *by Tarella, geographer and cartographer*

Archetype: Creating a Salamander

Salamanders are an elemental species. If the leader wishes to give them an NPC profile, they can apply the following archetype to **a humanoid NPC profile** and turn it into a salamander NPC.

- **Type.** The salamander is a fire elemental.
- **Size.** The salamander is Large. The weapons it wields deal an extra die of damage.
- **Natural Armor.** When the salamander isn't wearing armor, its AC equals 13 + its Dexterity modifier (maximum 20).
- **Ability Scores.** Charisma is increased by 2. The size of the creature directly affects its Strength and Constitution. The table below allows you to easily find the Strength and Constitution of the salamander based on its NPC profile. Look for the Strength score in the first column and its equivalent in the second column; then, look for the Constitution score in the first column and its equivalent in the third column.

Equivalence Between the Strength and Constitution of a Medium Humanoid and a Large Salamander

Ability Score of a Medium Humanoid	Equivalent Strength of a Large Salamander	Equivalent Constitution of a Large Salamander
6	9	7
7	10	8
8	11	9
9	12	10
10	13	11
11	14	13
12	16	14
13	17	16
14	18	17
15	19	18
16	20	19
17	22	20
18	23	21
19	24	22
20	25	23

- **Damage Vulnerabilities.** Salamanders are vulnerable to cold damage.
- **Damage Resistances.** Salamanders are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- **Damage Immunities.** Salamanders are immune to fire damage.
- **Senses.** Salamanders have darkvision 60 ft.
- **Languages.** Salamanders speak Primordial. This language replaces Common in the base profile.
- **Heated Body.** A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. This damage increases to 3d6 at CR 14 and above.
- **Heated Weapons.** Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit. This damage increases to 2d6 at CR 14 and above.
- **Tail.** The salamander's tail has a 10-foot reach and deals 2d6 bludgeoning damage, plus 2d6 fire damage. On a successful attack, the target is **grappled**. Escape DC is equal to 8 + the salamander's proficiency bonus + the salamander's Strength modifier. Until this grapple ends, the target is **restrained**, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.
- **HD.** The creature's Hit Dice are increased by 6 and become d10s.
- **CR.** The creature's CR is increased by 3.

Salamander

Large fire elemental, neutral or neutral evil
- **Armor Class** 15 (natural armor)
- **Hit Points** 90 (12d10 + 24) | **Wound Threshold** 23
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

- **Damage Vulnerabilities** cold
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** fire
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Primordial
- **Challenge** 5 (1,800 XP)

Traits

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Actions

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is **restrained**, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Salamander Sorcerer

Large fire elemental, neutral or neutral evil
- **Armor Class** 15 (natural armor)
- **Hit Points** 97 (15d10 + 15) | **Wound Threshold** 25
- **Speed** 30 ft.

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

- **Saving Throws** Con +5, Cha +8
- **Skills** Arcana +4, Deception +8
- **Damage Vulnerabilities** cold
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** fire
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Primordial and any three other languages
- **Challenge** 9 (5,000 XP)

Traits

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Spellcasting. The salamander sorcerer is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The salamander has the following spells prepared:
- Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, vicious mockery*
- 1st level (4 slots): *burning hands, detect magic, magic missile, shield*
- 2nd level (3 slots): *misty step, suggestion*
- 3rd level (3 slots): *counterspell, fireball, fly*
- 4th level (3 slots): *greater invisibility, wall of fire*
- 5th level (1 slot): *mind blast*

Actions

Dagger. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 7 (2d4 + 2) piercing damage, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit*: 8 (2d6 + 1) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is **restrained**, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Salamanders include talented sorcerers in their ranks, who draw their magical power from their fire affinity. Combining their innate strengths with their magical gifts, they pose a threat in combat that is not easily eliminated. Off the battlefield, they also work as skilled emissaries.

Tssikrreta, the Salamander Queen

Large fire elemental, neutral

- **Armor Class** 15 (natural armor + shield)
- **Hit Points** 119 (14d10 + 42) | **Wound Threshold** 30
- **Speed** 30 ft.

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

- **Saving Throws** Con +8, Wis +9, Cha +8
- **Skills** Arcana +7, Persuasion +8, Religion +7
- **Damage Vulnerabilities** cold
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** fire
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Celestial, Infernal, Primordial, and Sylvan
- **Challenge** 16 (15,000 XP)

Traits

Heated Body. A creature that touches Tssikrreta or hits her with a melee attack while within 5 feet of her takes 10 (3d6) fire damage.

Heated Weapons. Any metal melee weapon Tssikrreta wields deals an extra 7 (2d6) fire damage on a hit (included in the attack).

Legendary Resistance (3/Day). If Tssikrreta fails a saving throw, she can choose to succeed instead.

Spellcasting. Tssikrreta is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Tssikrreta has the following druid spells prepared:

- Cantrips (at will): *guidance, poison spray, produce flames, resistance*
- 1st level (4 slots): *cure wounds, detect magic, faerie fire, thunderwave*
- 2nd level (3 slots): *flaming sphere, gust of wind, heat metal, hold monster, lesser restoration*
- 3rd level (3 slots): *dispel magic, protection from energy, water walk*
- 4th level (3 slots): *conjure minor elementals, freedom of movement, wall of fire*
- 5th level (3 slots): *greater restoration, mass cure wounds, slumber*
- 6th level (1 slot): *sunbeam*
- 7th level (1 slot): *plane shift*
- 8th level (1 slot): *sunburst*
- 9th level (1 slot): *foresight*

Actions

Multiattack. Tssikrreta makes two attacks: one with her mace and one with her tail.

Mace. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (2d6) bludgeoning damage, plus 7 (2d6) fire damage.

Tail. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 11 (2d6 + 2) bludgeoning damage plus 7 (2d6) fire damage, and the target is **grappled** (escape DC 15). Until this grapple ends, the target is **restrained**, Tssikrreta can automatically hit the target with her tail, and Tssikrreta can't make tail attacks against other targets.

Legendary Actions

Tssikrreta 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. Tssikrreta regains spent legendary actions at the start of her turn.

- **Blazing Halo.** Any creature within 10 feet of Tssikrreta must make a DC 15 Dexterity saving throw or take 9 (2d8) fire damage, or half as much damage on a successful save.
- **Cantrip.** Tssikrreta casts a cantrip.
- **Tail Attack.** Tssikrreta makes a tail attack.
- **Excruciating Incandescence (costs 2 actions).** Tssikrreta targets one creature she can see within 30 feet of her. If the target can see Tssikrreta, it must succeed on a DC 17 Constitution saving throw or be **blinded** until the start of Tssikrreta's next turn.

Creatures of the Night

Bat

Bats use crevices as shelter. Despite their sinister popular imagery, they mostly feed on insects or fruits, with only a small minority feeding on blood. Usually, they do not pose any threat to adventurers; at most, they're a nuisance that can be mitigated with a cautious and knowledgeable guide. Some spellcasters summon familiars in the form of a bat.

Bat

Tiny beast, unaligned
- **Armor Class** 12
- **Hit Points** 1 (1d4 – 1) | **Wound Threshold** N/A
- **Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

- **Senses** blindsight 60 ft., passive Perception 11
- **Languages** –
- **Challenge** 0 (10 XP)

Traits

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one creature. *Hit*: 1 piercing damage.

Swarm of Bats

Medium swarm of Tiny beasts, unaligned
- **Armor Class** 12
- **Hit Points** 22 (5d8) | **Wound Threshold** N/A
- **Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** blindsight 60 ft., passive Perception 11
- **Languages** –
- **Challenge** 1/4 (50 XP)

Traits

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit*: 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Swarms of bats may attack a group of explorers who disturb a brood, but such hostility is short-lived. An entire colony of aggressive bats is a sure sign of supernatural influence.

Bleeder

A terrible entity spawned from the deepest forests, the bleeder is the type of horror that mothers often use as a boogeyman to scare their children. Physically, it is a tall, lean humanoid with leathery skin covered by patches of brownish fur. Its limbs are slender, and its elongated face sits atop a spindly neck. Its ears stretch and droop, and it hops more than it walks. Such a description might seem comical, but its cruelly sharp claws, vicious canine teeth, and leering yellow eyes make it a living nightmare.

A silent and cruel predator, the bleeder relishes stalking intelligent prey, feasting on their fear as it tracks them, before finally pouncing and pinning them with its powerful arms. It then buries its fangs in its victim, killing them swiftly by shredding their throat and draining their blood. Sometimes, it will drag a victim back to its lair, a putrid nest where it observes its meal with sadistic attention until, eventually, it grows bored and devours them.

Contrary to what one might think, bleeders are not corrupt creatures—in fact, they avoid ravagers like the plague. A bleeder being sighted leaving its woods is a truly dread omen.

Ugly, Cursed Souls

Some stories say that bleeders were once humanoids who committed crimes so heinous, desecrations of nature so foul, that Eana herself banished them, cursing them with their grotesque appearance and sentencing them to live as parasites scorned by all. Other, similar versions attribute it to Flora's wrath and claim that bleeders could return to their original form if the goddess were to grant them forgiveness.

For their part, bleeders seemingly have no interest in redemption whatsoever, having never displayed anything more than repulsive cruelty. For this reason, such stories are often considered nothing more than campfire tales.

Bleeder

Medium monstrosity, chaotic evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 112 (15d8 + 45) | **Wound Threshold** 28
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	7 (-2)	12 (+1)	7 (-2)

- **Saving Throws** Con +6, Cha +1
- **Skills** Athletics +7, Perception +4, Stealth +9
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** Common
- **Challenge** 6 (2,300 XP)

Traits

Surprise Attack. If the bleeder surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Actions

Multiattack. The bleeder makes two claw attacks. It then makes a bite attack, if able.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature that is grappled by the bleeder, incapacitated, or restrained. *Hit*: 11 (2d6 + 4) piercing damage, and the bleeder latches on to the target. As long as it remains latched on, the bleeder, instead of making a bite attack, can cause the target to lose 18 (4d6 + 4) hit points due to blood loss at the start of each of the bleeder's turns.

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 14 (2d8 + 4) slashing damage and the target is **grappled** (escape DC 15).

Flesh Golem

A necromancer's fantasy, the flesh golem is said to be one of the best ways to understand how life energy is transformed when the body dies and, conversely, how it can return. For some, this is just science, but for others in search of immortality, discovering the secrets of death is the key to overcoming it.

Kentigern and his dorchadas agents are very concerned about these questions, and therefore take a keen interest in this research. Any necromancer scholar is sure to be welcome in the valley of Gleannceò if they put their specimens in service of the vampire lord.

Flesh Golem

Medium construct, neutral

- **Armor Class** 9
- **Hit Points** 93 (11d8 + 44) | **Wound Threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

- **Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 5 (1,800 XP)

Traits

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage.

A flesh golem sometimes develops a consciousness of its own, fed by the memories of its body parts.

Excerpt from Encounters and Discoveries,
by Tarella, geographer and cartographer

Gargoyle

Capable of remaining totally motionless for decades as lichen and moss slowly cover it, the gargoyle suddenly springs to action and attacks intruders by surprise. It gives its victims no mercy and seems to take pleasure in terrifying them, driving them to despair before cruelly finishing them off.

Kentigern's Gargoyles

The art of installing gargoyles in castles and temples is an ancient secret, closely guarded by the Free City's builders' guild. Important delegations of its members have visited Gleannceò several times. It is certain they didn't solely work in the palace of the vampire lord Kentigern. The lairs of the dorchadas, Kentigern's secret police, also benefited from such installations.

Vigilant Guardians

Gargoyles remain loyally bound to a place, which they defend until death if necessary. It's clear the site's builders must have the means to permanently assign these dangerous elementals to the protection of a site. They can also control gargoyles to a certain extent since these creatures attack neither the household nor the craftsmen in charge of maintenance. Anyone who could unravel this secret would find a way to bypass their vigilance and move about without danger. The exact method must be unique to each location, requiring research on the part of explorers wishing to avoid confrontation... Research that is all the more difficult as the builders' guild is known to keep its secrets close to its chest.

Gargoyle

Medium elemental (earth), lawful evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 52 (7d8 + 21) | **Wound Threshold** N/A
- **Speed** 30 ft., climb 30 ft., fly 60 ft.

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

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Primordial
- **Challenge** 2 (450 XP)

Traits

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

Spider Climb. The gargoyle can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

In an incised valley close to Blömiane, the dorchadas secretly settled in the fortress of Herefort, most of which was destroyed by a powerful earthquake.

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Ghost

Ghosts are tormented souls that haunt a place or item, no longer requiring air, food, water, or sleep. They exist entirely thanks to the occult currents of the Ethereal Plane, where they remain most of the time, often in a state of confusion.

A Door to the Beyond

A ghost's mere presence makes an area more susceptible to intrusions from the Ethereal Plane. Its refusal to pass on leads to the Ethereal Plane's insidious encroachment on Eana, manifesting via a myriad of disturbing occurrences. This influence sporadically disrupts sounds and echoes, temperature, light, plant growth, and even the passage of time. For necromancers, such areas are ideal for their studies. Adventurers who wish to travel to the Astral Plane via the Ethereal Plane may also look for such haunted places, as portals to this intermediary plane may spontaneously appear at nightfall.

Freeing Ghosts

Some legends speak of ghosts with great compassion, describing them primarily as unfortunate beings who met a premature end, carrying a burden that prevents them from finding eternal rest: an unpunished crime, failure to make amends, an undisclosed secret... Every encounter with a ghost is different, as their strengths and weaknesses are bound to their former lives, their tastes, loves, enmities, passions, shames, and grudges.

A strange mountain sea-lake, the Sendaïrë is a place suited to melancholic contemplation. The elves of yore remain close to their now-submerged tombs, inhabiting the ruins of their former palaces more than haunting them. Columns, courts, and stairs can still be found within a cocoon of plants that almost seems purposefully maintained, as wildly majestic as it is. These ghosts have no interest in moving on.

Excerpt from Encounters and Discoveries, *by Tarella, geographer and cartographer*

Ghost

Medium undead, any alignment
- **Armor Class** 11
- **Hit Points** 45 (10d8) | **Wound Threshold** N/A
- **Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

- **Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** cold, necrotic, poison
- **Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** any languages it knew in life
- **Challenge** 4 (1,100 XP)

Traits

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is on the border between planes, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be **frightened** for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is **incapacitated** and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Ghoul

A ghoul's nature is strange and difficult to understand since it exists on the very fringe between life and undeath... rendered even more curious by the fact that the latter is already an intermediate state between life and death! Ghouls and **ghasts**, as well as perhaps other voracious monsters, share the same love for darkness and the same mad, carnivorous hunger.

Degenerate Cannibals

In northern regions, tribes speak of unfortunate souls who lost their minds during winter. They were so hungry that they began to feed on corpses, and some of them developed worrying symptoms. Their skin turned dull and grey, their hands became gnarled, their nails grew hard and sharp, and they lost all hair on their body. It became increasingly difficult to control their emotions, especially their anger, and they were at times wracked with irrepressible shaking fits.

In the end, these sickly wretches became creatures similar to **ghouls** or **ghasts**. They have the same traits as these monsters, except in their immunity to *turn undead*, for despite their appearance, they are not undead—not yet.

When a "living ghoul" dies, it rises within 24 hours, this time as a true undead. Thus, it must be "killed" twice, or its body destroyed, to prevent it from coming back.

Origins of the Sickness

Scholars are divided when it comes to the origins of ghouls. For the most part, their theories are based on second-hand accounts or, at best, on studies of the monsters' bodies. Prevalent hypotheses include parasitism, curses, and Cankerous contamination through food. In the end, one central question remains: why is cannibalism such a recurring factor in the manifestation and behavior of ghouls? Research is ongoing, with some bodies of scholars willing to study practical cases in the form of living ghouls, despite strong ethical protests.

- **Parasitism.** According to this hypothesis, the parasite responsible for ghouls has a two-cycle existence. During the first cycle, which is widespread, the parasite lays dormant and harmless in the host's body. To trigger the second stage, the victim must consume a second dormant strain through cannibalism. The synergy between the two parasites leads to physical degeneration, ultimately transforming the host into a ghoul.
- **Curse.** By breaking the taboo of cannibalism, subjects expose themselves to a divine curse inflicted by an unidentified divinity. Perhaps Frostelle, who is so often associated with the torments of winter? Or Eana herself? The curse may also be demonic or diabolical: in this case, the offender might be a single malevolent warlock who chose to inflict this terrible fate on their enemies.
- **Canker.** Ghoul transformation is commonly interpreted as a mark of Canker's influence. Being a ferocious, voracious, vicious, nefarious, sacrilegious, and irremediably hungry entity, Canker has a near-divine influence that extends to anyone indulging in acts of a similar nature. Thus, someone turning to cannibalism would fall under the control of Canker and turn into a carnivorous, undead creature. However, it should be noted that, despite their inhuman and violent behavior, ghouls are not ravagers. This important detail is a constant source of puzzlement for specialists.

Ghouls are living or undead monsters who are always lean and hungry. They are the living image of the madness to which hunger can lead. In the absence of **ghasts** *to lead them, their crude life is one of predation and hiding. Although they do not fear sunlight like* **vampires** *or* **wights**, *they avoid full exposure as much as possible.*

Ghoul

Medium humanoid or undead, chaotic evil
- **Armor Class** 12
- **Hit Points** 22 (5d8) | **Wound Threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

- **Damage Immunities** poison
- **Condition Immunities** charmed, exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common
- **Challenge** 1 (200 XP)

Actions

Bite. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one creature. *Hit*: 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be **paralyzed** for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Looking for Allies

Grimlocks' Allies

The **grimlock** tribes in the Netherworld sometimes number living ghouls among their ranks. They can be degenerate humanoids from the surface who fled their people and were welcomed underground, or diseased grimlocks whose nature became twisted. Grimlock shamans and wizards can make ghouls understand them, and even—to a certain extent—obey them. In their eyes, ghouls are chosen beings who were touched by the grace of voracity, a near-divine concept that embodies survival instinct, the ability to fight adversity and overcome extinction at any cost.

Allies of Kentigern

Although ghouls usually appear stupid and unrefined, contact with intelligent creatures allows them to maintain, and even develop, their own reasoning abilities. Such is the case for those who have entered Kentigern's service. To some extent, he has been able to discipline these nocturnal predators, turning them into agents that disrupt the areas he ultimately wants to control.

Ghast

Medium undead, chaotic evil

- **Armor Class** 13
- **Hit Points** 36 (8d8) | **Wound Threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

- **Damage Resistances** necrotic
- **Damage Immunities** poison
- **Condition Immunities** charmed, exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common
- **Challenge** 2 (450 XP)

Traits

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be **poisoned** until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit*: 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be **paralyzed** for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghasts are more powerful than **ghouls**, *seemingly spawning in similar conditions but from living people with greater will or power. These creatures frequently become the leaders of small packs of ghouls.*

Haunted

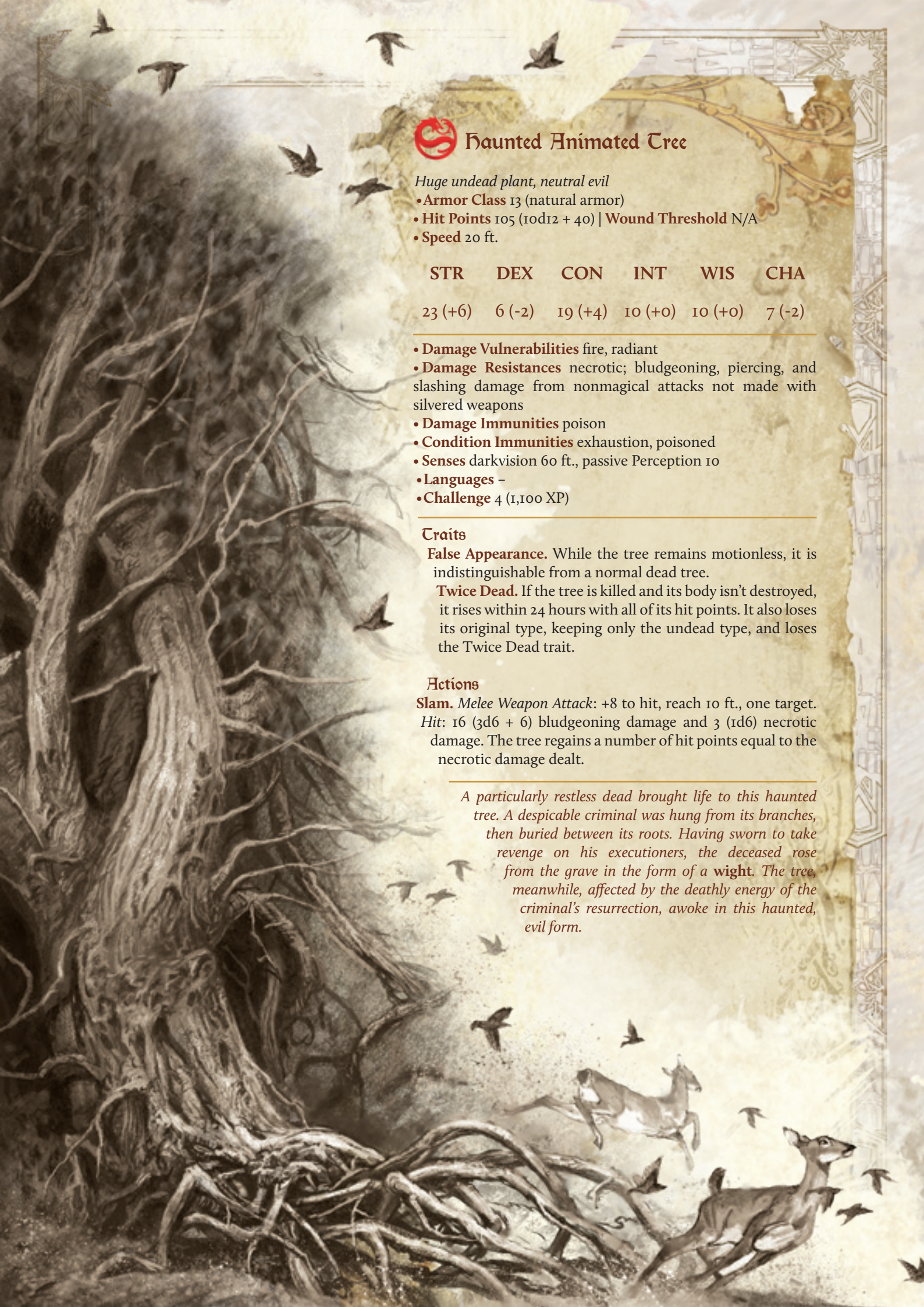
When an encroachment of the Ethereal Plane and its necrotic energies grows too strong or goes on too long, living beings (plants and beasts) turn into undead. Their appearance grows lifeless, sickly, twisted, tormented, or even vaporous, leaving a trail of shadows in the air. In contrast to their painful appearance, the victims are granted extraordinary, ghastly vigor. In the Drakenbergen, the presence of ruins rife with magic and the growing influence of Kentigern have fostered an increase in the number of haunted creatures.

Some haunted creatures continue to act as they did in their lifetime, feeding in vain and pretending to sleep. Others become apathetic, as indifferent and soulless as **skeletons**. And others act with frantic violence, as if filled with a fierce, unquenchable hatred toward the living.

Archetype: Creating a Haunted Creature

The haunted archetype applies to **plants** and **beasts** that have been exposed to the influence of the Ethereal Plane, or to nefarious necrotic magic. This phenomenon may be immediate or the result of slow exposure.

- **Type.** The creature gains the undead type in addition to its original type.
- **Ability Score Increase.** The creature's Strength and Constitution are increased by 4.
- **Damage Vulnerabilities.** The creature becomes vulnerable to radiant damage.
- **Damage Resistances.** The creature gains resistance against necrotic damage, as well as against bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.
- **Damage Immunities.** The creature becomes immune to poison damage.
- **Condition Immunities.** The creature becomes immune to the exhaustion and poisoned conditions.
- **Senses.** The creature gains darkvision 60 ft.
- **Draining Touch.** The creature's melee attacks deal an extra 1d6 necrotic damage; the creature also regains a number of hit points equal to the necrotic damage dealt.
- **Twice Dead.** If the haunted creature is killed and its body isn't destroyed, it rises within 24 hours with all of its hit points. It also loses its original type, keeping only the undead type, and loses the Twice Dead trait.
- **HD.** The creature's Hit Dice increase by 4.
- **CR.** The creature's challenge rating is increased by 2.



Haunted Animated Tree

Huge undead plant, neutral evil

- **Armor Class** 13 (natural armor)
- **Hit Points** 105 (10d12 + 40) | **Wound Threshold** N/A
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (-2)	19 (+4)	10 (+0)	10 (+0)	7 (-2)

- **Damage Vulnerabilities** fire, radiant
- **Damage Resistances** necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** –
- **Challenge** 4 (1,100 XP)

Traits

False Appearance. While the tree remains motionless, it is indistinguishable from a normal dead tree.

Twice Dead. If the tree is killed and its body isn't destroyed, it rises within 24 hours with all of its hit points. It also loses its original type, keeping only the undead type, and loses the Twice Dead trait.

Actions

Slam. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 16 (3d6 + 6) bludgeoning damage and 3 (1d6) necrotic damage. The tree regains a number of hit points equal to the necrotic damage dealt.

A particularly restless dead brought life to this haunted tree. A despicable criminal was hung from its branches, then buried between its roots. Having sworn to take revenge on his executioners, the deceased rose from the grave in the form of a **wight**. *The tree, meanwhile, affected by the deathly energy of the criminal's resurrection, awoke in this haunted, evil form.*

Owlbear

The unlikely crossing of a bear and a giant owl, the owlbear is an apex predator, finding its home in the woodlands of areas ranging from temperate to cold. Anyone who's had the misfortune of running into an owlbear speaks of its extreme violence, as the creature seems to have a lust for blood and destruction. More often than not, the owlbear drags its prey back to its lair, a sinister place littered with bones. This lair can shelter a pair of owlbears and their young, which remain with their parents for two years before reaching full maturity.

The Work of an Anonymous Wizard

Megare of Cyrillane, a famed archmage and alleged lich, is credited with the creation of the chimera, the lamia, and the manticore. A master in the transmutation school of magic, this renowned and morbidly brilliant inventor was passionate about loathsome creations which always took from the lion, Megare's symbol. Thus, it is generally reasoned that the owlbear wasn't fashioned by her, but perhaps by an apprentice of hers. There are no other composite monsters based on the bear or owl, as if the owlbear was its creator's sole achievement. Perhaps this demented inventor lost interest in the process. Perhaps they were killed by their mistress or devoured by their work. Not much is known. However, the legend says that they had fashioned a whistle to help in the training of owlbears. Hobgoblin shamans claim they know how to fashion such a whistle, and encourage their tribes to steal young owlbears, which they raise into fearsome companions.

An Agent of Canker

The owlbear doesn't know good from evil, but its corrupted origins make it susceptible to Canker. It answers instinctively to certain disruptions in the flow of magic, as well as to the subtle propagation of Cankerous underground metastases. On such occasions, it becomes even more fearless and cruel than usual.

Kentigern's Prospective Elite Troops

Owlbears behave like ferocious predators, but trainers from Gleannceò have begun taming them. The monsters remain difficult to control, but the advantage they would provide as a strike force in an army justifies such efforts.

Owlbear

Large monstrosity, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 59 (7d10 + 21) | **Wound Threshold** 15
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

- **Skills** Perception +3
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** –
- **Challenge** 3 (700 XP)

Traits

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 10 (1d10 + 5) piercing damage.

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

The owlbear population has grown in the region of the Wooded Valley.

Rabies

Rabies is a disease that mainly affects animals but can be transmitted to humanoids, as well as creatures similar to either group. It was named after the exceptional ferocity displayed by its victims, who experience increasingly frequent and acute fits of anger. Without effective and rapid treatment during the incubation stage (which can last from one to several months), the patient's behavior and health deteriorate daily once symptoms appear. The victim shows increasing levels of savagery and lack of control, before ultimately dying by cardiac arrest or suffocation within a few days to a few weeks.

Tomb Fever

Zidnia had just shot a fox with an arrow. The unfortunate creature had approached Octavia without appearing threatening. The Cyrillan bard looked at the dead animal in horror before scowling at the ranger. "I'm sorry," the half-drow said in defense. "I didn't have time to warn you; you were already reaching out. This beast was rabid; it would have bitten you and contaminated you."

Octavia glanced at the animal's mouth, only then noticing the fox's saliva. She remained speechless with astonishment and fear. Zidnia went on:

"It's not uncommon to come across rabid specimens in the Drakenbergen. People believe that rabid beasts are more common near haunted ruins, or those containing magical treasures. Some think rabies is a consequence of the aura of such places; for others, rabid animals are attracted to these territories, which provide them with some form of relief or even allow them to survive the illness longer.

"I saw the remnant of a cairn nearby. I don't know if it's a coincidence or if there are worse things ahead."

Mystic Rabies

In some communities, rabies is not seen as a disease but as a double-edged blessing, as the afflicted develops temporary but unparalleled energy and combativeness at the cost of long-term survival.

Thus, some perverted worshipers of Tamerakh willingly allow rabid animals to bite them in order to develop a fighter's rage before a series of battles or to carry out revenge. Demonic sects have been known to do the same. According to their members, the rage brings them closer to the Melancholian beings they worship, guaranteeing access to their lunar kingdom and a new, transcendent existence after death.

Contamination

If allowed to spread unchecked, rabies can be transmitted to a multitude of individuals and eventually plague entire regions, with catastrophic results. An epidemic of rabies is a scourge of such magnitude that the core peoples have quickly learned to guard themselves against it, concocting remedies that are effective as long as they are administered as early as possible during the incubation stage. Otherwise, the powers that be have no choice but to cull the unfortunate victims, who are likely beyond any natural cure. The result is, at times, ruthless quarantines.

Archetype: Creating a Rabid Creature

The rabid archetype can be applied to **beasts**, **giants**, **humanoids**, and **monstrosities**. A rabid creature is aggressive toward everything and everyone and is highly prone to injure others—or even itself. The following changes are applied:

- **Ability Score Increase.** The creature's Strength and Dexterity are increased by 2.
- **Ability Score Decrease.** The creature's Wisdom and Charisma are decreased by 2. If the creature's Intelligence is 5 or more, it is also decreased by 2.
- **Relentless (Recharges after a Short or Long Rest).** If the creature takes damage less than or equal to its Wound Threshold that would reduce it to 0 hit points, it is reduced to 1 hit point instead.
- **Unyielding.** The creature has advantage on saving throws against being charmed and frightened.
- **HD.** The creature's Hit Dice increase by 3.
- **CR.** The creature's Challenge Rating is increased by 1.

Rabid Wolf

Medium beast, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 27 (5d8 + 5) | **Wound Threshold** 7
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	3 (-4)	10 (+0)	7 (-2)

- **Skills** Perception +2, Stealth +5
- **Senses** passive Perception 12
- **Languages** –
- **Challenge** 1/2 (100 XP)

Traits

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

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

Relentless (Recharges after a Short or Long Rest). If the wolf takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Unyielding. The wolf has advantage on saving throws against being charmed and frightened.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (2d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked **prone**.

Rabid wolves are often loners, making them less of a threat. However, sometimes, entire packs go rabid, laying waste to everything in their path, hunting and killing to excess. The only silver lining of such destruction is that the pack is unlikely to leave survivors, thus minimizing the chances of the affliction spreading.

Rabid Giant Elk

Huge beast, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 68 (8d12 + 16) | **Wound Threshold** 17
- **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	14 (+2)	5 (-3)	12 (+1)	8 (-1)

- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** Sylvan
- **Challenge** 3 (700 XP)

Traits

Charge. If the elk 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 extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the elk takes 17 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Unyielding. The elk has advantage on saving throws against being charmed and frightened.

Actions

Ram. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 12 (2d6 + 5) bludgeoning damage.

Hooves. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one prone creature. *Hit*: 23 (4d8 + 5) bludgeoning damage.

Rabies transforms the giant elk from a territorial herbivore to an unlikely apex predator, capable of defeating even the most experienced hunters. In the event of such a calamity, the locals refrain from venturing into the beast's territory, praying to Flora that the threat will die off before it comes for them.

Skeleton

A skeleton is an undead whose existence generally relies on the use of magic. For millennia, it has remained a favored servant of arcanists who want to be obeyed blindly, as well as of mausoleum builders in the Drakenbergen.

The Wrested Dead

To animate a skeleton, one must breathe otherworldly energy into it. Such energy is obtained by tapping into the Ethereal Plane and pulling out a wandering soul, which the necromancer binds to their will. The enslavement makes the overall process a corrupt spell. In general, it is achieved with the *animate dead* spell, but there are ways to create more permanent skeletons, which are used and abused by unscrupulous arcanists.

Obedient but Obtuse

Necromancy spells used in skeleton animation, refined over centuries of use, ensure that the created servants can fight and carry out precise orders. They can nimbly avoid obstacles, but don't adapt very well to new things. Skeletons don't understand metaphors, innuendos, comparisons, and more generally, anything that is not straightforward. They will ignore everything their master hasn't explicitly told them or planned for. A skeleton without applicable instructions can remain inert, or tirelessly carry out its last order, again and again.

The Danger of a Lack of Control

By default, skeletons without instructions will attack all living beings in their vicinity. This destructive impulse comes from the necrotic energy that animates them: they innately feel the need to steal vital energy, and the easiest way to do so is through killing. Servile as they may be, it is therefore dangerous to leave them without supervision.

Archetype: Creating a Skeleton

In order to create new skeletons, suited to the needs of a campaign, just use a creature with a skeleton, be it an **aberration**, a **beast**, a **humanoid**, a **monstrosity**, a **giant**, or even a **dragon**. Then modify the stat block as follows:

- **Type.** The skeleton is an undead.
- **Alignment.** A skeleton is always lawful evil, even if its lack of consciousness is open for debate.
- **Decay.** The creature's AC is decreased by 2.
- **Movement.** If the creature had a swimming or flying speed, it loses it.
- **Abilities.** The creature's Constitution becomes 15 (+2), its Intelligence 6 (-2), its Wisdom 8 (-1), and its Charisma 5 (-3).
- **Proficiencies.** The creature loses any proficiency in skills and tools it possessed in life.
- **Damage Vulnerabilities.** The skeleton is vulnerable to bludgeoning damage.
- **Damage Immunities.** The skeleton is immune to poison damage.
- **Condition Immunities.** The skeleton is immune to being poisoned and exhausted.
- **Senses.** The skeleton has darkvision 60 ft.
- **Languages.** The skeleton understands all languages it spoke during its life but cannot speak.
- **Traits and Actions.** The skeleton retains only the traits and actions associated with melee and ranged weapon attacks. Abilities related to the Awakening or involving any form of free will are lost.
- **CR.** If the creature's CR was 4 or less, it decreases by 1. If its CR was greater than 4, it decreases by 2. Note that these CR adjustments are meant for creatures whose might is physical. A creature whose power is dependent on its mental abilities will find itself considerably weaker.

Skeleton

Medium undead, lawful evil

- **Armor Class** 13 (armor scraps)
- **Hit Points** 13 (2d8 + 4) | **Wound Threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

- **Damage Vulnerabilities** bludgeoning
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands all languages it knew in life but can't speak
- **Challenge** 1/4 (50 XP)

Actions

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

Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Warhorse Skeleton

Large undead, lawful evil
- **Armor Class** 13 (barding scraps)
- **Hit Points** 22 (3d10 + 6) | **Wound Threshold** N/A
- **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

- **Damage Vulnerabilities** bludgeoning
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** –
- **Challenge** 1/2 (100 XP)

Actions

Hooves. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage.

Minotaur Skeleton

Large undead, lawful evil

- **Armor Class** 12 (natural armor)
- **Hit Points** 67 (9d10 + 18) | **Wound Threshold** N/A
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

- **Damage Vulnerabilities** bludgeoning
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands all languages it knew in life but can't speak
- **Challenge** 2 (450 XP)

Traits

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked **prone**.

Actions

Greataxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 17 (2d12 + 4) slashing damage.

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

Stone Giant Skeleton

Huge undead, lawful evil

- **Armor Class** 15 (natural armor)
- **Hit Points** 93 (11d12 + 22) | **Wound Threshold** N/A
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

- **Saving Throws** Dex +5, Con +5, Wis +2
- **Damage Vulnerabilities** bludgeoning
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands Tumiit but can't speak
- **Challenge** 5 (1,800 XP)

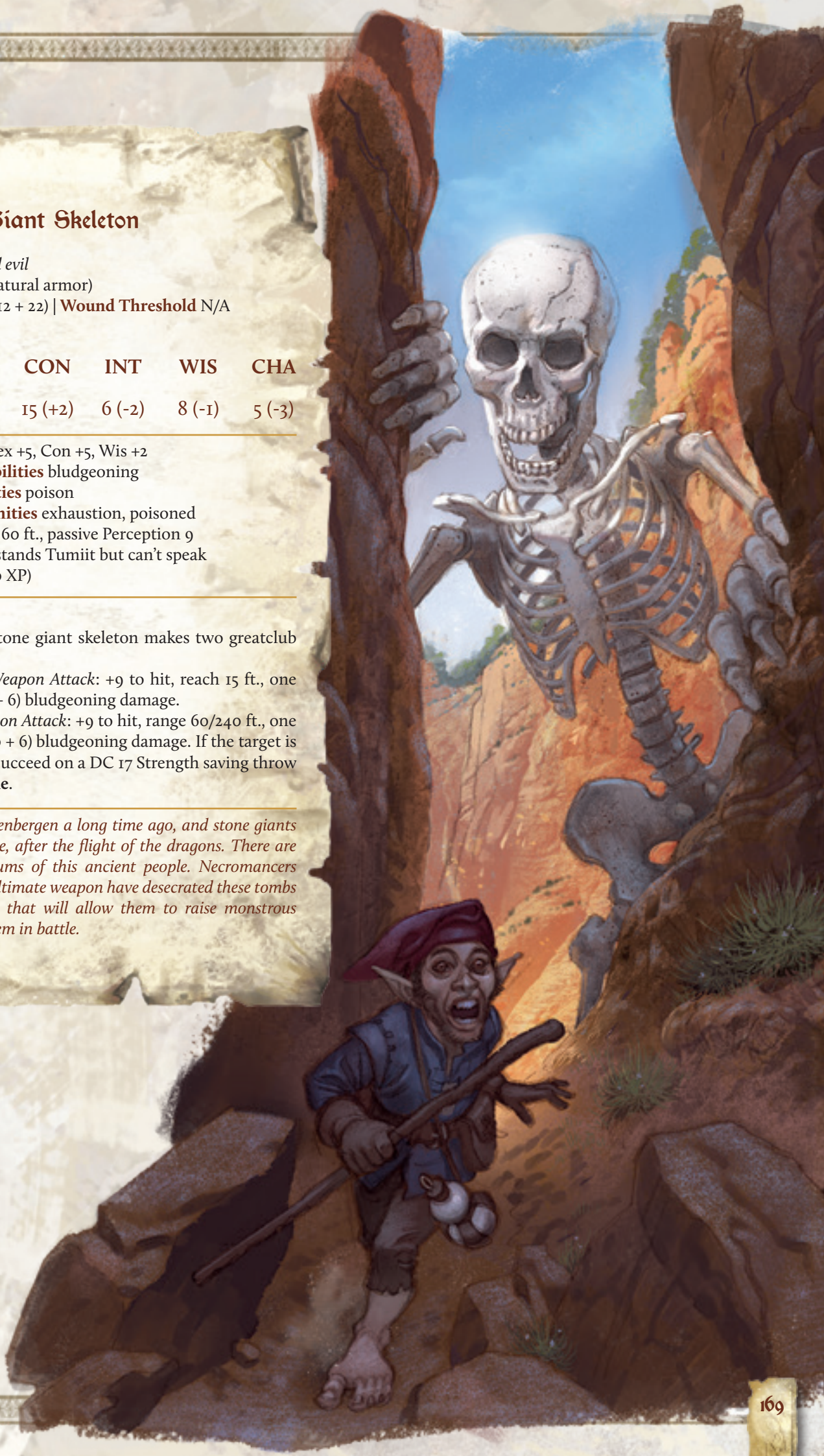
Actions

Multiattack. The stone giant skeleton makes two greatclub attacks.

Greatclub. *Melee Weapon Attack*: +9 to hit, reach 15 ft., one target. *Hit*: 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack*: +9 to hit, range 60/240 ft., one target. *Hit*: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked **prone**.

Giants left the Drakenbergen a long time ago, and stone giants were the last to leave, after the flight of the dragons. There are still a few mausoleums of this ancient people. Necromancers eager to design the ultimate weapon have desecrated these tombs to collect the bones that will allow them to raise monstrous skeletons and use them in battle.



Spider

Spiders large enough to threaten humanoids are generally few in number, but these species are sensitive to geomagic and thrive in the special supernatural climate around the numerous ruins of the Drakenbergen.

The spider lacks eardrums and has terrible eyesight, but this proves an unexpected boon in its immunity to being deafened and blinded. Instead of the more traditional senses, they use the vibrations of their web to keep their bearings. This renowned solitary predator's greatest tool is patience: it waits for prey to become trapped in its web before attacking it with its paralyzing bite. It then wraps its catch in silk, to be devoured later on. However, as common as this tactic is among spiders, it's not a universal one. Below are a few variants:

- **Burrower.** The spider layers a burrow with silk and hides inside. It uses silk strings to detect if prey is nearby, at which point it springs out to attack.
- **Nocturnal Predator.** In hot desert regions, some spiders spend the day burrowed and hidden from the sun, only to come out at night to hunt. Some of them detect prey via vibrations on the sand, the same way they would on a web.
- **Arachnid Family.** This female spider carries its entire brood of tiny spiderlings. When prey is nearby, the young can jump off of their mother's back and swarm over it.
- **Social Spiders.** These spiders are organized, sometimes by the hundreds, to hunt together and feed the young in nursery colonies. Together, they cover vast open spaces that can stretch across an entire building or natural place (such as a cave, clearing, thicket, etc.), with each individual monitoring a specific area. When something gets trapped in the web, reinforcements rush in. This collective strategy allows them to hunt bigger and more dangerous prey.
- **Different Webs.** Spiders can spin cobwebs that are either unseen but fragile, or sturdier and stickier, but more visible. In some cases, the same spider can switch from one type of web to the other.
- **Jumping Spider.** Unlike other spiders, the jumping spider has excellent eyesight, which it uses to descend on its prey. Moreover, as it does not hunt with webs, it can perceive sounds via the hairs on its legs, which act as substitute eardrums. Consequently, it is not immune to being deafened or blinded.

Spider

Tiny beast, unaligned

- **Armor Class** 12
- **Hit Points** 1 (1d4 – 1) | **Wound Threshold** N/A
- **Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

- **Skills** Stealth +4
- **Condition Immunities** blinded, deafened
- **Senses** blindsight 5 ft. (blind beyond this radius), passive Perception 10
- **Languages** –
- **Challenge** 0 (10 XP)

Traits

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

Giant Wolf Spider

Medium beast, unaligned
- **Armor Class** 13
- **Hit Points** 11 (2d8 + 2) | **Wound Threshold** 5
- **Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

- **Skills** Perception +3, Stealth +7
- **Condition Immunities** blinded, deafened
- **Senses** blindsight 40 ft. (blind beyond this radius), passive Perception 13
- **Languages** –
- **Challenge** 1/4 (50 XP)

Traits
Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.
Web Walker. The spider ignores movement restrictions caused by webbing.

Actions
Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit*: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, 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.

Smaller than a giant spider, a giant wolf spider hunts prey across open ground or hides in a burrow or crevice, or in a hidden cavity beneath debris.

Spider Swarm

Medium swarm of Tiny beasts, unaligned
- **Armor Class** 12
- **Hit Points** 22 (5d8) | **Wound Threshold** 6
- **Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	10 (+0)	2 (-4)

- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** tremorsense 10 ft., passive Perception 10
- **Languages** –
- **Challenge** 1/2 (100 XP)

Traits
Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.
Web Walker. The spider ignores movement restrictions caused by webbing.
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions
Bite. *Melee Weapon Attack*: +3 to hit, reach 0 ft., one target in the swarm's space. *Hit*: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Giant Jumping Spider

Medium beast, unaligned
- **Armor Class** 14 (natural armor)
- **Hit Points** 16 (3d8 + 3) | **Wound Threshold** 5
- **Speed** 40 ft., climb 30 ft.

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

- **Skills** Perception +5, Stealth +7
- **Senses** blindsight 20 ft., darkvision 60 ft., passive Perception 15
- **Languages** –
- **Challenge** 1/2 (100 XP)

Traits

Pounce. If the giant jumping spider moves at least 20 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be **grappled** (escape DC 12). If the target is grappled, the giant jumping spider can make one bite attack against it as a bonus action.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Standing Leap. The spider's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, 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.

Unlike most of its kin, the giant jumping spider is a predatory hunter which either tracks or ambushes its prey. It is exceptionally strong for its size and capable of lightning-fast attacks: its targets seldom have time to react before the venom sinks in, allowing the giant jumping spider to drag them away or devour them on the spot.

Giant Spider

Large beast, unaligned
- **Armor Class** 14 (natural armor)
- **Hit Points** 26 (4d10 + 4) | **Wound Threshold** 7
- **Speed** 30 ft., climb 30 ft.

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

- **Skills** Stealth +7
- **Condition Immunities** blinded, deafened
- **Senses** blindsight 50 ft. (blind beyond this radius), passive Perception 10
- **Languages** –
- **Challenge** 1 (200 XP)

Traits

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

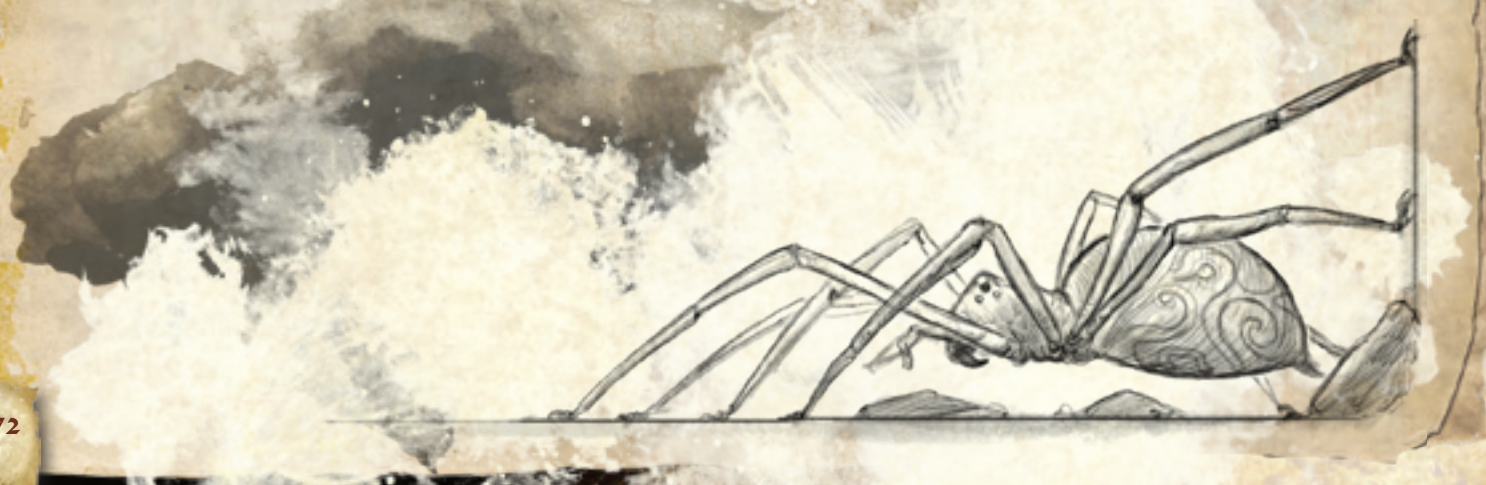
Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit*: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, 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.

Web (Recharge 5–6). *Ranged Weapon Attack*: +5 to hit, range 30/60 ft., one creature. *Hit*: The target is **restrained** by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

To snare its prey, a giant spider spins elaborate webs or shoots sticky strands of webbing from its abdomen. Giant spiders are most commonly found underground, making their lairs on ceilings or in dark, web-filled crevices. Such lairs are often festooned with web cocoons holding past victims.



Vampire

Stone-cold, magnificent predators, decadent nobles, prisoners of eternal darkness: vampires gaze cynically upon ephemeral mortal life. They are drawn to beauty, innocence, and purity, but inevitably defile them, cursed to ruin and destroy all that they touch. Every vampire's path to undeath is unique, and each of them is animated by its own passions.

Vampiric Secrets

Tormented Mind

The dark magic which grants eternity to the vampire inevitably leads it on the path to evil. Its ideals become twisted; its passions turn to a devastating obsession. Prisoners of time who exist only in the immutability of the night, their ways grow more and more archaic. Driven by ambition, these lords of the night may seek to quench a thirst for destruction or to defend a supposedly noble cause through means that foretell bitter tragedies. Thus, good-aligned characters can receive seemingly providential help, until they discover the vampire's true motivations or misguided morals.

Interacting with a vampire is difficult: its supernatural charisma, combined with deathly impassiveness, leave little room to interpret its behavior. Anyone wishing to talk to such a creature without ending up manipulated, seduced, misled, or deceived, must have strong social instincts and be constantly on their guard.

Xonim's Blood Rune

Xonim, the witch goddess and mistress of the night, is said to have studied a form of blood magic during her mortal existence. According to arcanists, she theorized on the transformation of radiant energy into necrotic energy through a rune of blood. With it, powerful rites involving sacrifices can be performed. Xonim supposedly compiled the results of her research in a tome called *The Book of the Scarlet One* which, today, is coveted by many. Most scholars only have access to fragments of the book, but the wildest rumors abound about it. Some are convinced that vampires were created by the "kiss of the lady", a ritual which is presumably found in the book. Some seek the *Scarlet One* for a way to thwart the curse, while others crave it.

Freeing a Vampire

As an undead, there are only three ways a vampire can escape its condition: to die appeased, to be reborn, or to reforge its destiny with a Granting.. In any case, one must find a way to truly move the creature's heart—a challenge in itself. The vampire must accept its fate in its heart of hearts, an imperative that goes against its survival instinct and its selfishness as an immortal. To achieve this, one must first learn the monster's true history, and then persuade it to seek its freedom, which requires a wealth of eloquence, dedication, and sincerity.

- If the vampire accepts death, its heart is pierced, and its head is cut off, then its soul no longer has anything to fear from the shadows of the Ethereal Plane or Melancholia's attraction. Its story ends there.
- The *true resurrection* spell gives new life to the purified soul. In the case of a cleric, their divinity may ask why they are using this spell and could refuse its use if its disciple's reasons don't convince it.
- A vampire may have the opportunity to cross the Maze, either through a *wish* spell or by going directly to Eternity. Then it must reach the Fateforge on its own.

Vampire

Medium undead (shapechanger), lawful evil
- **Armor Class** 16 (natural armor)
- **Hit Points** 144 (17d8 + 68) | **Wound Threshold** N/A
- **Speed** 30 ft.

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

- **Saving Throws** Dex +9, Wis +7, Cha +9
- **Skills** Deception +9, Insight +7, Intimidation +9, Perception +7, Stealth +9
- **Damage Resistances** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 120 ft., passive Perception 17
- **Languages** the languages it knew in life
- **Challenge** 13 (10,000 XP)

Traits

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution damage, except the damage it takes from sunlight.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (see **Shapechanger** trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then **paralyzed** until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire 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 the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:
- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire takes 20 acid damage if it ends its turn in running water.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is **paralyzed** until the stake is removed.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one creature. *Hit*: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can **grapple** the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit*: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be **charmed** by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 **swarms of bats** or **rats**, provided that the sun isn't up. While outdoors, the vampire can call 3d6 **wolves** instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Kentigern, Lord of Gleannceò

Legendary Actions

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

- **Move.** The vampire moves up to its speed without provoking opportunity attacks.
- **Unarmed Strike.** The vampire makes one unarmed strike.
- **Bite (Costs 2 Actions).** The vampire makes one bite attack.

Faladachaigh, Kentigern's fortress

The Vampire's Lair

A vampire is supernaturally bonded to the land where it rests during the day, so much so that the vampire can't take refuge anywhere besides its accursed earth. If the vampire seeks to travel or build secondary shelters, it must take some of its earth with it—in sufficient quantities to dig a grave in, at least.

Lair Effects

Intelligent, cautious, and prideful, vampires establish their lair on an easily defensible site where they will be well protected from sunlight. The area around a vampire's lair is gradually instilled with the same dark, predatory, and cruel energy that animates its master. As long as the vampire reigns, the following effects apply up to a 10-mile radius.

- **Corrupted Fauna.** All **beasts** are either fearful or aggressive. Many of them, under the vampire's influence, become vicious and ravenous. The influence is such that some even acquire the **haunted** archetype. Only fey from the autumn court can survive in this environment, and only with difficulty. All creature summoning spells must be cast with a spell slot one level higher to function.
- **Harmful Influence.** Spells, potions, and class features that restore hit points only restore half the normal amount.
- **Mist.** Fog is as thick or thin as the vampire desires. The vampire can make an area lightly obscured at will, and 1 hour per day, it can make a limited area (the size of a clearing or a large room) heavily obscured.
- **Stealth of the Master's Spies.** All creatures serving the vampire have advantage on their Dexterity (Stealth) checks.

Playing Kentigern

Presently, Kentigern is certainly the most famous and dangerous vampire in the Drakenbergen. He may even be the most fearsome entity in the entire region, combining immense power with sharp cunning and plans beyond the comprehension of most mortals.

Kentigern's History

In -151 of the Free City's calendar, Kentigern of Gleannceò inherited a small kingdom in the Drakenbergen. A talented warrior, hunter, diplomat, and strategist, he was determined to extend the reach of his domain, dreaming of creating a true empire. He married an aldaron named Rossën of the Rain. Several different stories exist about this woman. Some describe her as a kidnapped and abused elf princess. Others say she was a banished criminal who voluntarily allied with the young king in order to satisfy her own thirst for ambition and greedy aspirations.

Three sons were born of this union: Erispe the poet, Festour the locksmith, and Luneg the pious. Under the influence of their father, they married princesses: Mathilde of Lothrienne, Yevgenia the Arolavian, and Niobe the Cyrillan. The princesses were youngest daughters, sometimes from minor branches of the dynasties of their respective countries. Still, the neighboring sovereigns had agreed to tie them to Kentigern's family, even though they could have hoped for more prestigious unions. For the advantage they derived from this was a different one: the wives were to observe and learn. Indeed, these alliances are proof of the fear that Kentigern and his unknown aspirations aroused. The monarchs felt that they had to keep an eye on this ambitious and unscrupulous lord. This is often the case with noble marriages, where the foreign spouse works as an ambassador and spy for their own people.

After a life of rule and schemes, Kentigern, feeling old age catching up to him, wanted to prepare his succession; yet, his pride was such that he did not acknowledge any of his children as his equal. Furious and delirious, he murdered them during a bloody banquet. So abominable was his act, so desperate his refusal to die, so consuming his lust for power, that he attracted the dark attention of Xonim, who turned him into a vampire. That same night, Kentigern turned his daughters-in-law into vampire servant-wives. Forced by the power of blood to serve him despite the hatred in their hearts, they remain with him in Faladachaigh Castle.

Kentigern's Plans

Kentigern the vampire, one of the most ambitious lords of the Drakenbergen, may become one of the major antagonists the adventurers will face in this territory. There are many opportunities to show his plans and his malignant influence. Here are some possible steps:

- **Surgical attacks.** Persistent ghoul attacks cause social and political unrest. The problem may be related to a desecrated ruin site. Through their investigations, the adventurers find that the monsters may not be acting spontaneously but are manipulated by someone.
- **Insidious influence.** An important person is murdered or is the victim of a plot to cede power to an ambitious local personality. Could the latter be responsible for the ghoul attacks? Perhaps it turns out that this individual, however unpleasant, did not have the means to carry out the scheme and received outside help, or perhaps were reluctantly drawn into the whole thing.
- **Cell of dorchadas agents.** By following the trail, the adventurers arrive at a peaceful town, a crossroads between various strategic locations; for example, along the Dispende or near a pass. A group of agents of unknown strength have hidden their hideout here. It is a cell of the dorchadas of Gleannceò, which has been there for a long time. Spies and assassins act discreetly to further their master's interests. Among them are vampire spawn or reprobates.
- **The silence of the dwarves.** Discreet as the dorchadas may be, it seems impossible that they could have gone unnoticed by the nearby dwarven clans. What is going on? What is their role in all this? Investigating the Home of a suspicious clan reveals the existence of a secret agreement between Kentigern and the clan. There is reason to fear that such secret alliances exist throughout the Drakenbergen. Who can be trusted? Some may seek to silence those adventurers who get in the way of business.
- **The ghosts of Sendairë.** The clergy of Death is concerned about frequent manifestations of the undead. The elven ruins on the shores of Sendairë have become abnormally dangerous. By investigating the phenomenon, adventurers might discover the presence of numerous haunted beasts, among them steeds and mastiffs brought back to Gleannceò following their haunted transformations.
- **Resistance.** The clergies of Death and Flora are among Kentigern's adversaries, but the population of Gleannceò also includes resistants. By posing as merchants, for example, the adventurers can infiltrate their enemy's lands—but they will also find themselves in great danger, surrounded by foes both undead and alive, who can't imagine living anywhere but under the oppression of their master. However, it is also here that they may find opponents of the vampire. By demonstrating their good faith, ability, and worth, they could convince them to put an end to the rule of the master who terrifies and oppresses them.

