



Bestiary

NepARIOUS

CREATURES
of the East

BESTIARY NEFARIOUS

By
Stephen C. Klauk

Edited by
John Klauk

Illustrations by
Jason Ruehl
Stephen C. Klauk
Bing Image Creator

Special Thanks

To all my players over the many years for being the guinea pigs for the creatures within.

Bestiary Nefarious

Index

INDEX	3	BAKU-SHAKSTA.....	41	Noble Capricornus.....	70
INTRODUCTION	8	BAQUADA	42	CAVERN CRAWLER	71
MONSTERS BY TYPE	9	BAQUADA.....	42	CAVERN CRAWLER	71
MONSTERS INTRODUCTION.....	10	<i>Baquada Mariner</i>	<i>44</i>	CHUUT-I	72
ACCURSED	12	<i>Baquada Corsair</i>	<i>44</i>	CHUUT-I	72
ACCURSED ROGUE	12	<i>Baquada Seacaster.....</i>	<i>45</i>	CHUUT-I ANKHBEARER.....	74
<i>Accursed Murderer</i>	<i>13</i>	BASTUU-I.....	45	<i>Chuut-I Ankhbearer.....</i>	<i>74</i>
<i>Accursed Slayer</i>	<i>13</i>	BASTUU-I NUBI.....	46	COBRA NEWT	75
<i>Accursed Mythstalker</i>	<i>14</i>	<i>Bastuu-I Matron</i>	<i>47</i>	COBRA NEWT.....	75
ACEPHOS	15	<i>Bastuu-I Princess</i>	<i>47</i>	COBRACON.....	76
ACEPHOS	15	BEETLE, GENERAL	48	COBRACON	76
ANNIKAN	16	ADAMANTINE BEETLE.....	48	COBRACON BROODMOTHER.....	77
ANNIKAN	16	<i>Godsteel Beetle.....</i>	<i>49</i>	COLOSSUS	78
<i>Annikan Alpha.....</i>	<i>17</i>	BLOODSEEKER BEETLE	50	COLOSSUS	78
<i>Annikan Jackal Lord</i>	<i>17</i>	<i>Giant Bloodseeker Beetle</i>	<i>51</i>	CORPESLAYER.....	79
<i>Annikan Master of the Hunt</i>	<i>18</i>	GOLDSPINNER BEETLE	52	CORPESLAYER	80
APOLII.....	19	HEADHUNTER BEETLE.....	53	CORRUPTED SOUL	81
APOLII	19	PHOMICUS BEETLE SWARM.....	54	CORRUPTED SOUL MONK	82
APOLII ALPHA	20	SPHARON BEETLE SWARM.....	55	<i>Corrupted Soul Hand of Doom ...</i>	<i>83</i>
ARGOSI.....	21	WOLF BEETLE.....	56	<i>Corrupted Soul Master Harvester</i>	<i>84</i>
ARGOSI.....	21	<i>Hellwolf Beetle.....</i>	<i>57</i>	CRYPT WYRM	85
ASPIDOCELEON.....	22	BEDLAM	58	CRYPT WYRM	85
ASPIDOCELEON.....	22	BEDLAM	58	DEATH BLOSSOM	87
AURALING	23	BLOODHOUND	60	DEATH BLOSSOM.....	87
AURALING	23	BLOODHOUND	60	DEATH DANCER.....	88
<i>Auraling Hero.....</i>	<i>25</i>	BLOODMOLE	61	DEATH DANCER.....	88
<i>Auraling Champion</i>	<i>26</i>	BLOODMOLE	61	DEMON, GENERAL.....	89
AVANGI	27	BLOOD ROSE	62	AZURA DEMON	90
AVANGI AVENGER.....	27	BLOOD ROSE	62	AZURA DEMON	90
AVENCLAAR, GENERAL	28	BURROW WORM.....	63	PAZUZI DEMON	92
BEAR AVENCLAAR	29	BURROW WORM	63	ROSE DEMON	93
COBRA AVENCLAAR.....	31	CACTORI	64	HONEYBEE.....	94
EAGLE AVENCLAAR	33	CACTORI HUNTER.....	64	VANADAR DEMON	95
LION AVENCLAAR	35	<i>Cactori Wanderer</i>	<i>65</i>	DEMON FLOWER.....	97
LION AVENCLAAR.....	35	<i>Cactori Conservator</i>	<i>66</i>	DEMON FLOWER	97
MOUSE AVENCLAAR.....	37	<i>Cactori Dunelord.....</i>	<i>67</i>	DEMON KNIGHT	98
WOLF AVENCLAAR	39	CAMILLE	68		
BAKU-SHAKSTA	41	CAMILLE	68		
		CAPRICORNUS	69		
		CAPRICORNUS.....	69		

Bestiary Nefarious

DEMON KNIGHT	98
DIRE ANIMAL.....	99
DIRE RABBIT	99
DIRE TURTLE.....	100
DISEASED.....	101
DOPPELGANGER OOZE	102
DOPPELGANGER OOZE	102
DRAGON, GENERAL	103
BLOOD DRAGON.....	104
ANCIENT BLOOD DRAGON	105
<i>Adult Blood Dragon.....</i>	<i>106</i>
<i>Young Blood Dragon</i>	<i>107</i>
BROWN DRAGON	108
ANCIENT BROWN DRAGON.....	109
<i>Adult Brown Dragon</i>	<i>110</i>
<i>Young Brown Dragon</i>	<i>111</i>
<i>Brown Dragon Wyrmling</i>	<i>111</i>
IMPERIAL DRAGON.....	112
IMPERIAL DRAGON OVERLORD	114
<i>Imperial Dragon Magistrate</i>	<i>115</i>
<i>Imperial Dragon Governor</i>	<i>116</i>
<i>Imperial Dragon Scion.....</i>	<i>117</i>
DRAKKENWYRM.....	118
DRAKKENWYRM.....	118
DREAMSLAYER	120
DREAMSLAYER.....	120
CASTING TIME: 8 HOURS	120
DURATION: 1 DAY	120
EARTH LUMBERER	121
EARTH LUMBERER.....	121
EEYLENE	122
EEYLENE.....	122
EEYLENE OUTCAST	123
EKIMMA	124
EKIMMA.....	124
ELEPHANT, WHITE	125
ELEPHANT, WHITE	125
ELOGRE	127
ELOGRE.....	127

<i>Elogre Forester.....</i>	<i>128</i>
<i>Elogre Enchantress</i>	<i>129</i>
ENGINE OF HUNGER.....	130
ENGINE OF HUNGER.....	130
ENVY CHILDE	131
ENVY CHILDE	131
FETTERED	132
FETTERED.....	132
FIREBIRD	134
FIREBIRD.....	134
FLAME WYRM	134
FLAME WYRM	135
FLESH ENGINE, GENERAL.....	136
BUILDER FLESH ENGINE	137
CARPETBAGGER FLESH ENGINE.....	138
MEMORIZER FLESH ENGINE.....	139
<i>Sweeper Flesh Engine</i>	<i>140</i>
WARRIOR FLESH ENGINE	141
<i>Dreadnought Flesh Engine.....</i>	<i>142</i>
FOREST RUNNER	143
FOREST RUNNER	143
<i>Dark Runner.....</i>	<i>144</i>
GESHARA.....	145
GESHARA	145
<i>Geshara Bully.....</i>	<i>146</i>
<i>Geshara Thug</i>	<i>146</i>
<i>Geshara Wild Thing</i>	<i>147</i>
GETH	148
GETH	148
<i>Geth Shard</i>	<i>148</i>
GOLEM, GENERAL.....	150
BRIAR GOLEM.....	151
FELLROOT GOLEM	152
GOLD GOLEM	153
HOLLY GOLEM	154
ROPE GOLEM	155
TAR GOLEM	156
SHELL GOLEM.....	157
WAX GOLEM	158
GORE WRENCH.....	158
GORE WRENCH.....	159