Kentigern the Vampire Lord

Medium undead (shapechanger), lawful evil
- **Armor Class** 17 (natural armor)
- **Hit Points** 218 (23d8 + 115) | **Wound Threshold** N/A
- **Speed** 30 ft.

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

- **Saving Throws** Dex +11, Con +11, Int +10, Wis +9, Cha +11
- **Skills** Deception +11, Insight +15, Intimidation +11, Perception +15, Stealth +17
- **Damage Resistances** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** exhaustion, frightened, poisoned
- **Senses** darkvision 120 ft., passive Perception 25
- **Languages** Arolavian, Cyfand, Cyrillan, Dwarvish, Elvish, Lothrian, telepathy 120 ft.
- **Challenge** 18 (20,000 XP)

Traits

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution damage, except the damage it takes from sunlight.

Blood Pact. Undead, humanoids, and beasts that taste the blood of Kentigern must succeed on a DC 21 Wisdom saving throw or fall under the influence of a one-year *geas* spell. To prepare a blood pact, Kentigern sacrifices 10 hp, which he can only regain once his blood has been consumed by a creature. The blood can be carried.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (see **Shapechanger** trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then **paralyzed** until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire 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 the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Seal of the Master (3/Day). Kentigern is linked to a symbol that his followers call the seal of the master. As an action, Kentigern can use the *scrying* spell on any seal of the master drawn on Eana. The individual drawing the seal doesn't need any particular abilities; all that is needed is for the symbol to be faithfully reproduced and intact. Ethereal Borders and Death's Ban thwart this ability.

Slay. Kentigern wields the sword *Slay* (see **Slay, Kentigern's Sword**). Attack and damage bonuses are included in the attacks below.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:
- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire takes 20 acid damage if it ends its turn in running water.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is **paralyzed** until the stake is removed.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes three attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack*: +11 to hit, reach 5 ft., one creature. *Hit*: 9 (1d8 + 5) bludgeoning damage. Instead of dealing damage, the vampire can **grapple** the target (escape DC 21).

Slay, the Longsword (Vampire Form Only). *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7) slashing damage when wielded with both hands, plus 10 (3d6) slashing damage if the target is a humanoid.

Bite (Bat or Vampire Form Only). *Melee Weapon Attack*: +11 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit*: 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 21 Wisdom saving throw against this magic or be **charmed** by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d6 **swarms of bats** or **rats**, provided that the sun isn't up. While outdoors, the vampire can call 3d6 **rabid wolves** instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

- **Move.** Kentigern moves up to its speed without provoking opportunity attacks.
- **Sword Strike.** Kentigern makes one attack with Slay, the Longsword.
- **Unarmed Strike.** Kentigern makes one unarmed strike attack.
- **Bite (Costs 2 Actions).** Kentigern makes one bite attack.
- **Compulsive Strike (Costs 2 Actions; 3/Day).** Kentigern casts a *compulsive strike* spell (DC 19).
- **Fear (Costs 3 Actions; 1/Day).** Kentigern casts a *fear* spell (DC 19) without requiring material components.
- **Tyranny (Costs 3 Actions; 1/Day).** Kentigern casts a *tyranny* spell (DC 19) without requiring material components.

Slay, Kentigern's Sword

Sword, very rare

You get a +2 bonus to attack rolls and damage rolls made with this magic weapon. When you hit a humanoid with this weapon, it takes an extra 3d6 slashing damage.

Vampire Spawn

A mortal whose blood is drained to the last drop by a vampire becomes one of its spawn, psychically dominated by its creator and unable to express any form of free will. In this unfinished form, the spawn is devoted to its master, whom it both fears and adores to the point of madness. It can only regain its freedom in one of two ways: if its creator is destroyed, or if said creator, by means of a ritual, makes the spawn drink its blood, thus turning it into a true **vampire**.

Archetype: Creating a Vampire Spawn

All **humanoids** can become vampire spawn. In very rare cases, a **giant** may also become one.

- **Type.** The creature becomes undead.
- **Natural Armor.** The skin of a vampire spawn is as cold and hard as marble. The creature's AC is equal to 10 + its proficiency bonus + its Dexterity modifier as long as it doesn't wear armor (maximum 20).

Mathilde of Lothrienne
Yevgenia the Arolavian
Niobe the Cyrillan

- **Abilities.** The creature's Strength, Dexterity, and Constitution are increased to 16 if they were lower than that.
- **Damage Resistances.** The creature gains resistance against necrotic and poison damage, as well as against bludgeoning, piercing, and slashing damage from nonmagical attacks.
- **Condition Immunities.** The creature becomes immune to being exhausted and poisoned.
- **Senses.** The creature gains darkvision 60 ft.
- **Regeneration.** The creature regains 10 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 the creature takes radiant damage or damage from holy water, this trait doesn't function at the start of the creature's next turn.
- **Spider Climb.** The creature can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Vampire Weaknesses.** The creature has the following flaws:
  - *Forbiddance.* The creature can't enter a residence without an invitation from one of the occupants.
  - *Harmed by Running Water.* The creature takes 20 acid damage if it ends its turn in running water.
  - *Stake to the Heart.* If a piercing weapon made of wood is driven into the creature's heart while the creature is incapacitated in its resting place, the creature is **paralyzed** until the stake is removed.
  - *Sunlight Hypersensitivity.* The creature takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.
- **Bite.** The creature's fangs are melee weapons that deal piercing damage equal to 1d6 + the creature's Strength modifier plus 2d6 necrotic damage. When the creature succeeds on a Bite attack, its target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the creature regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. The creature can make one Bite attack per turn, and only on a willing target, or a target that is grappled, incapacitated, or restrained by the creature.
- **Claws.** The creature's claws are melee weapons that deal slashing damage equal to 2d4 + the creature's Strength modifier. When it succeeds on a Claw attack, the creature can **grapple** its target (escape DC 8 + Strength modifier + proficiency bonus).
- **HD.** The creature's Hit Dice are increased by 2.
- **CR.** The creature's CR is increased by 3.

Vampire Spawn Bandit

Medium undead, neutral evil

- **Armor Class** 16 (scale mail)
- **Hit Points** 30 (4d8 + 12) | **Wound Threshold** N/A
- **Speed** 30 ft.

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

- **Skills** Intimidation +2, Stealth +5
- **Damage Resistances** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 1 (200 XP)

Traits

Regeneration. The vampire spawn bandit regains 10 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 the vampire spawn bandit takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire spawn bandit's next turn.

Spider Climb. The vampire spawn bandit can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire spawn bandit has the following flaws:

- **Forbiddance.** The vampire spawn bandit can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire spawn bandit takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The vampire spawn bandit is **paralyzed** if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- **Sunlight Hypersensitivity.** The vampire spawn bandit takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire spawn bandit, incapacitated, or restrained. *Hit*: 5 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire spawn bandit regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. *Hit*: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire spawn bandit can **grapple** the target (escape DC 13).

Light Crossbow. *Ranged Weapon Attack*: +5 to hit, range 80 ft./320 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

Outlaws that nobody will miss are convenient minions for a vampire, especially if remaining unnoticed is of the essence. Such vampire spawn usually delight in their newfound power and never miss an opportunity to tyrannize or torment mortals.

Vampire Spawn Knight

Medium undead, lawful evil

- **Armor Class** 18 (plate)
- **Hit Points** 75 (10d8 + 30) | **Wound Threshold** N/A
- **Speed** 30 ft.

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

- **Saving Throws** Con +6, Wis +3
- **Skills** Animal Handling +3, Intimidation +5
- **Damage Resistances** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 6 (2,700 XP)

Traits

Brave. The vampire spawn knight has advantage on saving throws against being frightened.

Regeneration. The vampire spawn knight regains 10 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 the vampire spawn knight takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire spawn knight's next turn.

Spider Climb. The vampire spawn knight can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire spawn knight has the following flaws:

- **Forbiddance.** The vampire spawn knight can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire spawn knight takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The vampire spawn knight is **paralyzed** if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- **Sunlight Hypersensitivity.** The vampire spawn knight 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. The vampire spawn knight makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire spawn knight, incapacitated, or restrained. *Hit*: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire spawn knight regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit*: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire spawn knight can **grapple** the target (escape DC 14).

Greatsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack*: +6 to hit, range 100/400 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the vampire spawn knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the vampire spawn knight. A creature can benefit from only one Leadership die at a time. This effect ends if the vampire spawn knight is incapacitated.

Reactions

Parry. The vampire spawn knight adds 3 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Once a valiant fighter in the faithful service of a lord, and now under the yoke of a vampire, this knight's only purpose is to serve its new master and fulfill its will.

Wight

Slain violently, left to rot without receiving Death's sacraments, wights are undead who were brought back to life by deep hatred, and who are ready to act with utmost ferocity. Unlike demons, who are born of deathly desperation and an intense, senseless desire to cheat death at all costs, wights are motivated only by their resentment or anger against the living. In their living days, many of them were soldiers or robbers and, as such, are still proficient with the weapons of their trade.

Guided by Hatred

Implacable, disproportionate revenge is what drives the wight, and its mission leaves behind a procession of obedient **zombies** risen from its victims. Above all else, a wight seeks what reminds it of its enemies, but the slightest irritation or vexation will awaken its ire, causing it to wreak havoc without mercy. Its existence, if it can even be called such, is futile, and soon turns into an endless journey that alternates between murders committed to feed on vital energy, and wanton destruction. Unlike other undead, the wight remembers its mortal life and is therefore all the more aware of the horror of its situation.

Dog of War

After it has completed its quest—assuming it had meaning and an achievable end—the wight may decide to serve evil powers and, in a way, rebuild its "life" as a mercenary. Gleannceò may be the only place where such a creature can find a place in society. The wight becomes a guard, a soldier, an escort... But wherever it goes, the smell of death follows, and the mere sight of it makes its enemies tremble in fright.

Wight

Medium undead, neutral evil

- **Armor Class** 14 (studded leather)
- **Hit Points** 45 (6d8 + 18) | **Wound Threshold** N/A
- **Speed** 30 ft.

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

- **Skills** Perception +3, Stealth +4
- **Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, poisoned
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** the languages it knew in life
- **Challenge** 3 (700 XP)

Traits

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its 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. A humanoid slain by this attack rises 24 hours later as a **zombie** under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack*: +4 to hit, range 150/600 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage.

Salthun of Athenaise, hero of the Stopstep Empire, defeated during Tamerakh's conquest

Zombie

An animated, stupid, and malevolent corpse, the zombie is the most common undead that adventurers can encounter. There are two kinds: those animated by magic, and those who spontaneously rise from the grave. In both cases, a body thus sullied can only be brought back to life by very powerful spells, such as *true resurrection*.

Prolong Control

The conjured necrotic forces summon the remnants of souls wandering in the Ethereal Plane to animate the corpse. These soul remnants are subject to the will of the spellcaster, allowing them to issue simple orders. The *animate dead* spell only allows 24 hours of control, though this can be extended. There is, however, a way to ensure lasting domination over zombies.
The legend of Niobe mentions one of Kentigern's daughters-in-law, whose twelve children (six girls and six boys) were massacred and their corpses left to bathe in their blood for nine days. The mother is said to have succeeded, through a complex ritual, in transforming them into zombies, safe from the ravages of time, repairing their bodies and moving them to a palace where they behaved like flesh automatons, in a grotesque mockery of family life. Niobe may have had no other desire than to keep her children close to her, but other necromancers might want to discover her secret in order to build themselves an undying army.

Archetype: Creating a Zombie

While **beasts** and **giants** can become zombies, most zombies are **humanoids**. Apply the following changes to the creature's stat block:

- **Type.** The zombie is an undead.
- **Alignment.** A zombie is always neutral evil, even if its lack of consciousness is open for debate.
- **Movement.** The creature's speed is reduced by 10 feet. If the creature had a climbing, swimming or flying speed, it loses it.
- **Ability Score Increase.** The creature's Constitution is increased by 2.
- **Ability Score Decrease.** The creature's Dexterity and Wisdom drop to 6 if they were higher; Charisma drops to 5 if higher; Intelligence drops to 3 if higher.
- **Proficiencies.** The creature loses any proficiency in skills and tools it possessed in life.
- **Saving Throws.** The zombie is proficient in Wisdom saving throws.
- **Damage Immunities.** The creature becomes immune to poison damage.
- **Condition Immunities.** The creature becomes immune to being exhausted and poisoned.
- **Senses.** The creature gains darkvision 60 ft.
- **Languages.** The zombie understands all languages it spoke during its life but cannot speak.
- **Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.
- **Traits and Actions.** The zombie retains only the traits and actions associated with melee and ranged weapon attacks. Abilities related to the Awakening or involving any form of free will are lost.
- **HD.** The creature's Hit Dice are increased by 1.
- **CR.** The zombie retains its original CR if its might is based on its Strength. Conversely, a creature whose power is dependent on its Dexterity or its mental abilities will find itself considerably weaker.

Zombie

Medium undead, neutral evil

- **Armor Class** 8
- **Hit Points** 22 (3d8 + 9) | **Wound Threshold** N/A
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

- **Saving Throws** Wis +0
- **Damage Immunities** poison
- **Condition Immunities** exhausted, poisoned
- **Senses** darkvision 60 ft., passive Perception 8
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 1/4 (50 XP)

Traits

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) bludgeoning damage.

Ogre Zombie

Large undead, neutral evil
- **Armor Class** 8
- **Hit Points** 76 (8d10 + 32) | **Wound Threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

- **Saving Throws** Wis +0
- **Damage Immunities** poison
- **Condition Immunities** exhausted, poisoned
- **Senses** darkvision 60 ft., passive Perception 8
- **Languages** understands Common and Giant but can't speak
- **Challenge** 2 (450 XP)

Traits

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

Harro Zombie

Large undead, neutral evil
- **Armor Class** 8
- **Hit Points** 104 (11d10 + 44) | **Wound Threshold** N/A
- **Speed** 60 ft.

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

- **Saving Throws** Wis +0
- **Damage Immunities** poison
- **Condition Immunities** exhausted, poisoned
- **Senses** darkvision 60 ft., passive Perception 8
- **Languages** –
- **Challenge** 4 (1,100 XP)

Traits

Charge. If the harro moves at least 20 feet straight toward a target and then hits it with a horns attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked **prone**.

Sure-Footed. The harro has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The harro makes two attacks: one with its hooves and one with its horns.

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

Horns. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (2d4 + 4) bludgeoning damage.

Part 3
Encounters in the Great Kaan

ainly known for the fearsome, bloody, and glorious epic of Tamerakh, the merosi who became a god, the Great Kaan is a land of adventure and eclectic encounters stretching from the Septentrion to the sources of Manbalarer. In this part, you will find several chapters, each dedicated to one of its aspects:

- **Peoples of the Great Kaan.** This chapter describes 6 playable species, some with sub-species. Bugbears, goblins, hobgoblins, kobolds, orcs, and ulkani are present across the continent, though not uniformly. Enterprising adventurers can be found among every one of these species!
- **Troops of the Horde.** Squads of soldiers and extraordinary creatures—such as the minotaur—have fought side by side in the past. They are as likely to be encountered among the armies of a new ezen as in one of the continent's major cities.
- **Mounts of the Great Kaan.** The culture of cavalry extends beyond horses in Kaan! You'll find in this chapter all sorts of creatures used as mounts in a variety of terrains.
- **Steppes and Pine Forests.** A unique fauna roams across the vast wild lands of the continent. Particularly, a surprising megafauna can be found, with creatures that resemble giant animals from other lands. Prey and predators follow migratory paths in breathtaking numbers.
- **Dark Magic of the Desolations.** The area around Mangulik, the former capital of Tamerakh, is now an abandoned and cursed place. The steppe is haunted by the specters of the old inhabitants, while ruins conceal the precious arcane secrets of Xonim's research from back when she was a mortal.
- **Winter and the Far North.** Though some creatures, very fond of the cold, remain in polar regions most of the time, they occasionally venture further south during winter. Thus, during the cold season, white dragons can be seen flying above Kartaçöl and the steppes in search of prey.

Peoples of the Great Kaan

ADVENTURERS allows you to play as the species most common in the Free City: dragonborn, dvaergen, elves, gnomes, halflings, humans, melessë, merosi, and tieflings. Although these peoples are also present on the Kaani continent, they're less common and local society is more cosmopolitan. By creating a character from Kaan, you have additional options at your disposal. Will you be a sturdy bugbear defender of Eana, a clever goblin, a hobgoblin merchant-rogue, a kobold sorcerer, an orc scholar, or an ulkan oracle?

Introduction

To a traveler, communities in Kaan are rich and surprising. While the Free City welcomes merchants from the world over, its districts are strictly delineated, corresponding to different civilizations. By contrast, Kaani cities display a much greater intermingling of populations. Informed visitors know that some terms are seen as offensive and are to be avoided. For example, "the Horde" may be perceived as insulting, as might the term "half-orc". It's not easy for someone taught in Cyfandir to reconsider their preconceptions about civilizations they've always been led to believe are savage and bloodthirsty.

The table **Encounters in the Clay Cities** offers an idea of the populations you can meet in the cities of the Kaani coast, the most famous of which is Khaalgany.

Encounters in the Clay Cities

1d100	Species
1	Dragonborn
2-3	Dvaerg (builder)
4	Dvaerg (guardian)
5-6	Elf (aldaron)
7	Elf (elenion)
8	Gnome (rock)
9-20	Goblin
21-30	Bugbear
31	Halfling (lightfoot)
32	Halfling (surefoot)
33-43	Hobgoblin
44-54	Human
55-63	Kobold
64-67	Melessë
68-79	Merosi
80-88	Orc
89	Tiefling
90-99	Ulkan
100	Other (giants, minotaurs, people of the Netherworld, etc.)

This chapter will present the characteristics of six new playable species in the same format as **Adventurers**. Unlike the core peoples well known in the Free City, many are subject to prejudice or, like the ulkani, are unknown to most people. Attitudes toward these species will thus vary depending on the country. Here are two examples:

- **Kaan and Septentrion**: Species from this chapter might arouse some curiosity when found far away from their lands, but they are considered equals without question. Animist beliefs are widely accepted in these regions. According to this worldview, every existing thing has a common essence, independent of its form, and therefore possesses dignity. A tree is different from an orc, but both are imbued with a similar life energy. In general, any non-hostile creature gifted with speech, no matter its appearance, will be treated as an equal. Adventuring parties are naturally diverse, coming together according to chance, opportunities, and friendships.
- **Cyfandir**: The Free City, Cyrillane, Lothrienne, and the Drakenbergen all share a certainty of being civilized. They establish clear limits between creatures that are granted protective rights and the rest. In addition, the memory of Tamerakh's conquest endures through legends filled with atrocious details, true or imagined. Who can truly say after all this time what is fact or fiction? The descendants of the Horde carry the weight of their ancestors' deeds. They are seen as guilty of ancient crimes simply by their very nature. Treated as outcasts, deprived of education, and surviving by scavenging in abandoned territories, many simmer with resentment from this rejection, but others want things to finally change. Old grudges have lasted for too long, it's time for them to end! Some parties of adventurers take the risk of including a member of a minority group, aiming at showing the world that this prejudice is absurd, and that an individual's worth is measured by their actions, not by the supposedly indelible mark of a bloodthirsty and barbaric heritage.

The Children of Maker

Maker is one of the major deities in Kaan, honored by all humanoid and giant cultures. They consider him as their creator, under the name Afirîner. According to a popular Kaani legend, the god molded each sapient species from a different soil on the continent. While the deity is portrayed as the father of all, these diverse soils are the nourishing and loving mothers. Each mother of a Kaani people has a sacred name and is honored much like a deity. Adepts of druidic tradition have related them to Eana, considering the earth-mothers to be part of the world. Each founder influences the specific rites and values of the Kaani: Çan the dust mother of orcs; Dîlketina the humus mother of bugbears; Eseptöçü the quartz mother of ulkani; Ilay the red ochre mother of hobgoblins; Shavarlag the green clay mother of goblins; Zanar the schist mother of kobolds. Each founding myth is detailed in the description of the associated species.

The Horde's Martial Specialties

The people of the Horde, as they are called by the Cyfand, have a long martial history with specific techniques. For the most part, they result from thousands of years of experience living alongside and taming wild fauna, which are very varied and dependent on the type of terrain. The riders of the steppe are certainly the most famous of the Horde, but traveling the breadth of the continent will allow for many other exciting encounters!

If you use the following martial arts, adventurers will have access to new features associated with a mount or animal companion. These aptitudes can be acquired by any character originating from Kaan or who lived there long enough to meet individuals who have mastered these techniques. You may also add them to NPC profiles.

Combat Style: Mobile Rider

If you're on a mount, as a bonus action on your turn or as a reaction when a hostile creature moves within melee attack reach, you can move your mount up to 15 ft. This movement does not provoke opportunity attacks.

Combat Style: Offensive Rider

Once per turn, if you're on a mount, you may add your proficiency bonus to an attack roll, even if it already uses your proficiency bonus. You may use this ability before or after your attack roll, but before any results are applied.

Feat: Master Rider

Prerequisite: Proficiency in the Animal Handling skill
When you select this feat, you get 4 points, which you must spend to purchase the benefits of your choice (see below). Each benefit can only be chosen once. This feat can be chosen multiple times. Unspent points are lost: they cannot be kept in anticipation of another acquisition of this feat.
The purchase of any benefit must be approved by your leader, who may require your character to train accordingly, for example with a mentor.

1-point benefits:

- When you are riding a mount and are not incapacitated, your mount gains proficiency in all saving throws.
- Mounting and dismounting only takes 5 ft. of movement.
- Choose two of the following skills: Acrobatics, Athletics, Perception, Stealth. When taking a long rest, you may train a mount to give it proficiency in those two skills. You may only train one mount at a time in this way; if you train another mount, the previous one loses the training benefits. You may change which two skills you can teach, but getting used to the new training method takes a week of practice (see **Adventurers**, **Daily Life**, **Long-Term Activities Influencing Lifestyle: Studying**).

2-point benefits:

- Once per turn, when your mount is the target of an attack roll or must make a saving throw, you can add your proficiency bonus to its AC or saving throw. You may use this ability before or after the roll, but before any results are applied.
- After taking a short or long rest, you can heal and prepare a mount. It regains all its hp and gains additional Hit Dice equal to half your level until your next short or long rest. After you use this ability, you can't use it again until you finish a short or long rest.

3-point benefits:

- When riding a mount, you have advantage on melee attacks against creatures of the same size or smaller than your mount.
- When riding a mount, you have advantage on ranged attacks if your mount moved at least 30 feet on its previous turn.
- Once per turn, if you are riding a mount and are not incapacitated, when you are the target of an attack roll or must make a saving throw, you can add your mount's proficiency bonus to your AC or saving throw. You may use this ability before or after the roll, but before any results are applied.

Feat: Powerful Companion

Prerequisite: Animal Companion feat
From the edge of the polar circle to the scorching midsummer steppes, the Kaan's inhabitants live alongside a dazzlingly rich nature. Megafauna is common there, and many people bond with surprising creatures. Wargs, giant moose, or woolly rhinoceros are adventuring companions in the same way that horses are.
This feat adds the following benefits to the Animal Companion feat (see **Adventurers**, **Customization Options**: **Feats**):

- The maximum CR of the beast you can bond with depends on your level (see the following table).
- It can use the Multiattack action if it has it.
- Its Intelligence becomes 8 if it was less.
- It understands the languages you are proficient in (but cannot speak them).

Minimum level required according to the creature's CR

Powerful Companion's CR	Master's Minimum level
1/2	1
1	4
2	7
3	9
4	11
5	13
6	15
7	17
8	20

Good and Bad Riders

Kaan is renowned and feared for its masterful riders. Goblins and orcs in particular give riding a noteworthy place in their cultures, but the practice's prevalence extends to the entirety of those wild lands, so vital is the ability to travel quickly and efficiently across the rugged steppes. In addition, a good mount makes for a loyal companion and a reassuring presence through hardships.
Whether from Kaan or elsewhere, adventurers may get used to riding, potentially to the point that it constitutes an integral part of their daily life or combat style. Being proficient in the Animal Handling skill is the basis of this, but if a player wishes to push this aspect of their character further, they can acquire specific features, such as those presented above, or the **Rider and Mount** feature.

Traveling Accidents

By using this optional rule, you will grant an increased importance to the animals' nature and behavior, and imbue more adventure into daily life.
A novice rider (in other words someone who is not proficient in the Animal Handling skill) is not well positioned on the animal, so they weigh more on their mount, up to almost twice their real weight. This causes fatigue for both rider and mount, both of them risking back injuries. Each time they ride, at a point of the leader's choice, the novice rider must make a DC 11 Wisdom (Animal Handling) check. This DC may be lowered or increased according to the mount's habits, character, and treatment. In case of failure, an accident occurs, which the leader may roll on the following table. They are, for the most part, applicable to all types of mounts.

A few Riding Accidents...

1d20	Accidents
1-6	**Wandering.** The horse no longer follows orders and changes direction, or stops to graze. Keeping it on the proper path is a struggle. However, horses are naturally herd animals, so they'll instinctively follow their own kind.
7-9	**Limping.** The horse gets hurts and starts limping. It can't go faster than a walking pace, and if its injury isn't treated, it risks getting worse at a rate of one Wound per day.
10-12	**Fear.** The horse has no trust in its rider. At the slightest threat or scary order (jump a flaming pit, enter a pitch black cave, etc.), it panics and may knock its rider off or carry them away.
13-17	**Fatigue.** The horse takes 1 level of **exhaustion**.
18-19	**Back pain.** The horse takes 1 Wound and can't be ridden until healed.
20	**Revolt.** The horse rebels against its rider and refuses to be mounted. If pressed, it may become hostile.

A Special Relationship

By using this optional rule, you grant more importance to the care a player puts into describing their relationship with their mount. The following benefit may be obtained after 50 days of Taming (see **Adventurers**, **Daily life**, **Long-Term Activities Influencing Lifestyle**: **Taming**). It can also be gained as a feature (see **Adventurers**, **Character's History**, **Step 5: Feature**).

Feature: Rider and Mount

You spent a lot of time getting used to one mount in particular, feeding it, tending to it, observing it to understand its habits and character. Even if you don't have the Animal Handling skill, you are considered a good rider with this particular mount. You also have advantage on checks to control this particular animal.

Goblins

The Children of Shavarlag, the Green Clay

Goblins are said to be born from Shavarlag the Clay, mistress of adaptation; always supple, malleable, and possessing underestimated power. Those who doubt her strength may try to cross a clay surface gorged with water, only to sink in, feeling their feet sucked underground and struggling to escape the trap until exhaustion claims them. Shavarlag is also a talented artisan, ensuring her children have reserves of food thanks to ceramic pots and jars. The great ancestral mother sometimes even replaces Maker in goblin prayers.

The Matriarchs

Lineages are led by goblin women who are granted respect in proportion to the number of their offspring, their rank determined by how many children and grandchildren they have. They are the elders of the community. The council of mothers is the highest authority: they decide the tribe's future, whether it is about allying themselves with others, entering a master's service, going to war, moving to a new territory, etc.
Depending on the danger threatening the lineage, the council of mothers may act as simple advisors and keepers of ancient traditions, or they may engage in complex political intrigues. This institution is respected everywhere in Kaan. Everyone knows that the mothers are consummate schemers, sometimes sacrificing some members so that the group survives, serving a cold moral code where the ends justify the means. They are clever, sometimes engaging in double-dealing. If someone mistakenly believes that goblins are stupid, a matriarch will not attempt to correct them, instead deliberately using broken speech, for example, until the time comes to harvest the fruits of the subterfuge.

The Extraordinary Adaptation of Goblin Lineages

Just like clay, goblins adapt to any new environment. In particular, their traits change whenever a tribe lives somewhere for a long enough time. It would be incorrect to talk of subspecies, because a lineage only needs to change locations for old, unused traits to be replaced by newer, more effective ones. Chronicles even mention some goblins being forced to completely change their lifestyles, losing their original traits, and gaining new ones instead. Goblins seem to be the only ones to have such an adaptive ability.

Outcast Tribes in Cyfandir

Descendants from some of Tamerakh's troops survive in Cyfandir, both on the surface and in the Netherworld. Most are reduced to surviving in hard-to-reach places. The lifestyle of oppressed lineages is strongly imbued with cynicism and dark humor. Thus, during childhood, young goblins generally receive several names until one of them sticks, considered by consensus as representative of their character. Once they reach a certain level of glory and respectable power, goblin heroes often sweep their previous names under the rug, keeping only the most recent and glorious ones. Others do the opposite, carrying with pride the traces of their beginnings, like scars marking their epic tale. Goblin names are therefore good indicators of their history and disposition.

- **Female childhood names.** Angry, Canny, Crazy, Creaky, Cretin, Dumb-Dumb, Giddy, Goatling, Monkey, Nanny, Piggy, Stupid.
- **Female heroic names.** Abrasive, Giant, Insidious, Magnificent, Sly, Survivor, Untamed, Warrior, Wolf-killer.
- **Male childhood names.** Bitey, Derpy, Dolt, Freshie, Nasty, Nutter, Pinky, Tiny, Weirdie, Whistler.
- **Male heroic names.** Fearsome, Hob, Immortal, Overpowerer, Sharp, Skull-breaker, Vanquisher.

Despite their quarrels and crudeness, these groups are extremely close-knit and their members able to display remarkable stoic courage. Goblins are ready to die in battle in great numbers if they believe their lineage will endure. Even if an individual perishes unjustly, the group will survive and see better days. Hope is a capital virtue, indispensable to pushing forward when everything seems lost.

Goblin Traits

You come from a clan named after your matriarch. In addition to the common traits listed below, all goblins have three lineage traits. Goblin lineages have a rich diversity, each with their own specific dialect, culinary traditions, legends, and a unique combination of three traits. You'll find some examples here, but many others exist! There is more variety among goblins than any other humanoid people.

Common Traits

Goblins' skin is the color of clay, often ranging from gray to green. Male goblins have no facial hair and are usually bald, while female goblins have thick hair that allows for complex and sometimes extravagant hairstyles. Their attire depends on their status within society. In Kaan, they like to dress in colorful clothes, evocatively embroidered with motifs of nature or legends.

- **Ability Score Increase.** Your Dexterity, Constitution, and Intelligence scores each increase by 1.
- **Age.** Goblins grow faster than humans, reaching adult age before they're 10. They rarely live beyond 50.
- **Alignment.** Goblin culture is based on opportunism and capacity for adaptation, which leans toward chaotic and neutral tendencies.
- **Size.** Goblins are often thin, with wiry muscles. They rarely stand taller than 4 feet, or weigh more than 75 pounds. Your size is Small.
- **Speed.** Despite your size, you're very spry. Your base walking speed is 30 feet.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern colors in darkness, only shades of gray.
- **Nimble Escape.** On your turn, you may use a bonus action to perform the **Disengage** or **Hide** action.
- **Stealthy.** You gain proficiency in the Stealth skill.
- **Languages.** You speak Common and Goblin. At your game leader's discretion, you can also read and write these languages. You also speak your tribe's dialect if it has one.

Tili Gulf Sailor Lineage

This lineage of goblins settled down near the sea, in a beautiful region with inlets, coves, and small rocky islands carrying elegant parasol pines.

- **Agile.** Whether standing on the deck of a ship rocked by the sea, or on a slippery coastal rock, you are used to unstable terrain. You have advantage on Strength and Dexterity saving throws that threaten to knock you prone. You also have advantage on checks to escape a grapple, whether you're using a Strength (Athletics) or Dexterity (Acrobatics) check.
- **Climber.** Your lineage is accustomed to an environment filled with cliff-sides and abrupt surfaces. Your kind easily climbs masts to handle rigging and sails. You have advantage on all your Athletics checks for climbing, and you have a climbing speed of 20 feet. In addition, you take 2d6 less fall damage.
- **Strong Lungs.** Your lineage lives off fishing and are excellent swimmers. You can hold your breath five times longer than normal. In addition, when you make Athletics checks for swimming, you add your proficiency bonus if you don't have proficiency in this skill.

Wild Land Lineage

This lineage is typical of Kaan's open spaces, where many goblins lead simple lives mixing animal husbandry, gardening, gathering, and fishing. It's particularly common along the Telhiki mountain range. This is the ancient heart of the goblin peoples, to which it is said Kaan owes throat singing.

- **Brave.** Accustomed to facing creatures much larger than yourself, you have advantage on saving throws against being frightened as well as against horror and madness.
- **Harvester.** When you make a Wisdom (Survival) check to find food or water, you apply double your proficiency bonus, even if you are not proficient in this skill.
- **Sound Imitation.** You easily modulate sound, whether for throat singing or imitating natural sounds. Your voice is like a musical instrument. You can replicate simple sounds that you've heard, like whispering, the cries of a baby, animal squeaks, or a bird song. A creature that hears your imitation may spot the subterfuge by succeeding a DC (8 + your Charisma modifier + your proficiency bonus) Wisdom (Insight) check.

Urban Lineage

This lineage of goblins settled down in the Clay Cities or in the large cities of Kartaçöl. Its members are merchants and craftsmen whose talents rival those of the ingenious rock gnomes.

- **Genius.** You use your mind rather than brute force, calling upon logic and intuition. When you make a Strength or Dexterity saving throw, you may replace the ability at hand with Wisdom or Intelligence. You cannot use this feature again until you finish a short or long rest.
- **Meticulous.** When you can dedicate part of a short rest to making a check with a tool you are proficient with, you may, instead of rolling a d20, treat the result as if you had rolled a 10 on the die.
- **Talented Artisan.** You have proficiency in two crafting tools of your choice.

Surviving Pariah Lineage

The goblins of this lineage are the most miserable, forced to survive in difficult circumstances with only their wits and a small community to count on. More tenacious than cockroaches, these goblins may bow down, but they'll find a way to rise up again when the time comes, and with a speed none would expect. Surviving against all odds, they are even able to eat food no other species would find appetizing! Salad of peelings, ragout of frogs stuffed with slugs, and spider leg skewers are all considered delicacies. Surviving pariahs are found in the more infamous parts of Cyfandir, but also in Kaan; especially among the ruthless society of Shüd'delkhii.

- **Beast of Burden.** Your lineage has to work hard to survive, and you're capable of a lot more than what might be expected of a creature your size. You're considered to be a Large creature for determining your maximum carrying capacity. (see **Adventurers**, **Abilities**, **Strength: Lifting and Carrying**).
- **Iron Gut.** You had little to survive on and you've learned to make do with whatever you can get your hands on. You have resistance against poison damage as well as advantage on saving throws to resist it, and you can live off things unfit for consumption to anyone else (stagnant water, carrion, etc.).
- **Resourcefulness.** Your lineage is used to surviving with very few resources. You are a maestro of improvisation. When you make an ability check associated with a tool, you may apply double your proficiency bonus, even if you aren't proficient with it. You cannot use this feature again until you finish a short or long rest.

The Goblin Art of Governance According to Pariahs

"Among you, my daughters and granddaughters and great-granddaughters, some will fight to succeed me, and others will leave to found new goblin clans. All of you will need to better know our allies, our enemies... and those who are a bit of both.
The city people give names to countries; they believe themselves masters of the land.
The drow appear in the night out of nowhere and terrify villages; they believe themselves masters of the Netherworld.
The ezens bring the Horde together and lead it to battle; they believe themselves masters of the world.
They all see us as interchangeable and negligible. They cannot tell us apart. They think we're stupid because we rush to battle without fearing death.
Learn that power isn't just in being the loudest. Victory belongs to those who are the last to survive. And at that, no one is better than us."

Lessons of the goblin matriarch Angry to her daughters, granddaughters, and great-granddaughters

Bugbears

Children of Dîlketina the Humus

Dîlketina the Humus, mother of bugbears, is born from black earth; she is the daughter of primeval forests' thousand-year-old trees.. It's thanks to her that deep woods rise up and nourishing rain reaches the lands furthest from the seas. Wise and rich in knowledge from the sprawling network of roots, she holds the memory of a past forgotten by all, while still listening to news carried in by the clouds from far away. Bugbear druids are held in great esteem, and take pride in their heritage.

People of the Taiga

Bugbears are mostly present in the northern part of the Kaani continent, with a fondness for the vast tundra that stretches to the borders of Kartaçöl. They are comfortable in this environment, as well as the pine forests in the mountains or near the steppe. They know the medicinal plants, hunt or breed reindeer, and bear the winter better than others thanks to their fur that starts to thicken at the start of fall. Theirs is an oral culture, for they deem there is more to gain from delving into the memory of trees and clouds than from meditating over dead archives engraved on tablets.

A New Destiny in Kartaçöl

A life in the wild lands, following traditions since time immemorial, is to the taste of many, but others find it difficult to resist the temptation of joining Kartaçöl's Empire, a growing power. There, with the pâdis, they can serve the ruler without being limited to the predestined roles of warrior or druid. They can become a mage or a scholar, free to choose their own fate. For strangers, finding bugbears in courtier's garb is often disconcerting, but is also one of the reasons for Kartaçöl's fascination and why so many adventurers from all walks of life rush there.

The Dark Side of Uprooted Bugbears

Far from their native land, descendants of Tamerakh's conquerors, the honorable and dignified bugbears have lost their roots and identity. Reduced to the savage image given to them due to their large countenance and bristling fur, they live on the fringes of society. Bugbears are considered by many other peoples to be ugly and monstrous. Some play it up to inspire terror in their enemies, but this appearance is for the most part the cause of prejudice that few are able to overcome. In Cyfandir for example, bugbears are taken for imbeciles and pariahs. According to their traditions, to be an adult, a male must have killed an enemy, and a female must have given birth. Where warriors lead a life of battle, pillage, and conquest, the mothers are tasked with handling communal life. Among them, there is often a shaman or healer devoted to Tamerakh or Maker. There are also seekers, who look for employers or buy goods with the money pillaged by the warriors. Sometimes, they also show up to extort communities, demanding a tribute be paid if the inhabitants don't want to be devoured the following nights. The seekers are very exposed, both to strangers and to their community's dissatisfaction. Those who survive long in this role are generally very slick negotiators, and are smart enough to only betray and lie when suitable.

This precarious way of life, in which their only allies are Netherworld pillagers and criminals, isn't to the taste of all Cyfand bugbears. Some rise up against these methods and want to reclaim their ties to the pride of their ancestors. It's not about becoming docile lambs, but about unleashing their strength in the service of causes that make sense to them; not to live on the fringe, but to be the heart of the people.

Bugbear Traits

You come from a tribe of bugbears, whether from Kaan or from one of the scattered groups in Cyfandir descended from Tamerakh's Horde. Driven by a mission or the desire to find your place in the world, you left for adventure.

- **Ability Score Increase.** Your Strength score increases by 2.
- **Age.** Bugbears mature faster than humans, and reach adult age at around 15. They rarely live past 60.
- **Alignment.** The Cyfand bugbears live in an environment that pushes them toward violent careers and pragmatic mercenary work, whereas those in Kaan are guardians of Eana. Both often have a partly neutral alignment.
- **Size.** Bugbears are massive, typically a head taller than humans, easily reaching 7 feet tall with a weight surpassing 300 pounds. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern colors in darkness, only shades of gray.
- **Languages.** You speak Common and Goblin. At the leader's discretion, you can also read and write these languages. In addition, you speak the dialect of your tribe if it has one.

Taiga Bugbears

The bulk of the bugbear population inhabits the vast Kaani Septentrional taigas. Often isolated, even reclusive, they are content with a rough but harmonious existence. However, they are no strangers to wanderlust, and it isn't rare to find an individual, even an entire caravan, leaving their native lands to experience the rest of the world.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Child of Dîlketina.** When you spend Hit Dice to regain hit points during a short rest, you regain the maximum amount of hit points possible. This requires dedicating your short rest to meditating in a natural environment. Once you have used this ability, you can't use it again until you finish a long rest.
- **Close to Nature.** You gain proficiency in the Nature skill.
- **Knowledge of the Taiga.** You are proficient with one of the following tools: brewer's supplies, cook's utensils, herbalism kit, leatherworker's tools, weaver's tools.
- **Winter Harshness.** You have advantage on saving throws against effects dealing cold damage.

Küstis Bugbears

Küstis bugbears are renowned for their skill and fervor in battle. Most of the uprooted bugbears living outside of Kaan are from the Küstis lineage. Larger and slimmer, with bushier fur, they're the most commonly known bugbears. While their reputation for brutality and opportunism is not unfounded, many aspire to simply find their own way, or just to survive.

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Brute.** When hitting with a melee attack using your Strength modifier, you may roll an additional damage die. This ability can be used a number of times equal to your proficiency bonus. You must complete a long rest to replenish your uses.
- **Menacing.** You gain proficiency in the Intimidation skill.
- **Strength in Adversity.** When you take a critical hit, you may use your reaction to immediately move 10 feet without provoking an opportunity attack, or to gain a +1 capped bonus to your AC and saving throws until the start of your next turn.

Hobgoblins

The Children of Ilay the Red Ochre

According to legend, the mother of hobgoblins is Ilay, the Red Ochre. This substance has always held a strong symbolic value. It has been used since the dawn of time to create cave paintings in the shelters of the Telhiki mountain range, as well as in many other places. Its blood-red color evokes the very essence of life and warmth. It brings pictures and creations to life, enchanting the world.

In her honor, hobgoblins deposit red ochre on the deceased. Depending on the tribe, this gesture has many other meanings. For some, it helps them find their way back to mother Ilay, or it allows them to be reborn under certain conditions, or it offers them protection against undeath.

An Organized and Ambitious People

With their taste for abstract concepts and organization, hobgoblins are fairly comparable to the inhabitants of great civilizations, such as those in Cyfandir. They take pride in the accomplishments of their kind in Kaan, both their merchant princes and their remarkable architects. They are always frustrated to find that their heroes are unknown in foreign lands.

These days, hobgoblins are very involved within cosmopolitan societies, in the development of Kartaçöl's Empire and the Clay Cities. There is currently only one region exclusively dominated by the hobgoblins, and it causes shame for many of them: the abominable city-state of Shüd'delkhii, worshiper of a diabolical hospodar. To end this evil and restore their honor, hobgoblins with a sense of justice have allied themselves with other peoples, forming the Ozodlik resistance movement.

Beyond the Clan, a Nation

Merchants, mercenaries, and pirates—roaming the surface as well as the Netherworld—hobgoblins have developed both a culture of diaspora and aspirations to nationhood reaching beyond tribal limitations. They bring books back from their missions in faraway lands, forming extensive private libraries. Their knowledge of the world grows along with their understanding of the present, via a correspondence network. Some hobgoblins are truly passionate about these exchanges, dedicating one or two hours each morning to writing letters destined for neighboring cities or faraway lands.

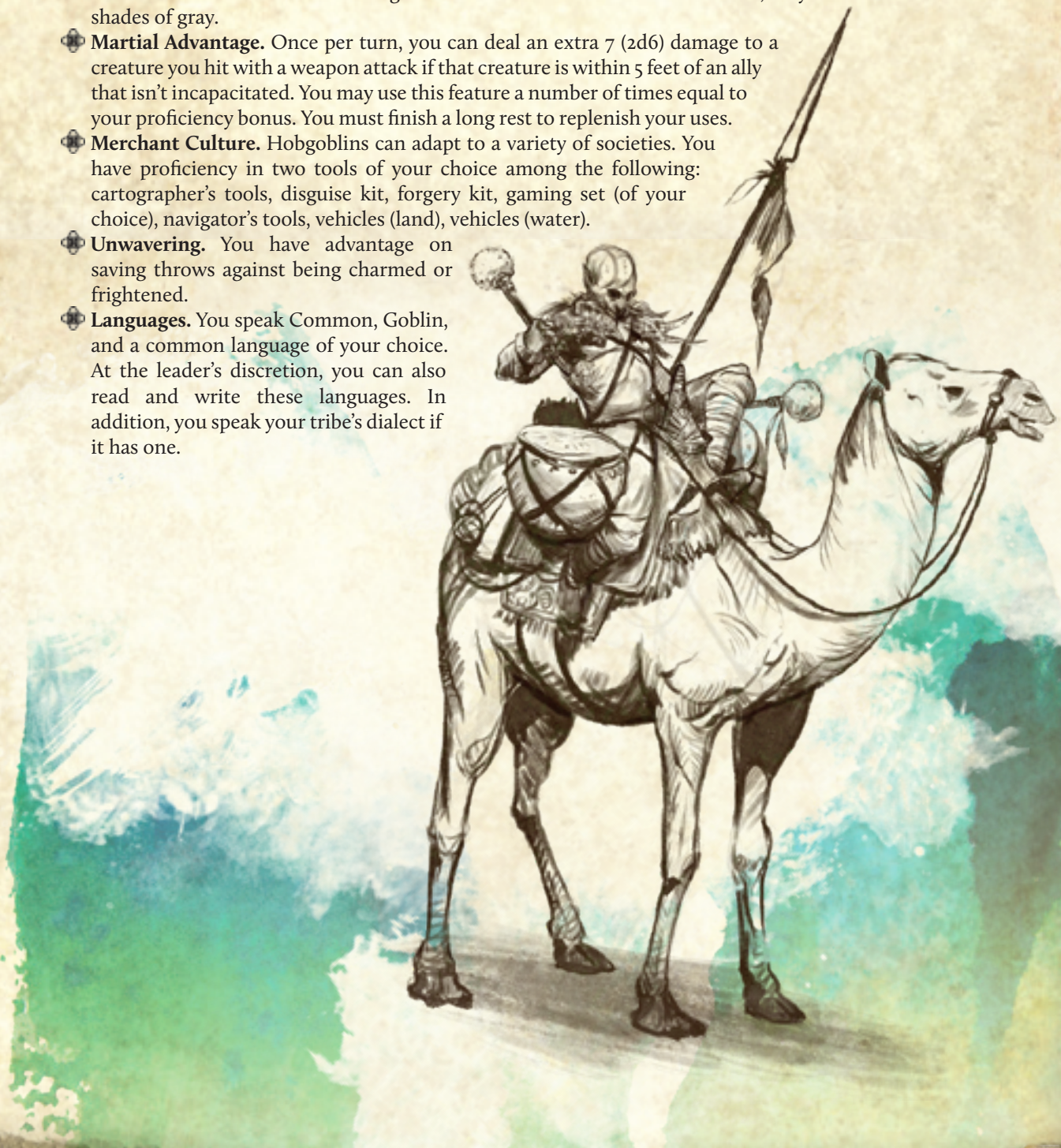
Under the influence of philosophical and political debate, hobgoblins have started developing a national project. Such a nation would be an organization freed from the shackles of clans and species, a modern gathering, united by a will to build a common future.

Today, the country that seems most receptive to these concepts is Kartaçöl's Empire, and hobgoblin scholars and philosophers gather there. They are aware of the regime's totalitarianism, but find positivity in the union of peoples there.

Hobgoblin Traits

Proud, distinguished, and very organized, hobgoblins are characterized by a golden skin tone—sometimes veering toward vermilion—beautiful dark hair, and a taste for quality equipment. Their straight posture, rugged features, and robust frame display a constant desire for rigor.

- **Ability Score Increase.** Your Strength, Dexterity, and Constitution scores each increase by 1.
- **Age.** Hobgoblins grow at the same rate humans do and they have a similar life expectancy.
- **Alignment.** Hobgoblins are renowned for joining structured groups; they tend toward a lawful alignment.
- **Size.** Hobgoblins have a similar build to humans. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern colors in darkness, only shades of gray.
- **Martial Advantage.** Once per turn, you can deal an extra 7 (2d6) damage to a creature you hit with a weapon attack if that creature is within 5 feet of an ally that isn't incapacitated. You may use this feature a number of times equal to your proficiency bonus. You must finish a long rest to replenish your uses.
- **Merchant Culture.** Hobgoblins can adapt to a variety of societies. You have proficiency in two tools of your choice among the following: cartographer's tools, disguise kit, forgery kit, gaming set (of your choice), navigator's tools, vehicles (land), vehicles (water).
- **Unwavering.** You have advantage on saving throws against being charmed or frightened.
- **Languages.** You speak Common, Goblin, and a common language of your choice. At the leader's discretion, you can also read and write these languages. In addition, you speak your tribe's dialect if it has one.



Kobolds

The Children of Zanar the Schist

According to Kaani legends describing the origins of the peoples, kobolds are the children of Zanar the Schist, whom some describe as a majestic and immense female mineral dragon. The first generations of kobolds are said to have been born from many eggs, left in caves and grottoes near the surface. Afterward, Zanar went to sleep somewhere in the Netherworld, under the mountains of Kaan. This is how kobolds explain their connection with rock and minerals. Still to this day, each passageway dug by kobold miners is ritualistically celebrated in honor of the original mother.

Zanar's Pleasant Dreams

Kobolds are very pious, performing many rites and regularly praying to their original mother, the purpose being to thank her and ensure that she has the most pleasant dreams possible. Indeed, earthquakes are thought to be caused by nightmares disturbing her sleep. Moreover, according to a widespread tradition, deceased kobolds join a sort of paradise created by Zanar's dream. Therefore, protecting the original mother's sleep also protects the many kobold miners and ensures peace in the afterlife for all ancestors!

This is why kobold culture, even influenced by the different traditions of the regions they dwell in, places great importance in dreams and wonder. Messages found in dreams are always taken very seriously, and artists feeding the imagination have a prestigious role.

As such, Nightmare is considered to be an absolute evil. Among kobolds, destroying dreams—both literally and figuratively—is a grave and despicable offense that can lead to banishment, or worse.

Idealistic Adventurers

Hailing from a tradition of great dreamers, kobolds can be reckless or candid, but can also prove to be intrepid heroes, ready to throw themselves into tasks others would consider impossible. The beginnings of outrageous frescoes can sometimes be found in lost valleys, with no apparent reason for their existence. They are the work of kobolds driven by an inspiration that may have lasted their entire life. Their dreams are very varied: some leave to experience great journeys, to become kings, to converse with thousand-year-old dragons, to gather treasure with no equal, etc. Completely achieving one's dream is secondary in kobold philosophy; the journey is the most important part, the most telling expression of the individual's ideals.

Kobold Traits

Your scaly skin, snubbed muzzle, and sharp fangs make you a miniature version of the great dragonborn and the even greater dragons. Your small stature, though not impressive, allows you to thread your way around with efficiency and stealth.

- **Ability Score Increase.** Your Intelligence, Wisdom, and Charisma scores each increase by 1.
- **Age.** Kobolds mature much faster than humans and reach adult age before 10. They have a surprising longevity, the most ancient easily reaching a century, if not more.
- **Alignment.** Pragmatic and close to nature, kobolds tend toward a true neutral alignment.
- **Size.** Kobolds are among the smallest humanoids, rarely standing taller than 3 feet or weighing more than 40 pounds. Your size is Small.
- **Speed.** Despite your small size, you are quick on your feet. Your base walking speed is 30 ft.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern colors in darkness, only shades of gray.
- **Child of Zanar.** You are lucky in anything related to stone and minerals. You have a +2 capped bonus to tool use (miner, jeweler, etc.), skill checks (Athletics for climbing, Nature for mineral knowledge, etc.), and saving throws involving rocks (avoiding rockfalls, keeping your balance in an earthquake, etc.).
- **Obstinate Dreamer.** You're prepared to move mountains to accomplish your dreams. When you finish a long rest, you may choose an aspiration. When you take an action (attack roll, skill check) or overcome a peril (saving throw) working toward your aspiration, you have advantage on the roll. You may use this feature a number of times equal to your proficiency bonus. You must finish a long rest to replenish your uses.
- **Passion for Dragons.** When you make an Intelligence (Arcana, History, Nature, or Religion) check related to dragons and you do not have the associated proficiency, you apply your proficiency bonus to this check. If you have proficiency, you apply double your proficiency bonus to this check.
- **Languages.** You speak Common and Draconic. At the leader's discretion, you can read and write these languages. In addition, you speak your tribe's dialect if it has one.

A Worthy Aspiration

A kobold's Obstinate Dreamer feature must be associated with suitable aspirations. "Vanquish the tyrannical black dragon of the swamp", "Win the heart of my beloved", "Escape this slaver camp" are suitable aspirations. "Overcome all obstacles", "Avoid harm", or "Have a successful day" are not. The leader is free to reject overly vague aspirations, such as those that could apply to any roll.

Likewise, the leader is the judge of what rolls an aspiration can apply to. For example, having advantage on a Wisdom (Survival) check to reach the lair of the tyrannical black dragon of the swamp will be suitable, but if the adventurers encounter a group of giant frogs on their way, the kobold should not be able to get advantage on an attack roll against them, even though they incidentally stand in the way of the kobold's aspiration.

As a reference, keep in mind that Obstinate Dreamer should be used as a tool to nurture dramatic intensity and narrative depth, not be exploited to optimize an adventurer's power.

Orcs

The Children of Çan the Dust

Çan is the mother of the orcs, her skin made of dust with stormy hues. She's constantly traveling with the wind, settling for a moment before freeing herself and continuing on her journey. She rules over the harsh regions of Kaan, from the arid lands with ephemeral rivers to the salt deserts of Tuzdisöl.

Freedom as Central Virtue

The nomadic life and wanderlust are part and parcel of the the children of Çan's lifestyle. They are free by their very nature. The wind carrying dust away, even beyond the seas, was strong imagery for the orcs long before Tamerakh became a deity. Perhaps he even became Storm in honor of Çan, mother of his father's people.

Thirsting for freedom and wide open spaces, the orcs sometimes get involved in epics as spectacular as they are bold. However, over the entirety of their history, these episodes are only sporadic, despite what the inhabitants of Cyfandir may imagine. Nevertheless, martial arts hold a place of importance in orc culture. For this reason, orcs are a mainstay in the armies of all ezens, even when they aren't the ezen themselves.

Although complete freedom can take shape as a spirit of selfish and callous conquest, it also feeds deeper sentiments. Most orcs abhor slavery. Fighting, raiding, and plundering in unbridled conflict is not comparable in their eyes to controlling, dominating, and coldly shackling an individual. Taking someone into slavery is to deprive a person of the very essence of their dignity, their freedom. This idea goes beyond the treatment of humanoids, also involving beasts and every living thing. Many orc thinkers, poets, and musicians explore these themes and enjoy a respected social status.

It isn't rare for travelers from the Free City to be surprised that the orcs' respect for freedom also extends to their enemies, domesticated animals, and the beasts they hunt. How do they reconcile a fierce warrior culture with such values? To them, life is intrinsically violent: herbivores devour plants, carnivores eat herbivores, and so on. It isn't possible to remove violence from life, but life can be dignified when fury isn't unleashed. Wrath should be like a wildfire clearing out grass and leaves, allowing new growth to emerge and regenerate the world.

In practice, this ethic forms a collection of life principles. Here are some examples:

- **Murder.** It is forbidden to kill another member of the community, except in the context of a declared duel approved by the clan chief. Dealing with outsiders is left to each tribesman's own judgment.
- **Surrender.** It is forbidden to inflict cruelty upon someone who has surrendered. There exists a collection of words and gestures codifying surrender. It is forbidden to use lethal violence against a person who cannot constitute a threat, such as a young child or disabled person. Breaking these rules subjects oneself to sanctions and scorn. Orc society grants no respect to those who harass the weak. These individuals can hope for banishment at best.
- **Heritage.** Each spouse or member of a household (linked by blood, adoption, or alliance) has a personal patrimony, built up from the fruits of their own labor and their share of collective work. These can be land, money, or other goods.
- **Animal husbandry.** Domesticated animals form a sort of particular partnership with the breeder and tamer. They must lead dignified lives, unfettered except for what is strictly necessary; they are not used in forced labor. Death is respectfully granted, as quickly as possible.
- **Prisoners.** Imprisonment is temporary. Prisoners are either quickly freed—possibly for ransom—killed, or allowed—perhaps invited—to join the forces of the victors. In the orcs' line of thought, it's better to be given a swift death than long and miserable slavery, vile for both victim and master.
- **Punishment.** Judgment leads to compensation for the victim (with work, money, or animals), banishing (temporary or for life), or death.
- **Execution.** Death is given as swiftly and efficiently as possible. Torturing someone to make an example out of them is inconceivable. At most, the bodies will be displayed as a warning.

Orcs and Tamerakh's Heritage

While some orcs fervently honor Tamerakh the merosi, others are much more ambivalent.

Indeed, the orcs' territory used to be much larger than it is today. Mangulik's entire region was theirs, but now, it belongs only to specters. Many tribes were exterminated during the cursed capital's destruction. In addition, relations between the orcs of the Baruunkheeriin—the western steppes—and those of the Irruls—the eastern mountain range—are tense at best.

Aside from the overall negative consequences for the orc people, some were already concerned with Tamerakh's methods at the time of his conquests. His bloodthirsty tactics were certainly effective, but they involved an inordinate amount of unrestrained carnage, crossing the line by far in the balance between freedom and violence. Destroying a town completely and slaughtering its inhabitants, including

noncombatants, makes no sense. Turning prisoners into slaves to build a capital or perform community labor is certainly useful, but should time-tested mores be discarded for the sake of making one's own life easier?

Orc Traits

Orcs are famed for their courage and tenacity in battle. In this way, the stereotypical orc image is quite similar to an orc from the Baruunkheeriin, the Iruul orcs being a fairly unknown subspecies.

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Age.** Orcs grow faster than humans, reaching physical maturity at 12. They also get older faster and have a slim chance of going past 60.
- **Alignment.** Orc society is largely slanted toward chaos, given their fierce passion for freedom.
- **Size.** Orcs are generally larger and more massive than humans. Most stand taller than 6 feet and weigh more than 200 pounds. Your size is Medium.
- **Speed.** You have a base walking speed of 30 feet.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern colors in darkness, only shades of gray.
- **Emergency Inspiration.** In case of trouble, you can react in an instant by using all resources at your disposal. If you have inspiration (see **Adventurers**, **Character's History**, **Personality: Inspiration**), you may decide to use it after rolling the d20 rather than before. You thus retroactively gain advantage: roll an additional d20, and use the better of the two results.
- **Languages.** You speak Common and Kaani. At your game leader's discretion, you can read and write these languages. In addition, you speak the dialect of your tribe if it has one.

Orcs of the Baruunkheeriin

The orcs of the Baruunkheeriin, or orcs of the steppes, are the descendants of Tamerakh's conquerors. Some are very proud of the merosi who became a god, while others are more critical of him. Their ethic of freedom exists alongside a culture that promotes the worth of strength and the pursuit of glory. Tribes and individuals can have very distinct and diverging opinions on these ideals.

- **Ability Score Increase.** Your Strength score increases by 1.
- **Celerity.** As a bonus action, you can move up to your speed toward a hostile creature that you can see.
- **Orc Weapon Training.** Trained in the arts of war, you've learned to use the weapons of conquering riders. You have proficiency in the recurve bow, the whip, the short saber, and the long saber.
- **Tamer.** You're used to wildlife, cattle, and mounts. You are proficient in one of the following skills: Animal Handling, Nature, Survival.

Orcs reluctant to follow Tamerakh's domination took shelter in the Iruuls, where they could defend themselves with effective guerrilla tactics despite their numerical inferiority. The descendants of these rebel tribes still inhabit the mountains.

Orcs of the Iruuls

While they still live as children of Çan, the dusty horizon runner, the orcs of the Iruuls—called Iruulians or mountain orcs—have developed a worldview based on inward-facing freedom rather than its brutal expression. Being free isn't following every impulse with no thought of consequences, but acting in a way that gives meaning to one's existence. True freedom only exists in lucidity, and for that, it is necessary to master one's passion. Honor isn't found in violent eruption or glorious domination, but in integrity. The mountain orcs are proud to have refused to follow Tamerakh the conqueror's mass crimes. Among them, poets, philosophers, and mystics are found, and meditation is a common practice. This often confuses travelers from other civilizations meeting them for the first time, since most foreigners hold onto the preconceived notion that an orc is always a ruthless warrior. Iruulians venerate ancient powers: Agas the tree (Eana), Aavni the father (Maker), Çan the dust and first mother, Naidvar the battling hope (Flora), and Tevcheer the enduring patience (Frostelle).

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Lucid Salvation.** You're able to clearly distinguish between what you desire and what others wish you to believe. You gain a capped bonus equal to your proficiency bonus on saving throws to resist corruption, horror, madness, illusion spells, and enchantment spells. You may use this ability a number of times equal to your proficiency bonus. You must finish a long rest to replenish your uses.
- **Mysticism.** You grew up in a culture that values receptiveness and spiritual enlightenment. You are proficient in one of the following skills: Insight, Nature, Religion.
- **Patient Discipline.** Iruulians value craftsmanship and art as ways to discipline the spirit and elevate it through the act of creation. You have proficiency in one of the following tools: leatherworker's tools, mason's tools, musical instrument (throat singing, flute, drum, or viola), potter's tools, shoemaker's tools, smith's tools, weaver's tools, woodcarver's tools.

Ulkani

The Children of Eseptöçü the Quartz

According to legend, Aavni the father (i.e., Maker) created the ulkani thanks to Eseptöçü the Quartz, daughter of the stars. Bright, beautiful, disciplined, strong, and wise, she thought of Eana as part of a greater world and encouraged her children to raise their eyes to the heavens. They had to know how to observe, wonder at all that was unknown, be patient, and listen.
Eseptöçü's heritage among the ulkani has led to the creation of many observatories and places of meditation, high up in the mountains. Contemplation of nature and the creation of art are greatly valued activities. This sometimes surprises foreigners, considering how frightening the towering horned ulkani may appear.

An Unknown People

Standing between 7 and 10 feet tall, and sometimes up to 12 feet for the tallest of them, the powerful ulkani live in chieftainships across southern Kaan. Outside of the continent, few people know of the ulkani, and generally only through rumors. Ignoramuses even confuse them with minotaurs or fiends! This is quite the mistake, because unlike those creatures, ulkani are a peaceful people of shepherds and hunters. They live in mountainous regions, coping with the harsh winters and blazing summers with equanimity.
Many among them are accomplished musicians, storytellers, and dancers. They commemorate the era of the Giant builders, the purifying destruction of the ancient world, and the profusion of the current world. In their mythology, the world goes through cycles of creation and destruction. This philosophy makes fatalists out of some of them, living in the present and waiting for an end that will happen when it happens. Others feel invested with a mission of protection and purification, arguing that the world won't need to be purged of evil if said evil can be preemptively destroyed. The megalithic sanctuaries built high in the mountains are places of contemplation where divine visions are granted. The ulkani write prophecies, study them, and sometimes send them to correspondents far from Kaan.
Duty, memory, and tradition are very respected by this people, but there are always more curious, impulsive, or irresponsible individuals. Whether of their own volition or by circumstance, they leave to discover the world and form their own judgment.

Ulkan Physical Particularities

The ulkan body accurately reflects several of their characteristics, giving this people a justified reputation for honesty. Ulkani of prodigious size or horns are admired, respected, or feared.

- **Horns.** Horn size develops with age.
- **Stature.** An ulkan's size matches their Strength and Constitution. For an adult, it varies between 7 feet (weak to average scores), 10 feet (average to high scores), and up to 12 feet in exceptional cases (very high scores).
- **Spotted skin.** When an ulkan is serene and friendly, their skin shows bright glints that are evocative of mica schist. On the other hand, when they are angry, their skin is covered in dark spots that multiply according to the intensity of the emotion. It is very difficult for ulkani, even the most self-disciplined of them, to restrain such signs.

Including an Ulkan in a Group of Adventurers

Because of their Large size, ulkani are an atypical species. The mechanics of such a species imply a balance between physical power and an inconvenient size for many game scenarios and most equipment. For the leader, including an ulkan in a group of adventurers is a decision to be carefully considered.

Ulkan Power

- **Maximum Strength and Constitution.** Throughout a long career as an adventurer, an ulkan may naturally reach epic Strength and Constitution scores. This will require several Ability Score Improvements, but is undeniably an asset for this species at higher levels.
- **Increased weapon damage.** Large creatures can wield larger weapons, which are more destructive. An ulkan barbarian or fighter can easily deal more damage than other species.

Ulkan Issues

Most humanoid species are Small or Medium-sized, so an ulkan will find themselves in a disproportionate world once they are outside Ulkanijer. This can influence the entire campaign:

- **Exploration of buildings and ruins.** Most structures are meant for Medium creatures, so they are poorly adapted to a large ulkan with big horns. To enter such environments and especially the Netherworld, a *pearl of size change* or a similar method will probably be required.
- **Equipment.** Having a Large party member makes for a strong impression and gives the group a unique image, but also creates some small practical problems in daily life. The inns' beds are too small, bowls seem tiny in comparison, infrastructures may not hold up the giant's weight. If the ulkan wants fitting equipment, they'll need to get it custom-made, at double the usual price.
- **Lack of magic items.** Magic rings, boots, armors, and weapons found while adventuring will almost certainly be too small for the ulkan. The leader might decide this equipment can automatically and magically adapt to their owner if they want to ease the ulkan player character's progression. Conversely, they might decide that the challenge of finding magical items counterbalances the ulkan's raw strength. Finally, the leader might make it possible for a mirafactor to adapt magical equipment to an ulkan's size... at great costs. This might go from a few dozen gp for a common object to several thousand for a legendary item.

Ulkan Traits

You are an ulkan. Your people tend to stay in their original region, but something has driven you to go explore the world.

- **Ability Score Increase.** You grew up in a culture that values the mind before all else. Your Wisdom score increases by 2 and your Strength score increases by 1.
- **Age.** Ulkani grow essentially at the same rhythm humans do.
- **Alignment.** Ulkani value integrity and honesty. It doesn't matter whether the individual is selfish and violent, or gentle and altruistic, as long as they are true to themselves. In this they are often neutral. They tend to be lawful out of respect for habits and customs.
- **Size.** Ulkani are massive, the most extraordinary individuals standing up to 12 feet tall and easily weighing 550 pounds. You are Large. The following specifics apply:

Situation	Details
Well-proportioned weapon	Weapons made for Large creatures deal an additional damage die. For example, a shortsword meant for an ulkan will deal 2d6 piercing damage. Unless otherwise indicated, the other properties of a weapon remain identical. You can use weapons meant for Medium creatures and vice-versa, but with a disadvantage on attack rolls.
Carrying capacity	Your maximum carrying capacity is double that of a Medium creature (see **Adventurers**, **Ability Scores**, **Strength: Lifting and Carrying**).
Maximum Strength	Your maximum Strength score isn't 20 (+5), but 24 (+7).
Maximum Constitution	Your maximum Constitution score isn't 20 (+5), but 22 (+6).

- **Speed.** Your base walking speed is 40 feet.
- **Divine Messenger.** You know a cantrip from the druid or cleric spell list.
- **Honesty.** You were always taught to express how you feel. You have disadvantage on Deception checks. You must succeed on a Charisma (Deception) check to contain your skin's emotional response (see **Ulkan Physical Particularities**). The DC goes from 5 for a weak emotion to 20 when you are suddenly and deeply affected.
- **Knowledge of Prophecies.** When you make an Intelligence (Arcana) check related to divination or an Intelligence (Religion) check related to prophecies and you do not have the associated proficiency, you apply your proficiency bonus to this check. If you have proficiency, you apply double your proficiency bonus to this check.
- **Languages.** You speak Common and Kaani. At your leader's discretion, you also read and write these languages. In addition, you also speak the dialect of your tribe if it has one.

Troops of the Horde

Members of the Horde Across Eana

Through Tamerakh's conquests, people and creatures that once only existed on the Kaani continent have spread across the world. The link between war and the peoples of Kaan also earned them an odious reputation in Cyfandir that lives on to this day. It also gave its name to the large, wild, monstrous group that mixes orcs, goblins, bugbears, and more: the Horde. Here are some of the places where you are likely to meet descendants of the Horde:

- **Cyfandir.** Isolated clans and tribes have settled in the wilderness with varying degrees of success, particularly in some valleys of the Drakenbergen, and in the marshes and forests to the north of Arolavia.
- **Netherworld.** Descendants of the Horde, thanks to their darkvision, are often found working alongside peoples of the Netherworld, often as mercenaries, craftsmen, informers, instructors, or—sadly—as slaves.
- **Shi-huang.** Alternating periods of war and peace have contributed to the mixing of populations and cultural exchanges. For example, today, the equipment of orcs and hobgoblins is quite similar to that of the armies of Shi-huang. The mountains to the north and east of Shi-huang include orc populations.
- **Sand Kingdoms.** Although not as directly affected by successive invasions, these lands are close to Kaan, and the busy trade routes encourage population movements. Hobgoblin merchants and other species trade together in the large cities.

Bugbears

Trained to be stealthy and to carry out effective surprise attacks, even a small group of bugbears is a powerful strike force. When faced with people unaccustomed to the diversity of species in Kaan, they willingly use prejudices to their advantage, overplaying bestial savagery and stupidity to gain a tactical advantage.

Bugbear Brute

Medium humanoid (goblinoid), any neutral alignment

- **Armor Class** 16 (hide armor, shield)
- **Hit Points** 27 (5d8 + 5) | **Wound Threshold** 17
- **Speed** 30 ft.

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

- **Skills** Athletics +4, Stealth +6, Survival +2
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Goblin
- **Challenge** 1 (200 XP)

Traits

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit*: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Rank-and-file bugbear troops are called brutes, or balmadaari, in the Great Kaan because of their strength and the boorish persona they like to portray. This nickname has become pejorative for the exiles and descendants of the Horde outside the lands of the Great Kaan. Bugbears use their savage appearance to great effect, and one can't tell at a glance which is acting the part and which really is a primitive. In many parts of Cyfandir, bugbears form gangs of dreaded brigands and looters.

Bugbear Seeker

Medium humanoid (goblinoid), any neutral alignment
- **Armor Class** 14 (chain shirt)
- **Hit Points** 18 (4d8) | **Wound Threshold** 5
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	15 (+2)

- **Saving Throws** Wis +4
- **Skills** Deception +6, Insight +6, Intimidation +6, Perception +4, Persuasion +4, Stealth +3
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common, Goblin, Kaani and any one language
- **Challenge** 1/2 (100 XP)

Traits

Brute. A melee weapon deals one extra die of its damage when the bugbear seeker hits with it (included in the attack).

Danger Sense. When determining initiative, the bugbear seeker can use its Wisdom (Insight) check modifier instead of its Dexterity modifier.

Surprise Attack. If the bugbear seeker surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Pike. *Melee Weapon Attack*: +3 to hit, reach 10 ft., one target. *Hit*: 12 (2d10 + 1) piercing damage.

Seekers stand out due to the great cunning and honed social skills that make them survivors. Although far from helpless, in the event of hostilities, they will try to avoid combat and leave the fighting to the brutes that any seeker surrounds herself with. A seeker will only make a move if her intervention might prove decisive.

The Bugbear Grimace

Among the clan, Kajaw was particularly appreciated for his comedic talents. The speed and ease with which he was able to change expressions were downright uncanny. Children in particular loved his "bugbear grimace." He altered his voice and took an uncouth appearance, hunching his back and twisting his jaw almost to the point of dislocating it to make his fangs jut out threateningly. To hear Kajaw tell it, this intimidating performance, clownish in his own eyes, had spared him many fights, immediately sending his opponents running.

Lezân's traveling notes

Eana's Sages

A large part of the Kaani population lives in close contact with nature. Druids and shamans, who are able to understand the spirits, animals, and plants, are highly respected.

Wood Watchers

Birds of the strigidae family are seen as sacred guardians and messengers of Eana. In many tales and legends, they guide lost travelers, children, or people seeking their way in life.

Owl

Tiny beast, unaligned
- **Armor Class** 12
- **Hit Points** 2 (1d4) | **Wound Threshold** N/A
- **Speed** 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	4 (-3)	12 (+1)	7 (-2)

- **Skills** Perception +3, Stealth +4
- **Senses** darkvision 120 ft., passive Perception 13
- **Languages** –
- **Challenge** 0 (10 XP)

Traits

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 1 slashing damage.

Giant Owl

Large beast, neutral
- **Armor Class** 12
- **Hit Points** 19 (3d10 + 3) | **Wound Threshold** 5
- **Speed** 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

- **Skills** Perception +5, Stealth +4
- **Senses** darkvision 120 ft., passive Perception 15
- **Languages** Sylvan
- **Challenge** 1/4 (50 XP)

Traits

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Talons. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 8 (2d6 + 1) slashing damage.

Due to their massive wingspan, giant owls nest in the most massive and ancient of trees. A formidable predator, it dexterously navigates between trees, seeking open fields where it can swoop down on its prey. Giant owls often befriend fey and other sylvan creatures and are guardians of their woodland realms.

Chosen of Eana

Druids of the Circle of the Land are mostly known in Cyfandir. In Kaan, adepts of the Circle of the Spirits are much more common and usually called shamans. Both druids and shamans are wise people with a close connection to nature. Some of them live as hermits, others as spiritual guides of a tribe.
Within the communities of the wild lands, these individuals help their kin by explaining strange events or providing the means to fight off their enemies.
More often than not, owing to their knowledge and powers, they are as highly regarded as their tribe's leader, and openly participate in decision-making. Their home is where they brew potions and craft magic items that will help the members of the tribe weather their harsh lives.
Among descendents of the Horde who live far from their homeland, druids and shamans are often the keepers of traditions, tasked with handing down the culture of Kaan and its values.

Druid

Medium humanoid (any species), any alignment
- **Armor Class** 11 (16 with *barkskin*)
- **Hit Points** 27 (5d8 + 5) | **Wound Threshold** 7
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

- **Skills** Medicine +4, Nature +3, Perception +4
- **Senses** passive Perception 14
- **Languages** Druidic plus any two languages
- **Challenge** 2 (450 XP)

Traits

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:
- Cantrips (at will): *druidcraft, produce flame, shillelagh*
- 1st level (4 slots): *cure wounds, entangle, speak with animals, thunderwave*
- 2nd level (3 slots): *animal messenger, barkskin*

Actions

Quarterstaff. *Melee Weapon Attack*: +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit*: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

Kuto is a merosi who is getting on in years by the standards of her people. Long ago, she undertook a pilgrimage to Ündsenoin to see the primeval forest with her own eyes; she crossed the Telhika Mountains to gaze at their summits... Now, she lives with her clan, on the border between the steppe and the salt desert. Sometimes, she ventures out with the young ones, guiding them to the short-lived salt ponds where colonies of tens of thousands of flamingos gather. She leans on her staff and shares her love of Eana with those around her. At her age, she is not afraid of anything and considers it her duty to watch over the new generations. If given a good enough reason, she would even be willing to walk into the Khoosrol.

Itelgini is a mighty ulkan who has been trained to listen to the spirits from his early years. Whether a being has the shape of a humanoid, a beast, a plant, a spring, or a rock, its true, deep nature is always that of a fragment of Eana. Itelgini has been witness to the wicked acts of the sünsutaa. He knows how corrupted the rulers of the Nulim Seashores can be. He has seen drugs being consumed in ways unfitting their traditional purpose, used not to open one's mind to the immensity, but to imprison it in a toxic cocoon. But Itelgini's faith is deep and his determination is inexhaustible. He always takes his time to reach a decision, but once he has made up his mind, he never backs down, no matter the hurdles and doubts.

High Shaman

Medium humanoid (any species), any alignment

- **Armor Class** 16 (hide armor, shield)
- **Hit Points** 99 (18d8 + 18) | **Wound Threshold** 25
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	18 (+4)	12 (+1)

- **Saving Throws** Int +4, Wis +7
- **Skills** Insight +7, Medicine +7, Nature +4
- **Damage Resistances** psychic
- **Senses** passive Perception 14
- **Languages** Common, Druidic, Primordial, Sylvan
- **Challenge** 8 (3,900 XP)

Traits

Change Shape. As an action, the high shaman magically polymorphs into its totem animal (a beast of CR 3 or lower), or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or worn by the new form (high shaman's choice). In its new form, the high shaman retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form.

Spellcasting. The high shaman is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft, guidance, produce flame, shillelagh*
- 1st level (4 slots): *cure wounds, entangle, thunderwave*
- 2nd level (3 slots): *flaming sphere, gust of wind, lesser restoration*
- 3rd level (3 slots): *dispel magic, protection from energy, wild regression*
- 4th level (3 slots): *conjure woodland beings, polymorph, stoneskin*
- 5th level (2 slots): *greater restoration, tree stride*
- 6th level (1 slot): *sunbeam*

Strong Mind. The high shaman has advantage on saving throws against madness, being charmed or frightened, and any effect to dominate, possess, or trouble its mind (like the *confusion* spell).

Actions

Quarterstaff. *Melee Weapon Attack*: +3 to hit (+7 to hit with *shillelagh*), reach 5 ft., one target. *Hit*: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if used with two hands, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Each shaman has their own totem, an animal spirit with which they have such a strong affinity that it even affects their appearance and behavior. They usually take their totem's form when they shapeshift, and defend the interests of this particular species.

Archdruid

Medium humanoid (any species), any alignment

- **Armor Class** 16 (hide armor, shield)
- **Hit Points** 110 (17d8 + 18) | **Wound Threshold** 28
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	20 (+5)	15 (+2)

- **Saving Throws** Int +7, Wis +9
- **Skills** History +7, Nature +11, Religion +7
- **Senses** passive Perception 15
- **Languages** Druidic plus any five languages
- **Challenge** 12 (8,400 XP)

Traits

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *guidance, poison spray, resistance, shillelagh*
- 1st level (4 slots): *cure wounds, entangle, faerie fire, fog cloud, longstrider*
- 2nd level (3 slots): *darkvision, gust of wind, heat metal*
- 3rd level (3 slots): *conjure animals, dispel magic, plant kingdom*
- 4th level (3 slots): *blindsight, freedom of movement, stoneskin, wall of fire*
- 5th level (2 slots): *greater restoration, insect plague, tree stride, wall of stone*
- 6th level (1 slot): *heal*
- 7th level (1 slot): *reverse gravity*
- 8th level (1 slot): *sunburst*
- 9th level (1 slot): *shapechange*

Actions

Guardians of Nature (1/Day). The archdruid magically calls 1d6 beasts of CR 2, 2d6 beasts of CR 1, or 4d6 beasts of CR 1/2. The called creatures arrive in 1d4 rounds, acting as allies of the archdruid and obeying its spoken commands. The creatures remain for 1 hour, or until the archdruid dismisses them as a bonus action.

Quarterstaff. *Melee Weapon Attack*: +4 to hit (+9 to hit with *shillelagh*), reach 5 ft., one target. *Hit*: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 9 (1d8 + 5) bludgeoning damage with *shillelagh*.

Archdruids are renowned for their exceptional affinity with Eana, which few in history have been able to achieve. It is said that they are the only ones capable of hearing the voice of World, or even that they have become an extension of its consciousness. They are revered as wise men and women of incomparable knowledge and incredibly penetrating judgment, and even those who do not follow their teachings lend them an attentive ear. As a general rule, they do not interfere much in politics or religion, living their lives as hermits in the sanctuaries of Eana they protect, or as leaders of a druidic circle where they train and support initiates. Fervent guardians, it is only when the sanctity of Eana is threatened that they launch into battle, unleashing the forces of nature with cataclysmic intensity.

Ayuu is an apparently ageless bugbear, and an incredibly experienced druidess. She has watched over the primeval forest of Ündsenoin for so long that many druids have known her from back when they were apprentices. She is a protector of nature, close to the beasts that she summons with confounding ease, as if she was one with her environment. Her unparalleled mastery of druidic meditation makes her worthy of the highest respect of her peers, who also acknowledge her faultless virtue and morality. However, she is an overly staunch advocate for an idealized traditionalist society. Having been right for so long, she cannot consider the possibility of being wrong, even as the world changes and even though she has stopped trying to understand it for a long time. Today, Kartaçöl's Empire threatens to gnaw at Ündsenoin, and Ayuu is not prepared to maneuver against the intrigues, manipulations, and pressures.

Ezen

In the Great Kaan, the term ezen refers to a particularly charismatic warlord who leads their troops from victory to victory, steadily conquering territories. Every Kaani warrior has dreamed at least once of becoming the exceptional leader who will repeat the feats of Tamerakh the Storm, Destroyer and Liberator.

Tamerakh's Power and Message

Ezen are resolute warriors, who push their followers to constantly better themselves in order to go down in legend with them. In Kaan, this charisma and power are seen as signs of a blessing from Tamerakh, who recognizes the qualities of his favored one.

For some, the god is truly present in its avatar: a temporary incarnation, blessing the world with their presence and allowing the faithful to live a sacred saga that opens the gates of eternity to them. For those who subscribe to this belief, the birth of a new ezen is a great joy, as it transcends the violence of war and stands as a message of hope and renewal. The Destroyer is the one who allows a new, better, and freer world to be born from the rubble and fertile ashes.

Telican Thunderblood, founder of the Naranzeen nandin dynasty

Legendary Archetype: Creating an Ezen

The ezen archetype can apply to **humanoids** and **giants**. The creature must have a base CR of 5 or higher.

- **Leader's Charisma.** If the Charisma score of the ezen is lower than 14, it becomes 14. The ezen's spellcasting ability is Charisma.
- **Saving Throw Proficiency.** The ezen has proficiency in Wisdom saving throws.
- **Leadership (Recharges after a Short or Long Rest).** The ezen can use this trait a number of times equal to their Charisma modifier. For 1 minute, the ezen can utter a special command or warning whenever a nonhostile creature that it can see within 40 feet of them makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the ezen. A creature can benefit from only one Leadership die at a time. This effect ends if the ezen is incapacitated.
- **Frenzied Inspiration (Recharge 4-6).** The ezen can cast the *bloodthirsty fury* spell without any spell component or corruption.
- **Legendary Actions.** The ezen can use legendary actions and lair actions (see below).
- **CR.** The creature's CR is increased by 2.

Legendary Actions

The ezen 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 ezen regains spent legendary actions at the start of its turn.

- **Attack.** The ezen makes an attack.
- **Move.** The ezen moves up to its speed without provoking opportunity attacks.
- **Order.** A nonhostile creature that the ezen can see within 60 ft. of it can use its reaction to make an attack against the target of its or the ezen's choice.
- **Frenzied Inspiration (Costs 2 actions).** The ezen uses its Frenzied Inspiration if it is available.
- **Immortal Spirit (Costs 2 actions).** If the ezen has recovered hit points since its previous turn, it can make a non-incapacitated ally within 30 ft. of it recover the same number of hit points.

An Ezen's Lair

An ezen's lair is where its throne is. It can be a simple nomadic camp or a huge palace that was recently snatched from the dying hands of a fallen sovereign.

Regional Effects

The presence of the ezen can be noticed several miles away, spreading a feeling of fear or exaltation depending on one's allegiance. The range of the effects is proportional to the size of the ezen's army, with a radius of about 3 ft. per battle-ready soldier (servants, the wounded, and other non-combatants do not count).

- **Formidable Gusts.** The land is drier than normal. Everything seems tougher, sharper, and rougher. Grass grows slower and the wind frequently blows in violent gusts that are attributed to the influence of Storm. Surprisingly, this wind never snuffs the candles or torches of the ezen's allies, their fires burning long and bright.
- **Spirit.** Those who recognize themselves as allies of the ezen and pledge allegiance to it are immune to being frightened. They also gain a +2 bonus to Strength and recover two levels of exhaustion after finishing a long rest.
- **Terror.** The ezen's enemies are relentlessly pursued by a deep sense of fear. When a creature takes a long rest, it must succeed on a DC 14 Charisma saving throw or be assailed by frightening dreams depriving it of the benefits of rest.

Lair Actions

Inside its lair, the ezen is a formidable enemy that seems invulnerable and galvanizes its troops. It can take a lair action on initiative count 20 (losing all initiative ties).

- **Epic Resistance.** For 1 round, the ezen and all allies within 30 ft. of it gain resistance to acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder damage.
- **Exceptional Vitality.** For 1 round, the ezen gains 15 temporary hit points.
- **Roaring Weapons.** For 1 round, the weapon attacks of the ezen and all allies within 30 ft. of it deal an extra 1d6 thunder damage.

Orc Champion Ezen

Medium humanoid (orc), any chaotic alignment
- **Armor Class** 20 (plate and shield)
- **Hit Points** 225 (30d8 + 90) | **Wound Threshold** 57
- **Speed** 30 ft.

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

- **Saving Throws** Str +9, Con +7, Wis +5
- **Skills** Animal Handling +5, Athletics +9, Intimidation +6, Insight +5, Perception +5
- **Condition Immunities** frightened
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Common, Kaani
- **Challenge** 14 (11,500 XP)

Traits

Devastating Critical. The champion's weapon attacks score a critical hit on a roll of 18, 19, or 20. On a critical hit, the target's armor (on the condition that it isn't magical) takes a -1 AC penalty and becomes **fragile**. Moreover, the target must succeed on a DC 17 Constitution saving throw or be **stunned** until the end of its next turn.

Dueling. When the champion is wielding a melee weapon with one hand and no other weapons, it gains a +2 bonus to damage rolls with that weapon (included in the attacks).

Survivor. At the start of each of its turns, the champion regains 8 hit points if it has no more than half of its hit points left. This doesn't apply if the champion has 0 hit points.

Actions

Multiattack. The champion makes three long saber attacks.

Long saber. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 11 (1d8 + 7) piercing or slashing damage.

Composite bow. *Ranged Weapon Attack*: +6 to hit, range 160/500 ft., one target. *Hit*: 9 (1d8 + 5) piercing damage.

Javelin. *Melee or Ranged Weapon Attack*: +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit*: 10 (1d6 + 7) piercing damage.

Warcry (Recharge 5-6). The champion lets out a howl. Each creature in a 30-foot radius must succeed on a DC 14 Wisdom saving throw or be **frightened** for 1 minute. If the save is failed by 5 or more, the creature is also **paralyzed** for the same duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Celerity. The orc can move up to its speed toward a hostile creature that it can see.

Legendary Actions

The ezen 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 ezen regains spent legendary actions at the start of its turn.

- **Attack.** The ezen makes an attack.
- **Move.** The ezen moves up to its speed without provoking opportunity attacks.
- **Order.** A nonhostile creature that the ezen can see within 60 ft. of it can expend its reaction to make an attack against the target of its or the ezen's choice.
- **Frenzied Inspiration (Costs 2 actions).** The ezen uses its Frenzied Inspiration if it is available.
- **Immortal Spirit (Costs 2 actions).** If the ezen has recovered hit points during its previous turn, it can make a non-incapacitated ally within 30 ft. of it recover the same number of hit points.

Goblins

Small in stature and known to be enthusiastic to the point of unruliness, goblins are often sent to the front lines, or used for diversions. Their ability to quickly disengage from combat makes these squads popular units for harassment, flank attacks, and looting supplies.

Goblin Rider

Small humanoid (goblinoid), any chaotic alignment
- **Armor Class** 15 (studded leather armor)
- **Hit Points** 60 (11d6 + 22) | **Wound Threshold** 15
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

- **Saving Throws** Dex +5
- **Skills** Animal Handling +5, Stealth +7
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Common, Goblin
- **Challenge** 2 (450 XP)

Traits

Mounted Superiority. While mounted, the goblin rider has advantage on melee attacks against creatures whose Size is no larger than the goblin rider's mount.

Nimble Escape. The goblin can take the **Disengage** or **Hide** action as a bonus action on each of its turns.

Rider's Maneuver. While the goblin rider is mounted, its mount also has the Nimble Escape trait.

Actions

Multiattack. The goblin rider makes two short saber attacks.

Short Saber. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) piercing or slashing damage.

Shortbow. *Ranged Weapon Attack*: +5 to hit, range 80/320 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

Goblin riders with unquestionable riding talents form the elite of goblin troops. Skilled in both frontal assaults and harassment tactics, and capable of acting alone or in groups, they are not opponents to be underestimated, as their mounts bring additional danger to the battlefield.

Goblin Warrior

Small humanoid (goblinoid), any chaotic alignment
- **Armor Class** 15 (leather armor, shield)
- **Hit Points** 7 (2d6) | **Wound Threshold** 4
- **Speed** 30 ft.

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

- **Skills** Stealth +6
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Goblin
- **Challenge** 1/4 (50 XP)

Traits

Nimble Escape. The goblin can take the **Disengage** or **Hide** action as a bonus action on each of its turns.

Actions

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

Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

These individuals make up the bulk of goblin troops. They typically rely on their overwhelming numbers and favor guerrilla warfare in order to outflank and quickly eliminate their enemies. They are particularly formidable if they are properly led, or accustomed to working together.

Hobgoblins

Due to their culture that values order and their long-lasting relationships with urban civilizations, hobgoblins are often highly sought after as mercenaries by rich and powerful individuals in need of a squad they can trust. They are often convinced that these fighters will be able to carry out orders to the letter and without hesitation. The reality is less clear-cut, but the hobgoblin sense of honor certainly does include respecting commitments and institutions.

Hobgoblin Soldier

Medium humanoid (goblinoid), any lawful alignment
- **Armor Class** 18 (chain mail, shield)
- **Hit Points** 11 (2d8 + 2) | **Wound Threshold** 5
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Goblin
- **Challenge** 1/2 (100 XP)

Traits

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Long saber. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d8 + 1) piercing or slashing damage.

Composite bow. *Ranged Weapon Attack*: +3 to hit, range 160/500 ft., one target. *Hit*: 5 (1d8 + 1) piercing damage.

Methodical and organized, hobgoblin soldiers are not that great of a threat individually, but as a group, they are formidable. A hobgoblin platoon is a moving wall of blades that coldly cuts through everything in its path, retreating only when faced with the certainty of crushing defeat.

Hobgoblin Arcanist

Medium humanoid (goblinoid), any lawful alignment
- **Armor Class** 16 (chain shirt, shield)
- **Hit Points** 44 (8d8 + 8) | **Wound Threshold** 11
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	16 (+3)	10 (+0)	13 (+1)

- **Saving Throws** Int +5, Wis +2, Cha +3
- **Skills** Arcana +5, Intimidation +3, Religion +5
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Goblin, Infernal
- **Challenge** 3 (700 XP)

Traits

Crushing Might (Recharge 4-6). When the hobgoblin arcanist targets one or several creatures with a spell requiring a saving throw, it can choose one of the targets and force it to make the saving throw with disadvantage.

Spellcasting. The hobgoblin arcanist is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The hobgoblin arcanist has the following wizard spells prepared:
- Cantrips (at will): *acid splash, poison spray, ray of frost, warcry*
- 1st level (4 slots): *acid blob, hideous laughter, shield*
- 2nd level (3 slots): *mirror image, shatter, web*
- 3rd level (2 slots): *counterspell, fireball*

Actions

Long saber. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 4 (1d8) piercing or slashing damage.

Composite bow. *Ranged Weapon Attack*: +3 to hit, range 160/500 ft., one target. *Hit*: 5 (1d8 + 1) piercing damage.

Trained with an iron discipline that mixes arcane and combat teachings, hobgoblin arcanists are harbingers of utter desolation on the battlefield. They neutralize, disrupt, and decimate their enemies, leaving the field open for warriors to hack weakened opponents to pieces.

Ferzîne the Fierce, daughter of Gulhêvi the Lioness, a brilliant officer in Kartaçöl's army

Kobolds

Small in size, kobolds suffer from similar prejudices as goblins. Some Cyfandir inhabitants sometimes confuse them with dragonborn children, a mistake that kobolds use to better trap their foes. On the battlefield, they are mistakenly believed to be effective only by using strength in numbers to overwhelm an opponent at the cost of heavy losses. However, it is true that, through their training, they fight best as a group. When two of them attack a target together, they support each other, proving a much deadlier threat than individually.

In the past, kobolds were used in the Horde as scouts, but many warlords also had no qualms about sacrificing them on the front lines. The descendants of these slaughtered battalions hold a stubborn grudge and will not hesitate to ally themselves with any species that treats them with respect.

Kobold Foot Soldier

Small humanoid (kobold), any neutral alignment

- **Armor Class** 12
- **Hit Points** 7 (2d6) | **Wound Threshold** 4
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

- **Skills** Stealth +4, Survival +2
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Draconic
- **Challenge** 1/8 (25 XP)

Traits

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

Actions

Dagger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 4 (1d4 + 2) bludgeoning damage.

The kobold foot soldier is the equivalent of a militia-trained civilian. It has learned the use of common weapons and, most importantly, deadly group combat tactics. Its main weakness is its lack of protection.

Kobold Squad Leader

Small humanoid (kobold), any neutral alignment

- **Armor Class** 13 (leather armor)
- **Hit Points** 17 (5d6) | **Wound Threshold** 5
- **Speed** 30 ft.

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

- **Skills** Perception +4, Stealth +4, Survival +2
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common, Draconic
- **Challenge** 1/2 (100 XP)

Traits

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

Actions

Leadership (Recharges after a Short or Long Rest). For 1 minute, the squad leader can utter a special command or warning whenever a nonhostile kobold that it can see within 30 feet of it makes an attack roll or a saving throw. The kobold can add a d4 to its roll provided it can hear and understand the squad leader. A kobold can benefit from only one Leadership die at a time. This effect ends if the squad leader is incapacitated.

Orders. The squad leader can choose up to two other kobolds that it can see within 60 feet of it, provided that the kobolds can hear it. The kobolds can then make an attack.

Dagger. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 4 (1d4 + 2) bludgeoning damage.

The kobold squad leader is the equivalent of a militia civilian sergeant. Its combat experience is limited, as is its equipment, but it has mastered a few tactical skills that allow it to galvanize its troops. Some do so in a particularly eccentric manner in the eyes of the inhabitants of the Free City, who know little about the art of warfare in Kaan.

Orcs

All orc children, whether they are born in the Great Kaan or elsewhere on Eana, learn the rudiments of combat and are told tales of wondrous epics. While respected in the Great Kaan, the orc descendants of the Horde, especially those who live in Cyfandir, are the targets of prejudice and racism. Certainly, their reputation for bravery precedes them, often demoralizing opponents before they even have to draw their weapons. But unfortunately, orcs are also often considered brutal, cruel, and backward monsters. This discrimination often results in their ostracization. Many of them become mercenaries, bodyguards, or bandits. In Cyfandir, the Free City represents a source of hope for orcs, as its diversity may offer them a chance at a normal life, more so than anywhere else on the continent.

Orc Warrior

Medium humanoid (orc), any chaotic alignment
- **Armor Class** 13 (hide armor)
- **Hit Points** 15 (2d8 + 6) | **Wound Threshold** 7
- **Speed** 30 ft.

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

- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Kaani
- **Challenge** 1/2 (100 XP)

Traits
Celerity. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions
Great saber. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 9 (1d12 + 3) piercing or slashing damage.
Composite bow. *Ranged Weapon Attack*: +3 to hit, range 160/500 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

In the Great Kaan steppes, wars are rather short-lived and aimed at establishing balances of power around access to resources. In comparison, the lives of the descendants of the Horde in Cyfandir or elsewhere are much more violent. In either case, orc children learn early on that it is important for everyone to be able to defend themselves. Orc warriors make up the bulk of the population old enough to wield a weapon, which is essentially all individuals between the ages of 12 and 50.

Orc Rider

Medium humanoid (orc), any chaotic alignment
- **Armor Class** 15 (studded leather armor)
- **Hit Points** 75 (10d8 + 30) | **Wound Threshold** 19
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	11 (+0)

- **Saving Throws** Dex +5, Con +5
- **Skills** Animal Handling +6, Perception +4, Survival +4
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common, Kaani
- **Challenge** 4 (1,100 XP)

Traits
Celerity. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.
Mounted Superiority. While mounted, the orc rider has advantage on melee attacks against creatures whose Size is no larger than the orc rider's mount.
Rider's Maneuver. While the orc rider is mounted, its mount also has the Celerity trait.

Actions
Multiattack. The orc rider makes three glaive attacks or two composite bow attacks.
Glaive. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit*: 9 (1d10 + 4) slashing damage.
Composite bow. *Ranged Weapon Attack*: +5 to hit, range 160/500 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.

Seasoned orc riders are known throughout Eana as resourceful and formidable fighters. Operating as elite troops, scouts, messengers, trackers, or border guards, they are a powerful mobile force, capable of defeating entire groups of enemies with harassment tactics. Their mounts are usually sturdy horses; tireless, fearless, and battle-hardened, just like their riders.

Kâni the Tempestuous is one of the pupils of the famous Herdel of Zogsokh. She currently works as a bodyguard in Sesmakkes, where it is said her services are worth her weight in gold.

Tribes

Organized societies know agriculture and metallurgy, have mastered writing, invest in infrastructure, and manage complex public institutions. Wild lands, however, are populated by tribes and clans who often lack several of the aforementioned features. Some are hunter-gatherers, others are fishers, breeders, or farmers. Nomadism is widespread.

These peoples' attitude toward foreigners can differ: some communities are curious and welcoming, others show aversion and caution, and a few are downright hostile. In the case of the latter, it may be that the travelers have shown up during war time, or have unwittingly broken a taboo. Often, the most remote communities only speak their own dialect, making it difficult to unravel misunderstandings.

Inhabitants of the wild lands are often trained in practical skills, allowing them to understand and interact with their environment: Survival is foremost among them, sometimes with the addition of Nature, and often one or several artisan's tools. The bow and the assegai-thrower are common, as well as the spear, since they are typical hunting weapons. Some cultures invent specific tools, such as the blowgun combined with poisoned darts in tropical rainforests.

Livestock

Wealth among tribes is often measured in heads of livestock, such as sheep or goats. These animals are very similar to their wild cousins. They provide wool and milk, enabling the numerous breeders of the steppe to eke out a living in the grassy areas.

Goat

Medium beast, unaligned

- **Armor Class** 10
- **Hit Points** 4 (1d8) | **Wound Threshold** N/A
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	4 (-3)	10 (+0)	5 (-3)

- **Senses** passive Perception 10
- **Languages** –
- **Challenge** 0 (10 XP)

Traits

Charge. If the goat 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 extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked **prone**.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 1) bludgeoning damage.

Tribal Warrior

This profile applies to any member of a tribal community who is experienced in handling weapons. In the most dangerous territories or most aggressive tribes, the entire population is trained to fight during their teenage years.

The skills of a tribal warrior vary depending on their culture. For instance, in the steppes of the Kaani Empire, everyone is proficient in Animal Handling, Survival, and the shortbow. The spear is the most common weapon among a clan's troops, often accompanied by the shield. The use of shortswords is common as well, although some tribes prefer using maces or axes. Before going to war, the warriors cover their bodies with war paint and various lucky charms for strength and protection.

Tribal Warrior

Medium humanoid (any species), any alignment

- **Armor Class** 12 (hide armor)
- **Hit Points** 11 (2d8 + 2) | **Wound Threshold** 5
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

- **Senses** passive Perception 10
- **Languages** any one language
- **Challenge** 1/8 (25 XP)

Traits

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

Actions

Spear. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Irgituu is an old warrior of the Septentrion. She is by far the eldest of her clan, but despite her age, she obstinately participates in all tasks, including the most dangerous ones. She refuses to be left behind. What should she be afraid of? She has reached a time of her life where death is already near, so what good would there be in playing it safe, hiding behind youngsters who still have many good years to live? Irgituu is fearless. She may be much weaker than she used to be, but she remains full of grit, warmth, and bravery. Spear in hand, she will keep helping her community and supporting her people.

Berserker

This profile applies to any fighter who can enter a trance-like state before battle. Some of them achieve this with drugs, others by performing rituals prior to combat. In some tribes, berserkers are elite warriors who receive specific mystic and martial training in a sanctuary: such places are remote from the village and dedicated to the worship of terrifying spirit beasts. Being such exceptional fighters, berserkers can often count on top quality equipment.

Berserker

Medium humanoid (any species), any chaotic alignment

- **Armor Class** 13 (hide armor)
- **Hit Points** 67 (9d8 + 27) | **Wound Threshold** 17
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	10 (+0)	11 (+0)	9 (-1)

- **Senses** passive Perception 10
- **Languages** any one language
- **Challenge** 2 (450 XP)

Traits

Feral Instinct. The berserker has advantage on initiative rolls.

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

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

Baatir is a scar-ridden goblin veteran. In the past, he's been a pirate, a mercenary, a merchant, a thief, a looter, and a hero. He has cultivated a distaste for civilization and its fat rulers hiding behind sniveling guards meant to lay down their lives for their master's sake. Anger against the world's injustices burns within Baatir, as hot as ever. Currently, his rage is directed against Shüd'delkii and Kartaçöl, and he has been rallying other goblins to his banner. Being a hard-nosed, uncompromising fellow, he has been unable to find common ground with the resistance of Ozodlik, despite their obvious sympathies. The two groups cross paths during some of their operations; they know each other, respect each other, and sometimes help each other... but often get in each other's way.

Wild-walker

The wild-walker is a leading figure among people living in regions where nature reigns supreme. Fully attuned to their environment, they know how to move through the wild with the ease of a consummate predator. Accustomed to fighting, tracking, and long-distance travel, they can hunt for days if necessary, lying in wait for the right moment to strike their target. A wild-walker can be the champion of their village, or even its leader. They sometimes sell their services at very high prices, working as guides, scouts, explorers, messengers, exterminators, or even assassins. This profile can also apply to a veteran soldier in hostile territory, or a ranger adventurer.

Wild-walker

Medium humanoid (any species), any alignment

- **Armor Class** 15 (studded leather)
- **Hit Points** 127 (17d8 + 51) | **Wound Threshold** 32
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	12 (+1)	16 (+3)	10 (+0)

- **Saving Throws** Str +6, Dex +6, Con +6
- **Skills** Athletics +6, Intimidation +3, Nature +4, Perception +9, Stealth +6, Survival +9
- **Senses** passive Perception 19
- **Languages** any two languages
- **Challenge** 6 (2,300 XP)

Traits

Aimed Attack. When the wild-walker hits its target with a weapon, it deals one extra die of damage (included in the attacks).

Harry. When the wild-walker attacks a target it has already attacked since the start of its turn, it has advantage on its attack roll.

Natural Explorer. The wild-walker has advantage on initiative rolls.

Actions

Multiattack. The wild-walker makes three attacks.

Spear. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack*: +6 to hit, range 150/600 ft., one target. *Hit*: 12 (2d8 + 3) piercing damage.

Bavakane, called "Mountstrider," is a kobold famous in the Telhika Mountains. An exceptional guide, her favorite pastime is sculpting tiny and adorable wood figurines that she offers as gifts wherever she makes a stop. Though impressively skilled, Bavakane is a passionate sort, and she often makes decisions on an impulse or out of sudden affection, for better or worse.

Yirtqich is a fearsome orc warrior, leader of the Jatkan clan, whose domain stretches over part of the caravan road between Lihyân and Babassür. He has managed to negotiate (in his own way) taxes on merchandise crossing "his" lands. He has fought more bulettes and hunted more aurochses than people have cared to count. This musclebound warlord is meticulous in the preparation of his plans and never goes back on his word. He is also known for his dreadful bouts of anger. At one point, some thought he might even rise to the status of ezen, but under the influence of advisor Bekasi, the previous nandin invited Yirtqich to Khaalgany, burying him under celebrations, feasts, and presents. The sacred berserker soon considered the ruler a friend, and gave up on overthrowing him. But now that he is no more, will someone convince Yirtqich to leave the steppe to bring down the new nandin?

Sacred Berserker

Legends of the Septentrion, sacred berserkers are among the most indomitable fighters of the peoples of these harsh territories. They can single-handedly defeat one of the formidable **frost giants**, and many of these mighty warriors devote their lives to facing ever more dangerous enemies until they gloriously perish in battle. Some derive their strength from a life of combat, others are chosen by Storm, and others still dedicate their lives to darker powers such as the vile Gegaôr. Some are influential personalities whose authority extends to entire regions, but others stand apart, unfit for life in society due to their violent, almost uncontrollable disposition. These are worshiped as much as they are feared.

Sacred Berserker

Medium humanoid (any species), any chaotic alignment

- **Armor Class** 16 (natural armor)
- **Hit Points** 187 (22d8 + 88) | **Wound Threshold** 47
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	13 (+1)

- **Saving Throws** Str +8, Con +8
- **Skills** Athletics +12, Intimidation +9, Perception +5
- **Senses** passive Perception 15
- **Languages** any two languages (usually including Common)
- **Challenge** 10 (5,900 XP)

Traits

Danger Sense. The sacred berserker has advantage on Dexterity saving throws.

Feral Instinct. The berserker has advantage on initiative rolls.

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

Reckless. At the start of its turn, the sacred berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The sacred berserker makes three attacks.

Greataxe. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 10 (1d12 + 4) slashing damage, or 14 (1d12 + 8) slashing damage when the sacred berserker is raging.

Javelin. *Melee or Ranged Weapon Attack*: +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit*: 7 (1d6 + 4) piercing damage, or 11 (1d6 + 8) in melee when the sacred berserker is raging.

Bonus Actions

Rage (Recharges after a Short or Long Rest). The sacred berserker enters a warrior trance. For one minute, it gains a +4 bonus to the damage rolls of its melee weapon attacks and resistance to bludgeoning, piercing, and slashing damage. It can end this effect as a bonus action.

Ulkani

Ulkani rarely join the armies of ezen, though it is not unheard of. The consequence of this rarity is that the majority of Eana's inhabitants do not consider the ulkani to be members of the Horde. Many are even unaware of their existence. Prone to contemplation as they are, the children of Eseptöçü the Quartz also enjoy the exhilaration of adventure, and some of them choose the warrior's path.

Times of War and Peace

The prepared spells detailed on the next page in the **ulkan wiseman** profile above apply to a pre-battle preparation. In a more ordinary context, the ulkan wiseman will typically have prepared utilitarian, healing, and divination spells, such as *augury* or *divination*.

Ulkan Warrior

Large humanoid (ulkan), any lawful alignment
- **Armor Class** 15 (hide armor, shield)
- **Hit Points** 17 (2d10 + 6) | **Wound Threshold** 5
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

- **Senses** passive Perception 11
- **Languages** Common, Kaani
- **Challenge** 1/2 (100 XP)

Actions

Handaxe. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

Ulkani warriors know how to use their size and strength wisely, striking well and hard. When faced with creatures they consider harmless, they merely drive their opponents back in the hope that they will have learned their lesson.

Ulkan Wiseman

Large humanoid (ulkan), any lawful alignment
- **Armor Class** 13 (hide armor)
- **Hit Points** 45 (6d10 + 12) | **Wound Threshold** 12
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	13 (+1)	16 (+3)	10 (+0)

- **Saving Throws** Con +4, Wis +5
- **Skills** Arcana +3, History +3, Religion +3
- **Senses** passive Perception 13
- **Languages** Celestial, Common, Kaani and any one language
- **Challenge** 4 (1,100 XP)

Traits

Spellcasting. The ulkan wiseman is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ulkan wiseman has the following cleric spells prepared:
- Cantrips (at will): *guidance, light, resistance, thaumaturgy*
- 1st level (4 slots): *command, fateful twist, healing word, sanctuary*
- 2nd level (3 slots): *hold person, spiritual weapon*
- 3rd level (3 slots): *dispel magic, mass healing word, seraphic summoning*
- 4th level (1 slot): *banishment*

Actions

Quarterstaff. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 8 (2d6 + 1) bludgeoning damage or 10 (2d8 + 1) bludgeoning damage if wielded with two hands.

Reactions

Precognition (Recharges after a Short or Long Rest). The ulkan wiseman can reroll the ability check, attack roll, or saving throw of a creature that it can see within 60 ft. of it, but before any effects of the roll are applied. The creature must use the result of the new roll.

The ulkani sages are highly respected among their people. They decide on the traditions that dictate the conduct of their people. These priests specialize in divination and are primarily thinkers and scholars who usually prefer not to get involved in confrontations, but should it happen, their divine powers weigh heavily in the balance of the battle.

Mounts of the Great Kaan

The Kaanis are great riders and show great creativity when it comes to looking for mounts. Each region has its specialties; even in the steep mountains, people have found ways to train hippogriffs and griffons.

All the animals described in this chapter exist in both the wild and domesticated state, with a wide variety of subspecies that are characterized by specific features (colors, coat patterns, bristles texture, crest shape, horn appearance, etc.) and peculiarities in their aptitudes.

Varieties of Mount Species

Pedigree, training, high quality equipment, or fey blessings can affect a mount's abilities. Even an ordinary horse can become as fearsome as a warhorse with proper training. Below are examples of traits that will make a mount exceptional, even extraordinary. This list is merely an example, and you can come up with your own traits.

- **Brave.** The mount has advantage on saving throws against being frightened.
- **Celerity.** As a bonus action, the mount can move up to 30 ft. toward a creature that it can see.
- **Combative.** The mount can be ordered to Attack a creature.
- **Spirited.** The mount has proficiency in the Athletics skill. A spirited mount can be ordered to Shove a creature (see **Adventurers**, **Combat: Melee Attacks**).
- **Vigorous.** The mount loses two levels of exhaustion when it takes a long rest.

Axe Beak

The term "axe beak" refers to a family of large, running, flightless, omnivorous birds that hunt all sorts of small to very small prey. There are many varieties, some more aggressive than others. Kaani steppe axe beaks have been tamed and raised by brave kobolds who turn them into their mounts of choice. These birds cannot carry large loads due to their physiology, but they can run extremely fast. At top speed, the axe beak easily outruns all other mounts.

Axe Beak

Large beast, unaligned

- **Armor Class** 11
- **Hit Points** 19 (3d10 + 3) | **Wound Threshold** 5
- **Speed** 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

- **Senses** passive Perception 10
- **Languages** –
- **Challenge** 1/4 (50 XP)

Actions

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

If you wish to make this creature more dangerous, you can use the option below. In this case, its FP will increase from 1/4 to 1/2.

Charge. If the axe beak moves at least 20 feet straight toward a target and then hits it with a beak attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked **prone**.

Camel

The camel has two humps that store fat for winter and can go a long time without water, making it the best mount for expeditions to the most arid regions of Kaan, such as the salt desert of Tuzdisöl. In addition, camel milk is fancied by all Kaanis, and its very warm fur can withstand the polar temperatures of mid-winter. With it, people weave and knit blankets, hats, gloves, and shoes, though it is almost impossible to dye over its natural beige and brown tones.

Camel

Large beast, unaligned

- **Armor Class** 9
- **Hit Points** 15 (2d10 + 4) | **Wound Threshold** 6
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	4 (-3)	10 (+0)	5 (-3)

- **Senses** passive Perception 10
- **Damage Resistances** cold
- **Languages** –
- **Challenge** 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) bludgeoning damage.

Capricorn

Close cousins of goats, capricorns thrive in the many mountains of Kaan, such as Telhika, Iruuls, or Ulkanijer. They have long been carefully bred, which has given rise to numerous breeds with different horn shapes and colors. Their strength and sure footing make them an ideal mount for riding on steep paths.

Capricorn

Large beast, unaligned
- **Armor Class** 11 (natural armor)
- **Hit Points** 19 (3d10 + 3) | **Wound Threshold** 5
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

- **Senses** passive Perception 11
- **Languages** –
- **Challenge** 1/2 (100 XP)

Traits

Charge. If the capricorn 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 extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked **prone**.

Sure-Footed. The capricorn has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 3 (1d4 + 1) bludgeoning damage.

Giant Elk

In the Septentrion, two mounts stand out: the reindeer and the giant elk. The latter is greatly respected. After a spiritual retreat in primeval forests, a druid sometimes proudly returns to their community riding such an animal. Delegations of druids can also be seen riding giant elks when meeting with the authorities of Boreïa or Kartaçöl. Their size and majesty are always effective in capturing the attention of the audience.

Giant Elk

Huge beast, unaligned
- **Armor Class** 14 (natural armor)
- **Hit Points** 42 (5d12 + 10) | **Wound Threshold** 11
- **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

- **Skills** Perception +4
- **Senses** passive Perception 14
- **Languages** Sylvan
- **Challenge** 2 (450 XP)

Traits

Charge. If the elk 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 extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked **prone**.