HAPI.....	160
HAPI.....	160
<i>Hapi Preserver</i>	<i>161</i>
HARAKA	162
HARAKA SCION	162
<i>Haraka Deathwing</i>	<i>163</i>
HELL REAPER	164
HELL REAPER.....	164
HELLCHILDE	165
HELLCHILDE MAGUS	166
<i>Hellchilde Silverblade</i>	<i>169</i>
HORESSE	170
HORESSE	170
<i>Horesse Trickster</i>	<i>171</i>
<i>Horesse Windwalker</i>	<i>172</i>
HURRENE	173
HURRENE	173
ICHNEUMON	174
ICHNEUMON	174
GIANT ICHNEUMON.....	174
IGANA	175
IGANA.....	175
INSECTOID, GENERAL	176
FORTHEMIA DRONE.....	177
<i>Forthemia Myrmidon</i>	<i>178</i>
<i>Forthemia Overseer.....</i>	<i>179</i>
<i>Forthemia Matriarch.....</i>	<i>180</i>
APOIDAI LABORER	181
<i>Apoidaii Defender.....</i>	<i>182</i>
<i>Apoidaii Slumlord</i>	<i>183</i>
<i>Apoidaii Hivelord</i>	<i>183</i>
SKURABIA LANCER.....	184
<i>Skurabia Brawler</i>	<i>185</i>
<i>Skurabia Nomad.....</i>	<i>185</i>
<i>Skurabia Reaper</i>	<i>186</i>
DIPTERAIN	187
<i>Dipterain Scoundrel.....</i>	<i>188</i>
<i>Dipterain Scrounger</i>	<i>188</i>
LEPIDAI TRAVELER	189
<i>Lepidaii Elder</i>	<i>190</i>
<i>Lepidaii Soothsayer</i>	<i>191</i>
HYMENOPTI SOLDIER	192
<i>Hymenopti Captain</i>	<i>193</i>
<i>Hymenopti Warmonger</i>	<i>194</i>

Bestiary Nefarious

ISTER-SUUL CHOSEN ONE	195
ISTER-SUUL CHOSEN ONE	195
<i>Ister-Suul Lord of Nightmares ..</i>	<i>197</i>
ISTER-SUUL, COMMON	199
ISTER-SUUL THRALL	199
HIGH ISTER-SUUL	200
<i>Ister-suul Acolyte</i>	<i>200</i>
HIGH ISTER-SUUL	201
<i>High Ister-suul Elder</i>	<i>202</i>
LOW ISTER-SUUL	204
LOW ISTER-SUUL	204
JAKKEN	204
JAKKEN	205
JAQAI.....	206
JAQAI	206
JAVELIN SNAKE	207
JAVELIN SNAKE	207
KAFURII	208
KAFURII	208
KALI-BORN.....	209
KALI-BORN	209
KOSKIE.....	210
KOSKIE.....	210
KRAKEN-LI	211
KRAKEN-LI.....	211
KREN'AN'THOR.....	211
KREN'AN'THOR.....	212
LAMENTOR	213
LAMENTOR.....	214
<i>Lamentor Mourner.....</i>	<i>215</i>
LULL.....	216
LULL.....	216
LYCANTHROPE, GENERAL	216
WERELION.....	218
WERELION CHAMPION.....	219
WEREOCTOPUS DEVOTED.....	220
WERESHARK	222
WERESHARK HUNTER	223

WERESHARK DEEP TERROR	223
WERESNAKE CONSTRICTOR	224
WERESNAKE VIPER	225
MAIDEN OF NATURE	227
BAT MAIDEN	229
BIRD MAIDEN.....	230
FISH MAIDEN	231
FISH.....	232
MAMALUKE.....	233
MAMELUKE DEFENDER.....	233
<i>Mameluke Outrider</i>	<i>234</i>
<i>Mameluke Scion</i>	<i>234</i>
MANTI.....	235
MANTI	235
MANTICORA.....	236
MANTICORA.....	236
MELUSINAE	237
MELUSINAE.....	237
MIR'JALLA	238
MIR'JALLA	238
MOCKERY	240
MOCKERY	240
MURDERWORT.....	241
MURDERWORT	241
NAGA, GENERAL	242
BALII NAGA.....	242
HANERU NAGA	244
SUMII NAGA.....	245
NEMMICK.....	245
NEMMICK	246
NIKHON-URDA	247
NIKHON-URDA	247
NISSUS.....	248
NISSUS	248
OREV	249
OREV CLUBBER	249
<i>Orev Scout</i>	<i>250</i>
<i>Orev Warlock.....</i>	<i>251</i>
<i>Orev Champion.....</i>	<i>251</i>

PADDLER	252
PADDLER.....	252
PERII.....	253
PERII	253
PERIDOOM	253
PERIDOOM	254
PERSI BULL	255
PERSI BULL	255
BULL OF HEAVEN	256
PHAERGRINN	257
PHAERGRINN.....	257
PISCI	259
PISCI	259
<i>Pisci Swarm</i>	<i>260</i>
PO-PEI	261
PO-PEI WARRIOR.....	261
<i>Po-pei Marauder</i>	<i>262</i>
<i>Po-pei Stalker</i>	<i>262</i>
PTASHA	263
PTASHA.....	263
QUADIKHAN.....	264
QUADIAKHAN.....	265
QUINTARRAN	267
QUINTARRAN	267
QUIZZIT	268
QUIZZIT	268
QUURAN	269
QUURAN	269
RAATORI	270
RAATORI	270
RAMUDI	272
RAMUDI.....	272
RAZORTHORN ASSASSIN	273
RAZORTHORN ASSASSIN	273
REMNANT DEFENDER.....	274
ELVIN GUARDIAN	275
<i>Elvin Remnant Champion.....</i>	<i>276</i>

Bestiary Nefarious

DWARVEN REMNANT DEFENDER	277	SPIRDENT	314	TURKON	341
<i>Dwarven Remnant Defender</i>		SPIDERWOLF	315	TURKON CHALLENGER	341
<i>Captain</i>	278	SPIDERWOLF	315	<i>Turkon Honorbound</i>	342
<i>Orc Remnant Defender</i>	279	SPIDERWOLF DEN MOTHER	316	<i>Turkon Mouth of Fire</i>	343
<i>Orc Remnant Defender Scion</i> ...	280	STONEROOT	317	UNASSUMING	344
RHUDEE	281	STONEROOT	317	UNASSUMING	344
RHUDEE	281	TANGLETHORN	318	URQI	345
RIDULYA	282	TANGLETHORN	318	URQI	345
RIDULYA	282	TANGLETHORN AVENGER	319	VAMPIRE RAT	346
SESENTI	284	TANGLETHORN WOODCALLER	319	VAMPIRE RAT	346
SESENTI	284	THUNDER TORTOISE	320	VALENCA	347
<i>Sesenti Devourer</i>	285	THUNDER TORTOISE	320	VALENCA	347
SHAAKASTI	286	TIGERWAULE	321	VAPORSHROUD	349
SHAAKASTI REEFER	286	TIGERWAULE	321	VAPORSHROUD	349
<i>Shaakasti Hunter</i>	287	TICK, MONSTROUS	321	VEGEROT	350
<i>Shaakasti Lurker</i>	288	GIANT TICK	322	VEGEROT	351
SHAFRA-LI	289	TITANKITE	323	VENGAL	352
SHAFRA-LI	289	TITANKITE	323	VENGAL	352
SHAFRA-LOA	290	TORMENTOR	324	<i>Vengal Stalker</i>	353
SHAFRA-LOA	291	TORMENTOR	324	<i>Vengal Huntmaster</i>	354
SHRIEKEN	292	TREE STRIDER	325	WHISPLING	354
SHRIEKEN	293	TREE STRIDER	325	WHISPLING	355
SINGING MAIDEN	295	TREE WARRIOR, GENERAL	326	WODOSEN	355
SINGING MAIDEN	295	BIRCH TREE WARRIOR	327	WODOSEN	356
SINISTER, GENERAL	296	<i>Birch Orchard Guardian</i>	328	XANTHUS	357
SINISTER, AKASTA	297	<i>Birch Grove Master</i>	328	XANTHUS	357
SINISTER, BARRASH	299	<i>Birch Forest Monarch</i>	329	XERCEAN	357
SINISTER, MAGDAGA	300	CEDAR TREE WARRIOR	330	XERCEAN	358
SINISTER, SHADAAR	302	<i>Cedar Orchard Guardian</i>	331	XLEXI	359
SINISTER, THOQANDRA	304	<i>Cedar Grove Master</i>	331	XLEXI	359
SINISTER, VELUNDRIA	305	<i>Cedar Forest Monarch</i>	332	XLEXI	359
SINISTER, WALUNDRIA	307	CHERRY TREE WARRIOR	333	<i>Xlexi Seeker</i>	360
SINISTER, YAKURIA	308	<i>Cherry Orchard Guardian</i>	334	<i>Xlexi Doomthinker</i>	360
SKURRIER	310	<i>Cherry Grove Master</i>	334	XUCHARD	361
SKURRIER	310	<i>Cherry Forest Monarch</i>	335	XUCHARD	361
SLASHLEAF	311	ELM TREE WARRIOR	336	XUNLARD	361
SLASHLEAF	311	<i>Elm Orchard Guardian</i>	337	XUNLARD	362
SOMAT	312	<i>Elm Grove Master</i>	337	YALE	363
SOMAT	312	<i>Elm Forest Monarch</i>	338		
SPIRDENT	314	TUMOR	340		
		TUMOR	340		