Actions

Ram. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage.
Hooves. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one prone creature. *Hit*: 22 (4d8 + 4) bludgeoning damage.

Griffon

With the body of a lion and the head and wings of an eagle, the griffon is one of the many hybrids that roam Eana. This predator is particularly fond of the mountains of Kaan. Before Tamerakh's conquest and the great changes that he wrought in the religious order, griffons were highly honored in the Clay Cities. Today, the main griffon riders are the lost orc tribes of the Iruuls mountains, in the far east of the continent.

Griffon

Large beast, unaligned

- **Armor Class** 12
- **Hit Points** 59 (7d10 + 21) | **Wound Threshold** 15
- **Speed** 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	4 (-3)	13 (+1)	8 (-1)

- **Skills** Perception +5
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** –
- **Challenge** 2 (450 XP)

Traits

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.

Hippogriff

A horse and eagle hybrid, the hippogriff is a predator that is as much at ease in the air as it is on land. Hills and mountains are its preferred environments, and it often competes for habitat with the griffon. Unlike the griffon, however, the hippogriff is omnivorous and its diet has more in common with that of a bear than with that of an eagle.

While griffons are common in the Iruuls, hippogriffs are most common in the Telhika mountains. Many tribes have tried to train them, with varying degrees of success. Recently, the Kartaçöl empire has decided to use any means necessary to overcome these difficulties and to train a real flying cavalry, one that will give it a decisive advantage in its next conquests.

Flying Chariot of the Iruuls

Wondrous item, rare

When this chariot is hitched to one or more hippogriffs, it will follow the flying beasts through their aerial movements. The chariot's magic makes it no heavier for the hippogriffs than if it was drawn across land, and it will remain horizontal no matter the circumstances. The chariot can bear 300 lb per hitched hippogriff, up to a maximum of six hippogriffs (1,800 lb). If the chariot's carried weight goes beyond this limit, its magic will not operate. The chariot is large enough to hold up to eight Medium creatures.

This prestigious chariot was designed by orc craftsmen of the Iruuls. The greatest heroes of this people are said to have had the glorious opportunity of riding such a vehicle.

Hippogriff

Large beast, unaligned

- **Armor Class** 11
- **Hit Points** 19 (3d10 + 3) | **Wound Threshold** 5
- **Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	12 (+1)	8 (-1)

- **Skills** Perception +5
- **Senses** passive Perception 15
- **Languages** –
- **Challenge** 1 (200 XP)

Traits

Keen Sight. The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The hippogriff makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage.

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

Horse

Horses exist in almost every region inhabited by humans, orcs, and merosi. They are also very popular with elenion elves, who breed steeds that have become highly regarded for their beauty and intelligence. Horses make such loyal mounts and friends that they feature in countless epic tales, where their actions are often of paramount importance.

The Adventurer's Best Friend

As the archetypical mount, the horse can easily become a recurring character in the PCs' adventures. It can even earn a name and a personality of its own, should the party be so inclined.

Pony

Medium beast, unaligned
- **Armor Class** 10
- **Hit Points** 11 (2d8 + 2) | **Wound Threshold** 5
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	4 (-3)	11 (+0)	7 (-2)

- **Senses** passive Perception 10
- **Languages** –
- **Challenge** 1/8 (25 XP))

Actions

Hooves. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (2d4 + 2) bludgeoning damage..

Horse (Riding)

Large beast, unaligned
- **Armor Class** 10
- **Hit Points** 13 (2d10 + 2) | **Wound Threshold** 5
- **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	4 (-3)	11 (+0)	7 (-2)

- **Senses** passive Perception 10
- **Languages** –
- **Challenge** 1/4 (50 XP)

Actions

Hooves. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (2d4 + 3) bludgeoning damage.

Mule

Medium beast, unaligned
- **Armor Class** 10
- **Hit Points** 11 (2d8 + 2) | **Wound Threshold** 5
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	4 (-3)	10 (+0)	5 (-3)

- **Senses** passive Perception 10
- **Languages** –
- **Challenge** 1/8 (25 XP)

Traits

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.
Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it **prone**.

Actions

Hooves. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) bludgeoning damage.

Horse (Draft)

Large beast, unaligned
- **Armor Class** 10
- **Hit Points** 19 (3d10 + 3) | **Wound Threshold** 5
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	4 (-3)	11 (+0)	7 (-2)

- **Senses** passive Perception 10
- **Languages** –
- **Challenge** 1/4 (50 XP)

Actions

Hooves. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (2d4 + 4) bludgeoning damage.

Horse (Warhorse)

Large beast, unaligned
- **Armor Class** 11
- **Hit Points** 19 (3d10 + 3) | **Wound Threshold** 5
- **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	4 (-3)	12 (+1)	7 (-2)

- **Skills** Athletics +6
- **Senses** passive Perception 11
- **Languages** –
- **Challenge** 1/2 (100 XP)

Traits

Brave. The warhorse has advantage on saving throws against being frightened.

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked **prone**. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage.

Reindeer

In winter, reindeer migrate to the southern taigas, and in spring, they return to the tundra pastures, free of snow. Mating season takes place in late summer. Large herds are generally semi-wild, reared by nomadic clans who roam nearby. Adventurers who explore these regions are almost certain to also find a human presence once they spot reindeer in numbers. These herds are one of the greatest riches of the locals, since the subsoil is permanently frozen in these regions. These animals are trained as sleigh teams or ridden, and are used for many foods (dried meat) and handicrafts (reindeer skin clothing).

For the Septentrion inhabitants, the reindeer is as mythologically important as the horse in other regions. In local legends, it pulls fey sleighs or is used as a mount.

Reindeer

Large beast, unaligned

- **Armor Class** 11 (natural armor)
- **Hit Points** 17 (2d10 + 6) | **Wound Threshold** 7
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

- **Skills** Perception +2
- **Damage Resistances** cold
- **Senses** passive Perception 12
- **Languages** –
- **Challenge** 1/4 (50 XP)

Actions

Hooves. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) bludgeoning damage.

Worg

Worgs are abnormally intelligent beasts, which arouses great curiosity: where do they come from? How are they so exceptionally intelligent? Why are they described as malicious? According to a legend, they were created by the god Tamerakh the Destroyer. They are said to be animated by the souls of blessed people who spend eternity in the god's domain, and temporarily return to the mortal world to taste battle and blood. Thus, these dogs of war are particularly respected by the followers of Storm. Some even say that the god gives omens through worgs behaving strangely, as if in a trance.

Worg

Large beast, neutral

- **Armor Class** 13 (natural armor)
- **Hit Points** 26 (4d10 + 4) | **Wound Threshold** 7
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

- **Skills** Perception +4
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** –
- **Challenge** 1/2 (100 XP)

Traits

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

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked **prone**.

Ikhworg

Large beast, neutral

- **Armor Class** 15 (natural armor)
- **Hit Points** 102 (12d10 + 36) | **Wound Threshold** 26
- **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	9 (-1)	12 (+1)	16 (+3)

- **Skills** Acrobatics +7, Athletics +8, Intimidation +6, Perception +7
- **Damage Resistances** lightning, radiant, thunder
- **Senses** darkvision 60 ft., passive Perception 17
- **Languages** –
- **Challenge** 5 (1,800 XP)

Traits

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

Actions

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 22 (5d6 + 5) piercing damage plus 9 (2d8) lightning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked **prone**.

Howl (Recharge 5-6). The ikhworg lets out a deafening cry like a roar of thunder, the effects of which are equivalent to a DC 14 *roar* spell cast with a 4th-level slot.

Quick as lightning, fierce as a storm, and dangerous as a hurricane, ikhworgs (or "supreme worgs") are extraordinary specimens recognized as divine emissaries of Tamerakh. It is said that only the Destroyer's true heroes are worthy of being reincarnated in such a form. More massive and slender than their ordinary counterparts, their fur is as gray as a stormy sky, with purplish reflections, and they exude a heavy scent of ozone. Worgs obey them unquestionably, and it is said that an ikhworg only accepts the Horde's greatest champions as riders. Seeing one is an extremely meaningful omen from Tamerakh... for good or ill.

Steppes and Pine Forests

Although the Kaan steppes are fascinating and seemingly endless, they are also interspersed with woods in sheltered valleys, which appear along the banks of seasonal streams and steady rivers. The Manbalarer region, the Land of Springs, includes many forests. For a Free City traveler, discovering Kaan is like plunging into a new natural world, whose familiar features are tinged with unknown strangeness, full of bewildering beauty. To list the native species of Kaan would be long and undoubtedly in vain, as there are so many of them, of all sizes, in all environments.

Panorama

Nature is at the heart of the life of all Kaanis. For nomads, the seasons are marked by the departure or return of migratory birds, such as the valiant graylag geese, the elegant gray cranes, or the bustards and their impressive courtship rituals. These animals occupy an important place in myths and tales: they are considered both a gift from Eana (as they make for abundant prey during migration) and heralds of the balance of the world.

Under the Canopy

Native conifers abound, including many varieties of pines, cypresses, araucarias, and more, at all latitudes and altitudes of the continent. Whitebark pines, with their tormented silhouettes, tower over semi-desert hills. Small, thin, statuesque cattail dacrydiums even grow with their roots in the water, their thin, clear branches forming an interlacing pattern while their tufts of thorns form thick green clouds. They are said to watch over passages leading to the world of lake spirits. The forests are also marked by the presence of deciduous trees such as red oaks, birches, white ash trees, aspens, and maples.

Ferns, low or shrubby, thrive in the damp undergrowth. According to druids, these plants are particularly valuable, as they date back to the Era of the Giants. Their roots and ashes are used in medicines and potions.

The Megafauna of Kaan

Some animals reach large sizes in Kaan, and the fauna of the steppes and pine forests is not to be outdone. Travelers are astonished when they come across local animal variants. The term megafauna refers to fauna disproportionate in size when compared to what a Free City inhabitant is used to. The animals evolved in a place that allowed them to develop larger and more powerful forms than anywhere else. They usually have a low birth rate and increased longevity. These creatures are found mainly on the prairies, regardless of latitude. Predators in these regions are as impressively enormous as their prey. Thus, dire lions and wolves can be found, as well as giant beavers, large bears, massive lynx-like felines, formidable armadillos, and many others.

Great Herds

In addition to large-sized creatures, the steppe is home to species that gather in herds of several thousand individuals. These beasts also thrive in sparsely wooded areas, so they are found anywhere from the north to the south of Kaan, with local subspecies that have adapted to particular terrain.

Migratory Colonies

This immense natural spectacle varies greatly depending on the season. Migratory bird species radically change the appearance of a region. Thousands of species migrate each year during the spring and autumn, forming living clouds, some flights of which can number in the millions. Flocks land on lakes, estuaries, and wetlands to rest in a hubbub of cackles and squawks worthy of any crowd on a festive day. Bird colonies nesting on cliffs or sheltered shores look like huge campsites that twist and turn in all directions.

Arslanikh

These large feline predators, also known as Kaan lions or dire lions, hunt herds on the tundra or the steppe. Males and females are indistinguishable at first glance because, unlike their cousins the Mibu lions, they have no mane. There are several subspecies adapted to different climates of Kaan, from the far north to the tropics. The arslanikh is a respected predator and some tribes enthusiastically adopt it as a totem, admiring its power as well as its ability to work as a team.

Beyond traditional hunters, this wild animal has also left its mark on the culture of the Clay Cities, appearing in many myths and legends. Its beauty and nobility are admired by all, and it is frequently represented in the arts. For the powerful, notables and sovereigns, having arslanikhs in their palaces is a mark of prestige. Indeed, taming the beasts is considered a sign of great honor. In order to establish a strong bond with one more easily, some parents from wealthy families go so far as to offer an arslanikh cub to their child. Professional trainers are responsible for avoiding accidents in the palace!

Arslanikh, the Kaan Lion

Large beast, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 76 (9d10 + 27) | **Wound Threshold** 19
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	5 (-3)	12 (+1)	9 (-1)

- **Skills** Athletics +8, Perception +4, Stealth +5
- **Senses** passive Perception 14
- **Languages** –
- **Challenge** 5 (1,800 XP)

Traits

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

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

Pounce. If the arslanikh moves at least 20 feet straight toward a Medium or smaller creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked **prone** and **grappled** (escape DC 16). If the target is prone, the arslanikh can make one bite attack against it as a bonus action. Until this grapple ends, the arslanikh can't make a bite attack against another target.

Running Leap. With a 10-foot running start, the arslanikh can long jump up to 30 feet.

Actions

Multiattack. The arslanikh can make two claw attacks. If the arslanikh is grappling a prone creature, it can also make a bite attack as a bonus action.

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

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 3) slashing damage.

Basilisk

The basilisk's eight legs and its surprising diet leave little doubt that it doesn't hail from Eana. Perhaps brought back a long time ago by the Travelers to be used as a weapon, or just as a pet of a rather peculiar kind, the basilisk has adapted itself to the wilds and thrives throughout the Great Kaan, in environments as varied as deserts and underground caverns.

Food Reserves

Like a squirrel, the basilisk seems to constantly fear starvation, so it regularly goes in search of prey, which it transforms into stone statues with a glance and then stores for later consumption. The mineral nature of its reserves protects them from predators that may have been attracted by the smell of blood. To feed, the basilisk licks the part of the stone it wants to eat, as its saliva has properties that reverse the effects of its petrifying gaze. With this process, which alternates between long-term storage and moderate feeding, the basilisk can spread out its meals over time and cope with the irregularity of its food supply.

A Pet Basilisk

An almost good-natured beast (for a monster whose only concern is feeding), the basilisk can be bred in captivity and trained. It is a fairly common practice in the Clay Cities. Trainers use *amulets of wet clay*, these magic items providing protection against their Petrifying Gaze.

Basilisk

Medium monstrosity, unaligned

- **Armor Class** 15 (natural armor)
- **Hit Points** 52 (8d8 + 16) | **Wound Threshold** 13
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	9 (-1)

- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** –
- **Challenge** 3 (700 XP)

Traits

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is **restrained**. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a 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, it can't see the basilisk until the start of its next turn, when it can avert its eyes again.

If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

If you wish to make this creature more dangerous, you can use the option below. In this case, its FP will increase from 3 to 4.

Legendary Actions

The basilisk 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 basilisk regains spent legendary actions at the start of its turn.

- **Move.** The basilisk moves up to its speed without provoking opportunity attacks.
- **Predation.** The basilisk targets a creature it can see. Until the end of the basilisk's next turn, it gains a +2 capped bonus (see **Grimoire**, **Living Magic: Capped Bonus**) on its attacks against the creature, and the DC of its Petrifying Gaze increases by +2 against it.
- **Venomous Spray (Costs 3 Actions).** The basilisk belches out its venomous saliva in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw. On a failure, the creature takes 7 (2d6) poison damage and is **numb** (see **Appendix: Conditions and Tactical Situations: Numb**). A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bulette

A fierce and powerful carnivorous quadruped with a massive yet lean silhouette, the bulette is one of the most dangerous predators of the steppes, and is very popular in Kaani folklore. It has developed a particularly surprising hunting mode, making it an unlikely hybrid of mole, shark, and voracious turtle. It is capable of moving underground, through vast networks of tunnels, before springing up on its prey and bringing it back underground to devour it.

Its semi-subterranean lifestyle makes it a mysterious and disturbing creature, like a monstrous bogeyman. Parents exasperated with their restless offspring sometimes threaten them by saying they'll be taken away by the hideous bulette, or araatan in Kaani. Nevertheless, the danger is very real, because the bulette moves easily through loamy or sandy soils. However, it avoids any subsoil that is riddled with stones or pebbles. It could undoubtedly pass through a few minor obstacles, but why make things more difficult when there is so much to eat in areas that are easier to dig through? The settlers and semi-nomadic inhabitants of areas exposed to the bulette threat have taken to setting stones in foundations or on the ground, as a deterrent. Druids also enchant protective pillars that allow nomads to at least feel safe under their yurts. For steppe warriors, slaying a bulette is an act of bravery that helps ensure the safety of the community. Some go as far as patrolling the surrounding area to make sure these dangerous predators are not around.

To make its hunting easier, the bulette digs extensive tunnel networks. When it is thus busy preparing its territory, it expels soil into mounds about 3 feet high. The presence of these shapeless piles throughout the prairie is a warning, as is the presence of burrowing holes.

Unlike other steppe predators, and like its distant cousin the mole, the bulette cannot store food in the form of fat tissue. Therefore, it must eat often, or shortly succumb to starvation. To avoid this tragic fate, it maintains an underground pantry—made up of carrion and prey too badly wounded to escape—and is constantly on the hunt.

Bulette

Large beast, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** 94 (9d10 + 45) | **Wound Threshold** 24
- **Speed** 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

- **Skills** Perception +6
- **Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 16
- **Languages** –
- **Challenge** 5 (1,800 XP)

Traits

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked **prone** and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

If you wish to make this creature more dangerous, you can use the option below. In this case, its FP will increase from 5 to 6.

Legendary Actions

The bulette 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 bulette regains spent legendary actions at the start of its turn.

- **Curl Up.** The bulette gains a +5 bonus to its AC against the next attack roll targeting it.
- **Paralyzing Groan (Costs 2 Actions).** The bulette emits a low groan toward a creature within 40 feet that it can see. The creature must make a DC 16 Constitution saving throw or be **paralyzed** until the end of the bulette's next turn. A target that succeeds on the saving throw is immune to the bulette's Paralyzing Groan for the next 24 hours.
- **Underground Assault (Costs 3 Actions).** The bulette can only use this legendary action if it is underground and within movement range of a target on the surface. The bulette springs up from a tunnel toward the targeted creature and can make a Bite attack against it with advantage. On a success, the target is knocked **prone** and **grappled** by the bulette (escape DC 14).

Copper Metallic Dragon

The color of the copper dragon's scales can sometimes appear golden, fox-red, or deep crimson. A cunning trickster, they play on appearances and like to hide and surprise. This prankster's good-heartedness is legendary and makes them the hero of many tales. They are particularly well known in Kaan, Ajagar, and Shi-huang. It is said that they often travel with caravans. While they are quite popular with the common people, the powerful view them with more suspicion. Some do not hesitate to slander copper dragons, describing them as enemies of civilization that should be eliminated.

Mysterious Uninvited Guest

The merry copper dragon has a reputation for loving music and parties, which they will happily join disguised as a humanoid freeloader. As a game, they can fuel misunderstandings, play the unlikely matchmaker, or drive the festivities off the rails before running off with their pockets full of cakes and bottles of fine wine. Creatures of legend, these troublemakers are actually considered good omens. If one of them is seen at a wedding, for example, they are given lavish gifts to thank them for the honor of their attendance, no matter how much trouble they may have caused beforehand. Some people think that this is how copper dragons build their treasure hoard, little by little, from one party to the next.

Liberator

Due to their love of games and parties, a copper dragon has a lot of trouble accepting societal structures that are too strict, too serious, or worse, authoritarian, or even totalitarian. They involve themselves in fights against these humorless organizations through unconventional means, such as pranks aimed at humiliating the powerful and inspiring the oppressed. Unfortunately, the liberating and supposedly droll initiatives of copper dragons do not always have the desired effect, and can have awful consequences for the people they intended to help.

King of Thieves

The goods stolen by mischievous animals within a copper dragon's domain usually become part of their treasure hoard. The dragon considers themselves the rightful owner of everything they have been given, even stolen items. As a grand reward, the dragon may be willing to offer items to adventurers... sometimes precisely what was stolen from them! The dragon pretends not to realize it, but hams it up and takes great delight in the joke. Prickly adventurers may not get anything from them, or worse, may even offend them. And then, they quickly realize that though a copper dragon may act like a clown, they remain a dragon.

Cacophonous Exorcisms

Numerous legends say that copper musical instruments can drive off (at least temporarily) the intangible undead, such as ghosts, sünsutaas, or tormented souls from the Desolations. It would seem that even minor fiends flee the area or are forced to hide, so strong is the pain caused by the deafening music. That is supposedly how the traditional din of parades for weddings, coronations, and common exorcisms came to be. Drums, rattles, and trumpets do not have magical abilities of their own, but they can convey the protective energy of the copper dragon. All that is required is for a copper dragon to be nearby for the effect to occur.

The range depends on the dragon's age: a wyrmling will affect a room, a young a building, an adult an entire city, and an ancient an entire region. Undead and fiends exposed to the din must succeed on a Charisma saving throw (DC 8 + the dragon's proficiency bonus + the dragon's Charisma modifier) or become **frightened** for 1 minute, or until they are out of hearing of the din. A creature that succeeds on its saving throw is immune to the effects of the din for 24 hours.

Guardian of Underground Portals

Many evil beings can spring from the depths: Canker's ravagers, fallen angels, cursed peoples... Where a black dragon encourages the spread of evil, a copper dragon seeks to prevent it. On their travels through the Netherworld, the copper dragon checks the integrity of the seals that prohibit access to evil cities devastated by highly destructive magic in ancient past. At times, they take it upon themselves to permanently protect a portal leading to a highly dangerous world, such as the mysterious Blackwater, home to aboleths.

Copper Dragon Wyrmling

Although a few copper dragon wyrmlings are entrusted to tutors of all species (including fey and adventurers), most grow up in the lair of the parent raising them, who is usually not a very strict role model. The parent encourages games and may set up part of their domain as a sort of playground for mischievous wyrmlings. The tutelage of a copper dragon is surprisingly lax for a dragon, even a chromatic one. The parent is more concerned with seeing their child have fun than instilling principles or teaching them about the world. Once left to their own devices, many young dragons owe their survival solely to their natural abilities and alertness.

Copper Dragon Wyrmling

Medium dragon, chaotic good

- **Armor Class** 16 (natural armor)
- **Hit Points** 22 (4d8 + 4) | **Wound Threshold** 6
- **Speed** 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

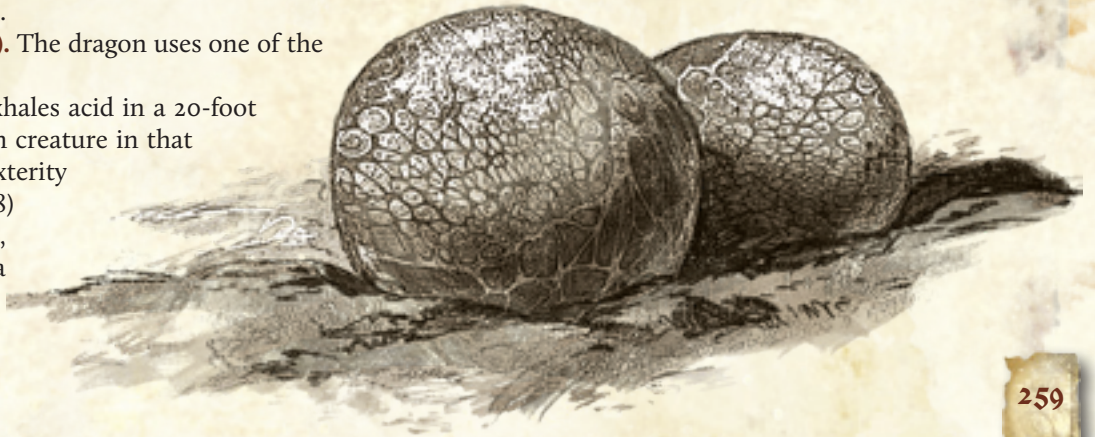
- **Saving Throws** Dex +3, Con +3, Wis +2, Cha +3
- **Skills** Perception +4, Performance +3, Stealth +3
- **Damage Immunities** acid
- **Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14
- **Languages** Draconic
- **Challenge** 1 (200 XP)

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit*: 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Acid Breath.** The dragon exhales acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.



Young Copper Dragon

Things get more serious with adolescence, when the dragon's training focuses on grave matters such as the threat of dark magic and ghosts. This is the time for the young to start venturing into dangerous regions, either in their native form or using their newly acquired Lesser Change Shape trait. Even the most happy-go-lucky of them develop a sense of responsibility due to their deeply good nature. Alas, not all of them have the judgment and prudence that befits their duties, and more than one young copper dragon has seen their days come to a premature and ignominious end because they failed to think before they acted.

Young Copper Dragon

Large dragon, chaotic good

- **Armor Class** 17 (natural armor)
- **Hit Points** 119 (14d10 + 42) | **Wound Threshold** 30
- **Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

- **Saving Throws** Dex +4, Con +6, Wis +4, Cha +5
- **Skills** Deception +5, Perception +7, Performance +5, Stealth +4
- **Damage Immunities** acid
- **Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 17
- **Languages** Common, Draconic
- **Challenge** 7 (2,900 XP)

Traits

Lesser Change Shape. As an action, the dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. In the 1 minute that precedes and follows the change, the dragon is **incapacitated**. Any equipment it is wearing or carrying is not absorbed by the new form: oversized items fall, while undersized items may crack or split. It doesn't revert to its true form if it dies, but its corpse will resemble that of a half-dragon. In its new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Actions

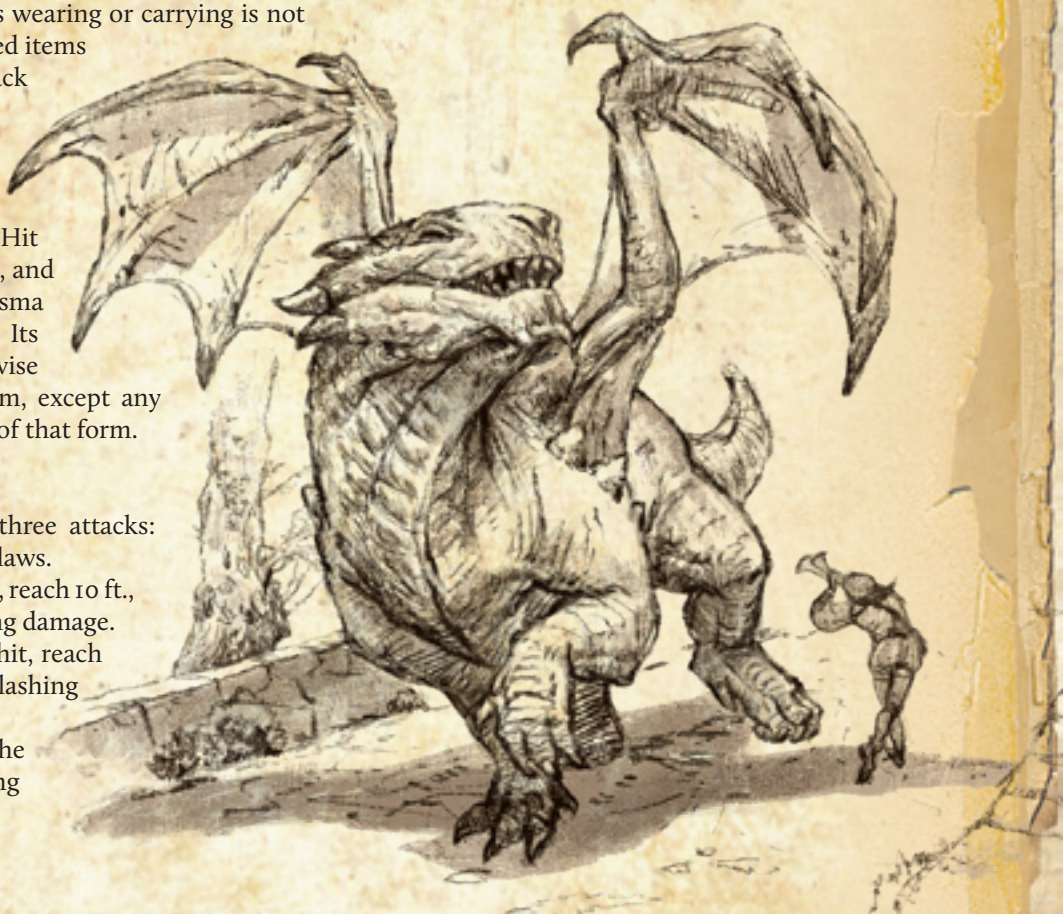
Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

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

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

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Acid Breath.** The dragon exhales acid in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.



Adult Copper Dragon

By the time copper dragons reach adulthood, they have accumulated a lot of experience and often develop a form of cautious optimism. They are aware of the perils threatening the world, but maintain a constructive and go-getting attitude. They spend their time either fighting or relaxing. Their lair may be near a dangerous site that they are watching, or on the remains of an ancient, cursed place they have proudly liberated. Copper dragons are known for their frivolous and whimsical nature, but less so for their cunning and trickery, even though they are not lacking in these areas and put them to good use with traps and other ruses. Anyone who thinks they are dealing with a whimsical simpleton might not realize the extent of their mistake until it is far too late.

Adult Copper Dragon

Huge dragon, chaotic good

- **Armor Class** 18 (natural armor)
- **Hit Points** 184 (16d12 + 80) | **Wound Threshold** 46
- **Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

- **Saving Throws** Dex +6, Con +10, Wis +7, Cha +8
- **Skills** Deception +8, Perception +12, Performance +8, Sleight of Hand +6, Stealth +6
- **Damage Immunities** acid
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 22
- **Languages** Common, Draconic
- **Challenge** 14 (11,500 XP)

Traits

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

Lesser Change Shape. As an action, the dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. In the 1 minute that precedes and follows the change, the dragon is **incapacitated**. Any equipment it is wearing or carrying is not absorbed by the new form: oversized items fall, while undersized items may crack or split. It doesn't revert to its true form if it dies, but its corpse will resemble that of a half-dragon. In its new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon 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 is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Acid Breath.** The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

Ancient Copper Dragon

As is the case with many ancient dragons, the territory a copper dragon settles in gradually becomes part of them. Their destiny becomes linked to the location and the reason that originally led them there. They keep in touch with their fellow dragons through dream journeys, which may then lead them to act in the physical world to seek out information or to fight an enemy. Leaving a lair undefended, especially when it contains dangerous artifacts that should not fall into the wrong hands, is a difficult decision.

As travels become less frequent and the passage of time can seem long and lonely, some copper dragons choose to invite friends or to found entertaining communities in their lair. In Eana, there exist entire communities built around an ancient copper dragon, who is more than happy that they merely have to crane their neck to enjoy companionship.

Ancient Copper Dragon

Gargantuan dragon, chaotic good

- **Armor Class** 21 (natural armor)
- **Hit Points** 350 (20d20 + 140) | **Wound Threshold** 88
- **Speed** 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

- **Saving Throws** Dex +8, Con +14, Wis +10, Cha +11
- **Skills** Deception +11, Perception +17, Performance +11, Persuasion +11, Sleight of Hand +8, Stealth +8
- **Damage Immunities** acid
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 27
- **Languages** Common, Draconic
- **Challenge** 21 (33,000 XP)

Traits

Change Shape. As an action, the dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit*: 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +15 to hit, reach 5 ft., one target. *Hit*: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +15 to hit, reach 15 ft., one target. *Hit*: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become **frightened** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Acid Breath.** The dragon exhales acid in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Legendary Actions

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

A Copper Dragon's Lair

The dragon's magic changes its environment to suit its shape and grant it an edge in its domain.

Regional Effects

The presence of a copper dragon can be felt from several miles away through a sensation of lightness and joy:

- **Breath Weapons (Recharge 4-6).** When the dragon is in its lair, its breath weapons recharge on 4-6 instead of 5-6.
- **Courage.** Good creatures feel the invigorating aura of the dragon, remaining courageous even through the most difficult trials. They are immune to being frightened while in its domain.
- **Mischievous Menagerie.** Animals in the copper dragon's domain are particularly mischievous and playful, which may not be to the taste of visiting adventurers. In particular, they develop a talent for games of skill, which they use to play tricks on visitors and make fools of them. Any animal that can manipulate objects (magpie, crow, monkey, squirrel, etc.) gains expertise (double the proficiency bonus) with the Acrobatics, Sleight of Hand, and Stealth skills.
- **Pizzazz.** Every morning, visitors in the copper dragon's domain must succeed on a DC 15 Wisdom saving throw or be taken all day long by the urge to hum, tap, dance... This impulse does not affect martial skills or concentration. The victims remain perfectly capable of accomplishing complex tasks, but they constantly feel cheery. This can be particularly annoying for those who are not under the effect.
- **Singing Echo.** The slightest sound is amplified, harmonizing and resounding like music. The effect is aesthetically pleasing, but gives disadvantage on Stealth checks.

Lair Actions

Inside its lair, the dragon can take a lair action on initiative count 20 (losing all initiative ties).

- **Deafening Concert.** A noisy and rhythmic hubbub fills the air. All creatures within 60 ft. of the dragon must succeed on a Constitution saving throw (DC 16 for an adult dragon, DC 19 for an ancient dragon) or become **deafened** and muted until the dragon's next lair action.
- **Frantic Jig.** A haunting music echoes in the mind of a creature that the dragon can see. The creature must succeed on a Wisdom saving throw (DC 16 for an adult dragon, DC 19 for an ancient dragon) or suffer the effects of the *irresistible dance* spell.
- **Inhale.** The dragon tries to catch its breath. Roll a d6. On a 6, it can use the Breath Weapons action again.
- **Magic Resistance.** Until its next lair action, the dragon has advantage on saving throws against spells and other magical effects.
- **Movement.** The dragon can move a number of feet equal to its speed.
- **Sturdy Scales.** Until its next lair action, the dragon has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Dire Wolf

The massive dire wolves dwell in areas where prey are numerous and large enough to sustain them. They hunt aurochs, mammoths, bison, and woolly rhinos. They hunt in packs, the largest of which can have up to thirty members.

The different species of wolves, from the smallest to the largest, are greatly respected among the steppe, taiga, and tundra people. They are considered close relatives of humanoids and are present in many legends. While the arslanikh is used by the mighty of the Clay Cities as a symbol of their authority, wolves, on the other hand, remain closely associated with the concept of freedom. For orcs and goblins, successfully establishing a relationship of trust with dire wolves is a matter of great pride, and is seen among their people as proof of a great knowledge of nature, as well as nature's own recognition of their worthiness.

Dire Wolf

Large beast, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 37 (5d10 + 10) | **Wound Threshold** 10
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	6 (-2)	12 (+1)	10 (+0)

- **Skills** Perception +3, Stealth +4
- **Senses** passive Perception 13
- **Languages** –
- **Challenge** 1 (200 XP)

Traits

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

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

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked **prone**.

Herds of Kaan

From north to south, in the plains, valleys, forests, and mountains of Kaan, wild and tamed herding animals are omnipresent. They are migratory in some regions, sedentary in others. Travelers can often see some of them in the distance, ever-vigilant. These animals are the prey of both hunters and wild predators. Among the weaker of these creatures, the first instinct at the slightest hint of danger is to stampede away. The mightier of them may instead gather and stand their ground, protecting their young or their own lives.

Small Herd Animals

Small herd animals owe their survival to their speed. When they feel threatened, they run away and hide, usually concealing themselves amidst tall grass and thickets. Fallow and roe deer are examples of such creatures.

Fallow deer

Small Herd Animal

Medium beast, unaligned

- **Armor Class** 13
- **Hit Points** 4 (1d8) | **Wound Threshold** N/A
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	4 (-3)	10 (+0)	7 (-2)

- **Skills**. Perception +4, Stealth +7
- **Saving Throws**. Dexterity +5
- **Senses** passive Perception 14
- **Languages** —
- **Challenge** 0 (10 XP)

Traits

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

Nimble Escape. The small herd animal can take the **Dodge**, **Disengage** or **Hide** action as a bonus action on each of its turns.

Actions

Bite. *Melee Weapon Attack*: +1 to hit, reach 5 ft., one target. *Hit*: 1 (1d4 – 1) piercing damage.

Roe deer

Medium Herd Animals

Medium-sized herd animals have tapered silhouettes. They depend on their running ability for survival. Some are particularly fast, able to quickly outpace wolves and arslanikhs. Aside from deer, medium herd animals include several kinds of antelopes. Here are some examples of species that can be encountered on the steppes:

- **Saiga.** The astonishing saiga antelope, with its almost trunk-like snout, can be found throughout Kaan.
- **Hippotragus.** This antelope with curved horns has a partially red-brown, purplish coat, which contrasts with its white belly and straight black mane.
- **Cervicapra.** The males and females of this species have very distinct coats, respectively bright sorrel and mouse gray. Males also sport long spiraling horns.

Cervicapra

Medium Herd Animal

Medium beast, unaligned

- **Armor Class** 13
- **Hit Points** 11 (2d8 + 2) | **Wound Threshold** 5
- **Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	4 (-3)	10 (+0)	7 (-2)

- **Skills**. Perception +4, Stealth +5
- **Saving Throws**. Dexterity +5
- **Senses** passive Perception 14
- **Languages** —
- **Challenge** 1/8 (25 XP)

Traits

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

Nimble Escape. The medium herd animal can take the **Dodge**, **Disengage** or **Hide** action as a bonus action on each of its turns.

Actions

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

Hippotragus

Saiga

Large Herd Animals

Large herd animals are typically stronger and fiercer, sporting horns that they use to fight. They are still prey, and will prefer to flee whenever possible, but when faced with grave danger, they will defend themselves with all they have. Elks and moose are included among these creatures.

Large Herd Animal

Large beast, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 22 (3d10 + 6) | **Wound Threshold** 6
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	4 (-3)	10 (+0)	7 (-2)

- **Skills.** Athletics +5, Perception +4
- **Senses** passive Perception 14
- **Languages** —
- **Challenge** 1/2 (100 XP)

Traits

Charge. If the large herd animal 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 extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked **prone**.

Actions

Ram. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) bludgeoning damage.

Hooves. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one prone creature. *Hit*: 8 (2d4 + 3) bludgeoning damage.

Elk

Huge Herd Animals

Huge herd animals are particularly large and powerful members of Kaan's and the Septentrion's megafauna. They are impressive beasts whose mere sight is awe-inspiring. Hunting them means exposing oneself to the possibility of death, whether from being gored or brutally trampled. Here are a few examples of huge herd animals of the steppes:

- **Aurochs.** This powerful and irritable bovine is just as home in forests—which, in a way, it contributes to maintaining—as on vast grassy plains. It can be found in more temperate areas than mammoths.
- **Bison.** There are several bison species of different sizes, sporting horns that can reach an impressive length. Bison latifrons, for example, proudly display horns that can reach 6 feet across!
- **Musk ox.** Compact, thick, massive animals, musk oxen thrive in cold regions and are capable of using defensive strategies against predators: the adults form a ring around the young, bristling horns outward, putting any predators at risk of nasty injuries. The best tactic for hunters is to harry and rattle their prey enough to break their formation and reach the weaker members of the group.
- **Woolly rhinoceros.** Sporting a huge horn, woolly rhinoceroses roam the same lands as mammoths. They prefer wide, open spaces and cold winds that hardly bother them thanks to their thick layer of fur.

Aurochs

Huge Herd Animal

Large beast, unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 68 (8d10 + 24) | **Wound Threshold** 17
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	4 (-3)	10 (+0)	8 (-1)

- **Skills**. Athletics +7, Perception +2
- **Senses** passive Perception 12
- **Languages** —
- **Challenge** 3 (700 XP)

Traits

Trampling Charge. If the huge herd animal moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked **prone**. If the target is prone, the huge herd animal can make one stomp attack against it as a bonus action.

Actions

Ram. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 14 (2d8 + 5) bludgeoning damage.

Stomp. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one prone creature. *Hit*: 15 (3d6 + 5) bludgeoning damage.

Woolly rhinoceros

Massive Herd Animals

This category gathers some of the largest and most imposing specimens of the animal kingdom. Only gigantic marine beasts, some dinosaurs, and certain giant animals rival their bulk among beasts. Because of their size and natural defenses, these animals have few predators; only isolated or weakened individuals are at risk of being attacked. Similarly, unless they are exceptionally skilled or powerful, humanoid hunters can only overcome them as a group, using clever tactics or traps.

Exceptional Beasts

The massive herd animal profile is suitable for the strongest and most exceptional of Kaan's beasts, such as the great male bison latifrons. Mammoths and outstanding specimens of the Septentrion's fauna—such as an old, fierce woolly rhinoceros—can also fit this profile.

Bison latifrons

Massive Herd Animal

Huge beast, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 126 (11d12 + 55) | **Wound Threshold** 32
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	7 (-2)	13 (+1)	6 (-2)

- **Skills**. Athletics +10, Perception +4
- **Senses** passive Perception 14
- **Languages** —
- **Challenge** 6 (2,300 XP)

Traits

Trampling Charge. If the massive herd animal moves at least 20 feet straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked **prone**. If the target is prone, the massive herd animal can make one stomp attack against it as a bonus action.

Actions

Ram. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 25 (4d8 + 7) bludgeoning or piercing damage (depending on its morphology).

Stomp. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one prone creature. *Hit*: 29 (4d10 + 7) bludgeoning damage.

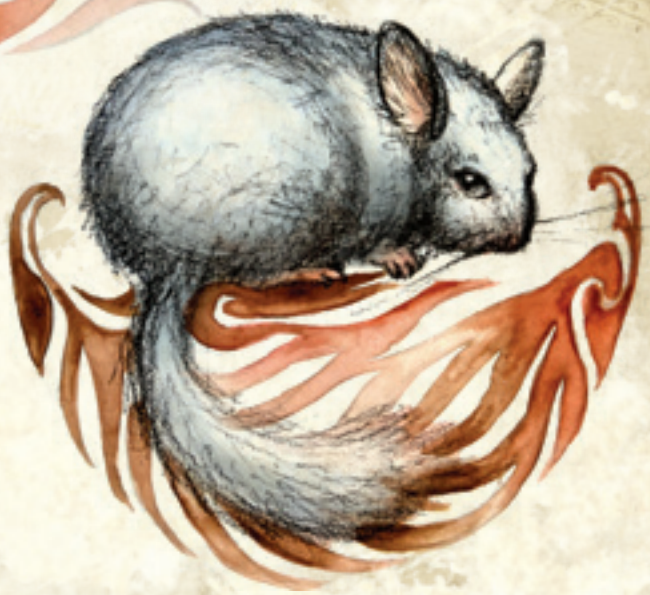
Kaani Familiars

Kaani wizards and warlocks wield powerful magics, some of them sinister. In contrast to this grim reputation, some of them adopt familiars and treat them with tenderness. These beasts can be found in the wild, but also as pets in the markets of the Clay Cities. Urban populations have a real passion for the company of cute and unusual little animals.

New Familiars

A **Kaani familiar** has a base profile (CR 0) available below. Such an animal can be conjured as part of the *find familiar* spell. In a group of adventurers, such a creature can also serve as a useful helper, or simply as a mascot! For the creatures listed below, use the **Kaani Familiar** profile with the adjustments indicated. New Kaani familiars can be created using the same template.

- **Dwarf pig.** Off-white, red, or spotted with black, the Kaani dwarf pig retains the size and disposition of a friendly piglet all its life. Features: Speed 30 ft.; CON 12 (+1), INT 6 (- 2); ***Keen Smell.*** The dwarf pig has advantage on Wisdom (Perception) checks that rely on smell.



- **Chinchilla.** Covered with an extremely soft coat and particularly deft when it comes to climbing and jumping, the chinchilla is so appreciated by some that they have whole families of them at home. Features: Speed 30 ft.; DEX 16 (+3); proficiency with the Acrobatics and Stealth skills (+5); ***Standing Leap.*** The chinchilla's long and high jumps are up to 5 times its height without a running start. Chinchillas are about 10 inches tall.

Flying Squirrel. This small animal is quite common in the cold regions of Kaan. Features: Speed 30 ft., climb 30 ft., DEX 16 (+5); proficiency with the Acrobatics and Stealth skills (+5); ***Feather Fall.*** The flying squirrel can benefit at will from an effect similar to the *feather fall* spell.

Gobbler. This strange round beast, with small fangs protruding from the corners of a large, mindless smile, has no eyes. Features: blindsight 60 ft.; ***Echolocation.*** The gobbler cannot use blindsight while deafened; ***Big Maw.*** The gobbler can swallow or regurgitate a Tiny item as an action. The item can thus be kept hidden. How much weight a gobbler can carry in this fashion is limited by its carrying capacity, but it does not otherwise hinder its movements.

Kaani Familiar

Tiny beast, unaligned
- **Armor Class** 10
- **Hit Points** 2 (1d4) | **Wound Threshold** N/A
- **Speed** 20 ft.

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

- **Skills** Perception +2
- **Senses** passive Perception 12
- **Languages** –
- **Challenge** 0 (10 XP)

Actions

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

Crockfish. This burrowing, insect-like crab is surprisingly faithful, and the iridescent hues of its chitinous carapace make it highly appreciated by aesthetes. Features: AC 12 (natural armor); tremorsense 30 ft.; burrow 5 ft.

Süiri

The süiri is a large, gray and yellow winged locust, about 6 inches long. Its breeding season lasts throughout spring. Sometimes, in response to an unknown trigger, this results in the gathering of swarms that can cover the sky with thick, black clouds that devastate all vegetation. These swarms are known as "süirel," or "plague". Although it does not usually attack animals and people directly, this "plague" is harmful in more ways than one.

- **Devastation.** Süiri locusts eat everything in their path, mainly wheat and grain edible to humans. They are one of the causes of the near-total absence of agricultural crops in the Kaani steppes. When they come, protecting granaries and preserved foodstuffs is vital, lest people risk shortages, or even famine. This threat is taken very seriously.
- **Scavengers.** Locusts are omnivorous and drawn to blood. Sometimes, they can be seen on the battlefield, during or after clashes, causing further chaos in the ranks of the warring parties. They attack in swarms, biting at wounds and leaving behind only the bleached bones of their victims.
- **Disease Carriers.** While the wounded are rarely actually eaten, they are often infected with the diseases carried by the Plague locusts. This often results in the wounded contracting blacking (see **Adventurers**, **Diseases**: **Blacking**).

The easiest way to protect oneself from locusts is to avoid them by leaving the infested area as soon as possible. When movement is impossible or ineffective, fire is the best option left.

Süiri

Tiny beast, unaligned

- **Armor Class** 13
- **Hit Points** 2 (1d4) | **Wound Threshold** N/A
- **Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	10 (+0)	2 (-4)	10 (+0)	4 (-3)

- **Senses** passive Perception 10
- **Languages** –
- **Challenge** 0 (10 XP)

Traits

Standing Leap. The süiri's long and high jumps are up to 10 times its height (approximately 5 feet) without a running start.

Actions

Bite. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one creature. *Hit*: 1 piercing damage and the target must succeed on a DC 5 Constitution saving throw or be contaminated by **blacking** (see **Adventurers**, **Diseases**: **Blacking**).

Some spellcasters choose these peculiar locusts as familiars. This choice is often seen as a form of provocation, or a way for them to display a refined and disdainful form of somberness.
Facing swarms is difficult, but lone süiris can be harvested. Once grilled or fried, they are a nourishing and appreciated dish.

Süirel, or Swarm of Süiris

Medium swarm of Tiny beasts, unaligned

- **Armor Class** 13
- **Hit Points** 18 (4d8) | **Wound Threshold** N/A
- **Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	2 (-4)	10 (+0)	4 (-3)

- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** passive Perception 10
- **Languages** –
- **Challenge** 1/2 (100 XP)

Traits

Standing Leap. The swarm's long and high jumps are up to 10 times its height (approximately 5 feet) without a running start.
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 0 ft., one target in the swarm's space. *Hit*: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. In addition, the target must succeed on a DC 10 Constitution saving throw or be contaminated by **blacking** (see **Adventurers**, **Diseases**: **Blacking**).

Tarrasque

A gigantic creature and the embodiment of absolute power, the tarrasque is a legend whose reputation goes well beyond Kaan. Myths and legends say that it slumbers for years on end in a hidden, uncharted lair, awakening only to lay waste to entire regions. Impossibly hardy, it is immune to fire and all nonmagical weapons. For communities targeted by the tarrasque, there is only a single choice: flee in hopes of escaping the impending cataclysm.

Many people wonder about the origins and the reality of this epic creature. Seeking the truth about the tarrasque will likely lead to perilous adventures! Below, you will find different theories as to its origins, but there may be others yet to be considered.

A Backfired Granting

The exceptional and unique nature of the tarrasque has led to a theory concerning its origin: that the creature is the result of a careless Granting made at the heart of the Fateforge. Perhaps in ancient times, a Kaani hero asked to be Granted divine strength while remaining present on Eana. Or perhaps they demanded power to rival a mighty dragon so that all would fear them? If such an explanation is true, then the only way to defeat the tarrasque for good may be to negate the initial Granting with another Granting at the Fateforge... But one should mind their phrasing: an ill-worded request could have a calamitous outcome, with two legendary creatures laying waste to all, pitted in an eternal struggle interrupted only by periods of slumber! Or perhaps the wisher would bring about the destruction of the tarrasque, only to be cursed to replace it, becoming the very thing from which they had sought to free Eana!

Otherworldly

According to another theory, the tarrasque is a being from another world that came forth through a titanic portal in the ocean's depths. Perhaps the tarrasque is lost on Eana, the sole representative of its species. If that's the case, it would be preferable that it remains so... Defeating it should be possible through clever, tactical combat, or by sending it back to its original homeland, before destroying the portal through which it arrived. The proponents of this theory believe that the portal may see more specimens coming through. It has never been located, however, and this remains the argument most often used to contradict this theory.

The Weapon of Lake Khorikhuntakh

The inhabitants of the Lake Khorikhuntakh region have a legend that explains the name of the place (which translates to "sleep prison") by the presence of the tarrasque in its depths. The tarrasque is said to be a weapon designed by the Giants. It was supposed to allow its creators to defeat the Travelers, their long-time rivals, but the destruction of the world and the Travelers put an end to this race for power.

Later, the tarrasque was accidentally released by people who were exploring secret underground sites near the lake. It is said that to a layman, the ruins would look like a temple designed for giants, but that it is actually a military center.

Recently, this legend became of particular interest to the rulers of Kartaçöl, as they seek ways to increase their power and carry out their conquests efficiently. They are aware of the danger, just as they know that their opponents will do anything to prevent them from succeeding. A shadow war of assassins may well precede large-scale conflicts, and perhaps determine the fate of the world!

Viatic Howler

Wondrous item, artifact (requires attunement)

The *Viatic howler* looks like a sort of gorget made of an unknown golden metal, of simple make, decorated with writings in Viatic inscribed with microscopic precision. As a tool for controlling the legendary **tarrasque**, this artifact is the object of much greed. Its location is unknown, and so keeps more than one organization combing through any known Travelers ruins.

At will, the wearer can speak in a voice ten times louder than normal. If the tarrasque hears them, it will obey their orders for as long as they remain attuned to the *Viatic howler*. It will act to the best of its abilities, though with visible reluctance.

If the tarrasque receives an obviously suicidal order or one contradicting its warring nature, it will rebel. In this case, the wearer of the *Viatic howler* can attempt to reassert their authority over the tarrasque with a DC 20 Charisma check. Once this effect has been used, it cannot be used again until dawn.

- **Destroying the howler.** Ironically, only the tarrasque can destroy the Viatic howler, which it can achieve with ease.

The visions of the Ulkan saint were terrifying. She spoke of broken, crumbled cities. She said that the horror of destruction was the very essence of this gigantic creature. It was born from fragments of the Travelers' might, stolen by the Giants and rediscovered after their Fall. What is the purpose of those that seek it? Do they believe themselves capable of taming the great beasts of the masters of yore?

Tarrasque

Gargantuan monstrosity (titan), unaligned
- **Armor Class** 25 (natural armor)
- **Hit Points** 676 (33d20 + 330) | **Wound Threshold** 169
- **Speed** 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

- **Saving Throws** Int +5, Wis +9, Cha +9
- **Damage Immunities** fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, frightened, paralyzed, poisoned
- **Senses** blindsight 120ft., passive Perception 10
- **Languages** –
- **Challenge** 30 (155,000 XP)

Traits

Amphibious. The tarrasque can breathe air and water.

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

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

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

Actions

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack*: +19 to hit, reach 10 ft., one target. *Hit*: 36 (4d12 + 10) piercing damage. If the target is a creature, it is **grappled** (escape DC 20). Until this grapple ends, the target is **restrained**, and the tarrasque can't bite another target.

Claw. *Melee Weapon Attack*: +19 to hit, reach 15ft., one target. *Hit*: 28 (4d8 + 10) slashing damage.

Horns. *Melee Weapon Attack*: +19 to hit, reach 10ft., one target. *Hit*: 32 (4d10 + 10) piercing damage.

Tail. *Melee Weapon Attack*: +19 to hit, reach 20ft., one target. *Hit*: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked **prone**.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become **frightened** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is **blinded** and **restrained**, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall **prone** in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting **prone**.

Legendary Actions

The tarrasque 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 tarrasque regains spent legendary actions at the start of its turn.

- **Attack.** The tarrasque makes one claw attack or tail attack.
- **Move.** The tarrasque moves up to half its speed.
- **Regeneration.** The tarrasque magically regains 42 (2d20 + 20) hp.
- **Chomp (Costs 2 Actions).** The tarrasque makes one bite attack or uses its Swallow.

Taurine Gorgon

From a distance, this predator resembles a statue of a bull. However, as soon as it senses a presence, it springs into motion, attacking on sight. Although desolate and dry regions offer little in the way of food, gorgons avoid wet areas and retreat from the rain, finding damp conditions to be less than tolerable. They feed by petrifying their prey and crushing the stone into a nourishing dust.

The gorgon's petrifying power is similar to that of the basilisk, the cockatrice, and the medusa, three creatures that were supposedly brought to Eana from a strange world where flesh turning to stone and vice versa are common occurrences. The gorgon serves as a quandary for scholars, however, in that its shape is very reminiscent of a bull. That two creatures of such similar appearance could spawn in two such different worlds is hard to imagine. The strength and temper of the gorgon make it difficult to study, leaving experts with nothing but theories. Is it the result of some magical experiment that aimed to transform a bull by mixing its essence with that of an extraplanar creature? And if so, what creature would that be? An entirely unknown one, yet to be discovered? Or could it have been infested by a parasite of sorts, one that transforms its host?

Taurine Gorgon

Large monstrosity, unaligned

- **Armor Class** 19 (natural armor)
- **Hit Points** 114 (12d10 + 48) | **Wound Threshold** 29
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	5 (-3)	12 (+1)	7 (-2)

- **Skills** Perception +4
- **Condition Immunities** petrified
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** –
- **Challenge** 5 (1,800 XP)

Traits

Trampling Charge. If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked **prone**. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit*: 18 (2d12 + 5) piercing damage.

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

Petrifying Breath (Recharge 5–6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is **restrained**. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is **petrified** until freed by the *greater restoration* spell or other magic.

If you wish to make this creature more dangerous, you can use the option below. In this case, its FP will increase from 5 to 6.

Legendary Actions

The taurine gorgon 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 taurine gorgon regains spent legendary actions at the start of its turn.

- **Inhale.** The gorgon rolls a d6. On a 5 or 6, it can use its Petrifying Breath action again.
- **Move.** The gorgon moves up to half its speed without provoking opportunity attacks.
- **Predation.** The gorgon targets a creature it can see. Until the end of the gorgon's next turn, it gains a +3 capped bonus (see **Grimoire, Living Magic: Capped Bonus**) on its attacks against the creature, and the DC of its Petrifying Breath increases by +3 against it.
- **Thundering Stomp (Costs 2 Actions).** The gorgon stamps powerfully, making the ground quake. All creatures within 15 feet must succeed on a DC 13 Strength saving throw or be knocked **prone**.

Dark Magic of the Desolations

The once rich and fertile region of Khoosrol, at the foot of the Iruuls Mountains, was changed dramatically when the capital of Tamerakh was annihilated. Now, this steppe is haunted by hordes of ghosts. Although many of these apparitions are found in other places all over Eana, they swarm in this cursed region. Adventurers venture here to seek the secrets of Tamerakh's Empire, or even the treasures of Xonim. A priestess of Death turned wizard, Xonim was the occult architect of her son's glory, and left behind her magic treasures and grimoires. Of course, these accursed places are well-guarded. Entering the ruins is no less dangerous than reaching them!

Anakedi

Despite looking like ordinary cats, anakedi are crafty fairies. These supernatural felines are among the bigwigs of Easafir, Kartaçöl's capital, and whoever intends to be a part of its political crowd while ignoring or disregarding their influence will doubtlessly be played for a fool.

A Subtle Influence

Spies, mediators, instigators, and schemers, anakedi are rarely directly involved in their plots. Their powers offer them ways to work around or smooth out many hurdles, but they prefer to let their many agents do the dirty work through arrangements, favors, and blackmail. All anakedi take constant care to nurture their contacts, and an experienced anakedi sits atop a network that would make a master spy green with envy. Nothing is sweeter to them than carrying out a plan without ever lifting a paw!

The Importance of Ignorance

As proud as they are of their abilities and their exploits as puppeteers, the anakedi are well aware of their vulnerability. An anakedi can effortlessly dispose of a foot soldier or a few small-time thugs, but has no chance—other than running away—when faced with powerful adventurers. Additionally, a knowledgeable enemy will get rid of an anakedi's body after their death, preventing the use of their Nine Lives. Therefore, the anakedi's greatest weapon is secrecy. They only reveal their true nature to select agents, and if they suspect someone of wanting to harm them, they use the necessary resources to drive them away, silence them, imprison them, or kill them.

Lukum, a frequent harem visitor, is the leader of the Taçgüne anakedi faction. With her thick, cream fur and her amber eyes, it is said that she chooses which eneler are entitled to special meetings with the Immortal Süi Adaçayi Kartaçöl.

Triple-Bristle is a large tomcat, whose fur further enlarges his silhouette, giving him a big, nonchalant appearance. This leader of the ambiguous Aygözleri faction has a talent for comedy, easily shifting from a stupid, round-eyed clown to an intimidating sharp-eyed leader. Who can really know the thoughts of such an elusive being?

Blue-Coffee is a respected cat among the freedom-loving Nefesrhu. She is a regular of Kartaçöl's alchemists' guild, enjoying the quiet atmosphere there. She sometimes entrusts one of her many children with the task of monitoring adventurers in town, in order to determine which side they are on.

Chicken-Wing the tomcat became leader of the Balikölüm outcasts through combat, but his authority could be challenged at any time by other anakedi. His fur is white with a tortoiseshell pattern, his muzzle covered in scars. He's not the type to give a warning: when something displeases him, he scratches or bites at the drop of a hat. He only respects cynics with a sense of humor, or loners who don't ask anything of anyone.

Anakedi

Tiny fey, any alignment

- **Armor Class** 17 (natural armor)
- **Hit Points** 36 (8d4 + 16) | **Wound Threshold** 9
- **Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	15 (+2)	14 (+2)	13 (+1)	14 (+2)

- **Skills** Acrobatics +9, Arcana +4, Deception +6, Insight +3, Perception +5, Stealth +9
- **Saving Throws** Dex +7, Cha +4
- **Condition Immunities** charmed
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Anakedi, Kaani, Sylvan (but most often simply meows)
- **Challenge** 3 (700 XP)

Traits

Innate Spellcasting. The anakedi's innate spellcasting ability is Charisma (spell save DC 12). The anakedi can innately cast the following spells, requiring no material components:

- At will: *alarm, nondetection, pass without trace*
- 3/day each: *arcane lock, charm person, lesser restoration, sanctuary, shield*
- 1/day each: *dispel magic, freedom of movement, glyph of warding, private sanctum, remove curse*

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

Nimble Escape. The anakedi can take the **Disengage** or **Hide** action as a bonus action on each of its turns.

Nine Lives. The anakedi has nine lives. Whenever it drops to 0 hp, it loses one life. If it still has at least one life, the anakedi regains consciousness after 1 hour, as if targeted by a *resurrection* spell. This trait does not trigger if the anakedi's body is completely destroyed.

Standing Leap. The anakedi's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The anakedi makes two claw attacks.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d4 + 5) slashing damage.

Golems

It is said that the first golems appeared in Kaan during the golden age of the Clay Cities. They now gather dust in the ruins whose secrets they keep. Automatons devoid of freewill, unable to think, speak, or even suffer, they are the ultimate servants, the embodiment of blind devotion. The massacres and disasters caused by these constructs are a constant call for humility and prudence. Alas, the pride of arcanists, so sure of their own success where others have failed, is often stronger. How can they resist the cursed call of the *manual of golems*? This evil tome, which is said to have been created by a diabolical hospodar, resurfaces constantly throughout history. As a result, golems can now be found on every continent.

Amulet of Golem Command

Wondrous item, rare (clay or stone golem), very rare (iron golem) (requires attunement)

This amulet is attuned to an individual golem and is used to command it. As long as the creature attuned to the amulet keeps it on its person, the golem will obey it blindly. If the golem is out of control (for example due to an absurd command), the owner of the amulet can activate it by means of a command word to restore the golem's docility within a range of 60 ft. The golem must then succeed on a DC 13 Wisdom saving throw or return to its ordinary state of submission. Once used, the amulet cannot be used again until the next dawn.

These amulets are highly sought after, since they provide command over an unquestioning and extremely powerful servant. Countless times have *amulets of golem command* been stolen, usurped, snatched, looted, forged, or subjected to other morally questionable manners of appropriation.

Eternal Guardian and Servant

All great civilizations have sought to protect their sanctuaries, palaces, and magical prisons with the most ingenious traps and the most sophisticated automatons. For some adventurers, the real treasure isn't what is guarded, but the guardian itself, or more precisely the amulet that controls it. A golem has no need for air, food, water, or sleep; it only requires a certain density of magical currents to function.

Without Mind nor Thought

The owner of an amulet linked to a golem can control it and give instructions that the golem will execute to the letter. The golem is pure obedience: it follows orders without understanding metaphors, without distinguishing absurdity or humor, and without any concern for circumstances. Any tiny slip or error in the delivery of simple, concrete orders is likely to end in disaster. In the case of a particularly absurd order, at best the golem does not respond, at worst it starts to destroy everything within its reach, often starting with the holder of the control amulet.

Clay Golem

Clay golems appear as clumsy giants, but they are capable of sudden bursts of speed that can take their opponents by surprise.

Clay Golem

Large construct, unaligned
- **Armor Class** 14 (natural armor)
- **Hit Points** 133 (14d10 + 56) | **Wound Threshold** N/A
- **Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

- **Damage Immunities** acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 9 (5,000 XP)

Traits

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5–6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Stone Golem

An ancient temple guardian that takes the form of a monumental sculpture, the stone golem is barely distinguishable from the columns and statues that adorn the sacred places.

Divine Prayer

Every stone golem guarding a sanctuary is partly under the influence of the relevant deity. If you use this option, it is possible to stop a consecrated golem's hostility by reciting prayers and hymns of the appropriate religion. Knowledge of the prayers can be determined by an Intelligence (Religion) check with a DC depending on the rarity of the cult. For example, hymns of Blacksmith would have a DC of 10, while psalms in honor of a forgotten divinity would have a DC of 25. Reciting prayers takes an action, and on a success, the golem stops being hostile for one round. As long as the individual keeps reciting correctly the golem ceases all hostility (but will resume immediately if attacked). If the prayers are recited correctly for 5 consecutive rounds, the golem ceases all hostility towards the intoner and those around them until the next dawn.

Stone Golem

Large construct, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** 178 (17d10 + 85) | **Wound Threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

- **Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 120 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 10 (5,900 XP)

Traits

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Iron Golem

The most advanced killing machine in the world, the iron golem is a weapon worth an entire company of soldiers. It is not a guardian, but rather an instrument of military conquest, fueling the dreams of glory of the generals and arcanists that it serves. How many princes have dreamed of building an empire by relying on the art of their wizard minister, paying handsomely for their research, only to ultimately be killed by the very tool created by their advisor, eager to wear the crown for themselves? In many kingdoms, constructing and even researching such killing machines is outlawed, in some places to the point of being punishable by execution.

Iron Golem

Large construct, unaligned

- **Armor Class** 20 (natural armor)
- **Hit Points** 210 (20d10 + 100) | **Wound Threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

- **Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** darkvision 120 ft., passive Perception 10
- **Languages** understands the languages of its creator but can't speak
- **Challenge** 16 (15,000 XP)

Traits

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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

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

Actions

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 20 (3d8 + 7) bludgeoning damage.

Sword. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit*: 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

If you wish to make this creature more dangerous, you can use the option below. In this case, its FP will increase from 16 to 17. Note that this change will increase its proficiency bonus from +5 to +6.

Legendary Actions

The iron golem 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 iron golem regains spent legendary actions at the start of its turn.

- **Adapted Resistance.** The golem gains resistance to a type of damage of its choice until the start of its next turn.
- **Enhanced Perception.** The golem gains blindvision up to a radius of 120 feet until the end of its next turn.
- **Inhale.** The golem rolls a d6. On a 6, it can use its Poison Breath action again.
- **Acceleration (Costs 3 Actions).** Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

I saw it just as in my nightmares: all naked bones and empty sockets. But it had nothing in common with a mindless skeleton. Its hunger for conquest was intact. What are centuries to one who has eternity ahead of them? My companions lay dead, struck down by its power in mere seconds. Yet, it spared me, a meaningless looter of its tomb-home. It had other uses for me...

Siunniyah the Leper Princess

Lich

Sagacious corpses animated by an iron will and endless ambition, liches are wizards who have reached the peak of their art and are determined to cheat death indefinitely, preferring the formidable and terrifying reputation of undeath. Some forsake all consideration for their appearance or mortal conventions, while others go to great lengths to achieve a recognized status despite their abnormal nature. Present all over Eana, although fortunately still very rare, liches are among the most dangerous beings of Kaan.

Ritual Secrets

Although Xonim herself did not become a lich, she had studied them during her lifetime and left many reports regarding the strengths and weaknesses of these creatures, as well as the methods of their transformation. Some arcanists explore ancient ruins dating back to the time of Tamerakh to learn the secret of becoming a lich. Paradoxically, these ambitious wizards seek to use an evil knowledge that Xonim only acquired after she managed to imprison at least one of these fearsome undead. It would be better for the world if these underground prison-laboratories were never opened.

The Phylactery

A phylactery is a container holding the soul of a lich. This item is always carefully concealed in a place where the creature will have all necessary resources for a new start if needed.

Lich

Medium undead, any evil alignment
- **Armor Class** 17 (natural armor)
- **Hit Points** 135 (18d8 + 54) | **Wound Threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

- **Saving Throws** Con +10, Int +12, Wis +9
- **Skills** Arcana +19, History +12, Insight +9, Perception +9
- **Damage Resistances** cold, lightning, necrotic
- **Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** truesight 120 ft., passive Perception 19
- **Languages** Common plus up to five other languages
- **Challenge** 21 (33,000 XP)

Traits

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level wizard. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:
- Cantrips (at will): *mage hand, prestidigitation, ray of frost*
- 1st level (4 slots): *detect magic, magic missile, shield, thunderwave*
- 2nd level (3 slots): *acid arrow, detect thoughts, invisibility, mirror image*
- 3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*
- 4th level (3 slots): *blight, dimension door*
- 5th level (3 slots): *cloudkill, scrying*
- 6th level (1 slot): *disintegrate, globe of invulnerability*
- 7th level (1 slot): *finger of death, plane shift*
- 8th level (1 slot): *dominate monster, power word stun*
- 9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. *Melee Spell Attack*: +12 to hit, reach 5 ft., one creature. *Hit*: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be **paralyzed** for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The lich 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 lich regains spent legendary actions at the start of its turn.
- **Cantrip.** The lich casts a cantrip.
- **Paralyzing Touch (Costs 2 Actions).** The lich uses its **Paralyzing Touch**.
- **Frightening Gaze (Costs 2 Actions).** The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become **frightened** for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.
- **Disrupt Life (Costs 3 Actions).** Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

A Lich's Lair

Lair Actions

Inside its lair, the lich can take a lair action on initiative count 20 (losing all initiative ties).

- **Activate Trap (3/Day).** The lich triggers a trap that was cleverly concealed in an area that it can see, activating a *symbol* spell, the effect of which is determined by the leader. The effect must be different upon each activation.
- **Arcane Secret Passage (1/Day).** The lich has designed its lair so that it can escape to another room if needed. By taking this action, the lich immediately moves to a secret shelter or a concealed exit without provoking opportunity attacks.
- **Residual Energy Consumption.** If a spell has been cast in the lich's lair during the last turn, the lich can harness its residual energy. The lich recovers one spell slot with a maximum level of (level of the spell slot used – 1).
- **Walls Have Eyes.** The lich can use the *scrying* spell at will provided the target is an area in its lair.

Lair Effects

As long as the lich exists, the following effects apply in its lair.

- **Galvanized Worshipers.** All of the lich's servants working in its lair are immune to being charmed and frightened. They also gain 15 temporary hit points (restored after a long rest).
- **Internal Geomagic.** The lich has arranged its lair in such a way as to organize both magical and physical spaces. Each room or corridor can be imbued with a different geomagic effect (see **Grimoire: Geomagic**). The geomagic effect of a room can only be modified through rituals and works requiring 1 month.

Bekasi the Advisor

Amerosi of the Horde, Bekasi was eager to follow in the footsteps of the goddess Xonim, seeking glory for the tribes and power for herself. A hundred years old, or so people say, she is one of the advisors to the current rulers of Old Kaan. She seeks to help the Kaani Empire enter a new era of power... or, at the very least, not to be swept away by Kartaçöl! Diplomats describe her as an elegant woman always dressed in refined masks and wigs. Her attire completely covers her slim form, and so it is impossible to see the state of her dead body, which in turn fuels rumors. Her servants are also masked in such a way that she may conceivably, on occasion, switch places with one of them. It is also said that she occasionally possesses consenting bodies in order to be able to enjoy the sensual pleasures of a living creature.

Bekasi's Ambitions

Upon learning that a lich held a prominent political position in Khaalgany, many feared the birth of a form of magocracy, a regime ruled by spellcasters. Instead, it appears Bekasi has a loyal attachment to her country, and a true willingness to support its development. Her undeath may leave her emotionally detached, but she is principled and coldly rational.

Adventurers in the Service of Bekasi

Those who work loyally for Bekasi never complain about tyranny or abject cruelty. They are rewarded for their efforts and know that merit in her service elevates them in society. Even a simple orphan, for example, can hope to eventually become a wealthy governor. Many adventurers thus become agents of Kaan through its great advisor. They receive various missions such as:

- **Diplomacy**: Travel to distant lands to establish trade and military relations favorable to Kaan.
- **Covert warfare**: Clandestine fights against the interests of rivals or enemies of Kaan, starting with Kartaçöl. This involves monitoring activities, sabotaging operations, undermining opposing forces, recruiting spies, etc.
- **Internal security**: Monitoring activity throughout the country to detect the emergence of dangerous phenomena (whether supernatural or social) and resolving them quickly.

Bekasi the Advisor

Bekasi uses the **lich** profile with the following changes:

- **Alignment:** Lawful evil
- **Charisma:** 18 (+4)
- **Skills:** Deception +11, Persuasion +11
- **Spellcasting:**
  - Cantrips (at will): *dancing lights, fire bolt, minor illusion, ray of frost, sudden cramp*
  - 1st level (4 slots): *detect magic, disguise self, fateful twist, magic missile*
  - 2nd level (3 slots): *hold person, magic theft, mirror image*
  - 3rd level (3 slots): *counterspell, dispel magic, remove curse, slow, tyranny*
  - 4th level (3 slots): *black tentacles, dimension door, greater invisibility*
  - 5th level (3 slots): *cone of cold, geas, modify memory*
  - 6th level (1 slot): *magic jar, true seeing*
  - 7th level (1 slot): *project image*
  - 8th level (1 slot): *mind blank*
  - 9th level (1 slot): *foresight*

Mephits

Mephits are small elementals, the result of the mixing of two elemental compounds in a strong magic area. They are inhabited by soul fragments of the Ethereal Plane—spirits searching for bodies—which explains the frequent malignity of these creatures. Delighted to be reborn, mephits are determined to have fun, often displaying bizarre tastes. In this partial and precarious life, their consciousness is often limited to the present, as the past fades very quickly from their memory and the future is meaningless. They need not eat, drink, or sleep; simply staying close to the elements of which they are composed sustains them.
Some spellcasters have learned how to create and control mephits. Advisor Bekasi is particularly adept in their creation, and has taught the method to her apprentices, making mephits fairly common among Kaani arcanists.

Perpetual Mephit Creation

I am satisfied with this glyph of perpetual minor elemental creation. It simply needs to be inscribed on the source of a comprising element for a predetermined number of mephits to be summoned indefinitely. If destroyed, depending on the strength of magical currents and that of the glyph, it can take anywhere from a few hours to a few days for new mephits to be conjured. The only difficulty lies in having a perpetual source of mixed elements. A large, very fine sandbox can easily generate dust mephits, but it is more difficult to have other mephits available on a permanent basis.

Bekasi's Notes

Create Mephit

3rd-level conjuration (ritual)
Classes: Wizard
Casting Time: 1 hour
Range: 10 feet
Components: V, S, M (100 gp worth of elemental components depending on the type of mephit)
Duration: Instantaneous

You imbue life into an elemental mixture, creating a **mephit** of the chosen type. The mephit acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn.
When the mephit drops to 0 hit points, it explodes into elemental particles.
The number of mephit servants you can control is equal to your proficiency bonus. If you cast this spell while already at your limit, the oldest mephit explodes.

Steam Mephit

Small elemental (fire), neutral evil
- **Armor Class** 10
- **Hit Points** 21 (6d6) | **Wound Threshold** 6
- **Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

- **Damage Immunities** fire, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Primordial
- **Challenge** 1/4 (50 XP)

Traits

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one creature. *Hit*: 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Steam Mephit

Happily dancing around bubbling geysers, the steam mephit can also be born in a kitchen where a pot has been left unattended, in the workshops of gnomes operating ingenious machinery, or in the laboratories of clumsy alchemists.

Dust Mephit

Made of air and earth, this mephit appears in storms and sandstorms, but also enjoys exploring ruins and tombs lost in the desert, awakening and annoying the creatures sleeping there.

Mephit Bottle

Wondrous item, uncommon

This corked bottle can be made of many materials (glass, stoneware, earthenware, clay, etc.). Each mephit bottle conjures mephits of a given type and has 5 charges.

As an action, the bottle can be shaken a number of times, after which it will vibrate powerfully. It can then be uncorked (no action required), which will release a number of mephits equivalent to the shakes. Each released mephit consumes 1 charge. The released mephits will obey the first order they are given (even if it is not from the bottle's user), but will then act as they please.

If the bottle is broken, it releases 2d6 mephits that will act as they please.

The bottle regains 1d6 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the bottle loses all magical power.

Dust Mephit

Small elemental (earth), neutral evil

- **Armor Class** 12
- **Hit Points** 17 (5d6) | **Wound Threshold** 5
- **Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

- **Skills** Perception +2, Stealth +4
- **Damage Vulnerabilities** fire
- **Damage Immunities** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Primordial
- **Challenge** 1/2 (100 XP)

Traits

Death Burst. When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be **blinded** for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 4 (1d4 + 2) slashing damage.

Blinding Breath (Recharge 6). The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be **blinded** 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.

Ice Mephit

Made of cold air and water, the ice mephit springs forth from blizzards and seems to take pleasure in leading travelers astray, making the ice crack beneath their feet and tormenting them until they finally succumb to hypothermia.

Ice Mephit

Small elemental (cold), neutral evil

- **Armor Class** 11
- **Hit Points** 21 (6d6) | **Wound Threshold** 6
- **Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

- **Skills** Perception +2, Stealth +3
- **Damage Vulnerabilities** bludgeoning, fire
- **Damage Immunities** cold, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Primordial
- **Challenge** 1/2 (100 XP)

Traits

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit*: 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Storm Mephit

The storm mephit appears when the sky is dark and the wind blows in strong gusts. Its laughter evokes deafening thunderclaps and its presence seems to charge the air with electricity. It enjoys making a din and causing loud crashes that spoil any clandestine efforts or wake sleepers with a start.

Storm Mephit

Small elemental (air), neutral evil

- **Armor Class** 12
- **Hit Points** 17 (5d6) | **Wound Threshold** 5
- **Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	10 (+0)

- **Skills** Perception +2, Stealth +4
- **Damage Vulnerabilities** acid
- **Damage Immunities** lightning, thunder
- **Condition Immunities** deafened, paralyzed, stunned
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Primordial
- **Challenge** 1/2 (100 XP)

Traits

Death Burst. When the mephit dies, it explodes in a loud burst. Each creature within 5 feet of it must make a DC 10 Constitution saving throw or become **deafened** for 1 minute. If the saving throw is failed by 5 or more, the creature is also **stunned** for the same amount of time. A creature can repeat the saving throw at the end of each its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). The mephit can innately cast *thunder wave*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 4 (1d4 + 2) slashing damage plus 2 (1d4) lightning damage.

Thunder Breath (Recharge 6). The mephit exhales a 15-foot cone of thunder. Each creature in that area must succeed on a DC 10 Dexterity saving throw or become **deafened** for 1 minute. If the saving throw fails by 5 or more, the creature is also **stunned** for the same amount of time. A creature can repeat the saving throw at the end of each its turns, ending the effect on itself on a success.

Minotaur

The legendary guardians of labyrinths, minotaurs were created by initiates of the ancient empire of Bail, which once spread from Ajagar to Cyrillane. The wild, animalistic rituals that created them were rediscovered in the time of Tamerakh, and have since been revived by certain followers of the Destroyer. It is due to them that these creatures are now relatively common in the Desolations.

A Divine Presence

Not only the incarnation of savagery and extreme violence, the minotaur is also the herald of divine will. It was created in the image of a now extinct horned god whose divine successor is Tamerakh the Destroyer. Although the current minotaurs were born from sacred rites associated with war, their essence remains linked to their long forgotten, horned creator. This lost and supposedly dead god may still sporadically be expressing his will through chaotic and apparently senseless actions on the part of the minotaurs. Are these actions the results of divine death throes? Snippets of a vast cosmic plan? An instinctive homage to their lost creator? Whatever they are, they puzzle scholars, and not even the minotaurs themselves can explain these impulses.

The Path of Savagery

Irresistibly drawn to violence, minotaurs spontaneously involve themselves in fights, especially during wars. They join a faction chosen on a whim, without comment or discussion. These strange and brutal allies may prove valuable, but are just as likely to betray their companions, or to be caught up in some irresistible impulse at the worst possible moment.

Linked to the Fateforge

Minotaurs instinctively feel a mystical link to the Maze of Eternity, a link which they noticeably express by settling in labyrinths. Sometimes, these creatures arrange corpses in mysterious patterns, or draw strange frescoes with the blood of their victims. According to some scholars, this morbid behavior is an impulse stemming from their connection with the ancient, lost god, who was just as closely linked to the Fateforge. Researchers studying the symbols see them as bloody prophecies to be deciphered. Other sages, however, believe it is futile to investigate the murderous madness of these monsters, whose habits are only the effect of a sick and primitive mind.

Minotaur

Large monstrosity, chaotic evil
- **Armor Class** 14 (natural armor)
- **Hit Points** 76 (9d10 + 27) | **Wound Threshold** 19
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

- **Skills** Perception +7
- **Senses** darkvision 60 ft., passive Perception 17
- **Languages** Common
- **Challenge** 3 (700 XP)

Traits

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked **prone**.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 17 (2d12 + 4) slashing damage.

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

Specter

Whether tied to a house as a poltergeist that pesters the occupants, or wandering aimlessly in the Ethereal Plane, the specter maintains its miserable unlife by stealing the vital energy of the living. Unable to tolerate sunlight, specters hide in the shadows during the day, often near the site of their death. The more adventurous of them use the Ethereal Plane as a shelter, so that they can look further afield for the sustenance that allows them to maintain their form.

More than anywhere else, specters are extremely numerous in the Khoosrol region. At night, their weeping and moaning echo all across the Desolations. They are often the first danger travelers encounter there, long before discovering the perils of any ruins.

Hordes of the Night

Lurking on the roads, in the moors, and in marshes, specters sometimes gather in ghastly reunions, united by the shared fear of the fate awaiting them. When together with others of their kind, they are stronger and pose a terrible threat to their unfortunate victims, who have little chance of escaping them. However, traveling in groups puts them in danger, too: they can attract the attention of hunters of lost souls, ready to sell them to demons and devils alike. These hunters prey on groups of specters, capturing many of them in a tempestuous crash. Thus, struggling adventurers may be unexpectedly saved by fiends.

The Tale of the Ferryman of Souls

Wraiths and specters are a scourge on the Ethereal Plane. When they see the souls of the dead, they are driven by the insane evil that animates them. They seek to transform the dead into monsters like themselves.

Don't leave the boat, my lantern intimidates them enough to keep them at bay as long as there are not too many of them.

Words of Thurii Evola,
a valkyr and ferryman of souls

Specter

Medium undead, chaotic evil

- **Armor Class** 12
- **Hit Points** 22 (5d8) | **Wound Threshold** N/A
- **Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

- **Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** necrotic, poison
- **Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands all languages it knew in life but can't speak
- **Challenge** 1 (200 XP)

Traits

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wand of the Ghost Hunter

Wand, uncommon (requires attunement by a spellcaster)
Spells cast by the wielder of this wand ignore the resistance to acid, cold, fire, lightning, and thunder damage of incorporeal undead.
These wands are relatively common among spellcasters living close to the Desolations. As specialized as their function is, they can be of priceless utility. They are generally decorated with symbols evocative of life: floral patterns, raindrops, verdant mountains, etc.

Stone Giant

Despite their size, Kaani stone giants are virtually unknown, often reduced to the stuff of vague legends. Most people believe they don't exist—or no longer, at least. In fact, they are mostly inconspicuous, and prefer to lead a simple and peaceful existence in connection with the earth. They often use illusions to conceal the places where they live.

Parastin's Haven

At the time of the events that led to the Travelers' downfall, the ancestors of stone giants lived on the Kaani continent, mainly in warm to temperate zones. Warned of the coming disaster, they took refuge underground and founded Parastin's Haven. Initially a simple cave, this site became their capital.
In time, they felt it was necessary to lead a life more in tune with Eana and rejected the complexity of civilization in favor of a simple, rural existence. Presently, Parastin is a hidden religious site where giants only go for great celebrations. Generally, only a few wise men can be found there, including diviners charged with heeding Eana. The reason Canker is largely absent in Kaan is partly owed to these people, who defend the surface from the Netherworld.

Cyfandir's Last Stone Giants

In addition to the Kaani community, stone giants once also populated Cyfandir, remaining partly hidden in the Netherworld. At the end of the Era of the Travelers, they gradually left Cyfandir to join their cousins in Kaan. The last departures from the Drakenbergen's underground took place during the flight of the dragons, during the Era of Fated Heroes.

A Complicated Relationship with the Horde

As a whole, stone giants are pacifists, aspiring to lead a simple and contemplative existence. Only a threat to the very existence of the world can push them to act. They generally refuse to interfere in the affairs of the Horde and have very sour memories of Tamerakh's practices, who took offense at the stone giants' staunch neutrality and chased them as far as he could.
According to the oral histories of surface dwellers, stone giants were not pacifists but terrifying and bloody fighters. It is said that only after a series of serious defeats were they driven to soul-searching and investing themselves in spirituality.
Whether their preference for contemplation is ancient or more recent does not change the present situation: stone giants are anxious to keep their distance from the mayhem of surface activity.

The Magic Items of Stone Giants

Stone giant enchantments are often contained in pearl necklaces or bracelets, in which each pearl is infused with a particular ability. These wonders are designed to let them live withdrawn lives, between the surface and the underground. Throughout their lives, giants acquire new pearls that they add to their necklaces: *narrow pearl*, *hidden path pearl*, *pearl of the ghost*, *feather fall pearl*, etc. These magic items enable them to travel as medium-sized humanoids or disappear without a trace. Thanks to these enchantments, the existence of this people is almost a legend.

The Hidden Protectors of the Desolations

Even though stone giants don't care much about power plays on the surface, they are concerned about nefarious usage of dark magic. The ruins of the Desolations, haunted by ghosts, sadden them. From time to time, some of their members come to observe what is happening. They may even intervene to protect travelers, taking them to underground shelters. This benevolence does not detract from their caution, and they are careful not to reveal too much about themselves to their temporary wards.

Wooden Weapons

Although stone giants live mainly in the Netherworld and under the steppe, they have a fondness for wooden equipment, which they see as an embodiment of life and a connection with Eana. Since trees do not grow in their usual environment, the crafting of natural weapons may require a solemn journey, for example to Manbalarer, the wooded land of springs. Druids and adventurers who have managed to establish friendly contact with stone giants have sometimes tried to strengthen this bond by gifting them quality wood. Aware of the value of this material, stone giants are very careful with their staves and clubs.

Archetype: Creating a Stone Giant

Stone giants are a giant species. If the leader wishes to give them an NPC profile, they can apply the following archetype to the profile to make them a stone giant NPC.

The stone giant archetype is designed to allow you to easily come up with various representatives of this people, for the purpose of adventures with intrigue at the forefront. If you wish to create a fearsome antagonist, feel free to bring in additions adapted to the power of your party, such as magic items or extra Hit Dice.

- **Type.** The stone giant is a giant.
- **Size.** The stone giant is Huge. The weapons it uses deal two extra damage dice.
- **Speed.** A stone giant's Speed is 40 ft.
- **Ability Scores.** Wisdom is increased by 2. The size of the creature directly affects its Strength and Constitution. The table below allows you to easily find the Strength and Constitution of the stone giant based on its NPC profile. Look for the Strength score in the first column and its equivalent in the second column; then, look for the Constitution score in the first column and its equivalent in the third column.

Equivalence between the Strength and Constitution of a Medium humanoid and a Huge Stone Giant

Ability Score of a Medium Humanoid	Strength Equivalent for a Huge Stone Giant	Constitution Equivalent for a Huge Stone Giant
6	12	10
7	13	11
8	14	12
9	15	13
10	18	14
11	20	16
12	21	17
13	22	18
14	23	19
15	24	20
16	25	21
17	26	22
18	27	23
19	28	24
20	30	25

- **Natural Armor.** When the stone giant is not wearing armor, its AC is equal to 10 + its Dexterity modifier + its Constitution modifier.
- **Senses.** The stone giant has darkvision 60 ft.
- **Stone Camouflage.** The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.
- **Languages.** Stone giants speak Undercommon and Tumiit. These languages replace Common in the base profile.
- **Melee Reach.** A stone giant's reach with a melee weapon is 15 ft.
- **Throwing Range.** The range of weapons with the thrown property is tripled.
- **Rock.** *Ranged Weapon Attack:* + [Strength modifier + proficiency bonus] to hit, range 60/240 ft., one target. *Hit:* (value to be determined below + Strength modifier) bludgeoning damage. If the target is a creature, it must succeed on a DC [8 + Strength modifier + proficiency bonus] Strength saving throw or be knocked **prone**.

The damage inflicted by a Huge stone giant's Rock action increases with Strength:

Effect of a Huge Giant's Strength on the Damage of the Rock Action

Giant's Strength	Damage of the Rock Action
Below 18	Action is N/A
18 (+4) to 19 (+4)	2d10
20 (+5) to 22 (+6)	3d10
23 (+6) to 27 (+8)	4d10
28 (+9) to 30 (+10)	4d12

- **Rock Catching (Reaction).** If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.
- **HD.** The creature's Hit Dice are increased by 6 and become d12s.
- **CR.** The creature's CR is increased by 3.

Stone Giant Druid

Huge giant, neutral
- **Armor Class** 15
- **Hit Points** 115 (11d12 + 44) | **Wound Threshold** 29
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	17 (+3)	11 (+0)

- **Skills** Nature +4, Perception +6, Religion +4
- **Senses** passive Perception 16
- **Languages** Druidic, Tumiit, Undercommon
- **Challenge** 5 (1,800 XP)

Traits

Spellcasting. The stone giant druid is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:
- Cantrips (at will): *druidcraft, guidance, produce flame*
- 1st level (4 slots): *cure wounds, detect magic, entangle, thunderwave*
- 2nd level (3 slots): *flaming sphere, pass without trace*
- 3rd level (2 slots): *meld into stone, wild regression*

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Quarterstaff. *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. *Hit*: 14 (3d6 + 4) bludgeoning damage, 17 (3d8 + 4) bludgeoning damage if wielded with two hands.

Rock. *Ranged Weapon Attack*: +7 to hit, range 60/240 ft., one target. *Hit*: 15 (2d10 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked **prone**.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Due to their affinity with stone, druids are relatively common among stone giants. They are contemplative guardians who do not often interact with the outside world and generally avoid any contact with other people, but fiercely protect the area for which they are responsible. In combat, they can combine their great strength with their magical powers to quickly crush or rout their enemies.

Compared to the **druid's** *base profile, the stone giant druid has received some modifications (especially in its prepared spells) to better suit its disposition and natural assets.*

Stone Giant Sentinel

Huge giant, neutral
- **Armor Class** 17 (natural armor)
- **Hit Points** 126 (11d12 + 55) | **Wound Threshold** 32
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

- **Saving Throws** Dex +5, Con +8, Wis +4
- **Skills** Athletics +12, Perception +4
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Tumiit, Undercommon
- **Challenge** 7 (2,900 XP)

Traits

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack*: +9 to hit, reach 15 ft., one target. *Hit*: 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack*: +9 to hit, range 60/240 ft., one target. *Hit*: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked **prone**.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

As travelers, protectors, or simply solitary hermits experienced in combat, stone giants seldom find themselves endangered due to their considerable strength and wary nature, which can give them a surly personality.

Süi Adaçayi Kartaçöl

The ruler of Kartaçöl's Empire, also called the Ilkral, is dubbed the Immortal ("Ölümsiz" in Kartaçian) and attributed with every virtue by his country's propaganda, which describes him as a chosen of Afinîrenê the Father Creator—the form taken by Maker's worship in Kaan.

He has been ruling his country for almost a century, bringing it glory and prosperity, and he doesn't intend to stop there. His is a complex personality, and he can be a powerful ally as much as a fearsome opponent. He acts intelligently, carefully weighing all the possibilities before considering battle. He will only personally step onto the battlefield if his presence would make a true difference. Otherwise, he will send his generals and agents, providing them with the means to act in optimal conditions, and generously rewarding loyalty, bravery, and guile.

Good or Evil?

How should one describe the essence of the Immortal's actions? While his legislative and organizational rigor certainly mark him as inclined to order and lawfulness, it isn't as easy to take a definitive stance on the good and evil he brings to the world. The game leader themselves can orient his personality according to the tone they want to set for their campaign.

The question of Süi Adaçayi Kartaçöl's alignment may be explored in-game as a dramatic element. There are as many supporters as critics of the ruler, and discussions about him drive philosophical debates as well as high-level politics. Questions regarding his actions will often also be applicable to PCs. In the end, isn't Süi Adaçayi Kartaçöl just the troubling reflection of a powerful adventurer staying at the height of his glory? What would the world look like if someone else held the same assets?

Evil

- **Crushing ambition.** The Immortal is driven by an imperious and boundless thirst for power. He is constantly looking for new challenges, conquering, subjugating, extending his empire. He doesn't try to expand his dominion for altruistic reasons or out of some sense of justice; he simply believes he is the legitimate ruler of the entire world, and he is willing to use any means to make this vision reality. How could one not be opposed to someone with such a unilateral hegemonic ideal?
- **A tyrant.** The Immortal stops at nothing to establish his dominion, and his tools are plentiful: a devoted state church that barely tolerates other beliefs; a secret police; allied anakedi—the strange fey cats that scheme in Easafir, the country's capital; a large and very well trained army; and researchers looking for weapons as fearsome as the tarrasque. How could one imagine Süi Adaçayi Kartaçöl might be "good" with so many weapons to annihilate any opposition? It would not at all be an exaggeration to call him a despot.
- **An executioner.** According to his critics, the Immortal is a pitiless being. He gives himself airs of being a magnanimous ruler, benevolent and constructive, but the stick and carrot are never far apart. Those he cannot rally to his cause, the Ilkral attacks, until any spirit of resistance has been quelled, or until his enemies have been driven to extinction. He doesn't back away from violence, and is capable of using it without moderation.
- **The absence of checks and balances.** At the country's highest level of office, Süi Adaçayi Kartaçöl leads and decides, orders and organizes. There is no real opposition to the ruler's decisions. He holds final say in everything, and his diktats are incontestable. No matter his qualities, he cannot claim to be perfect. By methodically neutralizing any limit or contradiction to his word, he is showing inordinate pride that can only be harmful. The evil here is rooted in hubris, expressed in the uncompromising focus to create a perfect world… a world that ultimately only expresses a single vision of a greater good. In this way, the Immortal's quest is deeply selfish. There is no room for creativity, freedom, difference, experimentation, incertitude, or invigorating chaos. There is only an increasingly crushing order.

Good

- **Building a better world.** No one can deny that Süi Adaçayi Kartaçöl carries grand ideals. He works tirelessly to create a meritocratic society where anyone can find their place. His power structure is centralized, but he heeds the advice of the representatives of the eneler assembly. The latter have no decision-making power, but their influence does factor into the ruler's politics. He has earned the support of Kartaçöl's population, and many dream of the future he'll build. If Süi Adaçayi Kartaçöl manages to accomplish his goals, Eana will become a world without warfare between humanoid peoples. Trade will be regulated, and everyone's safety will be assured everywhere. No one will again know poverty or be left helpless. Everyone, from the humblest soldier to the most glorious Fate-chosen, will be united under a single banner to face Canker's ravagers, fiends, and malevolent dragons.
- **Realism.** Those criticizing Süi Adaçayi Kartaçöl for his authoritarian methods simply have no idea of how monumental a task it is to manage an empire. There are dark elements to contend with: corruption, greed, selfishness, cowardice, and ambition deprived of any ethics. To the ruler's supporters, saying the Immortal is evil is the same as naively stating that it is impossible for a leader to be good. The only good people would be hermits living far away from anyone, with no risk of having to fight or clash against other ideas. The emperor is not perfect or beyond reproach, because none can be. Any project, even the wisest and most prudent, will encounter obstacles which will be necessary to remove, and this is what Süi Adaçayi Kartaçöl is doing.
- **Gentle methods.** The Ilkral's opponents like to depict him as a bloodthirsty warlord, citing his abuses as well as those of his armies. While it is true the Immortal doesn't shy away from using arms, it is just as true that he prioritizes diplomacy and negotiation. If victory is possible without bloodshed, he'll pursue it. He also prefers collaborative and happy allies to humiliated submissive vassals, even if he must make concessions, investments, and sacrifices.
- **The neutrality of power.** To Süi Adaçayi Kartaçöl's supporters, power is what you do with it. It is perfectly justified for a great and benevolent ruler to accumulate dangerous weapons, because this allows him to protect his country from threats. Besides, if he did not get his hands on those tools of destruction, someone else would; someone more malicious and uncontrollable, like an insane magocrat or a bloodthirsty warlord. It is better for the world that weapons able to destroy entire civilizations are in safe hands. If the mere possession of such destructive power marked someone as evil, all Fate-chosen would be blameworthy.

Typical Battle Strategy

Practically untouchable and resistant to magic, unstoppable, tireless, Süi Adaçayi Kartaçöl is a terrifying figure in battle. None have ever been able to defeat him in a duel, and everyone agrees there is no greater fighter in all of Eana… or at least, as far as propaganda is concerned. In a fight, his strategy is simple: charge at the most dangerous enemy and focus all his power on them, relying on his legendary invincibility to last long enough to take out his adversaries one by one. This seemingly rudimentary tactic has never let him down thus far.

Süi Adaçayi Kartaçöl

Medium humanoid (human), lawful evil, neutral, or good, at the game leader's judgment

- **Armor Class** 25 (*Immortal's Guard*, *Retaliation*)
- **Hit Points** 285 (30d8 + 150) | **Wound Threshold** 72
- **Speed** 30 ft., flight 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	22 (+6)	19 (+4)	18 (+4)	22 (+6)

- **Skills** Acrobatics +12, Athletics +14, History +11, Insight +18, Intimidation +20, Perception +11, Persuasion +13
- **Saving Throws** Str +14, Dex +12, Con +13, Wis +11, Cha +13
- Damage Immunities piercing*, poison*
- **Condition Immunities** charmed*, frightened, poisoned*
- **Senses** passive Perception 21
- **Languages** Anakedi, Baashan, Elvish, Goblin, Kaani, Kalam, Kartaçian
- **Challenge** 24 (62,000 XP) or 26 (90,000 XP) with the *Immortal's Heart*

Traits

Action Surge (Recharge 5-6). On his turn, Süi Adaçayi can take one additional action, in addition to his regular action and a bonus action.

Brute. A melee weapon deals one extra die of its damage when Süi Adaçayi hits with it (included in the following attacks).

Devastating Critical. Süi Adaçayi's weapon attacks score a critical hit on a roll of 18, 19, or 20. On a critical hit, the target's armor (on the condition that it isn't magical) takes a -1 AC penalty and becomes **fragile**. Moreover, the target must succeed on a DC 18 Constitution saving throw or be **stunned** until the end of its next turn.

Immortal's Guard. Any critical hit against Süi Adaçayi becomes a normal hit (see this magic item's description).

Immortal's Heart. Süi Adaçayi is under the effects of the *Immortal's Heart*. The benefits granted by this artifact are indicated with an *, but they can be modified (see this artifact's description).

Magic Resistance. Süi Adaçayi has advantage on saving throws against spells and other magical effects.

Wings of Victory. Süi Adaçayi is under the effects of the *freedom of movement* spell (see this magic item's description).

Actions

Multiattack. Süi Adaçayi makes four melee attacks with *Conquest* or three ranged attacks.

Conquest. *Melee Weapon Attack*: +16 to hit, reach 5 ft., one target. *Hit*: 16 (2d8 + 7) slashing damage, plus 3 (1d6) psychic damage and the target suffers a cumulative -1 capped penalty to all rolls until the end of its next turn.

Composite Bow +2. *Ranged Weapon Attack*: +14 to hit, range 160/500 ft., one target. *Hit*: 11 (1d8 + 7) piercing damage.

Bonus Actions

Second Wind. Süi Adaçayi regains 20 hp.

Reactions

Retaliation. When a creature misses a melee attack against Süi Adaçayi, he can make a melee attack with advantage against his attacker.

Despite his might, the Immortal can bleed. He can die. The self-proclaimed chosen of Maker, he dreams of a never-ending reign, and of conquests even more extraordinary than those of Tamerakh. I sometimes wonder if he doesn't also covet true supreme power: godhood. Does his global network of scholars and agents seek the lost secrets of the one who became the Destroyer and Liberator? Were that the case, and should the Ilkral walk down the same path, would he sacrifice his mortal capital? His empire? His people?

Lezân's traveling notes

The Immortal's Arsenal

An important part of the legendary Immortal's power resides in his equipment, worthy of his reputation, that he acquired through dangerous expeditions, epic conquests, and extravagant commissions. Without this arsenal, Süi Adaçayi Kartaçöl would still be an extraordinary fighter, but he would be far more vulnerable. His enemies come up with extremely complex plots to take the conqueror by surprise or deprive him of his magical items, but the Ölümsiz is careful and surrounds himself with allies and magical protections to ensure his safety.
The effects of all the items listed below are included in Süi Adaçayi Kartaçöl's profile. These are the most noteworthy pieces of his equipment, but he could easily acquire magical items up to *rare*, or even *very rare* with a few days' wait, the sacrifice of a great favor, or a huge expense.

Conquest

Weapon (long saber), very rare (requires attunement)
When the wielder hits with a melee attack using this long saber +2, the target takes an additional 1d6 psychic damage and receives a cumulative -1 penalty to all rolls until the end of its next turn.
This remarkable and flashy weapon, adorned with gold and precious stones, was created by Kartaçöl's most talented mirafactors as a gift to their supreme leader and a token of their loyalty. It was designed so the Ölümsiz would duly assert his dominance in battle, each strike crushing his opponent with an irresistible feeling of insignificance and powerlessness.

Immortal's Guard

Armor (plate), legendary
The *Immortal's Guard* is an adamantine plate armor +3. As such, it grants a base AC of 21 and critical hits received by its wearer become normal hits.
A special commission made to the dvaergen master-smiths of Kratær, in the Drakenbergen, the *Immortal's Guard* is a masterpiece of armorsmithing without equal in Eana. The amount spent on its creation numbers in the tens of thousands of gold coins, but the result contributes to the Ölümsiz's aura of invulnerability and to his terrifying image in battle. Many also see in it Maker's blessing, preserving him from danger, a belief the Immortal does nothing to dissuade.

Immortal's Heart

Wondrous item, artifact
The *Immortal's Heart* grants five boons chosen from the following. Immutability and Invulnerability can be selected several times with different properties. Each dawn, the Heart's wearer can choose five boons, which replace any active ones.
- **Immortality.** The wearer stops aging.
- **Immutability.** The wearer acquires immunity to a chosen condition, except for exhaustion, incapacitated, and unconscious.
- **Invulnerability.** The wearer acquires immunity to a chosen damage type.

In addition, at any time, the wearer can sacrifice an active boon to immediately activate one of the following properties:
- **Immunity.** If the wearer fails a saving throw, they can choose to succeed instead.
- **Impunity.** If the wearer is hit with an attack roll, they can force it to be re-rolled with disadvantage.
- **Infallibility.** The wearer re-rolls any roll with advantage.

Süi Adaçayi Kartaçöl typically keeps the Immortality, Immutability (charmed, poisoned), and Invulnerability (piercing, poison) effects active. However, he is attentive to any potential threat and adapts the Immortal's Heart's effects in accordance with suspected danger. Attached to his eternal life, he hates to deprive himself of the Immortality effect, and considers each time he's had to let it go as a personal failure.
The Immortal's Heart is an artifact as powerful as it is shrouded in mystery. It has a deceptively mundane appearance, looking like a simple band of unknown metal that must be placed around the wearer's heart to be effective. It is therefore necessary to perform invasive surgery on the wearer so they can benefit from its power.

Who created such an incredible marvel? An easy answer would be "the Travelers", but a few scholars (sworn to complete secrecy) posit that its power stems from Eana herself... perhaps a powerful maelossa concentrated into a single object? The anakedi that gifted it to the Ölümsiz kept quiet on the subject, or at least, any information was given only to the Immortal and a few confidants. Few people in all of Eana are aware this is the secret of Süi Adaçayi Kartaçöl's immortality in the first place, starting with a few anakedi (among which are Lokum and Triple-Bristle) and a circle of carefully selected loyal followers.

- **Destroying the Heart.** The bearer of the *Immortal's Heart* can choose to die at any time, in which case they and the Heart will instantly be reduced to dust.

Retaliation

Shield, very rare (requires attunement)

When a creature misses a melee attack against the wielder of this +2 shield, the wielder can use a reaction to make a melee attack with advantage against their attacker.

One of Süi Adaçayi Kartaçöl's most noteworthy spoils of war, this shield adorned with symbols praising Storm belonged to the orc Jakka the Surly, an ezen aspirant who clashed with the Ölümsiz's campaign of conquests and whom he slew in one-on-one combat. Repulsed by the Immortal claiming the sacred shield for himself, the Surly Horde expected the heretic to be struck by Tamerakh's wrath, but no such thing happened. One might think the god appreciates the boldness of the new wielder...

Wings of Victory

Wondrous item, legendary (requires attunement)

This bright white cape grants its wearer effects equivalent to the *freedom of movement* spell and immunity to the frightened condition. By speaking a command word (no action needed), it can split into a pair of wings granting the wearer a flight speed of 60 feet. Another command word folds the wings back into cape form.

According to rumors, this extraordinary cape was unearthed from ruins of Paradise worshipers, which fell at the same time as that plane. To many, for someone like Süi Adaçayi Kartaçöl to wear such a sacred relic is nothing short of sacrilegious. The Immortal's enemies in Ghardat are particularly incensed, since Paradise-related myths are important to the Sand Kingdoms' culture.

Sünsutaa

Also called "doleful ones" or "smoke phantoms" in the writings of arcanists, sünsutaa are incorporeal undead whose appearance is as dark and uncertain as the sooty swirls of a green wood fire. They seem to take the form of humanoid figures or four-limbed monsters, but considering their ever-shifting shape, perhaps it is only people's imagination that lends them a describable appearance. They come into existence especially in territories tainted by the use of necromancy. They are known to be present in the Khoosrol region, but may appear elsewhere.

Dead Souls in Living Bodies

The motivations of the sünsutaa are just as hard to grasp as their appearance. The intelligence of the doleful ones is real, so it is not absurd to suspect that they have driving ambitions as well. Their terrifying ability to possess all sorts of creatures allows them to gather, creating societies of dead souls in living bodies. Small groups of travelers and nomads have been dominated in this way. When the victims escape from long-term possession, they often suffer from after-effects: madness, chronic illness, accelerated aging, etc. Fortunately, these ailments can be effectively fought by means of magical purification, such as the *lesser restoration* or *greater restoration* spells.

The Origin of the Sünsutaa

Wielding spells that can torment the soul and possess creatures, sünsutaa are sometimes believed to be former warlocks. According to one theory, they were cursed and deprived of eternal rest, while others believe their current state is the result of deliberate efforts. In the same way that wizards seek to become liches, ancient arcanists supposedly conducted rituals to transcend into the shadows by becoming sünsutaa.

Growing Power

The older a sünsutaa is, the more it increases in size. At only a few years old, the youngest sünsutaa—called sünsutaajijig—are barely three feet tall, but already they are insidious threats that can endanger a town or a small territory. After a few decades, a sünsutaa reaches "maturity" and its powers as well as its size increase, to the extent that it can now be a threat to an entire region. After a century, the sünsutaaikh is an undead calamity that can single-handedly strike down great mortal heroes and taint an entire kingdom with its influence. Rather than raw power, it is its malevolent patience that makes the sünsutaa stand out. If several sünsutaa unite, an entire country may be in jeopardy.

Sünsutaajijig

Small undead (incorporeal), neutral evil

- **Armor Class** 14
- **Hit Points** 78 (12d6 + 36) | **Wound Threshold** N/A
- **Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	16 (+3)	16 (+3)	20 (+5)

- **Saving Throws** Int +6, Cha +8
- **Skills** Arcana +6, Deception +8
- **Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
- **Damage Immunities** necrotic, poison
- **Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** the languages it knew in life
- **Challenge** 7 (2,900 XP)

Traits

Blur. The sünsutaa's silhouette is blurred, as if shifting and wavering. Attack rolls against the sünsutaa are made with disadvantage. Creatures that don't rely on sight (as with blindsight) or have truesight are immune to this effect.

Incorporeal Movement. The sünsutaa can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The sünsutaa's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells, requiring no material components:

- At will: *eldritch blast, message, minor illusion, warcry*
- 3/Day each: *expeditious retreat, withering rebuke*
- 1/Day each: *misty step, torment*

Parasitic Dark Magic. The sünsutaa can use its Innate Spellcasting trait when it possesses a creature.

Actions

Multiattack. The sünsutaa makes two smoke claw attacks.

Smoke Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit*: 19 (3d10 + 4) necrotic damage.

Possession (Recharge 4-6). One Medium or smaller beast or humanoid that the sünsutaa can see within 30 feet of it must succeed on a DC 16 Charisma saving throw or be **possessed** by it (see **Appendix: Conditions**).

Sünsutaa

Medium undead (incorporeal), neutral evil

- **Armor Class** 15
- **Hit Points** 105 (14d8 + 42) | **Wound Threshold** N/A
- **Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	16 (+3)	18 (+4)	16 (+3)	22 (+6)

- **Saving Throws** Int +8, Wis +7, Cha +10
- **Skills** Arcana +8, Deception +10
- **Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
- **Damage Immunities** necrotic, poison
- **Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** the languages it knew in life
- **Challenge** 9 (5,000 XP)

Traits

Blur. The sünsutaa's silhouette is blurred, as if shifting and wavering. Attack rolls against the sünsutaa are made with disadvantage. Creatures that don't rely on sight (as with blindsight) or have truesight are immune to this effect.

Incorporeal Movement. The sünsutaa can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The sünsutaa's spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can cast the following spells, requiring no material components:

- At will: *eldritch blast, message, minor illusion, warcry*
- 3/Day each: *expeditious retreat, misty step, withering rebuke*
- 1/Day each: *dimension door, fear, torment, tyranny*

Parasitic Dark Magic. The sünsutaa can use its Innate Spellcasting trait when it possesses a creature.

Actions

Multiattack. The sünsutaa makes two smoke claw attacks.

Smoke Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one creature. *Hit*: 21 (3d10 + 5) necrotic damage.

Possession (Recharge 4-6). One Large or smaller beast or humanoid that the sünsutaa can see within 30 feet of it must succeed on a DC 18 Charisma saving throw or be **possessed** by it (see **Appendix: Conditions**).

Sünsutaaikh

Large undead (incorporeal), neutral evil

- **Armor Class** 16
- **Hit Points** 170 (20d10 + 60) | **Wound Threshold** N/A
- **Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	16 (+3)	20 (+5)	16 (+3)	24 (+7)

- **Saving Throws** Int +9, Wis +7, Cha +11
- **Skills** Arcana +9, Deception +11, History +9
- **Damage Resistances** acid, cold, fire, lightning, thunder
- **Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
- **Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
- **Senses** darkvision 60 ft., passive Perception 13
- **Languages** the languages it knew in life
- **Challenge** 13 (10,000 XP)

Traits

Blur. The sünsutaa's silhouette is blurred, as if shifting and wavering. Attack rolls against the sünsutaa are made with disadvantage. Creatures that don't rely on sight (as with blindsight) or have truesight are immune to this effect.

Incorporeal Movement. The sünsutaa can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The sünsutaa's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can cast the following spells, requiring no material components:

- At will: *eldritch blast, message, minor illusion, misty step, warcry*
- 3/Day each: *expeditious retreat, torment, withering rebuke*
- 1/Day each: *blight, dimension door, eyebite, fear, feeblemind, tyranny*

Parasitic Dark Magic. The sünsutaa can use its Innate Spellcasting trait when it possesses a creature.

Actions

Multiattack. The sünsutaa makes two smoke claw attacks.

Smoke Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one creature. *Hit*: 28 (4d10 + 6) necrotic damage.

Possession (Recharge 4-6). One Huge or smaller beast or humanoid that the sünsutaa can see within 30 feet of it must succeed on a DC 20 Charisma saving throw or be **possessed** by it (see **Appendix: Conditions**).

Wraith

Darkness takes form as light and life fade away, and are then snuffed out. All that remains is the gleaming and malevolent gaze of the wraith, a sketch of the silhouette of what was once a living being, now animated by pure hatred.

Necrotic Energy Irradiation

All undead are animated by necrotic energy, but the wraith is distinguished by its ability to act as a vector for it. Everything that comes in contact with this creature is somehow irradiated. The presence of a wraith causes animals to flee from the vicinity of its lair, or risk being changed, becoming more aggressive, perverse, devious, and abnormally malevolent. The surrounding flora dies or becomes sickly, or even actively hostile. Traveling and fighting for extended periods of time in necrotic territories can cause sterility, deformed births, or other forms of degenerative diseases. The wraith partly controls this release of energy: it can snuff out small sources of light (torches, campfires); it is able to summon ghosts into its service from fresh corpses; its presence can also cause the spontaneous appearance of undead with malicious minds of their own.

In the Aftermath

In the evening after a battle, survivors anxiously gather in their camps. If priests and druids have failed in their mission to appease the dead, a wraith may appear during the night and bring about the awakening of other undead. After the day's tiring battles against the living, one may still have to defend against animated corpses and ghosts...

Wraith

Medium undead, chaotic evil

- **Armor Class** 13
- **Hit Points** 67 (9d8 + 27) | **Wound Threshold** N/A
- **Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

- **Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.
- **Damage Immunities** necrotic, poison
- **Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** the languages it knew in life
- **Challenge** 5 (1,800 XP)

Traits

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit*: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its 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.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Winter and the Far North

Winter is much harsher in the steppes than along the coastal regions, even those further to the north. The fauna in Kaan is perfectly adapted to these conditions, with some creatures residing within the arctic circle permanently and others migrating south for the winter. Migratory birds in particular are extremely plentiful, with the spring and autumn skies being filled with entire clouds of them.

This chapter will cover the creatures that can only be found in cold regions. Many creatures of the steppe (see **Steppes and Pine Forests**) may be encountered there as well, such as bison, arslanikhs, dire wolves, and a variety of herd animals.

A Hostile and Strange Environment

Arctic regions are essentially deserts, but adventurers have to worry about more than just an endless march across ice floes. Here, the lines between the natural and the mystical are blurred. The ice and blizzards themselves seem to come alive, madness is brought on by unending night, and nature itself seems intentionally hostile. Traveling through this infinite white void is an ordeal that pushes life and willpower to their limits. Dreams, hallucinations, madness, and loss of self are thematic dangers of this frozen place.