Bestiary Nefarious

YALE	364
YYAUNN	364
BLACK DRAKE YYAUNN	366
ZADOC	367
ZADOC.....	367
ZARAMIAN	368
ZARAMIAN BLOODED.....	368
<i>Zaramian Sharktooth</i>	369
<i>Zaramian Bloodtracker</i>	370
ZERENDIZ.....	370
ZERENDIZ	371
ZITHIUS.....	372
ZITHIUS.....	372
ZUAN DE	373
ZUAN DE SKULKER.....	373

<i>Zuan de Bonebreaker</i>	375
MONSTERS BY CR	376
APPENDIX.....	380
NEW SPELLS.....	380
<i>Become Chosen One</i>	380
<i>Summon Camille</i>	380
LEVEL: SOR/WIZ 1.....	380
CASTING TIME: 1 MINUTE.....	380
SAVING THROW: NONE	380
SPELL RESISTANCE: NO	380
<i>Summon Dreamslayer</i>	380
CASTING TIME: 8 HOURS	380
TARGET: SPECIAL	380
DURATION: 1 DAY/LEVEL.....	380
SAVING THROW: NONE	380

SPELL RESISTANCE: NO	380
NEW MAGIC ITEMS.....	380
<i>Musical Instrument of the Master</i>	
<i>Musician</i>	380
<i>Shapeshifter Armor</i>	380
<i>Staff of Thunder and Lightning</i>	381
NEW CONDITIONS	382
CUSTOMER SUPPORT	384
ATOSHA	385
ATOSHA	385
QUESTIONS AND ANSWERS.....	387
OPEN GAME LICENSE VERSION 1.0A	
.....	388
END OF LICENSE	388

Introduction

This book almost got left behind.

Back in 2007, I finished my first monster book for D&D 3.5E – Bestiary Malfearous. I was very proud of it for it was the culmination of nearly 20 years of playing and making my own content for the game. Halfway into that project, I realized I wouldn't be able to fit all the creatures into a single volume, so I split it in two, with the intention of taking about another year to finish the latter half. As a side note, I was enjoying the creation process so much I even came up with a list of monsters for a third book.

Unfortunately, the unexpected hit – the announcement of a new edition. I started to scramble to finish the book before the new edition would appear, knowing few people would be interested in a book for the old edition once the new was out.

Time was against me. The first book was selling slow, so I didn't have an art budget for the second book. I finished correcting the text and started some playtesting (which didn't get finished) but wading through making over 200 new pieces of art by myself with my not-so-great talent — it was just too much.

Rather than let it moulder away, I decided to give what I had done for the second book away for free, incomplete as it was.

Eventually, yet another new edition of D&D came to be (and yet another revision is on the way), and recent revolutions in AI art have made it possible to even provide rudimentary (and sometimes surprising!) visions of the creatures within.

I hope you enjoy what you find here. A lot of behind-the-scenes work has gone into what you have here, some things have received a complete overhaul since that “draft” version, and I hope you enjoy what you find here.

Monsters by Type

The monsters are listed below according to their type or subtype.

Aberration: Acephos, Baku-Shaksta, Balii Naga (Naga), Builder Flesh Engine (Flesh Engine), Carpetbagger Flesh Engine (Flesh Engine), Chosen One Ister-Suul (Ister-Suul), Earth Lumberer, Ister-Suul, Haneru Naga (Naga), High Ister-Suul (Ister-Suul), Low Ister-Suul (Ister-Suul), Memorizer Flesh Engine (Flesh Engine), Mockery, Paddler, Sweeper Flesh Engine (Flesh Engine), Sesenti, Sumii Naga (Naga), True Aspii (Aspii), Tumor, Warrior Flesh Engine (Flesh Engine), Xuchard
(Air): Envy Childe, Jakken, Imperial Dragon (Dragon), Methane Shark, Pazuzi Demon (Demon), Persi Bull, Radiant Hawk, Ramudi, Shrieken, Somat, Titankite

Animal: Apolii, Bloodmole, Cobra Newt, Cobracon, Dire Hamster, Dire Rabbit, Dire Turtle, Fauna Tree, Ichneumon, Javelin Snake, Murderwort Bird Swarm, Spider Serpent, Vampire Rat, Yale