To represent this mentally taxing atmosphere within the game, here are a few tools that may be used along with the Septentrion's descriptions:

- **Arctic perils.** Perils are natural hurdles mechanically comparable to environmental traps. They may be accidents occurring over the course of the journey, or the living embodiment of a land of extremes that does not excuse weakness in body or spirit. With the **Perils** appendix, the game leader can create other events and situations to further enrich their icy campaigns.
- **Creatures associated with Frostelle.** The goddess of cold, winter, asceticism, endurance, and ordeals rules over the northernmost lands. She manifests indirectly, through the ambiguous interventions of creatures such as the **wails of the wastes** or **winter wolves**. Sometimes, for no apparent reasons, these monsters spare a humanoid, harry communities, or prevent access to certain locations. Their actions are contrasted by those of the **sednai**, the most beautiful expression of Frostelle's benevolence. These celestials, associated with the aurora borealis, number among their ranks the transformed ancestors of many northern tribes and seek to protect the balance. They incite wonder, but their harshness may be shocking, in the image of their icy world.
- **Numb.** You'll find in the **Appendix** the description of the numb condition, particularly suited to wounds caused by cold.

Askinos the Pain Drinker

Uncontested master of **kûshus** and **bantus**, the insect-like ice devils, the hospodar Askinos is the lord of Gemoniae. The only limit on its power is the pact binding it to Frostelle.

The eerie Askinos is neither male nor female. "It" is used by default to describe the hospodar. Its appearance mixes that of a skeleton, an insect, and the stylized statues of ancient temples. Clad mostly in a grayish white, it stands with a chilling dignity, gazing with huge, bulging, entirely black, piercing eyes that split its narrow face, with tiny nasal slits that can barely be noticed above a kind of impossibly sharp beak. Chitinous structures jut out from its skull and shoulders, whereas the rest of its body is typically entirely wrapped and hidden under a heavy ceremonial robe resembling a kimono covered in layers of embroidery, to the point of near-rigidity.

Askinos never speaks, communicating only by telepathy, but it emanates a sort of perpetual moan, like a whine or desperate plea.

If Askinos decides to fight, it will disrobe, revealing the full horror of its appearance. A kind of long, flexible spine extends down to the height of what should have been its thighs. Its torso is made up of jointed ribs that can open to capture a creature. The victim is then restrained, constricted, and slowly devoured alive while still aware of their fate. Limbs with complicated joints reminiscent of agile insect legs work together as arms and hands, while eight sturdy appendages are used to move around.

Askinos and Frostelle

The specifics of the pact binding Askinos to Frostelle are one the best-kept secrets of all Eana. No devil in Furnace seems to know about them, but all are aware that the ice hospodar's decision is close to treason. They dress it up with fine reassuring words boasting of the devil's talent to manipulate a goddess, but I think no one's convinced. Askinos's deal isn't bad, but the hospodar is controlled, confined to Gemoniae. It claims to be of quasi-divine essence, and that its presence is the only thing ensuring its plane's existence. Among the diabolic host, there are many who believe Askinos is claiming all this to escape from its fellow hospodar's thirst for power. It certainly fears a joint attack against it and its kûshus.

The latter are also cautious. They only exist in service to Askinos, and although they're powerful, they're far outnumbered by the other devils. I think if the hospodar ever manage to agree on a new archdevil, it'll be expected of them to destroy Askinos and its kûshus as a show of power. I wonder if Frostelle's "protection" will then extend to sending her celestial warriors to defend them!

Excerpt of a traitorous fiend's anonymous report sent to a deity's directorate

Askinos's Horrific Presence

Askinos is a deeply disturbing creature. Its mere presence forces a saving throw against horror (see **Grimoire**, **Madness**) at three intervals:

- Simply seeing the ice hospodar provokes a DC 11 saving throw against horror.
- Interacting with Askinos (whether talking to it, fighting it, or even observing it for a few rounds) forces a DC 13 saving throw against horror.
- Seeing Askinos's true form provokes a DC 15 saving throw against horror.

The Nature of the Pact Between Askinos and Frostelle

The pact binding the hospodar Askinos to the goddess Frostelle is a well-kept secret. Only the two entities themselves know exactly what it entails, and they carefully follow its rules, though each toward their own ends. The gist of it is summarized below. Each element of the accord can be deduced or guessed at with careful investigation, for example by meticulously studying religious, arcane, or historical texts, by encountering their agents, or by observing their actions and the consequences.

Why Did Askinos Accept the Pact?

The origin of devils is very ancient and their history is as troubled as it is long. They experienced a major split when all the hospodar joined against their master, the archdevil Antheros. The assassination attempt failed and they only managed to lock the creature away. Though they had been united in bringing down the tyrant, whom they all held in contempt, their very nature made them unable to accept a hierarchy without a supreme leader. Nowadays, all hospodar aspire to become the new archdevil. It's a rampant obsession bordering on madness. Each one wants to rule and can't stand the idea of someone else holding that power. Now left without a unifying presence, they live in fear of betrayal from each other.

Among them, Askinos was a particularly isolated hospodar. It considered itself weak and thus appeared vulnerable. To escape destruction, it took Frostelle up on her offer. Thanks to the goddess, it could be safe by ruling very far away from Furnace where the others were.

With the fear of imminent danger passed, Askinos started thinking. Why live in service to a goddess? Why not become a divine entity itself? Many fiends before it have entertained the idea without ever succeeding, but it was worth the attempt. To that end, Askinos is working to put into place a religion with icy warlocks as its clergy. The endeavor is still in its infancy, but has already caused concern among the clerics of the Star pantheon.

Why Did Frostelle Offer the Pact?

Frostelle's ultimate goal is to sap the devils' forces completely and destroy them. She considers the fiends too big of a menace to be tolerated. To overcome them, she's established a plan in several phases:

- **Prevent the hospodar from uniting.** To appoint a new archdevil with cosmic powers, the hospodar must be united. This can be done either via negotiations (a failure so far, since Askinos never goes to the meetings) or by eliminating all the other hospodar until only one remains. By keeping Askinos away, Frostelle is slowing the process down. For now, Antheros remains the only true archdevil and remains sealed away.
- **Encourage sedition.** Devils, although inherently lawful and evil as a result of the process creating them, are actually rarely satisfied with their existence. Fear and lust for power mix to feed their ambitions. Frostelle seeks to corrupt devils of all ranks. She wants to weaken the enemy, learn important operational information and, ideally, to create a civil war, for the purpose of neutralizing some of the hospodar.
- **Killing Askinos.** The goddess cannot harm Askinos, as a result of the pact. Nor can she ask her followers to destroy it. Therefore she turns a blind eye to the hospodar's actions in the Septentrion, trying to sow enough fear among the mortal populations so that Fate-chosen end up taking things into their own hands. As soon as promising adventurers begin to act, she will play an ambiguous game: while never openly hostile to Askinos, she will support these mortals as much as possible through hidden or indirect methods.
- **A non-diabolical hospodar.** Though the idea seems strange, it is nevertheless possible: a creature can be a hospodar (i.e. the commander of devilish legions) without being a devil. One must only strike down a hospodar and declare themselves the successor. Any hero who slays Askinos could inherit its crown and become lord of Gemoniae. If an entire group shares in the victory, no problem: there is no rule that says a hospodar has to be an individual; it can be a collective. Adventurers who become the new lords of the ice prison could then be invited to the hospodar's negotiating table, giving way to new adventures of epic proportions.

Askinos the Pain Drinker

Huge fiend (diabolic hospodar), lawful evil

- **Armor Class** 20 (natural armor)
- **Hit Points** 375 (30d12 + 180) | **Wound Threshold** 94
- **Speed** 50 ft., climbing 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	23 (+6)	20 (+5)	20 (+5)	24 (+7)

- **Skills** Acrobatics +12, Deception +15, Insight +13, Intimidation +15, Perception +13, Religion +13, Survival +13
- **Saving Throws** Dex +12, Con +14, Wis +13, Cha +15
- **Damage Immunities** cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
- **Condition Immunities** poisoned
- **Senses** truesight 120 ft., passive Perception 23
- **Languages** Celestial, Infernal, telepathy 120 ft.
- **Challenge** 25 (75,000 XP)

Traits

Innate Spellcasting. Askinos's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). Askinos can innately cast the following spells like a 17th-level spellcaster, requiring no components:

- At will: *mage hand, ray of frost, vivacity*
- 3/day each: *dispel magic, freezing sphere, wall of ice*
- 1/day each: *maze, weird*

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

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

Magic Weapons. Askinos's weapon attacks are magical.

Soul Capture. If Askinos hits a single creature with its three claw attacks on its turn, Askinos can attempt to rip out its prey's soul and trap it within its rib cage. The target must succeed on a DC 23 Charisma saving throw or be rendered **unconscious**. The body becomes senseless while the soul is absorbed by Askinos. The trapped soul is then partially incorporated into Askinos's spirit. In this state, the victim can, considering Askinos as the source of its actions: communicate telepathically over 60 ft.; use the Help or Incite action; delve deeper into Askinos's mind to look for information (see the box **Explore Askinos's Mind**). Askinos can voluntarily expel a captured soul with the Release Captured Soul legendary action. As soon as it is released, the creature's soul returns to its body and the unconscious condition ends. Askinos can trap several souls.

Swift. Askinos can take two reactions per round.

Actions

Multiattack. Askinos makes three claw attacks.

Claw. *Melee Weapon Attack*: +15 to hit, reach 10 ft, one target. *Hit*: 14 (2d6 + 7) slashing damage plus 10 (2d10) cold damage.

Call Kûshu (Recharge 6). Askinos summons an **ice devil**, which appears within 30 feet of Askinos and follows its commands.

Reactions

Parry. Askinos adds 8 to its AC against one melee attack that would hit it. To do so, it must see the attacker.

Ice Mirror Spell (Recharge 5-6). If Askinos is hit by a spell, it can create a spell with the same characteristics (range, duration, power, number of targets, etc.) except it doesn't require any components nor casting time and any damage is turned to cold. For example, if Askinos is hit with a *magic missile* (force damage), it can immediately counter-attack with a *magic ice missile* (cold damage). Askinos chooses the targets of the ice mirror spell.

Legendary Actions

Askinos 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. Askinos regains spent legendary actions at the start of its turn.

- **Attack.** Askinos makes one claw attack.
- **Ray of Frost.** Askinos casts *ray of frost*.
- **Release Captured Soul.** Askinos expels a captured soul (see the **Soul Capture** trait).
- **Teleport.** Askinos magically teleports up to 120 feet away into an unoccupied space it can see, with any equipment it's carrying.
- **Icy Glare (Costs 2 Actions).** Askinos targets one creature it can see within 40 feet. The target must succeed on a DC 23 Constitution saving throw or become **numb** until the end of its next turn.
- **Spirit Burst (Costs 2 Actions).** Askinos violently releases the spirit energy accumulated by devouring prey. Each creature of its choice within 20 feet must make a DC 23 Dexterity saving throw, taking 13 (2d12) psychic damage plus 13 (2d12) cold damage on a failed save, or half as much on a successful one.

Explore Askinos's Mind

The Dramatic Stakes of Exploring the Hospodar's Mind

The capture of an adventurer's soul is a dramatic event that may give the involved player the feeling that their character is out of commission at a crucial time in the story. In reality, a soul captured by Askinos can explore the hospodar's inner being and look for weaknesses that will help defeat it.

The captured soul moves through a dreamlike environment that contains all the devil's knowledge and memories. If the exploration occurs in the midst of battle, the game leader may either conduct it in an aside, or carry it out with short descriptions in front of the whole table.

The following sections describe the dangers that the captive creature is subject to. The different parts of Askinos's mind are also described, as well as the various ways the captive creature may take advantage of the circumstances to trip up the hospodar (which are listed as disturbances). Exploring Askinos's mind may also be a way to learn some extremely confidential information, potentially only known to Askinos itself.

The Soul's State

The state of the creature's absorbed soul is a reflection of their physical state, and therefore uses the same stats, with the exception of the unconscious condition, which only affects the body. Everything inflicted upon the soul is echoed onto the body when the creature returns to it.

The Dangers of a Hospodar's Inmost Depths

Askinos is one of the most powerful entities of Eana and beyond, a vicious, devious, and paranoid creature. Its mind is a terrible and hostile place, where it throws its victims to annihilate them. A skillful and determined hero may be able to take advantage of the situation and turn the tables on the hospodar, but not without risk, as their soul will be battered relentlessly by the violent entropy of this place in-between a dream, a journey through time, and a demiplane.

Every round, the captive creature can briefly venture into one of the locations detailed below. At the end of each turn a creature spends in Askinos's mind, the creature must make a DC 23 Wisdom saving throw, taking 26 (4d12) psychic damage on a failed save, or half as much on a successful one.

Delving Into a Mind

The place is reminiscent of a silent, cold, and metallic space station orbiting a gas giant visible through a large glass panel. There are hallways, airlocks, and strange and sinister machines. The place is huge and labyrinthine. The explorer can be guided to different locations within the structure by machine archives that respond to oral commands:

- **Pod room.** Innumerable souls are contained within pods in this room. One of them is open and awaits the explorer. Once the process of absorption is finished, its soul will be kept there with its predecessors'. In other words, if the captive soul falls to 0 hp while still within Askinos, it will automatically be brought to its pod and archived. The creature cannot be resurrected, except with the use of a *wish* spell. **Disturbance:** Destroy the pods containing the ancient devoured souls.
- **Meeting room.** This monumental chamber was designed to welcome creatures aware of their importance, but all far inferior in rank to their master, the archdevil Antheros. The memory archive reveals that the diabolic hospodar betrayed their ruler. Despite a well-prepared attack, the devils weren't able to best the archdevil, and fled. **Disturbance:** Interacting with the archdevil's throne or bringing to mind the betrayal.
- **Laboratory.** This revolting place gives a glimpse of how devils manipulate creatures to create new devils. The hospodar themselves are only the result of a terrifying process started by the archdevil, their mistress, creator, and tormentor. **Disturbance:** Reminding Askinos of its origins, a crazed and horribly transformed victim.
- **Askinos's chambers.** In this magnificently grandiose and infinitely cheerless area, it's possible to find out how much Askinos feared its peers. The hospodar wanted to be rid of their mistress, but each aspired to replace her, and for that it was necessary to eliminate the weak links. Askinos was the most isolated hospodar, and therefore the first who would be targeted. **Disturbance:** Denouncing the cowardice of a hospodar who fled to Gemoniae to seek refuge from assassination and allied with a goddess for its own protection.

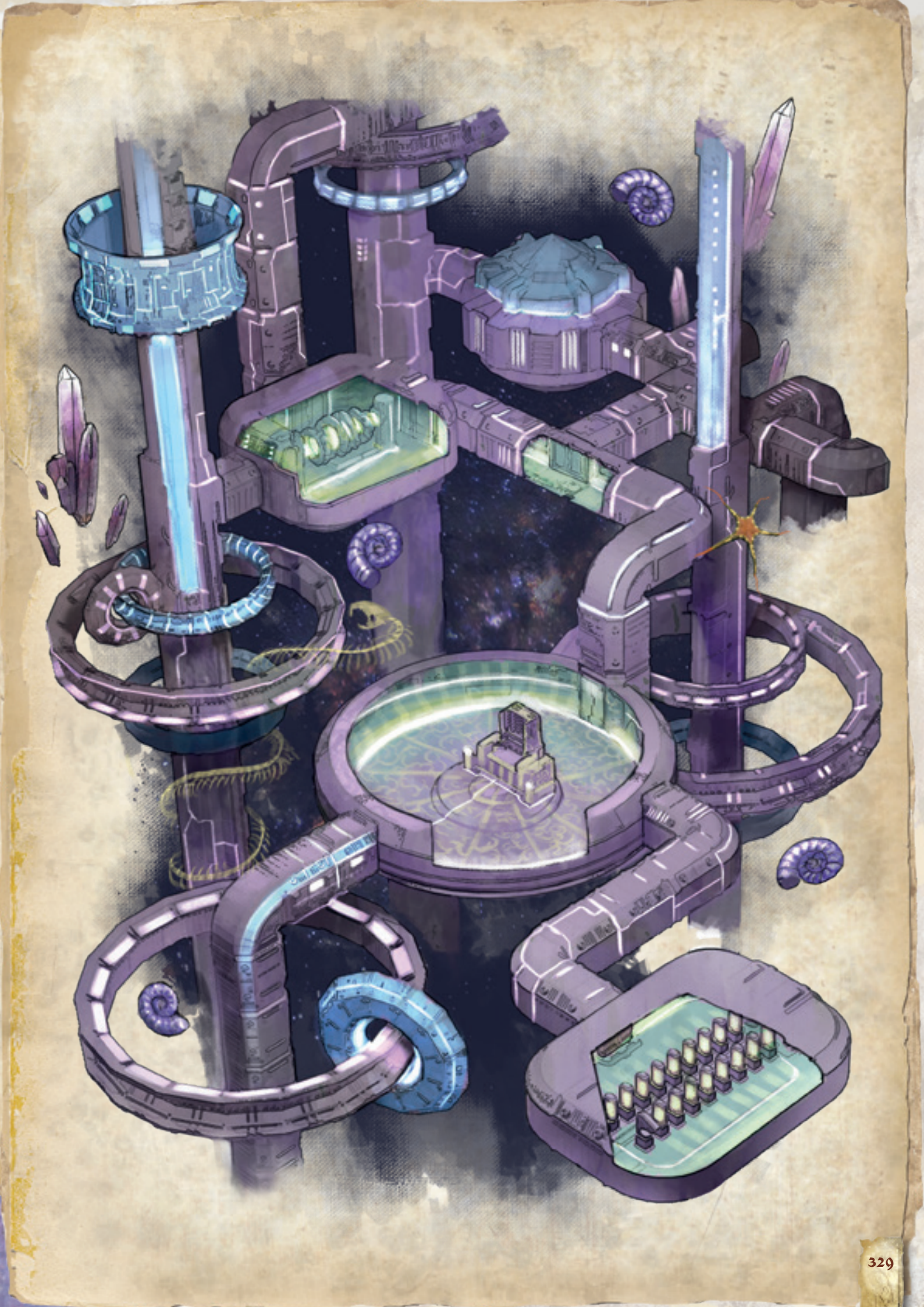
Using the Knowledge in Askinos's Mind to Disturb It

The disturbances listed above are examples of ways to throw Askinos off, but at the leader's discretion, the lord of Gemoniae may be disturbed in other ways, particularly if they exploit its weaknesses, namely its fear of the other hospodar and the archdevil Antheros. A disturbance may be the destruction of things important to Askinos, the revealing of personal knowledge, sensational accusations, the discovery of incriminatory secrets, the evocation of humiliating memories, etc.

Detecting a disturbance requires no roll, instead relying on the player's imagination and judgment. However, if they so wish, the game leader may allow or require a DC 20 Intelligence (Investigation) or Wisdom (Insight) check to find a potential disturbance. In the same way, triggering a disturbance will also depend on the player's inventiveness and improvisational skills, although there too, the game leader may allow or require a DC 20 Charisma (Deception or Intimidation) check.

When Askinos is subject to a disturbance, it suffers from a disadvantage to all its rolls until the end of its next turn. The game leader decides whether the captive player's actions are worthy of a disturbance or not.

Troubling Askinos is a way for a captive player character to continue contributing to the fight, even potentially turning the tide of battle. At the game leader's discretion, this might save an unlucky or ill-prepared group from annihilation, or set up a heroic sacrifice to allow the rest of the group to escape!



Bantu, the Pain Chalice

Made in their master's image, the pain chalices are insect-like, tall, and callous, wearing translucent robes. The sight of these creatures elicits mixed reactions. Some are plainly horrified and sickened by their many-jointed limbs and coldly animated chitin, while others are completely mesmerized and see in them a sort of perverse transcendent model, a perfect mixture of grace and cruelty. These devils are fanatical servants of hospodar Askinos, where even the terrifying kûshus seem to be soldiers who sometimes doubt their own mission. A pain chalice is a tool, a dangerous emissary.

Diabolical Splendor

Impossibly graceful and gifted with a strange splendor reminiscent of Askinos's horrifying majesty, chalices are the Pain Drinker's prime servants. As malevolent as these devils may be, even the most hardened adventurers slay them with regret, and the memory of their inhuman song haunts them eternally. Even in the midst of battle, as the chalice unleashes spells and coldly slices through flesh, its movements evoke the grace of a breathtaking ballet, with its opponents as tragic participants.

Monstrously Precious

There are only a handful of pain chalices, created by their master from particularly pure souls of exceptionally talented and anguished artists. Some obscure and heretical religious texts claim that Frostelle herself was moved by their beauty, allowing them alone to freely leave Gemoniae, unable to condemn such precious creatures to an eternally barren and maddening existence in the frozen prison plane. Almost as a vestige of their former life, chalices detest violence and prefer to kill quickly, with almost painless surgical precision. They love to dance and sing, and watching this devil perform is one of the most beautiful and disturbing spectacles in existence.

Askinos's Suppliers

One of the main reasons for the pain chalices' travels to Eana is bringing prey back for their master to feed on. Unlike their lesser kûshu brethren, who seem almost like oafish churls in comparison, the chalices take it upon themselves to find the most beautiful, sensitive, generous specimens rather than setting their sights on the first mortal they come across. Once it has chosen its victim, the chalice takes on an appropriate appearance and spends time with the person to gain their trust, sometimes even nurturing their virtues. They can spend months on these tasks. Once the individual has been "prepared", the chalice seizes them and brings them back to Gemoniae to torture them into the depths of despair and madness. Finally, they will be offered to Askinos in the hopes that the hospodar's hunger will be sated for a time and so that a new chalice may be created, as splendid as the others. Throughout the entire process, the pain chalice will display motherly care and gentleness toward their prey, even as it inflicts terrible abuse.

Excerpt from the treatise On Fiends' Tragic Ascension, *by Chlodovique of Rusli*

Bantu, the Pain Chalice

Large fiend (devil), lawful evil

- **Armor Class** 20
- **Hit Points** 228 (28d10 + 74) | **Wound Threshold** 57
- **Speed** 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	30 (+10)	17 (+3)	19 (+4)	20 (+5)	24 (+7)

- **Saving Throws** Str +9, Dex +16, Con +9, Wis +11
- **Skills** Arcana +10, Athletics +9, Medicine +11, Performance +13, Religion +10, Stealth +16
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
- Damage Immunities cold, fire, poison
- **Condition Immunities** poisoned
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 15
- **Languages** Celestial, Diabolic, telepathy 120 ft.
- **Challenge** 17 (18,000 XP)

Traits

Change Shape. As an action, the pain chalice magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the pain chalice's choice).

In a new form, the pain chalice retains its game statistics, its Beguiling Song, its ability to Mollify, and its ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Devil's Sight. Magical darkness doesn't impede the pain chalice's darkvision.

Innate Spellcasting. The pain chalice's spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

- At will: *calm emotions, detect thoughts*
- 3/day each: *blur, cone of cold, counterspell, dispel magic, expeditious retreat, sleet storm, tongues, wall of ice*
- 1/day each: *antilife shell, feeblemind, locate creature, plane shift, power word stun*

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

Magic Weapons. The pain chalice's weapon attacks are magical.

Actions

Multiattack. The pain chalice makes two claw attacks.

Claw. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit*: 19 (2d8 + 10) slashing damage plus 11 (2d10) cold damage. If the pain chalice isn't already grappling two creatures, and the target is a Large or smaller creature, it is **grappled** (escape DC 17). Until this grapple ends, the creature is **restrained**, and has disadvantage on saving throws against the pain chalice's Beguiling Song.

Bonus Actions

Beguiling Song. The pain chalice produces a melodious and intoxicating song. A creature of its choice within 60 feet must succeed on a DC 21 Wisdom saving throw or be **charmed** by the pain chalice for 1 minute. A charmed creature regards the pain chalice as a reassuring presence from which it has nothing to fear. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Any creature that succeeds on the saving throw or for whom the effect ends is immune to the pain chalice's Beguiling Song for the next 24 hours.

Reactions

Mollify. When a creature hits the pain chalice with an attack, the attacker must succeed on a DC 21 Charisma saving throw, or have its attack fail. A creature immune to the charmed condition is immune to this effect.

Frost Giant

Frost giants live in the vast icy lands of the Septentrion, at the northernmost areas of Cyfandir and Kaan. They roam boreal forests, frozen mountains, tundra, and lands of eternal ice. Giant bears, woolly rhinos, and mammoths are their companions, livestock, or prey. Their civilization is divided into clans, each adapted to a different environment. Some are hunters of large game, others are whalers, reindeer breeders, or raiders.

Winter Raiders

Frost giants developed an astonishing technique for carving ships out of ice, which they can only use in very cold regions. Some of these ships look like longships, others resemble icebergs. They appear on cold nights, like white specters, their occupants spilling forth from the fog to ravage and pillage for all they're worth. They might take prisoners, who are enslaved to serve the clan or sold, often to hobgoblins.

The Necromantic Terror

Frost giant war parties might count among their numbers one or more warriors who carry weapons with the *arctic death* enchantment. Its effect is horrifying, the victim immediately being raised as a **gaunt** hungry for the flesh of the living, turning against its previous allies. The attackers, on the other hand, are protected by one of their own carrying an *amulet of dawn*.

Secrets of an Ancient Past

King Wawotan, the eldest of his people, lives in Akomuk, in northeastern Septentrion. Weak and frail, his memories span millennia, and he guides those who are willing to listen to his counsel. No one contests his rank—at least not overtly—and it's traditionally accepted that only another elder will succeed him. At the same time, petty clan chiefs lead their own communities freely, only paying respect during solemn gatherings in Akomuk. Though many frost giants may come off as bloodthirsty brutes, their current radicalism is rooted in dark events of their past, and the will to avoid a repeat of the danger.

Archetype: Creating a Frost Giant

Frost giants are naturally more powerful than the humanoids available as playable species. To apply the archetype to an NPC's sheet, simply make the following modification.

The frost giant archetype is designed to allow you to easily come up with various representatives of this people, for the purpose of adventures with intrigue at the forefront. If you wish to create a fearsome antagonist, feel free to bring in additions adapted to the power of your party, such as magic items or extra Hit Dice.

- **Type.** The frost giant is a giant.
- **Size.** The frost giant is Huge. The weapons it uses deal two extra damage dice.
- **Speed.** A frost giant's Speed is 40 ft.
- **AC.** Giants wear armor crafted with leather or metal, the latter being forged in Akomuk.
- **Ability Scores.** Dexterity is decreased by 2. The size of the creature directly affects its Strength and Constitution. The table on the next page allows you to easily find the Strength and Constitution of the frost giant based on its NPC profile. Look for the Strength score in the first column and its equivalent in the second column; then, look for the Constitution score in the first column and its equivalent in the third column.

Equivalence between the Strength and Constitution of a Medium humanoid and a Huge Frost Giant

Ability Score of a Medium Humanoid	Equivalent Strength of a Huge Frost Giant	Equivalent Constitution of a Huge Frost Giant
6	12	10
7	13	11
8	14	12
9	15	13
10	18	14
11	20	16
12	21	17
13	22	18
14	23	19
15	24	20
16	25	21
17	26	22
18	27	23
19	28	24
20	30	25

- **Weapons to Size.** Weapons for Huge creatures inflict two additional damage dice compared to those of Medium or Small creatures. For example a frost giant's shortsword inflicts 3d6 piercing damage.
- **Damage Immunities.** Frost giants are immune to cold damage.
- **Languages.** Frost giants speak Tumiit. This language replaces Common in the base profile.
- **Melee Reach.** A frost giant's reach with a melee weapon is 10 feet.
- **Throwing Range.** The range of weapons with the *thrown* property is tripled.
- **Rock.** *Ranged Weapon Attack:* + [Strength modifier + proficiency bonus] to hit, range 60/240 ft., one target. *Hit:* (value to be determined below + Strength modifier) bludgeoning damage.

The damage inflicted by a Huge frost giant's Rock action increases with Strength:

Effect of a Huge Giant's Strength on the Damage of the Rock Action

Giant's Strength	Damage of the Rock Action
Less Than 18	Action is N/A
18 (+4) to 19 (+4)	2d10
20 (+5) to 22 (+6)	3d10
23 (+6) to 27 (+8)	4d10
28 (+9) to 30 (+10)	4d12

- **HD.** The creature's Hit Dice are increased by 6 and become d12s.
- **CR.** The creature's CR is increased by 3.

Frost Giant Warlock of Gegaôr

Huge giant, chaotic evil
- **Armor Class** 12 (leather armor)
- **Hit Points** 85 (9d12 + 27) | **Wound Threshold** 22
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	10 (+0)	12 (+1)	15 (+2)

- **Skills** Deception +5, Persuasion +5, Religion +3
- **Damage Immunities** cold
- **Senses** passive Perception 11
- **Languages** Tumiit
- **Challenge** 5 (1,800 XP)

Traits

Agonizing Blast. When the warlock frost giant casts *eldritch blast*, it adds its Charisma modifier to the damage it deals on a hit.

Dark Devotion. The warlock frost giant has advantage on saving throws against being charmed or frightened.

Repelling Blast. When the warlock frost giant hits a creature with *eldritch blast*, it can push the target creature 10 feet away from it in a straight line.

Spellcasting. The frost giant is a 4th-level warlock of Gegaôr. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following warlock spells:
- Cantrips (at will): *eldritch blast, minor illusion, warcry*
- 2nd level (2 slots): *compulsive strike, enlarge/reduce, heroism, magic weapon, misty step*

Actions

Multiattack. The frost giant warlock makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack*: +8 to hit, reach 10 ft. or range 60/180ft., one target. *Hit*: 12 (3d4 + 5) piercing damage.

Rock. *Ranged Weapon Attack*: +8 to hit, range 60/240 ft., one target. *Hit*: 21 (3d10 + 5) bludgeoning damage.

Fanatics of Gegaôr are becoming more and more common among small groups of frost giants. The Furious Beast finds in these wild lands, among brutal populations, a way to express his desire for the destruction of all civilization. Although less directly powerful than the frost giant warriors, these fanatics are persuasive and manage to sway politics their way with a surprising amount of subtlety.

Frost Giant Warrior

Huge giant, chaotic evil
- **Armor Class** 15 (crude chain mail)
- **Hit Points** 138 (12d12 + 60) | **Wound Threshold** 35
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

- **Saving Throws** Con +8, Wis +3, Cha +4
- **Skills** Animal Handling +3, Athletics +9, Perception +3, Survival +3
- **Damage Immunities** cold
- **Senses** passive Perception 13
- **Languages** Tumiit
- **Challenge** 8 (3,900 XP)

Actions

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 25 (3d12 + 6) slashing damage.

Rock. *Ranged Weapon Attack*: +9 to hit, range 60/240 ft., one target. *Hit*: 28 (4d10 + 6) bludgeoning damage.

Frost giant warriors make up most of this people's experienced troops. Owing to their martial society and lifespan rivaling that of dwarves, these fighters are great in numbers.

Gaunt

Gaunts are undead of the far north. Some revive spontaneously, while others are raised by necromancers, particularly clerics from among the ranks of the frost giants.

The Long Arctic Nights

Beyond the arctic circle, the night lasts for months on end. Gaunts are a waking nightmare during such times. Still motivated by their social instincts, they gather in silent, hungry packs. These bands, drawn to light (despite their deadly aversion to sunlight), will assault dwellings and massacre their inhabitants, after which they will either return to hiding or continue the hunt.

A Hunger for Life

Gaunts, bearers of a dreadful curse, draw sustenance from the flesh of humanoids, and humanoids alone, but there is an even greater caveat: only the living can sate their hunger. A corpse cannot sustain them. When a gaunt goes without feeding, it loses 1 hit point every day. Its appearance reflects its condition, growing more and more thin and pallid as it inexorably loses the energy that animates it.

Gaunt

Medium undead, neutral evil

- **Armor Class** 10
- **Hit Points** 27 (6d8) | **Wound Threshold** N/A
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	4 (-3)	9 (-1)	8 (-1)

- **Damage Resistances** necrotic
- **Damage Immunities** cold, poison
- **Condition Immunities** charmed, exhaustion, poisoned
- **Damage Vulnerabilities** radiant
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** —
- **Challenge** 1/2 (100 XP)

Traits

Sunlight Hypersensitivity. The gaunt takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Undead Fortitude. If damage reduces the gaunt to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the gaunt drops to 1 hit point instead.

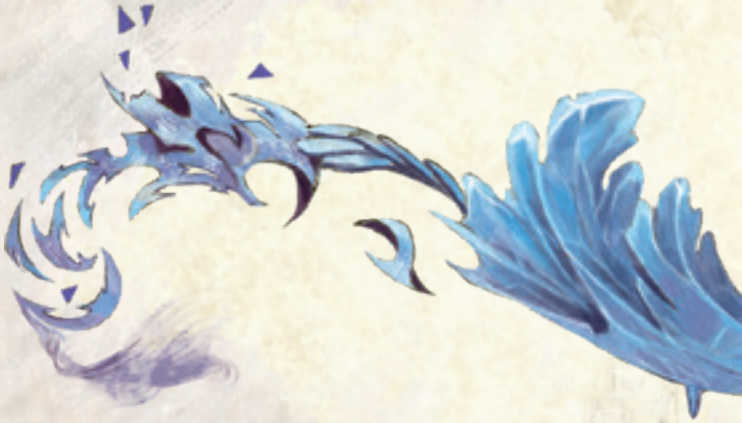
Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 4 (1d4 + 2) piercing damage and the gaunt regains hit points equal to the damage dealt.

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 7 (2d4 + 2) slashing damage.

Inane

The inane is well-known in the Septentrion. It is not truly a creature, but an extremely convincing illusion, an artificial being born of the tormented minds of those crossing Yotumkupatunsh, the harshest and coldest region in the Far North.



Tormenting inane

As intelligent and resourceful as it might seem, the inane has no free will, and the only purpose of its existence is to challenge those struck by madness in a psychedelic confrontation that can only end with the inane's death or that of its "creator".

Absolution

Only two kinds of people willingly confront an inane: the penitent and the desperate.
Among the first category, there are Septentrion natives guilty of crimes, but also corrupted individuals who venture onto the frozen wastes to be purified. Fighting an inane is a way to face and be freed of a part of oneself.
The desperate, on the other hand, are people afflicted by madness so severe and debilitating that fighting an inane seems to be the last resort to purge them of their ills. However, many consider the cure to be worse than the disease, and would rather live as pariahs or madmen, or would even rather die, than find themselves in front of their madness materialized.

The Inane's Weakness

A defining particularity of the inane is its connection to its creator. Only they can weaken the inane.

- Each time the creator resists an attack by the inane, the inane is weakened, losing a resistance or immunity (see the **Illusory Resistance** trait).
- At the game leader's discretion, it can similarly be weakened when the creator interacts with illusions the inane generates out of combat and becomes aware of some truths, questions themselves, or makes decisions regarding the life they want to lead. In a mainly intrigue-oriented campaign, the game leader might decide to push things further: as long as the creator hasn't figured out what in their psyche is causing the inane's emergence, it will reform anew every time it is vanquished in battle.

For battle-hardened travelers of the Far North, the priority is to identify who generated the creature among the present company, so that they can be better assisted in a perilous and personal fight.
Inanes often use subtle illusions before switching to violence. These are opportunities for the travelers to try to understand what is going on and why.

The Inane's Weaknesses

d20	Damage Type
1	Acid
2-4	Bludgeoning
5	Cold
6-7	Fire
8	Force
9	Lightning
10	Necrotic
11-13	Piercing
14	Poison
15	Psychic
16	Radiant
17-19	Slashing
20	Thunder

Tormenting Inane

Variable-sized construct, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** 68 (8d8 + 32) | **Wound Threshold** 17
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	18 (+4)	14 (+2)	16 (+3)	19 (+4)

- **Saving Throws** Con +7
- **Skills** Acrobatics +8, Deception +7, Stealth +8
- **Damage Resistances** all
- **Senses** truesight 60 ft., passive Perception 13
- **Languages** the same as its creator, telepathy 120 ft.
- **Challenge** 8 (3,900 XP)

Traits

Eased Torment. When the inane is vanquished, the creature that created it is cured of the madness that caused the inane to manifest.

Illusory Resistance. Each time the inane fails an attack roll against the creature that created it, or the creature succeeds on a saving throw against one of the inane's spells, the inane loses one of its damage resistances, to be rolled on **The Inane's Weaknesses** table. If the inane already lost the damage resistance, the game leader re-rolls.

Innate Spellcasting. The inane's innate spellcasting ability is Charisma (spell save DC 15). The inane can innately cast the following spells like an 11th-level spellcaster, requiring no material components:

- At will: *minor illusion, silent image, vicious mockery*
- 3/day each: *compulsive strike, fateful twist, fear, major image, mirror image, misty step, phantasmal killer*
- 1/day each: *counterspell, dispel magic, hallucinatory terrain, seeming*

Nightmare Incarnate. The inane's appearance is a reflection of the internal torment of the creature that caused its existence. It typically adopts the outward form of the creature in question, but this may vary according to the creature's psyche: a lost loved one, a phobia, a nemesis, etc. No matter its appearance, the inane will have the same profile, except for its size, which is the creature's.

Unreal. The inane ignores difficult terrain.

Actions

Multiattack. The inane casts a spell and makes a Cold Despair attack.

Cold Despair. *Melee Spell Attack*: +8 to hit, reach 5 ft., one creature. *Hit*: 4 (1d8) cold damage plus 9 (2d8) psychic damage. The target must succeed on a DC 15 Wisdom saving throw or be **numb** for 1 minute. A creature numbed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Nightmarish Inane

A tormenting inane is already a daunting challenge, but there is at least comfort in the knowledge that it is only an illusory projection. This is less certain with a nightmarish inane, as these beings appear to have true intelligence; a capacity they devote to cruel malevolence. These entities are born of particularly deep-seated trauma in the minds of powerful creatures. Some aren't content to brutally murder their creator, instead choosing to extend the torment, finishing off the unfortunate soul and their companions in an abject paroxysm of suffering and distress. Those who overcome a nightmarish inane sometimes don't know if they should be relieved to have removed such horror from their mind, or if they should worry about having given birth to it in the first place.

When Nightmare Becomes Reality

To what extent does a nightmarish inane have free will? What would become of such a creature if it were released into the world? After all, after its birth, rather than fight its creator, it could flee and try to live a life of its own. Worse still, if it ever vanquished its creator, it could take their place and continue its existence as a horrible caricature of what they once were.

The Nightmare's Influence

There is a connection between madness, Nightmare, dream, and psyche, though the reason is difficult to ascertain. Is insanity caused by Nightmare haunting our dreams? Does one attract Nightmare because of torment that one is unable to face?

Frostelle watches over the icy lands of Yotumkupatunsh. This extreme north is a land free of any corruption, and the inanes are a gift from the goddess. Their manifestation allows one to be freed from Canker's influence. However, Nightmare actively tries to destroy this sacred sanctuary. Some nightmarish inanes become corrupted and try to create a rift so that madness and horror can more easily spread into minds, increasing Canker's foothold.

Nightmarish Inane

Variable-sized construct, unaligned or chaotic evil

- **Armor Class** 18 (natural armor)
- **Hit Points** 85 (9d8 + 45) | **Wound Threshold** 22
- **Speed** 50 ft., flight 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	20 (+5)	17 (+3)	18 (+4)	23 (+6)

- **Saving Throws** Con +9, Wis +8, Cha +10
- **Skills** Acrobatics +10, Deception +10, Insight +8, Intimidation +10, Stealth +10
- Damage Immunities all
- **Senses** truesight 60 ft., passive Perception 14
- **Languages** the same as its creator, telepathy 120 ft.
- **Challenge** 13 (10,000 XP)

Traits

Eased Torment. When the inane is vanquished, the creature that created it is cured of the madness that caused the inane to manifest.

Illusory Resistance. Each time the inane fails an attack roll against the creature that created it, or the creature succeeds on a saving throw against one of the inane's spells, one of the inane's damage immunities becomes a resistance, or it loses one of its damage resistances, to be rolled on **The Inane's Weaknesses** table. If the inane already lost the damage resistance, the game leader re-rolls.

Innate Spellcasting. The inane's innate spellcasting ability is Charisma (spell save DC 18). The inane can innately cast the following spells like a 17th-level spellcaster, requiring no material components:

- At will: *major image, misty step, vicious mockery*
- 3/day each: *compulsive strike, counterspell, dispel magic, fateful twist, fear, hallucinatory terrain, mirror image, phantasmal killer, seeming*
- 1/day each: *confusion, mind blast, mirage arcane, weird*

Nightmare Incarnate. The inane's appearance is a reflection of the internal torment of the creature that caused its existence. It typically adopts the outward form of the creature in question, but this may vary according to the creature's psyche: a lost loved one, a phobia, a nemesis, etc. No matter its appearance, the inane will have the same profile, except for its size, which is the creature's.

Unreal. The inane ignores difficult terrain.

Actions

Multiattack. The inane casts a spell and makes a Cold Despair attack.

Cold Despair. *Melee Spell Attack*: +10 to hit, reach 5 ft., one creature. *Hit*: 9 (2d8) cold damage plus 18 (4d8) psychic damage. The target must succeed on a DC 18 Wisdom saving throw or be **numb** for 1 minute. A creature numbed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Kûshu, the Ice Devil

With their insect-like appearance, kûshus—literally "the cold" in Diabolic—or ice devils, are in the image of their master, the hospodar **Askinos**. Unlike other devils, despite their fire immunity, these fiends normally never go to Furnace and are mostly content with their role as jailers of Gemoniae.

The Master's Hunger

Damned souls are drawn, depending on their personality, toward either Melancholia or Furnace. The kûshus consider themselves greatly disadvantaged by the pact that only offers them the damned of Eana, far less in comparison. The fall of the boreal civilization brought in an abundance of such souls, but the flow has dried up since. Askinos hungers and needs to regularly devour beings, consuming them slowly. If the hospodar runs out, it might start eating its own kûshus. Therefore, its servants try to find ways to supplement the ice prisons that serve as larder for their master, by any means necessary. However, they must be careful not to get caught. And so these jailers sometimes cut a deal with prisoners they deem clever enough: the chance to escape in exchange for a harvest of souls for Gemoniae. This is how some heroes have returned, long ago exiled to this prison plane by tyrants, and now bound by a pact making them agents of Evil.

The Portal to Gemoniae

Near the north pole, in an area made highly perilous by Gemonian cold and the presence of Frostelle's sentinels, there is a portal leading directly to Gemoniae. This malicious and mad world of ice is a true hellscape that serves as a prison for creatures who have displeased priests of Frostelle, as well as for those deemed to be too much of a danger in the eyes of the goddess or her celestial servants. The terrifying kûshus sometimes stalk the surroundings of the portal. In their free time, if the chance presents itself, they hunt humanoids or giants to feed their horrifying master Askinos. Because of the agreement between the hospodar and Frostelle, the ice devils are also sometimes sent to guard the heart of her sanctuaries or on missions in service of her cult.

Kûshu, the Ice Devil

Large fiend (devil), lawful evil
- **Armor Class** 18 (natural armor)
- **Hit Points** 180 (19d10 + 76) | **Wound Threshold** 45
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

- **Saving Throws** Dex +7, Con +9, Wis +7, Cha +9
- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
- **Damage Immunities** cold, fire, poison
- **Condition Immunities** poisoned
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 12
- **Languages** Diabolic, telepathy 120 ft.
- **Challenge** 14 (11,500 XP)

Traits

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Claws. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Nowôhtam, the Wail of the Wastes

Pale, indistinct, blurry luminescent shapes roil in the rising icy mist. They come closer and form a white wall as opaque as the front of a blizzard or the snow of an avalanche engulfing its prey. They chant in a melancholic lament that, at first, is barely distinguishable from the wind and creaking of ice. As they approach, their voice intensifies, wheezing desolation, solitude, blindness, and cold.

Chilling Haunt

Wails of the wastes are incorporeal undead well known for favoring thick Septentrion fogs in which they drift, hidden from the pale winter sun. These creatures hunger for the warmth of humanoid life. They are trapped in uncertain expectation. Some say that they are the deceased who haven't received a proper burial and are doomed to wander the dim shores leading to the afterlife of Frostelle, mistress of these cold lands. According to other traditions, they are the souls of the greedy and selfish departed, damned to await the judgment of the sednaï, the celestial messengers of the Winter Crone.

Rebuked by Frostelle's Protection

Prayers and sacred symbols of Frostelle are rumored to ward these creatures away, and so *amulets of the Winter Crone* are very popular. Many legends and taboos surround the wails of the wastes. It is said they do not act purely out of malevolence or hunger, their link to the goddess making them de facto guardians of places that must not be approached. They are both protectors of secrets, and ordeals for heroes.

Reminders of Buried Suffering

Wails of the wastes have in common the ability to bring painful emotions to the surface. If the game leader uses the **crisis of the long night** peril (see **Appendix: Perils, Winter and Polar Perils**), an attack by wails of the wastes may bring about the onset of a crisis

Shiverwail

Shiverwails are mournful creatures, white and hazy, barely distinguishable from the monochrome Septentrional expanse. They emit an aura of sorrow, lethargy, and resignation such that those who succumb to them soon join their ranks. Shiverwails roam in wait of Frostelle's mercy and celestial salvation.

Shiverwail

Medium undead, chaotic evil

- **Armor Class** 12
- **Hit Points** 31 (7d8) | **Wound Threshold** N/A
- **Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	13 (+1)

- **Damage Resistances** acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** cold, necrotic, poison
- **Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** understands Celestial, but can't speak
- **Challenge** 2 (450 XP)

Traits

Blur. The shiverwail's silhouette is blurred, as if shifting and wavering. Attack rolls against the shiverwail are made with disadvantage. Creatures that don't rely on sight (as with blindsight) or have truesight are immune to this effect.

Incorporeal Movement. The shiverwail can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Perdition of the Ice Floes. A humanoid creature slain by the shiverwail becomes a shiverwail 1d4 hours later and cannot be brought back to life without Frostelle's consent, or that of a celestial in her service.

Sunlight Sensitivity. While in sunlight, the shiverwail has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Cold Despair. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 7 (2d6) cold damage plus 4 (1d8) psychic damage. The target must succeed on a DC 11 Wisdom saving throw or be **numb** for 1 minute. A creature numbed in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Frostwail

The frostwail is a powerful wail of the wastes that guides the **shiverwails**. It suffers from the same perdition of the ice floes but enjoys greater power and a higher sense of self. Some still have a personality or develop one, and may be open to conversation. This personality is reflected in their appearance, which is sharper and more humanoid than the shiverwails' vague forms.

Frostwail

Medium undead, chaotic evil

- **Armor Class** 14
- **Hit Points** 90 (20d8) | **Wound Threshold** N/A
- **Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	10 (+0)	14 (+2)	14 (+2)	18 (+4)

- **Saving Throws** Int +6, Wis +6, Cha +8
- **Skills** Insight +6, Religion +6
- **Damage Resistances** acid, lightning, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** cold, necrotic, poison
- **Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Celestial, the languages it knew in life
- **Challenge** 9 (5,000 XP)

Traits

Blur. The frostwail's silhouette is blurred, as if shifting and wavering. Attack rolls against against the frostwail are made with disadvantage. Creatures that don't rely on sight (as with blindsight) or have truesight, are immune to this effect.

Incorporeal Movement. The frostwail can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The frostwail's innate spellcasting ability is Charisma (spell save DC 16). The frostwail can innately cast the following spells, requiring no material components:

- 1/day each: *confusion, fear*

Perdition of the Ice Floes. A humanoid creature slain by the frostwail becomes a **shiverwail** 1d4 hours later and cannot be brought back to life without Frostelle's consent, or that of a celestial in her service.

Sunlight Sensitivity. While in sunlight, the frostwail has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Cold Despair. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one creature. *Hit*: 27 (6d8) cold damage plus 13 (3d8) psychic damage. The target must succeed on a DC 16 Wisdom saving throw or be **paralyzed** for 1 minute. A creature paralyzed in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Call Shiverwail (Recharge 6). The frostwail calls forth a **shiverwail** that appears within 30 feet and follows its commands.

Reactions

Glacial Vengeance. When the frostwail takes damage from a creature, its attacker must succeed on a DC 16 Constitution saving throw or take 22 (4d10) cold damage and become **numb** until the end of its next turn. On a successful save, the creature takes half as much damage and isn't numb.

Polar Bear

Polar bears are some of the most emblematic creatures of the Septentrion. These powerful seal hunters are excellent swimmers and considered to be servants of Frostelle. They are thought to punish those who abuse the meager resources of these icy lands by devouring them.
Frost giants love and cherish polar bears, and sometimes take them as pets.

Polar Bear

Large beast, unaligned
- **Armor Class** 14 (natural armor)
- **Hit Points** 42 (5d10 + 15) | **Wound Threshold** 11
- **Speed** 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	5 (-3)	13 (+1)	8 (-1)

- **Skills** Perception +3
- **Senses** passive Perception 13
- **Languages** —
- **Challenge** 2 (450 XP)

Traits

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

Actions

Multiattack. The polar bear makes two attacks: one with its bite and one with its claws.
Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 9 (1d8 + 5) piercing damage.
Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) slashing damage.

Remorhaz

Shockingly large predators, remorhazes conceal themselves under the snow or in burrows dug into the ice with their prodigious burning maw. Sensitive to vibrations, they burst forth to strike and devour anything available. They swallow their meals whole, leaving almost no waste.

Many arcanists wonder how remorhazes manage to generate intense heat while being native to icy environments and living in the cold without melting everything around them. The answer lies in a fascinating elemental affinity that causes their bodily heat to only spread to living creatures. In this way, a remorhaz can move around a wooden structure without any problems, but will burn any animal it touches to a cinder. Therein truly lies a magical wonder that some scholars don't hesitate to attribute to the Travelers.

A remorhaz captured when still young can be tamed and made into a formidable guardian of the frost giants' domains. Because of their ability to use fire without affecting inanimate matter, they are also very popular with fire giants. Since these creatures are found in the territory of their sworn enemies, the frost giants, getting a pet remorhaz is a mark of great prestige for a fire giant.

Remorhaz

Huge monstrosity, unaligned

- **Armor Class** 17 (natural armor)
- **Hit Points** 195 (17d12 + 85) | **Wound Threshold** 49
- **Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

- **Damage Immunities** cold, fire
- **Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10
- **Languages** —
- **Challenge** 11 (7,200 XP)

Traits

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage. Constructs and undead are immune to this effect.

Actions

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is **grappled** (escape DC 17). Until this grapple ends, the target is **restrained**, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is **blinded** and **restrained**, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall **prone** in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting **prone**.

If you wish to make this creature more dangerous, you can use the option below. In this case, its FP will increase from 11 to 12.

Legendary Actions

The remorhaz 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 remorhaz regains spent legendary actions at the start of its turn.

- **Intensified Heat.** All creatures within 5 feet of the remorhaz must make a DC 17 Dexterity saving throw, taking 7 (2d6) fire damage, or half as much on a success. Constructs and undead are immune to this effect.
- **Tail Sweep.** The remorhaz whips a creature within 15 feet with its tail. The creature must succeed on a DC 17 Strength saving throw or take 7 (2d6) bludgeoning damage plus 3 (1d6) fire damage and be knocked **prone**.
- **Acid Regurgitation (3 actions).** The remorhaz belches out a line of stomach acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

Sednae

The sednai (singular sednae) are celestials close to Frostelle, who travel between the planes and return to the Septentrion with the aurora borealis. They are celebrated as ancestral protectors.

Celestial Ascension

Valorous individuals who were able to distinguish themselves in the Septentrion are sometimes rewarded in the afterlife by becoming sednai. They still resemble the being they were as mortals and retain all their memories. They are allowed to periodically visit the members of their tribe on arctic nights.

Hunters and Fishermen

The hunting and fishing peoples of the far north celebrate sednai because these celestials show them where to hunt, sometimes even rendering assistance by flushing out massive or rare game, bringing prosperity to these regions' inhabitants. These gifts can be crucial for saving entire communities.

Resources are rare in the north, and arouse envy and sometimes destructive greed. Marine animals' blubber, for example, is very appreciated for its use as high-quality lamp fuel. The sednai are responsible for ensuring balance in an exceedingly fragile world, in which species grow very slowly. The celestials are unable to come and go as frequently and easily as Eana natives, which pushes them to take drastic actions to solve problems decisively—they hope. Therefore, when fishermen from the Septentrion or southern lands come to hunt placid sea cows in great numbers (cousins of the manatee that can measure up to 26 feet long, massive but harmless), the sednai are liable to intervene without restraint, causing deadly shipwrecks to avoid a depopulation that would be calamitous in the long term.

Guardians of the Portal

As interplanar travelers, the sednai are the winter goddess's messengers and make sure the Gemoniae devils respect the pact binding them to her. During an aurora borealis, they can depart from Frostelle's domain, or return there. They also know of the portal to Gemoniae, in the Septentrion's extreme north.

Delsednae

Delsednai are sednai recently promoted to their posthumous state. They don't have the talsednai's power, but are devoted to Frostelle and do all they can to enforce her edicts. They still have many memories and may have still-living relatives, so they eagerly get involved in mortals' affairs.

Celestial Soul, Mortal Mind

Delsednai are on occasion torn between their divine duty and their persistent mortal feelings. For mortals, Frostelle's rules can be difficult to understand and accept, no matter how necessary they might be. Some peoples of the Septentrion, incited by greed, disillusionment, or despair, may break them, and the application of divine law then falls to a delsednae. But how can they raise their hand against those who were their peers not so long ago? Some delsednai end up stalling, pleading, negotiating in the hopes of finding a non-violent solution to the dilemma. The worst comes to pass when the problem drags on and a telsednae ends up getting involved. These greater celestials are less inclined to exercise pedagogy or half-measures; since they cannot spend as much time in the Material Plane as delsednai, they must take the shortest route to solve an issue.

Delsednae

Medium celestial, any neutral alignment

- **Armor Class** 16 (natural armor, shield)
- **Hit Points** 97 (13d8 + 39) | **Wound Threshold** 25
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	13 (+1)	17 (+3)	15 (+2)

- **Saving Throws** Con +6, Wis +6
- **Skills** Athletics +6, Perception +6, Survival +6
- **Damage Resistances** radiant; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** cold
- **Senses** darkvision 60 ft., passive Perception 16
- **Languages** Celestial, Diabolic, Nordic, Primordial, Sylvan, Tumiit
- **Challenge** 6 (2,300 XP)

Traits

Angelic Weapons. The sednae's weapon attacks are magical. When the sednae hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Innate Spellcasting. The sednae's spellcasting ability is Wisdom (spell save DC 14). The sednae can innately cast the following spells, requiring no material components:

- At will: *guidance*
- 3/day each: *branding smite, divine favor, shield of faith*
- 1/day each: *ice storm, plane shift* (*must be cast during an aurora borealis*)

Actions

Multiattack. The sednae makes two spear attacks and uses Frostelle's Embrace.

Spear. *Melee or Ranged Weapon Attack*: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 9 (2d8) radiant damage.

Frostelle's Embrace. A creature within 60 feet of the sednae must succeed on a DC 14 Constitution saving throw or take 13 (3d8) cold or radiant damage (the sednae's choice), taking half damage on a successful save. If the target took cold damage and failed the Constitution saving throw, it is **numb** for 1 minute. A creature numbed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Longbow. *Ranged Weapon Attack*: +5 to hit, range 150/600 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage plus 9 (2d8) radiant damage.

Talsednae

Great wisdom and efficiency in carrying out their tasks allow a delsednae to become a talsednae. The celestial now resembles a sublime and abnormally pale humanoid, some even seeming sculpted out of ice. The talsednai may come off as indifferent due to how much their emotions are controlled and their actions measured. Their aloofness has nothing to do with apathy, but is rather a different perspective of reality. They live long lives, and are aware of stakes that are beyond most mortals. They must weigh different variables without letting themselves be deluded into believing they are all-knowing.

Nemeses of the Kûshus

One of the roles that befall the talsednai is to make sure the agents of Askinos the Pain Drinker do not overstep the boundaries of the pact with Frostelle. The kûshus in particular sometimes venture outside of Gemoniae without authorization, motivated by ambition, anger, or simply boredom. It is then the responsibility of the talsednai to catch and punish them accordingly. The ice devils are powerful and cunning creatures, so the task can often be difficult, especially since the very nature of talsednai does not allow them to stay in the Material Plane for long periods of time. They must then occasionally call upon delsednai or mortals to track down a missing kûshu.

Divine Trickery

The pact tying Frostelle to Askinos has lasted for millennia, but is still tenuous. Both sides are on the lookout for loopholes and an opportunity to destroy the other. Talsednai are well aware of this duplicitous game and remain vigilant. They feel that the breaking point is fast approaching. The crisis will be dire and can only end with victory for the goddess or the diabolic hospodar. However, even assuming that the Winter Crone's plans are successful, it will still take a lot to contend with the rest of the hospodar, not to mention the dreadful archdevil biding its time…

Talsednae

Medium celestial, lawful neutral

- **Armor Class** 20 (natural armor, shield)
- **Hit Points** 178 (21d8 + 84) | **Wound Threshold** 45
- **Speed** 30 ft., flight 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	16 (+3)	22 (+6)	18 (+4)

- **Saving Throws** Con +9, Wis +11, Cha +9
- **Skills** Athletics +10, Intimidation +9, Nature +8, Perception +11, Religion +8, Survival +11
- **Damage Resistances** fire, necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** cold
- **Condition Immunities** charmed, frightened
- **Senses** truesight 120 ft., passive Perception 21
- **Languages** Celestial, Diabolic, Nordic, Primordial, Sylvan, Tumiit, telepathy 120 ft,
- **Challenge** 15 (13,000 XP)

Traits

Angelic Weapons. The sednae's weapon attacks are magical. When the sednae hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The sednae's spellcasting ability is Wisdom (spell save DC 19). The sednae can innately cast the following spells, requiring no material components:

- At will: *guidance, resistance*
- 3/day each: *branding smite, divine favor, ice storm, mass healing word, shield of faith*
- 1/day each: *freezing sphere, greater restoration, heal, plane shift (must be cast during an aurora borealis), raise dead*

Actions

Multiattack. The sednae makes two spear attacks and uses Frostelle's Embrace.

Spear. *Melee or Ranged Weapon Attack*: +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit*: 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack, plus 18 (4d8) radiant damage.

Frostelle's Embrace. A creature within 60 feet of the sednae must succeed on a DC 19 Constitution saving throw or take 27 (6d8) cold or radiant damage (the sednae's choice), taking half damage on a successful save. If the target took cold damage and failed the Constitution saving throw, it is **numb** for 1 minute. A creature numbed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Longbow. *Ranged Weapon Attack*: +9 to hit, range 150/600 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage plus 18 (4d8) radiant damage.

Smilodon

Also called saber-toothed tiger, the smilodon was one of the major emblems of the boreal civilization. This hunter from the far north is capable of swiftly killing its prey with its massive sword-like fangs. It isn't built to chase down small agile creatures, depending on large prey instead. It hunts horses, woolly rhinoceros, reindeer, and mammoths. The barbarians of the Septentrion like to imitate the large cat's methods and demeanor.

Smilodon

Large beast, unaligned

- **Armor Class** 12
- **Hit Points** 52 (7d10 + 14) | **Wound Threshold** 13
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	4 (-3)	12 (+1)	7 (-2)

- **Skills** Perception +3, Stealth +6
- **Senses** passive Perception 13
- **Languages** —
- **Challenge** 2 (450 XP))

Traits

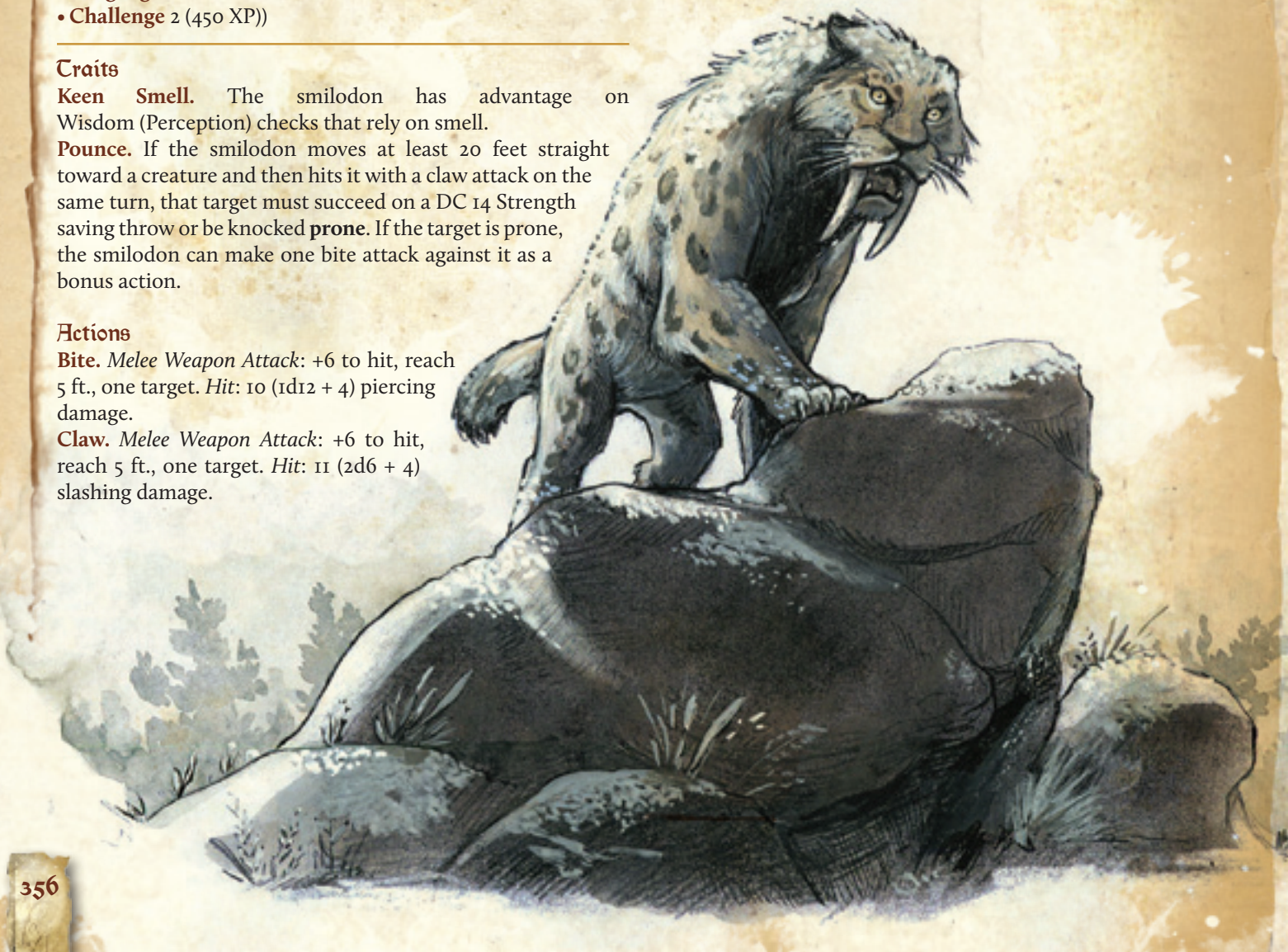
Keen Smell. The smilodon has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the smilodon moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked **prone**. If the target is prone, the smilodon can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (1d12 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.



Werewolf

Werewolves are said to have appeared in the Septentrion, within a culture that honored the wolf in particular, whether it was as a spirit, a bewolfed of Frostelle, a worg inspired by Tamerakh, or simply an ordinary animal, respected for its intelligence and sense of community. Perhaps the demon prince Gegaôr the Furious Beast wanted to imitate divine work by caricature, creating monstrous beasts completely unnatural in their behavior and goals.

Scholars speak equally of lycanthropy and Gegaôr's rage to describe the transformation into a werewolf, halfway between disease and curse. All of Gegaôr's enraged undergo transformation when Melancholia is full. Once they are aware of the condition and fully accept it, werewolves can also transform at will.

Though isolated werewolves have long since existed in northern Kaan and Cyfandir, their numbers swelled in Boreïa with the emergence of fiend-worshiping sects. The adepts of Gegaôr free themselves from their fear of death and nature by transforming and sowing terror. They devour any who would wrong them and organize humanoid hunts on occasion, to prove their position at the top of the food chain. Their prey can sometimes be tribal members turning settlers away, other times settlers who invade territory sacred to the native tribes.

There isn't any organization among werewolves, only packs unified by an ideology. Although many lycanthropes follow a bloodthirsty path, some heed druidic teachings and seek to put to use the violent energy offered by Gegaôr, trying to find a balance between primal rage and primordial wisdom.

The Werewolf's Rage

- **Knowledge.** The werewolf's rage is the most well-known. Ironically, this makes it one of the most misunderstood, as rumors, myths, and superstitions mix with facts, muddying knowledge. Acquiring solid information requires deferring to reliable sources, such as experienced monster hunters, reputable scholars, or recognized works.
- **Contamination.** A werewolf's bite or Gegaôr's direct influence.
- **Incubation period.** The rage breaks out at Melancholia's next full moon. Prior to this, the patient becomes increasingly nervous and irritable as the date nears, especially at night.
- **Symptoms.** When Melancholia is full, the patient becomes a werewolf and, influenced by Gegaôr, loses all control until sunrise. By default, the victim will act in a bestial, voracious, and destructive manner. When the transformation takes place, the victim may choose to fully accept Gegaôr's influence, and thus become a true werewolf. After this conscious choice, healing becomes impossible except via a *greater restoration* spell or a pilgrimage to Frostelle's Septentrional domain. From then on, the victim remains in control of its actions and gains the werewolf archetype.
- **Healing.** As long as the patient has not accepted Gegaôr's gift, they can be saved with a mixture of belladonna crushed in a silver mortar. This brutal treatment requires a DC 15 Constitution saving throw. On a failure, the patient's maximum hit points are reduced by 5 (1d10), and this effect persists until a *greater restoration* spell is cast. Whether the roll was successful or not, the patient must then make a Constitution or Charisma (their choice) saving throw using the same DC as the cause of contamination (15 by default).

Werewolf Hide

Armor (hide), rare (requires attunement), blasphemy

This *hide armor +1* grants resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.

Curse. At each sundown, the wearer of a *werewolf hide* must roll a d20. On a 1, they catch the werewolf's rage, which cannot be cured as long as they wear the *werewolf hide*. To doff it, the wearer must be targeted by a *remove curse* spell.

The work of desperate lycanthrope hunters, seeking to turn their enemies' strength against them, such armor is also worn by worshipers of Gegaôr. Given their origin and curse, wearing them is nigh-universally seen as the hallmark of a degenerate mind.

Archetype: Creating a Werewolf

A **humanoid** can become a werewolf. The following modifications are made to their profile:

- **Ability Score Increase.** The creature's Strength and Constitution each increase by 2.
- **Damage Immunities.** The werewolf is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.
- **Darkvision.** The werewolf has darkvision out to a range of 60 feet.
- **Keen Hearing and Smell.** The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.
- **Regeneration.** The werewolf regains 5 hit points at the start of its turn if it has at least 1 hit point. If the werewolf takes damage from a silvered weapon, this trait doesn't function at the start of the werewolf's next turn.
- **Shapechanger.** The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if its hit points drop to 0.
- **Bite (Hybrid Form Only).** The werewolf's fangs are natural weapons dealing 1d8 piercing damage. On a successful hit, if the target is humanoid, it must make a DC (8 + the werewolf's Constitution bonus + the werewolf's proficiency bonus) Constitution or Charisma saving throw, or be infected with the werewolf's rage.
- **Claws (Hybrid Form Only).** The werewolf's claws are natural weapons dealing 2d4 slashing damage.
- **Multiattack (Humanoid or Hybrid Form Only).** When the werewolf performs the Attack action, it can add a bite to its attacks.
- **CR.** The creature's CR is increased by 2.

Werewolf

Medium humanoid (any species, shapechanger), chaotic evil
- **Armor Class** 10
- **Hit Points** 58 (9d8 + 18) | **Wound Threshold** 15
- **Speed** 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

- **Skills** Perception +4, Stealth +2
- **Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
- **Senses** darkvision 60ft., passive Perception 14
- **Languages** Common (can't speak in wolf form)
- **Challenge** 3 (700 XP)

Traits

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

Regeneration. The werewolf regains 5 hit points at the start of its turn if it has at least 1 hit point. If the werewolf takes damage from a silvered weapon, this trait doesn't function at the start of the werewolf's next turn.

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if its hit points drop to 0.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution (or Charisma) saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack*: +4 to hit, reach 5 ft., one creature. *Hit*: 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit*: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

This profile presents the "rank and file" werewolf, typical of the packs that roam the Septentrion and gladly cause carnage among the locals. Emboldened by the boons of their blessing that make them incredibly resistant, they don't often bother with subtlety, preferring to strike hard and fast in an ambush or nocturnal raid.

Werewolf Berserker

Medium humanoid (any species, shapechanger), chaotic evil
- **Armor Class** 13 (hide armor)
- **Hit Points** 76 (9d8 + 36) | **Wound Threshold** 19
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	9 (-1)	11 (+0)	9 (-1)

- **Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons.
- **Senses** darkvision 60ft., passive Perception 10
- **Languages** any one language
- **Challenge** 4 (1,100 XP)

Traits

Feral Instinct. The berserker has advantage on initiative rolls.

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

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Regeneration. The werewolf regains 5 hit points at the start of its turn if it has at least 1 hit point. If the werewolf takes damage from a silvered weapon, this trait doesn't function at the start of the werewolf's next turn.

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if its hit points drop to 0.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or greataxe.

Greataxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (1d12 + 4) slashing damage.

Bite (Hybrid Form Only). *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution (or Charisma) saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit*: 9 (2d4 + 4) slashing damage.

For some berserkers, there is no higher honor nor greater joy than to receive the gift of lycanthropy. Taking hits with impunity, returning to full strength in a matter of minutes, changing into a beast... what delight! However, other berserkers view this condition as unholy, and some consider it their duty to hunt down these twisted monsters.

White Chromatic Dragon

Greedy, violent predators from the far north, white dragons rank among the weakest of their kin, with similarly inferior intelligence. The species compensates for these limitations with numerous offspring and a fierce inclination for violence. With their shared disposition toward the cold, it is theorized that white dragons descended from silver dragons. However, their silver kin are far more powerful, which has led to a deep-rooted hatred among white dragons, as well as a drive to harm their metallic cousins whenever the occasion arises.

As a whole, white dragons are endemic to the Septentrion, but they are also found in other mountainous regions of Eana, such as the Drakenbergen and the mounts of southern Kaan. They flourish in cold climates and avoid warm or temperate ones.

Enslaved by Frost Giants

A young white dragon is more pliable than an older one, a fact that has led frost giants to capture and train them as prestigious pets, which they use as war animals. However, though a tamed white dragon may submit, it never forgets. Sooner or later, an opportunity presents itself, at which point it takes its revenge before flying away, finally free to lead a life of havoc and destruction.

Arctic Hunters

White dragons often struggle to take flight from ice floes, as the terrain makes for a poor take-off path. Consequently, they do not squander their energy: once in the air, they will glide for hours, sometimes days, until they spot prey. Sighting it from a distance, the dragon uses the fog and low clouds as cover before diving in for the kill.

Masters of the Septentrion Mountains

White dragons happily settle in the area, using the geography and strong updrafts to easily take flight. The high population density of white dragons means they must find a way to tolerate one another, or else migrate to other lands with hunting grounds befitting their size. This "draconic nursery" has made young and adult white dragons a relatively common sight in the Septentrion.

Winter Blizzard

The white dragon has certain habits reminiscent of migratory animals. It travels south as the temperature drops, and returns north when summer comes. It thus spends the winter hunting in regions where game is more abundant.

Unlike ordinary animals, white dragons are immune to the cold and stay active even in the dead of winter. These ruthless creatures have been said to navigate blizzards and take great joy in swooping down on lost travelers. The snow makes isolated villages easy prey, since their victims can't run very far. When faced with such an opportunity, a white dragon will indulge in a truly frenzied feast, encasing the whole population in ice before chomping on its chosen morsels. When the monster departs, nothing remains but desolation and horror.

The Greedy God of Northern Barbarians

Sometimes, a white dragon, belly full, will stop its attack upon realizing that its prey are kneeling before it and worshiping its greatness. On such occasions, it may be treated as a deity by the barbarians. In exchange for flattering pleas and tributes worthy of its hubris, the white dragon may decide to spare their lives, and even attack their enemies. A clan, once pathetic, may become triumphant through such patronage. A white dragon, even an adult one, is not especially cunning, and with offerings and fine words can be tricked into lowering its guard. But beware the terrible consequences should the ploy be foiled!

Ice-Bound Slumber

White dragons can influence the cycle of life, even preventing spring from returning by plaguing a region with an affliction known as the ice-bound slumber. Plants, beasts, and humanoids can be affected, with the victims drifting off into such a deep sleep that they appear dead and frozen. During this stasis, some succumb while others turn into **gaunts**. The luckiest remain lifeless until they awaken, confused, warmth coursing through their veins once more.

Even a young white dragon can trigger an epidemic of ice-bound slumber. The use of such a power comes instinctively: only ancient and some adult white dragons have true mastery over it, but younger specimens usually trigger it in an intense fit of rage, despair, or resentment. The epidemic only spreads over a few miles when brought about by a young white dragon, but it can spread over sixty miles in the case of an adult. In the cataclysmic eventuality that it was triggered by an ancient white dragon, entire regions can be plagued by the epidemic. Due to the dragon's influence, winter seems harsher and spring is long in coming. In villages, animals and many humanoids simply drift off to deadly sleep. Locals quickly come to understand that their best hope of waking up come morning is to sleep in a well-heated room. Among those that die in their sleep, some rise again to attack the living. Adventurers faced with hordes of undead may realize that they must find the source of the evil to put an end to the voracious and horrific winter.

If the ice-bound slumber epidemic happens in a region inhabited by an adult white dragon, it may last until the monster's death, meaning centuries in the absence of heroes mighty enough to put an end to it. Once the tormentor has been slain, sunlight returns, the earth warms, and life, previously frozen, awakens. Thus, entire communities, once little more than frozen ghost towns, can be brought back to life. But what will become of those who bear the mark of this icy nightmare, as they return to a world that may have moved on without them?

White Dragon Wyrmling

As soon as a white dragon wyrmling hatches, it must quickly learn to fend for itself. The mother usually leaves some frozen meat lying around for its first meal, but little more. During lean periods, there isn't enough for the entire brood, and the last to hatch may die of hunger. Sometimes, the firstborns, stronger and better fed, prey on the younger ones, easily winning another meal. To eat is to grow, as the more a wyrmling eats, the quicker it will mature into a young dragon.

White Dragon Wyrmling

Medium dragon, chaotic evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 32 (5d8 + 10) | **Wound Threshold** 8
- **Speed** 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	11 (+0)

- **Saving Throws** Dex +2, Con +4, Wis +2, Cha +2
- **Skills** Perception +4, Stealth +2
- **Damage Immunities** cold
- **Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14
- **Languages** Draconic
- **Challenge** 2 (450 XP)

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Young White Dragon

Young white dragons commonly behave like arrogant predators. Confident in their power (sometimes overly so), they take risks, attacking travelers and villagers. Despite their bad temper, they are curious and ambitious, sometimes partnering up with thugs or warlocks. At times, young white dragons may make prisoners of humanoids who can speak draconic, for entertainment or learning. It is often during these experiences that they learn to speak a humanoid language. But such "partnerships" are usually short-lived: white dragons are impatient by nature, meaning that their "associates" may be devoured at any moment.

Young White Dragon

Large dragon, chaotic evil

- **Armor Class** 17 (natural armor)
- **Hit Points** 133 (14d10 + 56) | **Wound Threshold** 34
- **Speed** 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	9 (-1)	11 (+0)	12 (+1)

- **Saving Throws** Dex +3, Con +7, Wis +3, Cha +4
- **Skills** Athletics +7, Perception +6, Stealth +3
- **Damage Immunities** cold
- **Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16
- **Languages** Common, Draconic
- **Challenge** 6 (2,300 XP)

Traits

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Adult White Dragon

Huge dragon, chaotic evil
- **Armor Class** 18 (natural armor)
- **Hit Points** 200 (16d12 + 96) | **Wound Threshold** 50
- **Speed** 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	10 (+0)	12 (+1)	12 (+1)

- **Saving Throws** Dex +5, Con +11, Wis +6, Cha +6
- **Skills** Athletics +11, Perception +11, Stealth +5
- **Damage Immunities** cold
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21
- **Languages** Common, Draconic
- **Challenge** 13 (10,000 XP)

Traits

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become **frightened** for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

Adult White Dragon

After the lessons and experiences of youth, the white dragon's personality truly develops, though many remain brutal predators. Limited food sources can drive them to kill each other, or even to hunt the youngest members of their species in order to devour them. After chance encounters, some white dragons decide to become lords of isolated communities. Some get involved in struggles for influence or major schemes. Others become terrifying mounts for heroes clever or charismatic enough to appease or dominate the moods of an adult white dragon. Similarly, submitted and tamed from a young age, a few are content to serve as war machines for the frost giants..

Ancient White Dragon

Upon their transition into becoming an ancient, even the most unsophisticated white dragons notice a change. A realization dawns on them: they want to become the stuff of legends, as they believe themselves to be just as important as Eternity's chosen. What must be done to demonstrate their importance to the world? Must they build a kingdom to their own glory? Demand tribute befitting an emperor? Go on a quest for incredible magic powers? Or even become gods?

Ancient White Dragon

Gargantuan dragon, chaotic evil

- **Armor Class** 20 (natural armor)
- **Hit Points** 333 (18d20 + 144) | **Wound Threshold** 84
- **Speed** 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	11 (+0)	13 (+1)	14 (+2)

- **Saving Throws** Dex +6, Con +14, Wis +7, Cha +8
- **Skills** Athletics +14, Intimidation +8, Perception +13, Stealth +6
- **Damage Immunities** cold
- **Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23
- **Languages** Common, Draconic
- **Challenge** 20 (25,000 XP)

Traits

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +14 to hit, reach 15 ft., one target. *Hit*: 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit*: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +14 to hit, reach 20 ft., one target. *Hit*: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon 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 is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked **prone**. The dragon can then fly up to half its flying speed.

Dragon's Maw

Wondrous item, uncommon (wyrmling), rare (young dragon), very rare (adult dragon), legendary (ancient dragon)

This dragon skull, magically adjusted at the time of its creation to the size of the intended bearer, enables them to use the dragon's Breath attack. If the dragon has several Breaths, the *dragon's maw* enables the use of the one inflicting damage. For example, a *white wyrmling's maw* will breathe an icy blast in a 15-foot cone, inflicting 22 (5d8) cold damage, or half as much on a success on a DC 12 Constitution saving throw. Once this property has been used, it cannot be used again until dawn.

These highly prestigious magic items are generally created to celebrate the elimination of a dragon, as a reward for the slayer's exemplarity. However, they are crafted and worn parsimoniously, since seeing one of its own reduced to a magic trinket is guaranteed to bring any dragon to terrible anger, not to mention arouse the enmity of those who consider these creatures sacred.

A White Dragon's Lair

The white dragon typically dwells in a frosty, labyrinthine lair, which it has shaped with its frozen breath so that its treasure might reflect sumptuously off the icy walls. There, it can slumber and gaze upon its possessions at its leisure, interrupted only by its excursions for food and more riches.

Regional Effects

The presence of a white dragon can be noticed from miles away, instilling the fear of an icy death amidst perpetual winter:

- **Biting Cold.** Regardless of the season, it is abnormally cold. It can even snow in summer.
- **Cold Breath (Recharge 4-6).** When the dragon is in its lair, its Cold Breath recharges on 4-6 instead of 5-6.
- **Frequent snowstorms.** Polar regions are known for their hostile climate and extremely harsh winds, but they are nothing compared to the dreadful weather near a white dragon's lair. The land is perpetually blizzard-swept, a desert of ice unfit for all forms of life. Any creature passing through the area that isn't resistant or immune to cold damage must make a DC 16 Constitution saving throw every half hour. On a failure, the creature suffers the effects of the Extreme Cold table as long as it remains exposed to the weather.
- **Ice Cracks.** Sometimes, the ice around a white dragon's lair behaves strangely and malevolently. It can split in half as if submitted to great pressure, like a cracking ice floe. When such an event occurs, every creature in the area must make a DC 16 Dexterity saving throw or fall inside a crevice 3d20 + 3d6 ft. deep. Such chasms may create alternate entrances to the white dragon's lair.

Lair Actions

Inside its lair, the dragon can take a lair action on initiative count 20 (losing all initiative ties).

- **Extreme Cold.** The white dragon manifests extreme cold in its lair (see the Extreme Cold table) with a DC 16 Constitution saving throw. The effects last as long as the affected creatures remain inside the lair.
- **Inhale.** The dragon tries to catch its breath. Roll a d6. On a 6, it can use the Cold Breath action again.
- **Magic Resistance.** Until its next lair action, the dragon has advantage on saving throws against spells and other magical effects.
- **Movement.** The dragon can move a number of feet equal to its speed.
- **Rifts.** The white dragon pummels the ground, creating difficult terrain in a 40-foot radius around it and causing ice cracks (see Regional Effects: Ice Cracks).
- **Sturdy Scales.** Until its next lair action, the dragon has resistance to nonmagical bludgeoning, piercing, and slashing damage.

Extreme Cold

Failures on the Constitution Save	Effects
1st Failure	The creature takes 2d6 cold damage.
2nd Failure	The creature is **numb** (see Appendix: Conditions) and takes 2d6 cold damage.
3rd Failure and Beyond	The creature takes a level of **exhaustion** and 2d6 cold damage.

Wild Spirits

Wild spirits are celestials with partially animal or plantlike appearances who are rumored to have a strong presence in Ündsenoin's primordial forests, and are particularly respected by the druids of the Circle of Spirits. They spontaneously manifest in the maelossas of Kaan and the Septentrion. They have great influence on the beliefs and way of life of the local populace, who address prayers and offerings to them in order to ask for their blessings or avoid their wrath.

A wild spirit may pass off as an animal at first glance, but can take on an ethereal and luminescent shape at will, revealing its true nature. It is also able to vanish as suddenly as it can appear.

Pomoshch

Nothing fills a lost traveler's heart with hope more than the sight of a pomoshch. This benevolent celestial looks just like a small animal in every respect (often a fox, but sometimes a dog, cat, weasel, badger, or other forms still), except for its immaculately white fur and turquoise eyes. Its name means "savior", and it appears to lost people to show them the way to their destination or safe shelter. Playful with the people they're guiding, they're easily approached but vanish as soon as their task is complete. It is also said they sometimes appear to Fate-chosen to show them the way to a task that needs completing.

Pomoshch

Tiny celestial, neutral good

- **Armor Class** 14
- **Hit Points** 10 (4d4) | **Wound Threshold** 4
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	10 (+0)	11 (+0)	14 (+2)	12 (+1)

- **Skills** Insight +4, Perception +4, Stealth +6, Survival +6
- **Damage Immunities** cold
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** understands Celestial, but can't speak
- **Challenge** 1/8 (25 XP)

Traits

Innate Spellcasting. The pomoshch's innate spellcasting ability is Wisdom (spell save DC 12). The pomoshch can innately cast the following spells, requiring no material components:

- 3/day each: *tree stride*
- 1/day each: *convergence, etherealness, find the path*

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

Snow Camouflage. The pomoshch has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) piercing damage.

Vina

The vina (meaning "fault", "guilt") is deeply feared. A spirit of punishment, it is said to attack traitors, defilers, infidels, iconoclasts, and all those who violate the sacred. It appears as a ram with glowing eyes. Frighteningly fast and infallible in locating its prey, its vigilance is said to be impossible to deceive. If someone draws the wrath of a vina, unless they are able to oppose it, all they can do is atone for their transgression (if they still have time to do so) or die. Its approach is heralded by a ghastly cry that pierces the air like a hunting horn.

Vina

Large celestial, neutral

- **Armor Class** 15 (natural armor)
- **Hit Points** 105 (10d10 + 50) | **Wound Threshold** 27
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	12 (+1)	15 (+2)	16 (+3)

- **Saving Throws** Str +7, Wis +5
- **Skills** Athletics +7, Perception +5, Stealth +4, Survival +8
- **Damage Resistances** psychic; bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** cold
- **Condition Immunities** blinded, charmed, exhaustion, frightened, unconscious
- **Senses** truesight 60 ft., passive Perception 15
- **Languages** understands Celestial, but can't speak
- **Challenge** 8 (3,900 XP)

Traits

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

- 3/day each: *fog cloud, hunter's mark, tree stride*
- 1/day each: *etherealness, locate creature, phantasmal killer*

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

Actions

Multiattack. The vina makes two ram attacks.

Ram. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 13 (2d8 + 4) bludgeoning damage plus 5 (1d10) psychic damage.

Bonus Actions

Dark Gaze. A creature within 40 feet of the vina must succeed on a DC 14 Wisdom saving throw or be **frightened** of the vina until the end of its next turn.

Reactions

Ire. A creature dealing damage to the vina must succeed on a DC 14 Charisma saving throw or take 11 (2d10) psychic damage and be **stunned** until the start of its next turn. On a successful save, it takes half damage and isn't stunned.

Winter Wolf, or Bewolfed

The arctic-dwelling winter wolf is as large as a dire wolf but has snow-white fur and pale blue eyes. These elemental creatures roam the icy far north, able to feed on both living prey and magical currents, especially near boreal ruins.

The Bewolfed

In the Septentrion, Arolavia, and Lothrienne, wild individuals who don't respect the rules of communal life are called bewolfed. The term is a meaningful adjective hearkening to a wolf's hunger and ferocity, or to an all-devouring passion little different from a mad fervor. Adventurers are often described as bewolfed. This word is also applied to armed exiles or dangerous solitary individuals, creatures who have left their community and live solely according to the law of the strongest.

Brutal, impulsive, listening only to their emotions and desires, bewolfed of the northern tribes are sometimes banished, or flee to avoid punishment. They then live as bandits or become mercenaries. According to a northern legend, when a bewolfed exile dies in the wild lands, Frostelle offers them the choice of being reborn as a winter wolf. In this way, she rewards their will to live by granting the bewolfed a second existence, closer to their true self. Others believe it isn't a gift but a punishment, a mindless life as a fierce, inhuman creature. Their existence is thus seen as a warning, a lesson to meditate on.

By extension, winter wolves are sometimes referred to as bewolfed, erroneously associating their rumored origins with their current state.

Winter Wolf

Large elemental (frost), any chaotic alignment

- **Armor Class** 13 (natural armor)
- **Hit Points** 75 (10d10 + 20) | **Wound Threshold** 19
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	10 (+0)

- **Skills** Perception +5, Stealth +3
- **Damage Immunities** cold
- **Senses** passive Perception 15
- **Languages** —
- **Challenge** 3 (700 XP)

Traits

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

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

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked **prone**.

Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Appendix

Using Creature Profiles

This appendix contains everything you need to understand and use creature profiles. It is followed by a presentation of legendary creatures, which have the unique ability to alter their environment.

Understanding Profiles

A creature's statistics, sometimes referred to as its **profile**, provide the essential information that you need to run the creature.

Size

A creature can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The **Size Categories table** shows how much space a creature of a particular size controls in combat. See **Adventurers: Combat, Movement and Position: Creature Size** for more information on creature size and space.

Size Categories

Size	Space	Examples
Tiny	2½ by 2½ ft.	Imp, sprite
Small	5 by 5 ft.	Goblin, Rat (Giant)
Medium	5 by 5 ft.	Werewolf, Orc
Large	10 by 10 ft.	Hippogriff, Ogre
Huge	15 by 15 ft.	Fire Giant, Treant
Gargantuan	20 by 20 ft. or larger	Kraken, Purple Worm

Modifying Creatures

Despite the versatile collection of creatures in this book, you might be at a loss when it comes to finding the perfect creature for part of an adventure. Feel free to tweak an existing creature to make it into something more useful for you, perhaps by borrowing a trait or two from a different creature or by using a **variant** or **archetype**, such as the ones in this book. Keep in mind that modifying a creature, including when you apply an archetype to it, might change its challenge rating.

Type

A creature's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type. For example, an *arrow of dragon slaying* deals extra damage not only to dragons but also other creatures of the dragon type, such as dragon turtles and wyverns.

The game includes the following creature types, which have no rules of their own. A creature may have only one type, with potentially an additional subtype.

Aberrations

Aberrations are utterly alien beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world. The quintessential aberrations are aboleths. Aberrations originate from far-away worlds (mainly one called Blackwater) and were brought to Eana by the Travelers.

Beasts

Beasts are nonhumanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most lack any society or language. Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals.

Celestials

Among the celestials, the mortals of Eana mostly know those who serve deities as messengers. These beings have the Paradisian subtype. Celestials like angels, couatls, and pegasi are good by nature. They speak and write Celestial, which is also known as "the sacred words." Many holy texts and spells are written in this language.

Other celestials are more closely connected to the Astral Plane and also to Eana: they are associated with fundamental forces, such as time and space (like the lamentrope), or to Eana's very essence (like the kherub). More often than not, their alignment is neutral, while the most "disinterested" of them are unaligned.

All celestials are from the Astral Plane. Some were born on one of its islands; others were fashioned from the primordial essence that pervades it. They are ageless, cannot die of natural causes, and the only way to destroy them is to kill them on their plane of origin.

Constructs

Constructs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. Golems are the iconic constructs.

Dragons

Dragons are large reptilian creatures of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate magic. Also in this category are creatures distantly related to true dragons, but less powerful, less intelligent, and less magical, such as wyverns and pseudodragons.

Elementals

Elementals are creatures born from elemental energies. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. Genies, especially djinn and efreet, are elementals. Other elemental creatures include azers and invisible stalkers.

Fey

Fey are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests. In Eana, they live in the lands surrounding maelossas, which are commonly known as feylands. Fey include dryads, sprites, and satyrs.

Fiends

Fiends are fundamentally evil. They are native to Melancholia, Furnace, or Gemoniae. The most active fiends are the demons from Melancholia and the devils from Furnace. A few are the servants of deities, but many more labor under the leadership of diabolic hospodar and demon princes. Evil priests and mages sometimes summon fiends to the *material plan* to do their bidding. Just like celestials, they do not age, do not die of natural causes, and can only be destroyed if they are killed in their plane of origin. If an evil celestial is a rarity, a good fiend is almost inconceivable. Fiends include dretches, lemures, and rakshasas.

Giants

Giants are humanlike in shape, but they cannot be mistaken for humans, due to their towering size. The six varieties of true giant are hill giants, stone giants, frost giants, fire giants, cloud giants, and storm giants. Besides these, creatures such as ogres and trolls are giants.

Humanoids

Humanoids are the main peoples of Eana, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture, and few, if any, innate magical abilities (though most humanoids can learn spellcasting).

Monstrosities

Monstrosities are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry (such as owlbears), and others are the product of terrible curses. They defy categorization and, in some sense, serve as a catch-all category for creatures that don't fit into any other type.

Oozes

Oozes are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.

Plants

Plants in this context are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous. The quintessential plants are treants, but fungal creatures also fall into this category.

Ravagers

Ravagers all originate from Cankerous nests. They are created by these corrupted organic structures and partake in a communion of destructive emotions, driving them to join forces and destroy anything that stands in their way. They are greatly diverse, both in shape and in strategies. Each and every one of these monsters was created to serve Canker's designs: their displays of free will can be occasional or lasting, but they invariably fade away when the creature hears the nest calling.

Undead

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Undead include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters.

Tags and Subtypes

A creature might have one or more tags appended to its type, in parentheses. For example, an orc has the *humanoid (orc)* type. The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as a magic item, might refer to them. For instance, a spear that is especially effective at fighting demons would work against any creature that has the demon tag.

Alignment

A creature's alignment provides a clue to its disposition and how it behaves in a roleplaying or combat situation. For example, a chaotic evil individual might be difficult to reason with and might attack characters on sight, whereas a neutral being might be willing to negotiate. See **Adventurers, Character's History, Personality: Alignment** for more information on alignment.

The alignment specified in a creature's profile is the default. Feel free to depart from it and change a creature's alignment to suit the needs of your campaign. If you want a good-aligned green dragon or an evil storm giant, there's nothing stopping you.

Some creatures can have **any alignment**. In other words, you choose its alignment. Some creatures' alignment entry indicates a tendency or aversion toward law, chaos, good, or evil. For example, a berserker can be any chaotic alignment (chaotic good, chaotic neutral, or chaotic evil), as befits its wild nature.

Many creatures (such as oozes and most beasts) have no comprehension of law or chaos, good or evil. They may be innately indifferent to them, or, if they are of low intelligence, they may simply lack the conscience to understand them. These creatures are **unaligned**, which means they don't have an alignment.

Armor Class

A creature that wears armor or carries a shield has an Armor Class (AC) that takes its armor, shield, and Dexterity into account. Otherwise, a creature's AC is based on its Dexterity modifier and natural armor, if any. If a creature has natural armor, wears armor, or carries a shield, this is noted in parentheses after its AC value.

Armor, Weapon, and Tool Proficiencies

Assume that a creature is proficient with its armor, weapons, and tools. If you swap them out, you decide whether the creature is proficient with its new equipment.

For example, a hill giant typically wears hide armor and wields a greatclub. You could equip a hill giant with chain mail and a greataxe instead, and assume the giant is proficient with both, one or the other, or neither.

See **Adventurers, Equipment: Weapons** and **Armor** for more information on wearing armor and handling weapons with which you are not proficient.

Hit Points

A creature usually dies or is destroyed when it drops to 0 hit points (see **Adventurers, Health: Death**).
A creature's hit points are presented both as a die expression and as an average number. For example, a creature with 2d8 hit points has 9 hit points on average (2 × 4½).
A creature's size determines the die used to calculate its hit points, as shown in the Hit Dice by Size table.

Hit Dice by Size

Creature Size	Hit Die	Average HP per Die
Tiny	d4	2½
Small	d6	3½
Medium	d8	4½
Large	d10	5½
Huge	d12	6½
Gargantuan	d20	10½

A creature's Constitution modifier also affects the number of hit points it has. Its Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its hit points.

For example, if a creature has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has 2d8 + 2 hit points (average 11).

Wounds

If you're using the optional Wounds rule (see **Adventurers, Health: Wounds**), the listed creatures in this book will also be susceptible to them.
The Wound threshold of each creature can be found next to its number of hit points. Remember, a creature only takes a Wound when it loses a number of hit points equal to the higher of:

- A quarter of its maximum hit points (rounded up)
- 4 + its Constitution modifier

Creatures immune to exhaustion, such as undead, cannot take Wounds.

Speed

A creature's speed tells you how far it can move on its turn. For more information on Speed, see **Adventurers, Adventuring, Movement: Speed**.
All creatures have a walking speed, simply called speed. Creatures that have no form of ground-based locomotion have a walking speed of 0 feet.
Some creatures have one or more of the following additional movement modes.

Burrow

A creature that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A creature can't burrow through solid rock unless it has a special trait that allows it to do so.

Climb

A creature that has a climbing speed can use all or part of its movement to move on vertical surfaces. The creature doesn't need to spend extra movement to climb.

Swim

A creature that has a swimming speed doesn't need to spend extra movement to swim.

Fly

A creature that has a flying speed can use all or part of its movement to fly. Some creatures have the ability to hover, which makes them hard to knock out of the air (see **Adventurers, Combat, Movement and Position: Flying Movement**). Such a creature stops hovering when it dies.

Ability Scores

Every creature has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers. For more information on Abilities and how to use them in, see **Adventurers, Abilities**.

Ability Scores and Modifiers

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

Saving Throws

The Saving Throws entry is reserved for creatures that are adept at resisting certain kinds of effects. For example, a creature that isn't easily charmed or frightened might gain a bonus on its Wisdom saving throws. Most creatures don't have special saving throw bonuses, in which case this section is absent.

A saving throw bonus is the sum of a creature's relevant ability modifier and its proficiency bonus, which is determined by the creature's challenge rating (as shown in the **Proficiency Bonus by Challenge Rating table**).

Proficiency Bonus by Challenge Rating

Challenge Rating	Proficiency Bonus
0	+2
1/8	+2
1/4	+2
1/2	+2
1	+2
2	+2
3	+2
4	+2
5	+3
6	+3
7	+3
8	+3
9	+4
10	+4
11	+4
12	+4
13	+5
14	+5
15	+5
16	+5
17	+6
18	+6
19	+6
20	+6
21	+7
22	+7
23	+7
24	+7
25	+8
26	+8
27	+8
28	+8
29	+9
30	+9

Skills

The Skills entry is reserved for creatures that are proficient in one or more skills. For example, a creature that is very perceptive and stealthy might have bonuses to Wisdom (Perception) and Dexterity (Stealth) checks.

A skill bonus is the sum of a creature's relevant ability modifier and its proficiency bonus, which is determined by the creature's challenge rating (as shown in the **Proficiency Bonus by Challenge Rating table**). Other modifiers might apply. For instance, a creature might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

Vulnerabilities, Resistances, and Immunities

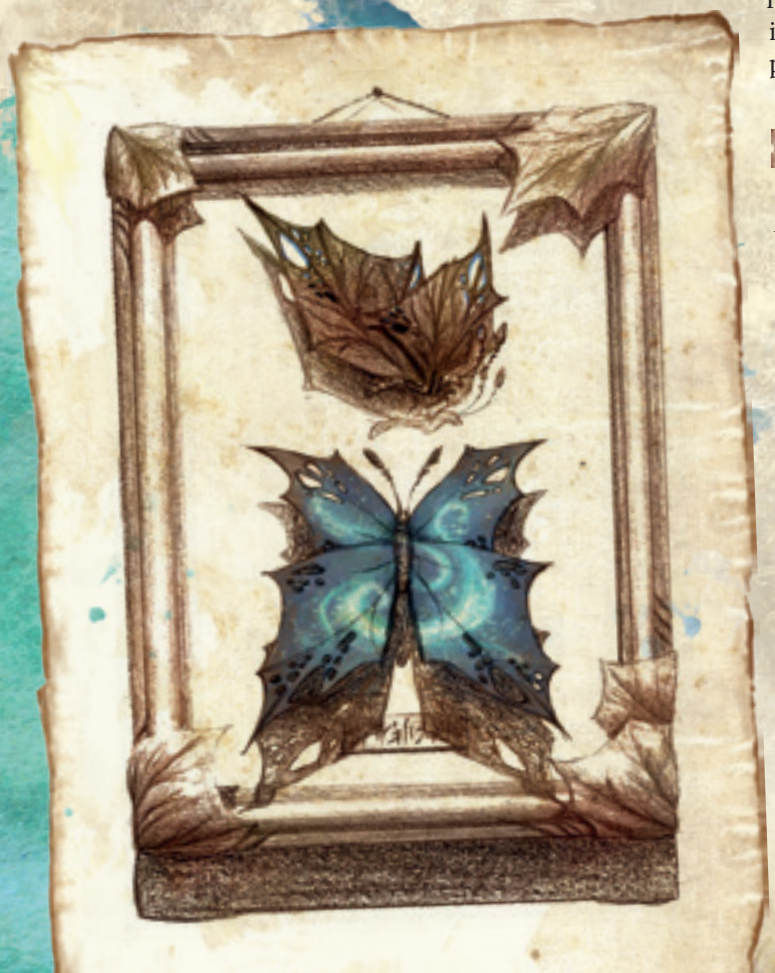
Some creatures have vulnerability, resistance, or immunity to certain types of damage. Particular creatures are even resistant or immune to damage from nonmagical attacks (a magical attack is an attack delivered by a spell, a magic item, or another magical source). In addition, some creatures are immune to certain conditions.

Senses

The Senses entry notes a creature's passive Wisdom (Perception) score, as well as any special senses the creature might have. Special senses are described below.

Tremorsense

A creature with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the creature and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs and purple worms, have this special sense.



Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Creatures without eyes, such as grimlocks and gray oozes, typically have this special sense, as do creatures with echolocation or heightened senses, such as bats and true dragons.

If a creature is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

Darkvision

A creature with darkvision can see in the dark within a specific radius. The creature can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The creature can't discern color in darkness, only shades of gray. Many creatures that live underground have this special sense.

Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane within the same range.

Languages

The languages that a creature can speak are listed in alphabetical order. Sometimes a creature can understand a language but can't speak it, and this is noted in its entry. A "—" indicates that a creature neither speaks nor understands any language.

Telepathy

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the creature to communicate in this way with it, but it must be able to understand at least one language.
A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.
A telepathic creature doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic creature contacts a different creature within range. A telepathic creature can initiate or terminate a telepathic conversation without using an action, but while the creature is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.
A creature within the area of an *antimagic field* or in any other location where magic doesn't function can't send or receive telepathic messages.

Challenge Rating (CR)

A creature's **challenge rating** tells you how great a threat the creature is. An appropriately equipped and well-rested party of four adventurers should be able to defeat a creature that has a challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a creature with a challenge rating of 3 to be a worthy challenge, but not a deadly one.
Creatures that are significantly weaker than 1st- level characters have a challenge rating lower than 1. Creatures with a challenge rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no experience points, while those that have attacks are worth 10 XP each.
Some creatures present a greater challenge than even a typical 20th-level party can handle. These creatures have a challenge rating of 21 or higher and are specifically designed to test player skill.

Experience Points

The number of experience points (XP) a creature is worth is based on its challenge rating. Typically, XP is awarded for defeating the creature, although the leader may also award XP for neutralizing the threat posed by the creature in some other manner.
Unless something tells you otherwise, a creature summoned by a spell or other magical ability is worth the XP noted in its profile.

Experience Points by Challenge Rating

Challenge Rating	XP
0	0 or 10
1/8	25
1/4	50
1/2	100
1	200
2	450
3	700
4	1,100
5	1,800
6	2,300
7	2,900
8	3,900
9	5,000
10	5,900
11	7,200
12	8,400
13	10,000
14	11,500
15	13,000
16	15,000
17	18,000
18	20,000
19	22,000
20	25,000
21	33,000
22	41,000
23	50,000
24	62,000
25	75,000
26	90,000
27	105,000
28	120,000
29	135,000
30	155,000

Special Traits

Special traits (which appear after a creature's challenge rating but before any actions, bonus actions, or reactions) are characteristics that are likely to be relevant in a combat encounter and that require some explanation.

Innate Spellcasting

A creature with the innate ability to cast spells has the Innate Spellcasting special trait. Unless noted otherwise, an innate spell of 1st level or higher is always cast at its lowest possible level and can't be cast at a higher level. If a creature has a cantrip where its level matters and no level is given, use the creature's challenge rating.

An innate spell can have special rules or restrictions. For example, a svirfneblin guard can innately cast the *nondetection* spell, but the spell has a "self only" restriction, which means that the spell affects only the svirfneblin guard.

A creature's innate spells can't be swapped out with other spells. If a creature's innate spells don't require attack rolls, no attack bonus is given for them.

Spells

A creature with the Spellcasting special trait has a spellcaster level and spell slots, which it uses to cast its spells of 1st level and higher (see **Grimoire**: **Using Magic**). The spellcaster level is also used for any cantrips included in the feature.

The creature has a list of spells known or prepared from a specific class. The list might also include spells from a feature in that class, such as the Divine Domain feature of the cleric or the Druid Circle feature of the druid. The creature is considered a member of that class when attuning to or using a magic item that requires membership in the class or access to its spell list.

A creature can cast a spell from its list at a higher level if it has the spell slot to do so. For example, a lich with the 3rd-level *fireball* spell can cast it as a 5th-level spell by using one of its 5th-level spell slots.

You can change the spells that a creature knows or has prepared, replacing any spell on its spell list with a spell of the same level and from the same class list. If you do so, you might cause the creature to be a greater or lesser threat than suggested by its challenge rating.

Psionics

A creature that casts spells using only the power of its mind has the psionics tag added to its Spellcasting or Innate Spellcasting special trait. This tag carries no special rules of its own, but other parts of the game might refer to it. A creature that has this tag typically doesn't require any components to cast its spells.

Actions

When a creature takes its action, it can choose from the options in the Actions section of its profile or use one of the actions available to all creatures, such as the Dash or Hide action (see **Adventurers: Combat**).

Melee and Ranged Attacks

The most common actions that a creature will take in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the "weapon" might be a manufactured item or a natural weapon, such as a claw or tail spike. For more information on different attack types, see **Adventurers, Combat: Making an Attack**.

- ***Creature vs. Target.*** The target of a melee or ranged attack is usually either one creature or one target, the difference being that a "target" can be a creature or an object.
- ***Hit.*** Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "*Hit:*" notation. You have the option of taking average damage or rolling the damage; for this reason, both the average damage and the die expression are presented.
- ***Miss.*** If an attack has an effect that occurs on a miss, that information is presented after the "*Miss*:" notation.

Multiattack

A creature that can make multiple attacks on its turn has the Multiattack action. A creature can't use Multiattack when making an opportunity attack, which must be a single melee attack.

Ammunition

A creature carries enough ammunition to make its ranged attacks. You can assume that a creature has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces of ammunition for a projectile weapon such as a bow or crossbow.

Grapple Rules for Monsters

Many creatures have special attacks that allow them to quickly grapple prey. When a creature hits with such an attack, it doesn't need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A target grappled by the creature can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the creature's stat block. If no escape DC is given, assume the DC is 10 + the creature's Strength (Athletics) modifier.

Bonus Actions and Reactions

If a creature can do something special with its bonus action or reaction, that information is contained in the concerned sections. If a creature has no special bonus action or reaction, these sections are absent.

Limited Usage

Some special abilities have restrictions on the number of times they can be used.

X/Day

The notation "X/Day" means a special ability can be used X number of times and that a creature must finish a long rest to regain expended uses. For example, "1/Day" means a special ability can be used once and that the creature must finish a long rest to use it again.

Recharge X-Y

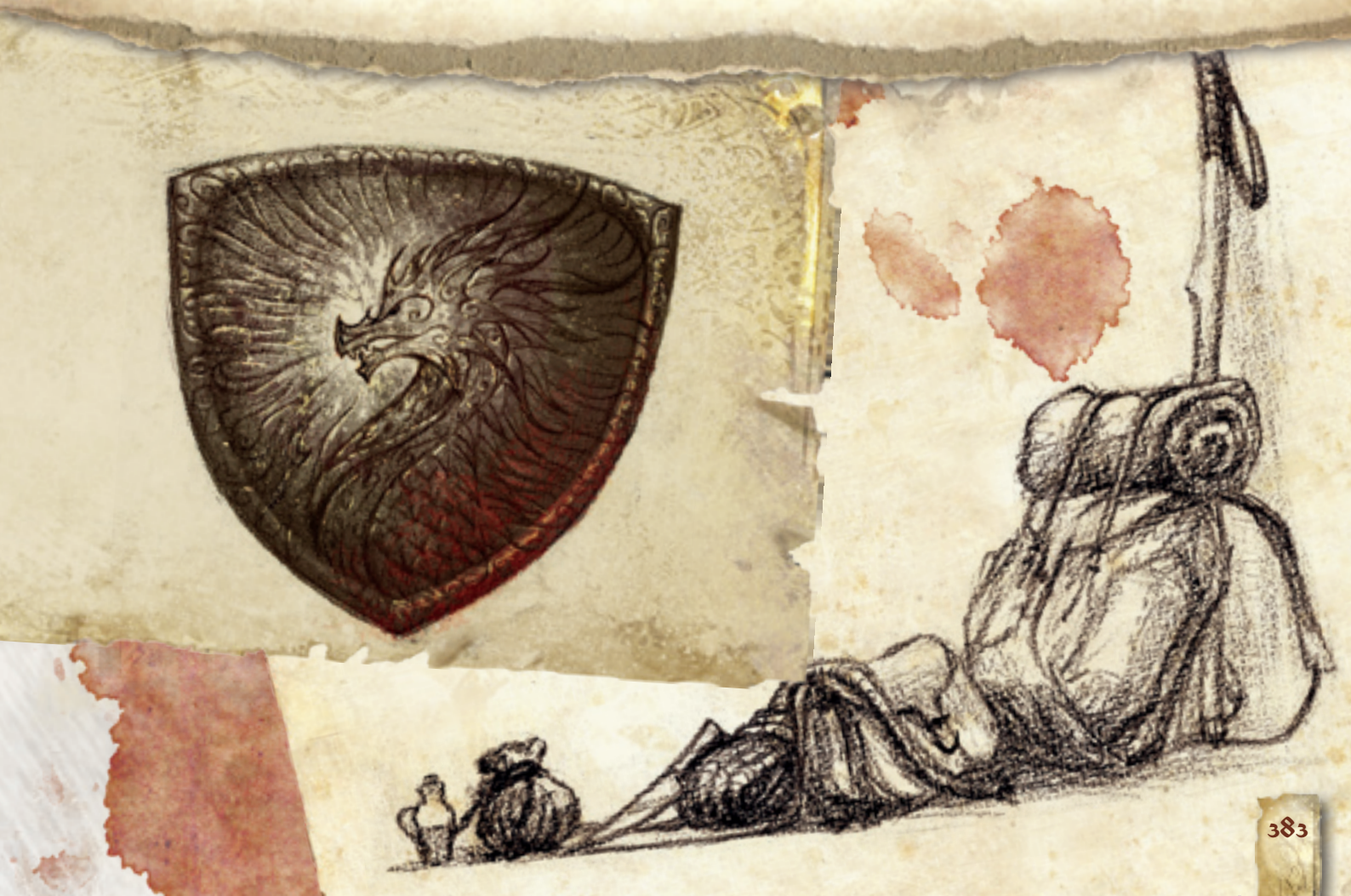
The notation "Recharge X–Y" means a creature can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the creature's turns, roll a d6. If the roll is one of the numbers in the recharge notation, the creature regains the use of the special ability. The ability also recharges when the creature finishes a short or long rest.
For example, "Recharge 5–6" means a creature can use the special ability once. Then, at the start of the creature's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest

This notation means that a creature can use a special ability and then must finish a short or long rest to use it again.

Equipment

A stat block rarely refers to equipment, other than armor or weapons used by a creature. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.
You can equip creatures with additional gear and trinkets however you like, and you decide how much of a creature's equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a Large creature is rarely usable by someone else, for instance.
If a spellcasting creature needs material components to cast its spells, assume that it has the material components it needs to cast the spells in its stat block.



Legendary Creatures

A legendary creature can do things that ordinary creatures can't. It can take special actions outside its turn, and it might exert magical influence for miles around.

If a creature assumes the form of a legendary creature, such as through a spell, it doesn't gain that form's legendary actions, lair actions, or regional effects.

Legendary Actions

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A creature regains its spent legendary actions at the start of its turn. It can forgo using them, and it can't use them while incapacitated or otherwise unable to take actions. If surprised, it can't use them until after its first turn in the combat.

Summary:

- A creature may only use a legendary action **at the end of another creature's turn.**
- A legendary creature can only use **one legendary action at a time.**
- The creature **regains all of its legendary actions at the start of its turn.**

A Legendary Creature's Lair

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Such a section applies only to a legendary creature that spends a great deal of time in its lair.

Lair Actions

If a legendary creature has lair actions, it can use them to harness the ambient magic in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

Regional Effects

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

Summary:

- Regional effects are **geomagics** that are tied to a creature (see **Grimoire: Geomagic**).
- They appear and disappear with the creature of origin.

Appendix

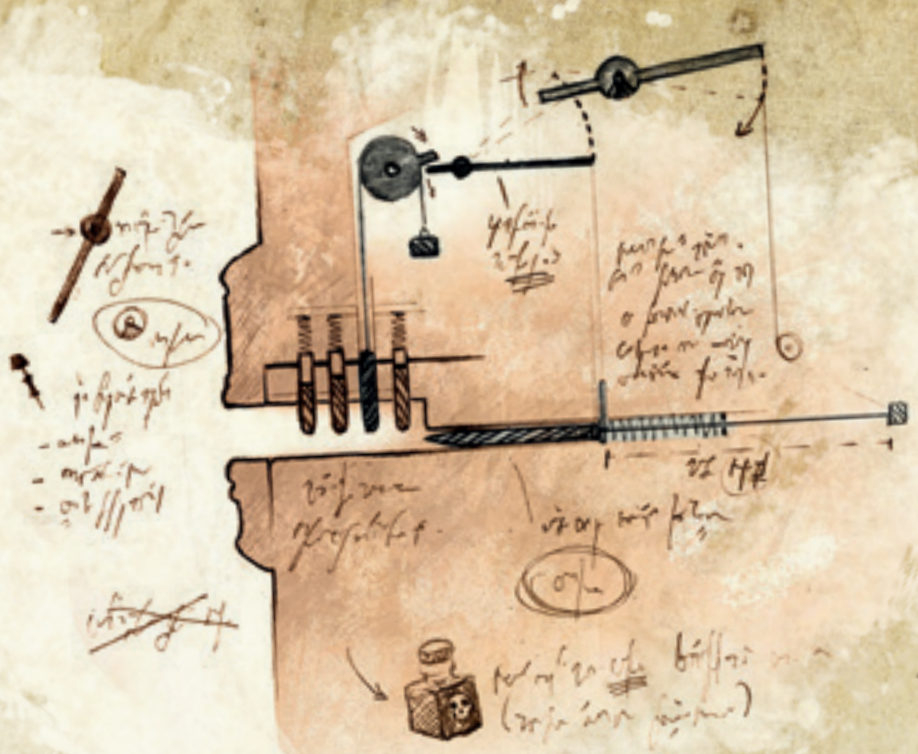
Traps

Whether adventurers are exploring ruins or sneaking inside a dangerous foe's lair, traps represent a substantial threat. This appendix provides rules and indications on deciding a trap's effects and how it can be disarmed, along with listing a selection of traps to use in your campaigns.

Trap-making in the Builders' Guild

The builders' guild is known for its expertise in trap-making. This famed organization has its headquarters in the Free City, with branches in every great city of the core peoples. Even across borders, it is recognized as a renowned and respected association. The guild is often hired by wealthy private parties, as well as by many institutions, whether religious, administrative, military, or otherwise.

Due to the sensitive nature of the data contained in its archives, the guild has a strict confidentiality policy and follows a thorough hiring process. It seeks out individuals with a sharp mind, who are both meticulous and reliable, and who are proficient in at least one of the following: **carpenter's tools**, **mason's tools**, or **tinker's tools**.



Traps in Play

When adventurers come across a trap, you need to know how the trap is triggered and what it does, as well as the possibility for the characters to detect the trap and to disable or avoid it.

Triggering a Trap

Most traps are triggered when a creature goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include:

- stepping on a pressure plate or a false section of floor
- pulling a trip wire
- turning a doorknob
- using the wrong key in a lock.

Magic traps are often set to go off when a creature enters an area or touches an object. Some **spell traps** (such as the *glyph of warding* spell) have more complicated trigger conditions, including a password that prevents the trap from activating.

Detecting and Activating a Trap

Spotting Signs of a Trap's Presence

Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame will erupt, or otherwise detect something that points to a trap's presence.

Searching

A trap's description specifies the checks and DCs needed to detect it, disable it, or both.

- A character actively looking for a trap can attempt a Wisdom (Perception) or Intelligence (Investigation) check—depending on the nature of the trap—against the trap's DC.
- If no character is actively looking for a trap, compare the DC to detect the trap with each present character's passive Perception score to determine whether anyone in the party notices the trap in passing.

Detecting and Disabling a Trap

If the adventurers detect a trap before triggering it, they might be able to disarm it, either permanently or long enough to move past it.

In the case of a mechanical trap, you might call for an Intelligence (Investigation) check for a character to deduce what needs to be done, followed by a Dexterity check using thieves' tools to perform the necessary sabotage.

Any character can attempt an Intelligence (Arcana) check to detect or disarm a magic trap, in addition to any other checks noted in the trap's description. In addition, *dispel magic* has a chance of disabling most magic traps. A magic trap's description provides the DC for the ability check made when you use *dispel magic*.

Regardless of the check used, the DC is the same as the trap's.

Creative Detection and Disabling

In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As with many situations, you shouldn't allow die rolling to override clever play and good planning. Use your common sense, drawing on the trap's description to determine what happens. No trap's design can anticipate every possible action that the characters might attempt. You should allow a character to discover a trap without making an ability check if an action would clearly reveal the trap's presence.

If a character lifts a rug that conceals a clearly visible pressure plate, the character has found the trigger and no check is required.

Foiling traps can be a little more complicated and requires clever thinking.

Consider a trapped treasure chest. If the chest is opened without first pulling on the two handles set in its sides, a mechanism inside fires a hail of poison needles toward anyone in front of it. After inspecting the chest and making a few checks, the characters are still unsure if it's trapped. Rather than simply open the chest, they prop a shield in front of it and push the chest open at a distance with an iron rod. In this case, the trap still triggers, but the hail of needles fires harmlessly into the shield.

Avoiding Traps

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent monsters that place traps in or around their lairs need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

Trap Effects

The effects of traps can range from inconvenient to deadly, making use of elements such as arrows, spikes, blades, poison, toxic gas, blasts of fire, and deep pits. The deadliest traps combine multiple elements to kill, injure, contain, or drive off any creature unfortunate enough to trigger them. A trap's description specifies what happens when it is triggered.

The attack bonus of a trap, the save DC to resist its effects, and the damage it deals can vary depending on the trap's severity. Use the **Trap Save DCs and Attack Bonuses table** and the **Damage Severity by Level table** for suggestions based on three levels of trap severity.

A trap intended to be a **setback** is unlikely to kill or seriously harm characters of the indicated levels, whereas a **dangerous** trap is likely to seriously injure (and potentially kill) characters of the indicated levels. A **deadly** trap is likely to kill characters of the indicated levels.

Trap Save DCs and Attack Bonuses

Trap Danger	Save DC	Attack Bonus
Setback	10 to 11	+3 to +5
Dangerous	12 to 15	+6 to +8
Deadly	16 to 20	+9 to +12

Damage Severity by Level

Character Level	Setback	Dangerous	Deadly
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

Classifying Traps

To describe or create a trap, one must be able to define its essential elements. Does it use magic? Is it single-use, or repeating? The nature of a trap depends not only on its planned use, but also on the intentions and means of those who set it.

Mechanical Traps

Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate.

The members of the builders' guild mainly use mechanical traps when tasked with securing a building, taking special care to ensure the safety of the inhabitants and authorized users. They also pay close attention to the trap's maintenance needs, as well as its potential for collateral damage and side effects. The guild prides itself on offering a means of defense that can drive back criminals and other unwelcome parties without requiring the owner's intervention. As for the customers, they are quite happy to feel safe without having to risk their life or get their hands dirty.

Magic Traps

Magic traps are either magical device traps or spell traps.

- Magical device traps initiate spell effects when activated.
- Spell traps are spells such as *glyph of warding* and *symbol* that function as traps. In this case, refer to the description of the appropriate spell.

Magic traps are less effective in areas of weak magic (see **Grimoire**: **Geomagic**). Their effects are weaker and vanish more quickly, making them an unreliable and short-lived means of defense. Additionally, magic traps are completely ineffective in areas of dead magic, and might even be dispelled.

Unlike mechanical traps that can wear down with time, magic traps won't break down unless affected by areas of weak magic, which can damage them.

Single-use Traps

A single-use trap activates only once, after which it needs to be recharged or reset. The trap may even be destroyed upon activation.

Repeating Traps

A repeating trap can be activated a virtually infinite number of times.

Simple Traps

A simple trap's effects are triggered in one action.

Complex Traps

Complex traps work like standard traps, except once activated they execute a series of actions each round. A complex trap turns the process of dealing with a trap into something more like a combat encounter.

Action per Turn

When a complex trap activates, the leader rolls initiative. The trap's description includes an initiative bonus. On its turn, the trap activates again, often taking an action. It might make successive attacks against intruders, create an effect that changes over time, or otherwise produce a dynamic challenge. Otherwise, the complex trap can be detected and disabled or bypassed in the usual ways.

A trap that causes a room to slowly flood works best as a complex trap. On the trap's turn, the water level rises. After several rounds, the room is completely flooded.

Sample Traps

The sheer variety of traps that have been conceived over the centuries by the civilizations of Eana are a testament to both the imagination and the cunning of their creators. Many are created with a pragmatic mindset, merely seeking to prevent forced entry, but others are designed with the seeming intent of putting potential intruders through as many ordeals as possible.

Trap Criteria

All traps follow the same set of criteria described below, which can also be used to design new traps.

- **Keywords.** These specify the trap's essential characteristics: mechanical/magic; single-use/repeating; simple/complex.
- **Description.** What is the trap, and how does it work?
- **Detection.** How can the trap be spotted before it activates?
- **Disabling.** How can the trap be disabled or avoided?
- **Activation.** What effect(s) occur upon the trap's activation (including continuous effects in case of a complex trap)?
- **In Play.** Details, variations, and advice on deciding the origin, effects, and consequences of a trap, as well as different ways of making the most of it, will be listed here.

Collapsing Roof

Simple, single-use mechanical trap

Description. This trap uses a trip wire to collapse the supports keeping an unstable section of a ceiling in place. The trip wire is 3 inches off the ground and stretches between two support beams.

Detection. A DC 10 Wisdom (Perception) check is required to spot the trip wire. Anyone who inspects the beams can easily determine that they are merely wedged in place. As an action, a character can knock over a beam, causing the trap to trigger. The ceiling above the trip wire is in bad repair, and anyone who can see it can tell that it's in danger of collapse.

Disabling. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

Activation. When the trap is triggered, the unstable ceiling collapses. Any creature in the area beneath the unstable section must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes difficult terrain.

In Play. A trap-maker expecting particularly tenacious intruders, or who doesn't want to allow them the slightest chance of survival, can add additional hazards to this trap. For instance, barrels of acid or alchemist's fire can be slotted above the false ceiling, to explode on the victims upon collapse. The acid deals 35 (10d6) acid damage, or half as much damage on a successful Dexterity saving throw against the trap. The alchemist's fire deals 12 (5d4) fire damage at the start of each of the creature's turns. A creature can end this effect by using its action to make a DC 10 Dexterity check to extinguish the flames. On a successful Dexterity saving throw against the trap, the creature only suffers half of the initial damage and isn't set on fire. Finally, some collapsing roof designers also add a trapped floor, which crumbles after the roof collapses, dropping the intruders into a pit, a dungeon, a cave network, a monster's lair, etc.

Crushing Roof

Complex, repeating mechanical trap
Description. When 20 or more pounds of pressure are placed on this trap's pressure plate, part of the roof smashes down, crushing anything below. Thanks to a clever counterweight system, the crushing roof then returns to its original position and the trap automatically resets.

Detection. With a successful DC 15 Wisdom (Perception) check, a character can spot the pressure plate. A search of the floor accompanied by a successful DC 15 Intelligence (Investigation) check reveals variations in the mortar and stone that betray the pressure plate's presence.

Disabling. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Permanently disabling the trap requires one to remove the plate and sabotage the mechanism with a successful DC 15 Dexterity check using thieves' tools. On a failure, the trap activates.

Activation. When the trap is triggered, the ceiling section smashes down. Any creature within 5 ft. of a safe area can make a DC 15 Dexterity saving throw, moving to the area in time and not taking any damage on a success. Otherwise, any creature in the area beneath the ceiling section takes 44 (8d10) bludgeoning damage and is knocked **prone**.

Once the trap is triggered, the crushing roof takes 5 rounds to rise back up and reset, allowing passage over the pressure plate without activating it during that time.

In Play. Generally, a crushing roof's pressure plates cover a whole corridor rather than a single flagstone, requiring the adventurers to be resourceful (Acrobatics to step between the pressure plates, Athletics to climb up the sidewalls, a *fly* spell, etc.) in order to avoid the trap. In some instances, this trap is part of a test, in which case the visitors must follow a specific path to avoid stepping on the pressure plates.

Falling Net

Simple, single-use mechanical trap
Description. This trap uses a trip wire to release a net suspended from the ceiling. The trip wire is 3 inches off the ground and stretches between two columns or trees. The net is hidden by cobwebs or foliage.

Detection. A DC 10 Wisdom (Perception) check is required to spot the trip wire and the net.

Disabling. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

Activation. When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and **restrained**, and those that fail a DC 10 Strength saving throw are also knocked **prone**. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

In Play. This trap is one of the most ubiquitous and rudimentary in existence. It can serve as a non-lethal way to immobilize intruders or help in killing them more efficiently. The falling net is used by peoples both primitive and advanced. The leader can modify the net's DC, AC, and hit points to reflect its superior or inferior quality.

Fire-Breathing Statue

Simple, repeating magic trap

Description. This trap is activated when an intruder steps on a hidden pressure plate, releasing a magical gout of flame from a nearby statue. The statue can be of anything, including a dragon or a wizard casting a spell.

Detection. The DC of the Wisdom (Perception) check is 15 to spot the pressure plate, as well as faint scorch marks on the floor and walls. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic around the statue.

Disabling. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. A successful *dispel magic* (DC 13) cast on the statue destroys the trap.

Activation. The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the statue to release a 30-foot cone of fire. Each creature in the fire must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

In Play. The version above deals fire damage, but the leader can modify the type of damage to one of their choice: volley of arrows (piercing), acid splash (acid), shock wave (thunder), etc. For certain types of damage, a Constitution or Wisdom saving throw may be required instead of a Dexterity one.

Rather than being triggered by a pressure plate, this trap can be activated upon giving a wrong answer to a riddle. This can be the case in secret cult locations (Death and Storm disciples are especially known for putting their followers to severe tests), or any other place where the trap-maker wanted to test the wits or knowledge of the adventurers.

Pits

Simple, single-use mechanical trap

Simple Pit

Description. A simple pit trap is a hole dug in the ground. The hole is covered by a large cloth anchored on the pit's edge and camouflaged with dirt and debris.

Detection. The DC of the Wisdom (Perception) check to spot the pit is 10.

Disabling. The only way to disable this trap is to fill it up or span it with a bridge.

Activation. Anyone stepping on the cloth falls through and pulls the cloth down into the pit, taking damage based on the pit's depth (usually 10 feet, but some pits are deeper).

In Play. A classic pit trap variation is to add a welcoming committee in the form of ferocious or hungry beasts. Vermin are the most convenient, as they multiply easily and are content with very little, making the pit their home. **Swarms of insects**, **swarms of rats**, and **swarms of snakes** are the most common in that regard.

Hidden Pit

Description. This pit has a cover constructed from material identical to the floor around it.

Detection. A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit.

Disabling. Once the pit trap is detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

Activation. When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is usually 10 or 20 feet deep but can be deeper.

Locking Pit

Description. This pit trap is identical to a hidden pit trap, with one key exception: the trap door that covers the pit is spring-loaded. After a creature falls into the pit, the cover snaps shut to trap its victim inside.

Detection & Disabling. Refer to "Hidden Pit".

Activation. When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is usually 10 or 20 feet deep but can be deeper. Once the creature is trapped, a successful DC 20 Strength check is necessary to pry the cover open. The cover can also be smashed open. A character in the pit can also attempt to disable the spring mechanism from the inside with a DC 15 Dexterity check using thieves' tools, provided that the mechanism can be reached and the character can see. In some cases, a mechanism (usually hidden behind a secret door nearby) opens the pit.

In Play. Since the victim is trapped in a confined environment, some locking pits include a mechanism that releases a sleeping gas. Any creature trapped in the pit must make a DC 15 Constitution saving throw or be knocked **unconscious** for 1 hour. Inside the locked pit, the gas persists for 1 minute, and the creature must repeat the Constitution saving throw at the start of each of its turns until it escapes.

Particularly crafty trap-makers also trap the locking mechanism, leaving a nasty surprise for anyone attempting to get out. A DC 20 Intelligence (Investigation) check is required to notice this trap-within-a-trap. It usually takes the form of a poison needle, but it can be any other trap.

Spiked Pit

Description. This pit trap is a simple, hidden, or locking pit trap with sharpened wooden or iron spikes at the bottom.

Detection & Disabling. Refer to the related type of pit.

Activation. When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is usually 10 or 20 feet deep but can be deeper. A creature falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any falling damage.

In Play. Even nastier versions have poison smeared on the spikes. In that case, anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Poison Darts

Simple, single-use mechanical trap

Description. When a creature steps on a hidden pressure plate, poison-tipped darts shoot from spring-loaded or pressurized tubes cleverly embedded in the surrounding walls. An area might include multiple pressure plates, each one rigged to its own set of darts.

Detection. The tiny holes in the walls are obscured by dust and cobwebs, or cleverly hidden amid bas-reliefs, murals, or frescoes that adorn the walls. The DC to spot them is 15. With a successful DC 15 Intelligence (Investigation) check, a character can deduce the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor.

Disabling. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Stuffing the holes with cloth or wax prevents the darts contained within from launching. Permanently disabling the trap requires one to remove the plate and sabotage the mechanism with a successful DC 15 Dexterity check using thieves' tools. On a failure, the trap activates.

Activation. Four darts each make a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). (If there are no targets in the area, the darts don't hit anything.) A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

In Play. The number of darts inside such traps is limited, so careful and patient adventurers may empty them with multiple activations. For this reason, the trap is usually set in a place where the intruders are likely to be distracted or in a hurry, thus catching them off-guard.

The version described above is meant to kill. The leader can come up with variants meant to **poison**, **incapacitate**, or **paralyze** the victims, or even knock them **unconscious**, especially in the case of a lair inhabited by intelligent creatures who will then be free to dispose of the intruders as they wish.

Poison Needle

Simple, repeating mechanical trap

Description. A poisoned needle is hidden within a treasure chest's lock, or in something else that a creature might open. Opening the chest without the proper key causes the needle to spring out, delivering a dose of poison. Then the needle retracts immediately, and the mechanism resets.

Detection. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle.

Disabling. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

Activation. When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be **poisoned** for 1 hour.

In Play. This type of trap is used to protect precious locations or goods, which is reflected by the quality of the trapped item, be it a chest, a door, or something else. However, devious trap-makers have been known to set poisoned needles in seemingly inconspicuous objects to catch the intruder off-guard. Conversely, some set this trap in ostensibly expensive objects, in order to lure in thieves. Clever adventurers may disassemble the mechanism to gather the cartridge of poison for their own use. The leader then decides the amount of poison it contains. They can also decide that the mechanism was designed in such a way that removal of the cartridge is impossible without breaking it.

Rolling Sphere

Complex, single-use mechanical trap

Description. When 20 or more pounds of pressure are placed on this trap's pressure plate, a hidden trapdoor in the ceiling opens, releasing a 10-foot-diameter rolling sphere of solid stone.

Detection. With a successful DC 15 Wisdom (Perception) check, a character can spot the trapdoor and pressure plate. A search of the floor accompanied by a successful DC 15 Intelligence (Investigation) check reveals variations in the mortar and stone that betray the pressure plate's presence. The same check made while inspecting the ceiling notes variations in the stonework that reveal the trapdoor.

Disabling. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Permanently disabling the trap requires one to remove the stone and sabotage the mechanism with a successful DC 10 Dexterity check using thieves' tools. On a failure, the trap activates.

Activation. Activation of the sphere requires all creatures present to roll initiative. The sphere rolls initiative with a +8 bonus. On its turn, it moves 60 feet in a straight line. The sphere can move through creatures' spaces, and creatures can move through its space, treating it as difficult terrain. Whenever the sphere enters a creature's space or a creature enters its space while it's rolling, that creature must succeed on a DC 15 Dexterity saving throw or take 55 (10d10) bludgeoning damage and be knocked **prone**.

The sphere stops when it hits a wall or similar barrier. It can't go around corners, but smart dungeon builders incorporate gentle, curving turns into nearby passages that allow the sphere to keep moving.

As an action, a creature within 5 feet of the sphere can attempt to slow it down with a DC 20 Strength check. On a successful check, the sphere's speed is reduced by 15 feet. If the sphere's speed drops to 0, it stops moving and is no longer a threat.

In Play. Due to its incredibly dangerous and destructive nature, this trap is reserved for sacred locations, sanctuaries, sealed prisons, hidden vaults, and other places where none should set foot. Moreover, resetting the sphere requires a great deal of effort, needing an entire team or powerful magic. This means the people who set it up expect it to be activated only exceptionally... and decisively.

Sensory Deprivation

Simple, repeating magic trap

Description. This magic trap combines the effects of the *silence* and *darkness* spells centered on a creature, so as to confuse and disorient it by taking away its sight and hearing.

Detection. A DC 20 Intelligence (Arcana) check is required to spot the trap. Rather than being tied to a specific object, it generally covers an area that detects any form of life that passes inside of it. It may also have additional conditions of activation, such as a specific type of creature, species, size, etc. A spell or an effect that allows the user to feel the presence of magic, such as *detect magic*, reveals auras of evocation and illusion.

Disabling. Casting *dispel magic* on the area destroys the trap.

Activation. Finding oneself suddenly unable to hear or see anything is very unnerving. Unless it is unaffected by one or both effects of the trap (for example, if it has the ability to see through magical darkness), a creature inside the area of effect must succeed on a DC 13 Wisdom saving throw or lose its bearings, moving in a random direction if it tries to leave the area of effect. If the saving throw is failed by 5 or more, the creature also becomes incredibly dizzy and is **stunned** until the start of its next turn.

In Play. This trap is harmless in itself, but is often combined with other ones to snare confused and hapless intruders more effectively. It has been known to be used by creatures that can see through magical darkness, or that can perceive with senses other than hearing and sight, letting them get the drop on disadvantaged and disoriented foes.

Sphere of Annihilation

Simple, repeating magic trap

Description. Magical, impenetrable darkness fills the gaping mouth of a stone face carved into a wall. The mouth is 2 feet in diameter and roughly circular. No sound issues from it, no light can illuminate the inside of it, and any matter that enters it is instantly obliterated.

Detection. A successful DC 20 Intelligence (Arcana) check reveals that the mouth contains a *sphere of annihilation* that can't be controlled or moved. It is otherwise identical to a normal *sphere of annihilation*.

Disabling. The only way to disable this trap is to destroy the *sphere of annihilation*.

Activation. Any object or creature that touches the *sphere of annihilation* suffers its effects.

In Play. Some versions of the trap include an enchantment placed on the stone face, such that specified creatures feel an overwhelming urge to approach it and crawl inside its mouth. This effect is otherwise like the sympathy aspect of the *antipathy/sympathy* spell. A successful *dispel magic* (DC 18) removes this enchantment.

Appendix

Perils

Perils are like natural traps, only they often appear spontaneously and are an inherent challenge in the wilderness. In this appendix, you will discover how to use this new game mechanic to help make long trips more challenging.

Using and Adapting Perils

Perils can be spotted, circumvented, or even destroyed. Sometimes, one can simply wait a peril out, such as a violent storm or landslide. The leader can adapt a peril's challenge to their group and the needs of their campaign. Perils can also be used as story-writing tools, either by giving them a particular meaning or by using them to take the story in a particular direction. For example, an exceptional blizzard could suggest that something serious is happening and disturbing Eana, or a collapse could uncover ancient ruins unexplored for centuries.

The Protection of Eternity's Fate-chosen

While ordinary individuals might be caught at the worst possible moment and perish from a natural peril, your adventurers are Fate-chosen. As such, an untimely, unglamorous death is unsuited for them.

If you use this option, fate never challenges the adventurers with inescapable perils, nor will it leave them helpless. No matter the situation, there is always a way out or some stroke of luck that allows them to survive.

In the case of an avalanche, for instance, adventurers are never buried so deep that they can't dig themselves out. Faced with a pyroclastic flow, they will always find shelter in which to take refuge. No volcanic eruption or tsunami will ever make them anonymous victims, swept away by these events.

Challenge Rating and Saving Throws

Like a creature, a peril has a CR measuring how dangerous it is and the appropriate party level for it. Among other things, the CR determines a peril's proficiency bonus, which will be used to calculate the saving throw associated with that peril. A peril's harmfulness comes into effect through hostile phenomena that the players will have to resist by making a saving throw with DC equal to 8 + the peril's proficiency bonus + the peril's dangerousness.

Dangerousness of the Peril

Perils have varying degrees of dangerousness. A peril can be benign (-1), common (+0), challenging (+1), harsh (+2), hazardous (+3), very hazardous (+4), or extreme (+5). These modifiers are added to the proficiency bonus to determine the peril's DC or attack roll.

The Three Aspects of a Peril's Dangerousness

A peril has three different aspects.

- **Anticipation** allows one to detect warning signs, to understand them, and to know how to react effectively. It is based on knowledge of nature and terrain, and therefore generally requires Wisdom (Survival) or Intelligence (Nature) checks. PCs will thus be able to see a storm approaching, notice a heaviness in the air, discern signs of toxicity, etc. Some perils may call upon other skills, either to spot them or to deal with them.
- **Manifestation** is the danger posed by the peril's pure destruction and other undesirable effects. At this point, if the adventurers haven't been able to avoid the peril, all they can do is try to survive. This is where saving throws come in.
- The **duration** of a peril is the time during which a peril remains active.

Teamwork

A Guide and Their Help

If you use this option, an adventurer is chosen as a guide by the party. They alone make the anticipation checks, possibly with the help of another party member if deemed appropriate (typically if the assistant is proficient in the relevant skill), in which case the guide has advantage on anticipation checks. Thus, this role is of particular importance, and adventurers would be wise to have an experienced person to rely on.

Helpful Imperilment

You can use this option if you want to allow adventurers to help one another in the event of a peril. Each party member can individually choose to put themselves in peril. This choice must be made upon the peril's manifestation, before any ability checks or saving throws are made. An adventurer who puts themselves in peril has disadvantage on the related ability check or saving throw; in exchange, a creature of their choice gains advantage on the same roll.

As the party travels across pack ice in the Septentrion, they are exposed to the thin ice peril. All party members must make a DC 14 Dexterity saving throw or fall through the ice! Acting on sheer courage, one of the adventurers chooses to leap and push one of his companions out of the dangerous area, thus putting himself in even more danger. The adventurer therefore has disadvantage on his Dexterity saving throw while his companion has advantage.

Simple and Complex Perils

Just like traps, perils can be simple or complex.

- A simple peril is a one-time, immediate occurrence.
- A complex peril works in much the same way, except that its effect repeats itself until the end of the phenomenon. This translates into a new aspect, **repetition**, which can occur once per round, per minute, per hour, etc.

The table below summarizes the possible CR and associated proficiency bonus and damage of a peril.

Peril Challenge Ratings

CR	Proficiency Bonus	Damage
0	+2	1
1/8	+2	2 (1d4)
1/4	+2	3 (1d6)
1/2	+2	4 (1d8)
1	+2	5 (1d10)
2	+2	11 (2d10)
3	+2	13 (2d12)
4	+2	16 (3d10)
5	+3	22 (4d10)
6	+3	27 (5d10)
7	+3	33 (6d10)
8	+3	38 (7d10)
9	+4	44 (8d10)
10	+4	49 (9d10)
11	+4	55 (10d10)
12	+4	60 (11d10)
13	+5	66 (12d10)
14	+5	71 (13d10)
15	+5	77 (14d10)
16	+5	88 (16d10)
17	+6	99 (18d10)
18	+6	110 (20d10)
19	+6	121 (22d10)
20	+6	132 (24d10)

Volcanic Perils

Volcanoes are infamous for the dangers they pose. Some populations and adventurers brave the risks of burning lava, toxic gases, and violent eruptions in search of wealth or in service of a cause. In Cyfandir, the Askamor region has a concentration of all these perils.

Volcanic Gas

Hazardous peril, complex, CR 3

Great sulfur concentrations in volcanic areas make the air difficult to breathe. Under normal circumstances, this merely leads to a temporary feeling of discomfort and shortness of breath, which is only dangerous in the event of prolonged exposure. However, in some areas (especially near cracks and crevices), sulfur is present in such large quantities that it makes the air toxic, exposing a hapless party to suffocation. Worse still, in a place so full of volatile gases, even the slightest flame can have disastrous results.

- **Anticipation.** A successful DC 13 Intelligence (Nature) or Wisdom (Survival) check reveals the presence of a pocket of volcanic gas from a distance. A wise traveler will then take care to circumvent the area.
- **Manifestation.** A creature in an area of volcanic gas can only hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds) before suffocating (see **Adventurers**, **Adventuring**, **The Environment: Suffocating**). In addition, at the time of exposure, the creature must succeed on a DC 13 Constitution saving throw or take a level of **exhaustion**. Finally, the presence of a flame in the vicinity of the volcanic gas creates an explosion dealing 14 (4d6) fire damage in the whole area.
- **Repetition.** Strictly speaking, this peril has no repeating effect, but the suffocating effect persists while in the area.
- **Duration.** Permanent unless the gas is removed.

Ash Storm

Challenging peril, complex, CR 3

In the Askamor region, ash storms sometimes occur, engulfing vast areas in a cloud that greatly reduces visibility and can even blind travelers. Dust carried by high winds is abrasive and can even become dangerous when inhaled for too long.

- **Anticipation.** A successful DC 11 Intelligence (Nature) or Wisdom (Survival) check anticipates an ash storm 1 hour in advance. Then, the safest option is finding an airtight shelter, whether a natural formation (such as a cave) or a tent adapted to this kind of weather.
- **Manifestation.** Ash density makes the area lightly obscured in a 20 ft. radius around a creature and heavily obscured beyond that radius. In addition, any creature that breathes the air in the area must succeed on a DC 11 Constitution saving throw or lose 2 (1d4) hit points. If the save is failed by 5 or more, the creature is also **poisoned** until it finishes a short or long rest.
- **Repetition.** Every minute.
- **Duration.** An ash storm lasts 1d12 hours.

Thin Crust

Hazardous Peril, simple, CR 4

The mountainous terrain of volcanic regions can give a deceptive impression of solidity. Unwary travelers may easily forget that some areas consist only of a thin layer of minerals, which will collapse under the weight of a humanoid. If the individual is lucky, they will only suffer a harmless messy fall. However, the thin crust may also be located above a pool of lava or acid, sending the unfortunate individual right into a much more dreadful peril.

- **Anticipation.** A successful DC 13 Intelligence (Investigation) or Wisdom (Survival) check reveals the fragility of the crust.
- **Manifestation.** In the event of thin-crust collapse, a successful DC 13 Dexterity saving throw allows the creature to safely move away from the collapse zone. On a failure, the creature falls. The leader can determine what lies beneath the crust or leave it to chance.

Terrain Hidden Under Thin Crust

1d12	Hidden Terrain	Damage
1 to 6	Pit 1d4 × 10 ft. deep	1d6 bludgeoning damage for every 10 ft. fallen
7 to 10	Pool of burning acid	4 (1d8) acid damage and 2 (1d4) fire damage per round
11 to 12	Lava lake	71 (13d10) fire damage per round

Acid Lake

Common peril, complex, CR 5

In volcanic areas, stagnant bodies of water can become laden with sulfurous gas. Over time, they can reach temperatures and acidity levels that are lethal to ordinary living beings. These acidic pools can reach lake-size proportions and are recognizable by their blue-green color, which is very different from ordinary water. They are hazardous to most forms of life, boiling and gnawing away at anyone unfortunate enough to fall in.

- **Anticipation.** This peril and its danger are easily recognizable with a successful DC 11 Intelligence (Nature) or Wisdom (Survival) check. Only careless travelers would deliberately approach it.
- **Manifestation.** Immersion in an acid lake deals 4 (1d8) acid damage and 2 (1d4) fire damage.
- **Repetition.** Every round.
- **Duration.** Until the creature leaves the area.

Lava Flow

Hazardous peril, complex, CR 14

Lava is an amalgamation of molten rock. It can easily reach temperatures as high as 2,000°F, leaving no chance of survival for anyone exposed to it, except the most extraordinarily resistant creatures, or those immune to fire. Lava is often pictured in the form of static molten lakes, but this volcanic peril can also be a moving danger. Lava flows can pour down for tens of miles around a volcano and can reach speeds of up to 30 miles per hour. They can catch adventurers off guard and kill an entire party if they are excessively unwary or unlucky.

- **Anticipation.** A successful DC 16 Intelligence (Nature) or Wisdom (Survival) check anticipates the lava flow 2d4 minutes in advance. On a failure, the traveler only has 2d4 rounds of advance warning, and if the check is failed by 5 or more, they will be surprised by the lava flow, spotting it only when it is almost upon them. If the party is threatened by a lava flow, the leader may allow a DC 16 Wisdom (Survival) check to find a safe place to take shelter. Said shelter can be as simple as an outcropping around which the lava will flow.
- **Manifestation.** Creatures exposed to a lava flow must succeed on a DC 16 Dexterity saving throw or take 71 (13d10) fire damage, or half as much damage on a success.
- **Repetition.** Every round.
- **Duration.** Until the creature leaves the area. Lava flows can occur at any time in an active volcano, and the lava can take years to cool down, forming impressive fiery rivers.

Pyroclastic Flow

Extreme peril, simple, CR 18

Some volcanoes don't just spew out lava or rocks: their eruptions take the form of terrifying pyroclastic flows of unimaginable violence. They tumble down slopes at speeds up to 100 miles per hour, carrying huge amounts of destructive debris while temperatures reach up to 1,000°F. Even worse, the cloud is so large that it can engulf entire small towns.

- **Anticipation.** A successful DC 19 Intelligence (Nature) or Wisdom (Survival) check anticipates the pyroclastic flow 2d12 minutes in advance. On a failure, the traveler only has 2d12 rounds of advance warning, and if the check is failed by 5 or more, they will be surprised by the pyroclastic flow, spotting it only when it is almost on them. If the party is threatened by a pyroclastic flow, the leader may allow a DC 19 Wisdom (Survival) check to find a safe place where they can take shelter. Only very strong stone structures can offer protection against such devastation.
- **Manifestation.** Exposed creatures must succeed on a DC 19 Dexterity saving throw or take 49 (9d10) fire damage, and on a DC 19 Constitution saving throw or take an additional 65 (10d12) bludgeoning damage, or half as much on a success in both cases. Additionally, the area is heavily obscured because of the flow's burning ashes.
- **Duration.** The pyroclastic flow descends the slope and submerges everything in its path, then dissipates. The phenomenon rarely lasts longer than 1 minute.

Mountain Perils

Presenting difficult, untamed terrain, mountains include a variety of perils that complicate expeditions and forbid the use of heavy vehicles. Even seasoned adventurers will be at best slowed down by such an environment, and will have to remain vigilant lest they rush into a potentially deadly natural trap. Indeed, given their high altitude, falling down from a mountain is an accident few can survive.

Treacherous Terrain

Harsh peril, simple, CR 1

Mountains are dotted with uneven and unstable terrain, and so travelers must be particularly wary or risk a fall. At best, sprains, strains, or soreness from a sudden fall are inconveniences that simply slow a traveler down—even causing laughter or embarrassment in most benign cases—but, at worst, they can spell the doom of a vulnerable or weakened individual.

- **Anticipation.** With a successful daily DC 12 Wisdom (Survival) check, a traveler will take all appropriate precautions: walk on the safest paths, spot natural obstacles, adjust their companions' equipment to guarantee better stability, etc. These effective methods grant the party advantage on the Dexterity (Acrobatics or Athletics) check below. A climber's kit (see **Adventurers**, **Equipment**, **Provisions**, **General Store: Climber's Kit**) can also be a boon.
- **Manifestation.** Overcoming the peril of treacherous terrain requires a successful DC 12 Dexterity (Acrobatics or Athletics) check. Typically, this check need only be performed once or twice a day. However. the leader may repeat it if the terrain is particularly rough or the context particularly perilous (weather conditions are bad, the party is in a hurry, etc.). On a failed check, the creature falls. Fall damage depends on the circumstances but can default to 7 (2d6) bludgeoning damage. If the check is failed by 5 or more, the creature falls in such a way that its mobility is affected (dislocated ankle, sprained leg, damaged knee, etc.), reducing its speed by 10 ft. until it completes a short or long rest.

Altitude Sickness

Harsh peril, simple, CR 3

Altitude sickness is the result of a number of complications due to oxygen deprivation at high altitudes. After a steep and rapid ascent, starting from 6,500 feet, some people may experience problems such as extreme fatigue, headaches, and disorientation. The sickness can also take more serious forms. It can considerably weaken a traveler and thus impede the party's progress. The simple peril described here applies to an altitude of 6,500 feet, but it also occurs at higher altitudes, with a proportionate DC increase. For each additional 2,000 feet climbed, the DC increases by 1 (13 for 8,500 ft., 14 for 10,500 ft., etc.).

- **Anticipation.** If a traveler follows a route that would expose them to altitude sickness, a successful DC 12 Wisdom (Survival) check allows them to realize it. If creatures begin to show symptoms of altitude sickness, a successful DC 12 Wisdom (Medicine) check detects these warning signs before the sickness sets in. On a failure, a check that is failed by 5 or less still allows the traveler to notice and understand the sickness, though too late to remedy it. In any case, stopping or slowing down the progress of the party can help to prevent altitude sickness or keep it from worsening.
- **Manifestation.** A creature exposed to this peril must make a DC 12 Constitution saving throw. On a failure, the creature takes a level of **exhaustion**. While suffering from this level of exhaustion, it can't benefit from taking long rests at that altitude or higher, and it can only lose it by taking a long rest at a lower altitude. Once the creature has lost the level of exhaustion, if it encounters this peril at the same altitude, it has advantage on the saving throw.

Avalanche

Hazardous peril, simple, CR 7

Avalanches are the most well-known peril in mountainous areas. An avalanche occurs when an unstable mass of rock, earth, rubble, and other miscellaneous material breaks off from a section of the mountain, picking up everything in its path. As with many other perils, the best travelers can do against an avalanche is often to avoid triggering it, and a party would be well advised to avoid noisy or unstable spells, especially those dealing thunder damage, lest they bring this peril upon themselves. In the Drakenbergen, some particularly industrious and intrepid dwarven builders and rock gnomes deliberately cause avalanches by means of undermining activities or explosives, neutralizing the threat these perils pose by triggering them in controlled ways.

The avalanches described here apply to mountainous terrain, but the same rules can be used for a mudslide or snow avalanche.

- **Anticipation.** A successful DC 14 Intelligence (Nature) or Wisdom (Survival) check allows a traveler to discern whether they are in an avalanche-prone area. In these circumstances, the leader may ask the party for a DC 10 Dexterity (Acrobatics or Stealth) group check in order not to trigger an avalanche (see **Adventurers**, **Abilities**, **Ability Checks: Group Checks**). If the party is threatened by an avalanche, the leader may allow a DC 14 Wisdom (Survival) check to find a safe place where they can take shelter.
- **Manifestation.** A creature exposed to an avalanche will be swept away by the rocky wave and tossed in all directions, with the risk of being buried under the mass. It must succeed on a DC 14 Dexterity saving throw or take 33 (6d10) bludgeoning damage and be buried. On a success, the creature takes half as much damage and is not buried. A buried creature must succeed on a DC 14 Strength (Athletics) check to free itself from the debris, or start suffocating (see **Adventurers**, **Adventuring**, **The Environment: Suffocating**).
- **Duration.** An avalanche can last from less than a minute to about ten minutes in the case of particularly unstable terrain.

Snow Avalanche

Using this option adds special features to avalanches, making them formidable even for an experienced group. In this version, this alternative peril's manifestation replaces that of the ordinary avalanche and applies only to snow-covered terrain. It is in part because of snow avalanches that dwarven guesthouses are set up in the Drakenbergen, close to the most dangerous passes. The locals train large dogs that are well adapted to the mountains so they can quickly find victims and provide assistance.

- A creature exposed to the snow avalanche must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be buried under the avalanche (see below). On a success, it takes half as much damage and is not buried.
- A creature swallowed by the avalanche must succeed on a DC 14 Constitution saving throw. Trapped in the snow, the creature has 15 minutes of air on a failed Constitution save, 90 minutes on a success. After this time, the creature starts suffocating (see **Adventurers**, **Adventuring**, **The Environment: Suffocating**).
- A trapped creature is buried at a depth of 1d12 × feet. To extract itself, it can make one DC 14 Strength (Athletics) check every minute to dig through 1 foot of snow.
- Rescuing a buried creature is difficult, as there are no visible clues on the surface to tell where it is under the loose snow. It is still possible to search for it with a DC 14 Intelligence (Investigation) or Wisdom (Survival) check, but this takes 10 minutes and is made with disadvantage. Creatures with the Keen Smell or Keen Hearing traits can automatically spot a life form in a 10-foot radius around them. Like the buried creature, rescuers can make a DC 14 Strength (Athletics) check every minute to dig through 1 foot of snow until the creature is free.

Winter and Polar Perils

Polar perils are natural hazards that can be found anywhere in the hostile and mystical territory of the Septentrion.
In winter, travelers in the Drakenbergen may also encounter some of these phenomena.

Numbness or Cold Damage

In the following pages, several life-threatening perils (minor cold, icy water, blizzard, deadly cold, and Gemonian cold) result from exposure to cold. The leader can handle this hazard in two ways, depending on whether they wish to take a gritty or heroic approach. The default method is the style, which deals cold damage.

Lethal Numbness

On the first failed Constitution save against cold, the creature becomes **numb**. If a creature fails a Constitution save against cold while already numb, it takes a level of **exhaustion**.
If you use this option, high-level adventurers will still fear the cold, as even they are never safe from an unlucky saving throw.

Cold Damage

On a failed Constitution saving throw against cold, the creature takes cold damage. If the save is failed by 5 or more, it also becomes **numb**.
If you use this option, very dangerous perils for low-level adventurers will become harmful but non-life-threatening annoyances for high-level heroes. On the other hand, many NPCs (such as **commoners**, which make up the bulk of the population) may succumb at the first saving throw. This approach treats perils as an obstacle to be overcome, making them part of the succession of battles and heroic ordeals that the group will have to face.

Northern Lights

Hazardous peril, complex, CR 1/4

The clear sky of the Septentrion shows a striking view of the magnificence of the heavens. In such circumstances, northern lights sometimes appear, arousing fascination. The appearance of northern lights depends on the solar cycle, meaning they can be rare in some years and much more frequent in others. They are especially common in the polar circle. This sight is as enchanting as it is dangerous.

- **Anticipation.** A successful DC 13 Intelligence (Nature) check anticipates the appearance of northern lights ten minutes in advance. For a group of travelers, it is recommended to make a stop to avoid being disoriented by the northern lights and taking the wrong route.
- **Manifestation.** Creatures exposed to northern lights must succeed on a DC 13 Intelligence saving throw or become subject to sensory disturbances in the form of auditory illusions and difficulties in orienting themselves, resulting in disadvantage on Wisdom (Perception and Survival) checks. This disadvantage persists until they complete a short or long rest.
- **Repetition.** Every 10 minutes.
- **Duration.** Northern lights last for up to 30 minutes before fading away. They may reappear here or there a few hours later.

Minor Cold

Challenging peril, complex, CR 1/2

Minor cold refers to the usual weather conditions of the dead of winter in the Septentrion. It applies starting from 30°F.

- **Anticipation.** Appropriate equipment and good survival habits (requiring a successful daily DC 11 Wisdom (Survival) check) grant advantage on the saving throw against this peril.
- **Manifestation.**
- A creature must succeed on a DC 11 Constitution saving throw or take 4 (1d8) cold damage. If the save is failed by 5 or more, the creature is also **numb**.
- A creature must succeed on a DC 11 Constitution saving throw or become **numb**. If the save is failed by 5 or more, the creature also takes a level of **exhaustion**.
- **Repetition.** Every 3 hours.
- **Duration.** Permanent as long as the temperature remains below 30°F.

Crisis of the Long Night

Challenging peril, complex, CR 1

The Septentrion seasons are vastly different than those elsewhere. Exposure to the polar winter and its very long periods without sunshine is an ordeal that affects both morale and physique. The days start to shorten as soon as the summer solstice passes, but the night becomes longer than the day from the autumn equinox to the spring equinox. At the height of winter, night duration depends on latitude. Inhabitants face this adversity by holding many celebrations during winter: sports events, music competitions, banquets, etc. They take any opportunity for gatherings and entertainment, helping them make it through this dark season. However, the danger is much more serious in the wilderness, as the random occurrence of crises can have dramatic consequences.

- **Anticipation.** The crisis of the long night affects people who are physically or morally isolated, such as hermits, adventurers tormented by guilt, a couple in the middle of a lover's quarrel, etc. Rarely does it affect an entire group at once; rather, it occurs as a succession of small crises. Since the affliction is tied to loneliness and feelings of vulnerability, it can be warded off by actions that promote party unity (joint singing, games, etc.). A successful DC 11 Wisdom (Intuition) check helps recognize the first signs of agitation.
- **Manifestation.** Creatures that have been isolated for a week must succeed on a DC 11 Wisdom saving throw or suffer from **short-term madness**, or **long-term madness** on a natural 1. After the save has been made, the onset of the crisis is left to the leader's discretion, though it should preferably occur at a stressful time.
- **Repetition.** Every week as long as isolation persists.
- **Duration.** The duration of the peril depends on location and time of the season.

Icy Mists

Hazardous peril, complex, CR 2

Occurring both on land and at sea, the icy mists of the Septentrion are well known. When they appear, they can completely immobilize entire groups. They are particularly dangerous when they appear along with creatures such as **wails of the wastes**, or near chasms.

- **Anticipation.** A successful DC 13 Intelligence (Nature) or Wisdom (Survival) check anticipates the arrival of a patch of fog 1 hour in advance. This time can be reduced if the weather conditions are particularly conducive to a sudden appearance. The phenomenon first affects low altitude areas and the bottom of valleys. In particularly unfavorable circumstances, even an experienced explorer can only spot the phenomenon about 15 minutes in advance.
- **Manifestation.** The mist is so dense that the area is heavily obscured. Furthermore, a creature that spends 10 minutes in an icy mist must succeed on a DC 13 Constitution saving throw or become **numb**.
- **Repetition.** Every 10 minutes.
- **Duration.** On average, a patch of icy mist persists for a 30 minutes over an area that spans a few hundred feet, but this may increase depending on local conditions and the possible intervention of tides of magic.

Thin Ice

Very hazardous peril, complex, CR 4

Many people in the Septentrion use lakes, rivers, and ice floes as transportation routes, the flat surfaces being suitable for sleds or skis. Walking is also easier than in the woods, where one often encounters deep snows and obstacles. Unfortunately, the ice can be much thinner in some places than in others. This may be due to currents or a shallower depth, or because it's still early winter and the cold has not yet set in. In the spring, when the ice begins to melt, this peril is also common.

Anticipation. Thin ice is treacherous, and even a seasoned traveler will have trouble spotting it. A successful DC 14 Intelligence (Investigation) or Wisdom (Survival) check reveals the fragility of the ice.

Manifestation. When the ice begins to crack, a successful DC 14 Dexterity saving throw allows the creature to safely move away from the cracks. On a failure, the creature falls into the water and becomes exposed to the following effects:

- ***Drifting.*** Underwater, the creature must succeed on a DC 14 Wisdom (Athletics) check at the start of its turn to resurface where it fell. On a failure, the creature gets lost and hits the surface ice. It can attempt the same Wisdom (Athletics) check again each round to return to the surface, either where it fell in or elsewhere, but with disadvantage.
- ***Drowning.*** As soon as it becomes submerged, the creature is at risk of suffocation (see **Adventurers**, **Adventuring**, **The Environment: Suffocating**).
- ***Hypothermia.*** The creature suffers the effects of icy water (refer to this peril for its effects, repetition, and duration).

Dangerous Cold

Hazardous peril, complex, CR 4

On some clear nights, or when the polar wind blows, the cold is so intense that it immediately becomes dangerous. Suitable clothes are essential for survival. Typically, these consist of thick furs made of reindeer hide or sealskin, with hoods and gloves. The usual equipment for adventurers in temperate zones is of little use in these conditions. This danger applies starting from a temperature of -20°F.

- **Anticipation.** It is possible to anticipate the arrival of dangerous cold with a successful DC 14 Intelligence (Nature) or Wisdom (Survival) check. Appropriate equipment and good survival habits (requiring a successful daily DC 14 Wisdom (Survival) check) grant advantage on the saving throw against this peril.
- **Manifestation.**
- A creature must succeed on a DC 14 Constitution saving throw or take 5 (1d10) cold damage. If the save is failed by 5 or more, the creature is also **numb**.
- A creature must succeed on a DC 14 Constitution saving throw or become **numb**. If the save against this peril fails while the creature is already numb, it also takes a level of **exhaustion**.
- **Repetition.** Every hour.
- **Duration.** Permanent as long as the temperature remains below -20°F.

Icy Water

Very hazardous peril, complex, CR 5

Immersion in icy water is a well-known peril in cold regions. Numbness rapidly sets in, and death by hypothermia follows soon after.

- **Anticipation.** An obvious prevention is simply to avoid falling into the water. In northern regions, when it is necessary to cross a stream, it is customary to undress, cross it quickly while keeping one's equipment dry, and redress just as quickly.
- **Manifestation.** In case of immersion in icy water, the creature must succeed on a DC 15 Constitution saving throw or become **numb**. If the save is failed by 5 or more, or if the creature was already numb, the creature also takes a level of **exhaustion**.
- **Repetition.** Every 5 minutes in the water; every 15 minutes once the creature is out of the water but remains wet.
- **Duration.** The peril persists as long as the creature is in the water or soaking wet. Any means that would end the numb condition also ends this peril (see **Conditions and Tactical Situations: Numb**).

Blizzard

Hazardous peril, complex, CR 6

A blizzard is a well-known and feared meteorological phenomenon, so much so that no Septentrion inhabitant would dare venture outdoors in such conditions. Communities shut themselves away and wait for the storm to pass, and every traveler knows that they must find shelter as quickly as possible or risk certain death. Even creatures immune to the cold are reluctant to go out while a blizzard rages.

- **Anticipation.** A successful DC 14 Intelligence (Nature) or Wisdom (Survival) check made the day before the phenomenon predicts its approximate appearance the next day. The same check can be made again a few hours before the blizzard.
- **Manifestation.** An area caught in a blizzard is lightly obscured, or even heavily obscured in the case of a particularly violent blizzard. A creature caught in a blizzard must succeed on a DC 14 Constitution saving throw or take 5 (1d10) cold damage, plus 2 (1d4) bludgeoning damage, or half as much damage on a success. The blizzard peril is also accompanied by a cold peril of a level relevant to the weather (minor, dangerous, deadly, or Gemonian).
- **Repetition.** Every 30 minutes.
- **Duration.** The duration of a blizzard varies greatly. It may last only a few hours, or it may last for days, but the average duration is half a day. The leader can roll 2d12 if they want to estimate this duration.

Deadly Cold

Very hazardous peril, complex, CR 9

The deadly cold afflicts the most hostile areas of the Septentrion, and is sometimes said to be the breath of the Gemoniae crossing the icy planar portal of the far north. Only the hardiest and most well-equipped individuals can venture outdoors at such temperatures, and only for limited periods of time. Thus, it is advised to wrap oneself from head to toe in the warmest clothes, to eat well, and to avoid areas exposed to the wind. Creatures that survive in these conditions do so by virtue of their physical features and life-saving habits, or simply due to their cold immunity. This peril applies starting from a temperature of -75°F.

Anticipation. It is possible to anticipate the arrival of a deadly cold with a successful DC 16 Intelligence (Nature) or Wisdom (Survival) check. Appropriate equipment and good survival habits (requiring a successful daily DC 16 Wisdom (Survival) check) grant advantage on the saving throw against this peril.

Manifestation.

A creature must succeed on a DC 16 Constitution saving throw or take 11 (2d10) cold damage. If the save is failed by 5 or more, the creature is also **numb**. In addition, all non-magic items exposed to the deadly cold acquire the **fragile** property (see Adventurers, Weapons: Weapon Properties). This property is lost once exposure to the deadly cold is over.

A creature must succeed on a DC 16 Constitution saving throw or become **numb**. If the save fails against this peril while the creature is already numb, it also takes one level of **exhaustion**.

Repetition. Every 30 minutes.

Duration. Permanent as long as the temperature remains below -75°F.

Gemonian Cold

Extreme peril, complex, CR 14

This nightmarish cold is so extreme that it only occurs on Eana in the immediate vicinity of the icy planar portal of the far north. As the name suggests, this peril is permanent in Gemoniae, where only creatures immune to the cold can survive. Temperatures are so extreme that there is no known way to measure them.

Anticipation. Appropriate equipment and good survival habits (requiring a successful daily DC 18 Wisdom (Survival) check) grant advantage on the saving throw against this peril.

Manifestation.

A creature must succeed on a DC 18 Constitution saving throw or take 16 (3d10) cold damage. If the save is failed by 5 or more, the creature is also numb. In addition, all non-magic items exposed to the Gemonian cold acquire the fragile property (see Adventurers, Weapons: Weapon Properties). This property is lost once exposure to the Gemonian cold is over.

A creature must succeed on a DC 18 Constitution saving throw or become numb. If the save fails against this peril while the creature is already numb, it also takes one level of **exhaustion**.

Repetition. Every 15 minutes.

Duration. Permanent in Gemoniae.

Appendix

Conditions and Tactical Situations

This condition appendix gathers recurring game situations, whether they are natural hazards or complications inflicted by creatures, adding new conditions to the already existing ones (see Adventurers, Appendices: Conditions).

Numb

Almost common danger in the Septentrion, numbness is a state in which the affected creature can no longer effectively control its movements. It is typically caused by intense and penetrating cold, but can also be caused by psychic shock, drugs, etc.

In the case of cold numbness, a creature resistant to cold damage has advantage on saving throws to resist it, while a creature immune to cold damage cannot become numb due to the cold.

A numb creature suffers the following effects:

- Its speed is reduced by 10 feet.
- It takes a -2 penalty to AC and a -2 capped penalty to Dexterity and Strength checks, and to Dexterity and Strength saving throws.
- It can't use reactions.
- Unless otherwise stated, natural numbness ceases 30 minutes after its cause no longer applies, such as when the creature's body returns to a tolerable temperature.

When to Use Numbness

The numb condition is meant to inflict a character with a lasting weakness without relying on the poisoned condition or levels of exhaustion, the accumulation of which can become overwhelming and paralyze the group, forcing it to take frequent long rests. By opting for numbness in certain situations, you have an alternative condition at your disposal. Below are a few examples of circumstances where a creature may experience numbness. However, the leader can also use it in other circumstances to depict a creature with severely impaired physical coordination:

- **Cold injury.** A creature suffering cold damage exceeding its Wound threshold may become numb. Depending on the harshness of the leader's playstyle, this condition can either be added to a Wound or replace it.
- **Nightmares.** An elf deprived of trance or victim of bad dreams wakes up numb.
- **Mild intoxication.** A severe hangover may result in numbness.
- **Loss of control.** A creature paralyzed by fear may be numb instead of (or in addition to) being frightened.

The leader should not hesitate to use this condition to spice up certain situations or replace other conditions if they feel that numbness would be more appropriate.

Intoxication and Numbness

If you use this optional rule, consumption of alcohol or other moderately toxic substances leads to a variety of conditions depending on the severity of the intoxication. All conditions stack:

Conditions from Progressive Intoxication

Number of Failed Constitution Saves	Conditions
0	No effect.
1	**Numb** until a short or long rest is finished.
2	**Poisoned** until a short or long rest is finished.
3	**Unconscious** for 1d6 hours.

Possessed

Possession can be inflicted by **ghosts** (see **Encounters in the Drakenbergen, Creatures of the Night: Ghost**), some fiends, and the **sünsutaa** (see **Encounters in the Great Kaan, Dark Magic of the Desolations: Sünsutaa**). The rules applicable to this condition are specified here.
Below, the target (the possessed creature) is distinguished from the creature (the possessing creature).

The Target

The target is **incapacitated** and loses control of its own body, which falls under the creature's control. However, the target remains aware of its surroundings.

The Creature

The creature disappears. It cannot be targeted by an attack, spell, or any other effect, except those that specifically target its type. It retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened if it has them. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

End of Possession

The possession lasts until the target's body drops to 0 hit points, the creature ends it as a bonus action, or it is forced out by an effect like the *dispel evil and good* spell. When the possession ends, the creature reappears in an unoccupied space within 5 feet of the target.
The target is immune to this creature's possession for 24 hours after succeeding on the saving throw or after the possession ends.

Wound Threshold and Wounds

If you use the Wound rule (see **Adventurers, Health: Wounds**), adventurers quickly run the risk of exhaustion if they often face tough battles. The Wound thresholds included in creatures' profiles allow you to apply the same principle to the PCs' opponents.
However, in most cases, PCs can only deal Wounds to a creature by inflicting damage above the Wound threshold, so at times, a creature may be defeated without Wounds having had any real impact.
In addition, against creatures with high CR and many health points, inflicting a Wound can become a real challenge, since dealing enough damage to reach the Wound threshold requires very high critical damage or very powerful spells.
For this purpose, the following optional rules are available to make Wounds more present even at high levels.

Wounding Criticals

If a creature makes a critical hit, rather than doubling the damage dice rolled, it can choose to deal normal damage. However, the target's Wound threshold is considered to be divided by three (rounded up) against that attack.
A fighter using a longsword makes a critical hit against a minotaur. Rather than dealing 2d8 + 4 damage, she chooses to deal only the normal 1d8 + 4 damage, in exchange for which the minotaur's Wound threshold is considered to be 7 instead of 19. The warrior deals 8 damage, and the minotaur takes a Wound.

Feat: Coordinated Attack

In battle, you know how to look for opportunities and act quickly to take advantage of the slightest opening, crushing your enemies with coordinated assaults.

- You can use the **Help** action as a bonus action.
- When an ally scores a critical hit or sneak attack against a target that you can hit with a weapon attack or cantrip, you can expend your reaction to make a coordinated attack. You then attack the same target with disadvantage, but any damage you deal is added to the damage your ally has dealt to determine if it reaches the target's Wound threshold.

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