(Amphibious): Cobra Newt

(Aquatic): Baquada, Capricornus, Kraken-Li, Manti, Melusinae, Pesci, Sesenti, Shaakasti, Singing Maiden, Zaramian, Zithius

(Augmented): Black Drake Yyaunn (Yyaunn)

(Augmented Animal): Bear Avenclaar (Avenclaar), Bloodhound, Cobra Avenclaar (Avenclaar), Eagle Avenclaar (Avenclaar), Lion Avenclaar (Avenclaar), Mouse Avenclaar (Avenclaar), Wolf Avenclaar (Avenclaar)

Augmented Magical Beast: Ankhbearer (Chuut-I)

(Augmented Vermin): Godsteel Beetle (Beetle, Adamantine), Hellwolf Beetle (Beetle, Wolf)

(Avian): Haraka

Construct: Argosi, Briar Golem (Golem), Colossus, Engine of Hunger, Fellroot Golem (Golem), Gold Golem (Golem), Holly Golem (Golem), Pharaoh's Guard, Rope Golem (Golem), Tar Golem (Golem), Turtleshell Golem (Golem), Wax Golem (Golem), Zadoc

(Demon): Azura Demon (Demon), Pazuzi Demon (Demon), Perri, Ridulya, Rose Demon (Demon), Vanadar Demon (Demon)

(Devil): Hell Reaper

Dragon: Aspii Wyrms, Black Drake Yyaunn (Yyaunn), Crypt Wyrms, Geth, Imperial Dragon (Dragon), Melusinae [Dragon Form], Nemmick, Randese Dragon (Dragon), Shrieken, Skierian Dragon (Dragon), Vegan Dragon (Dragon), Western Dragon (Dragon)

(Earth): Ankhbearer (Chuut-I), Aspii Wyrms, Balii Naga (Naga), Chuut-I, Crypt Wyrms, Earth Lumberer, Geth, Haneru Naga (Naga), Nemmick, Quintarran, Randese Dragon (Dragon), Somat, Sumii Naga (Earth), Thunder Tortoise, Vegan Dragon (Dragon), Xunlard

Elemental: Envy Childe, Fire Dragon, Kafurii, Radiant Hawk, Somat

(Elf): Elogre, Orev

(Equine): Horesse

(Evil): Accursed, Akasta (Sinister), Annikan, Azura Demon (Demon), Barrash (Sinister), Corrupted Soul Half-Orc Monk (Corrupted Soul), Demon Flower, Demon Knight, Demon Steed, Dreamslayer, Haraka, Hell Reaper, Hellwolf Beetle

(Beetle, Wolf), Kali-Born, Koskie, Magdaga (Sinister), Zendi, Pazuzi Demon (Demon), Phaergrinn, Ptasha, Ridulya, Rose Demon (Demon), Shadaar (Sinister), Shafra-Loa, Thoqandra (Sinister), Vanadar Demon (Demon), Velundria (Sinister), Walundria (Sinister)

(Extraplanar): Auraling, Annikan, Azura Demon (Demon), Bedlam, Camille, Capricornus, Demon Flower, Demon Knight, Demon Steed, Dreamslayer, Godsteel Beetle (Beetle, Adamantine), Hapi, Hath, Jakken, Kafurii, Kali-Born, Koskie, Kren'an'thor, Nissus, Pazuzi Demon (Demon), Radiant Hawk, Ridulya, Rose Demon (Demon), Tormentor, Tumor, Vanadar Demon (Demon)

Fey: Auraling, Bat Maiden (Maiden of Nature), Bird Maiden (Maiden of Nature), Fettered, Fish Maiden (Maiden of Nature), Mir'jalla, Wodosen

(Fire): Firebird, Fire Dragon, Geth, Igana, Kafurii, Koskie, Nissus, Radiant Hawk, Somat, Western Dragon (Dragon)

Giant: Eeylene, Perii, Quintarran, Tamani, Xunlard

(Goblinoid): Elogre, Forest Runner, Geshara, Orev, Xlexi

(Good): Godsteel Beetle (Beetle, Adamantine), Hapi Midwife (Hapi), Shafra-Li

(Human): Baquada, Bat Maiden (Maiden of Nature), Bird Maiden (Maiden of Nature), Corrupted Soul Half-Orc Monk (Corrupted Soul), Fish Maiden (Maiden of Nature), Hellchilde

Humanoid: Baquada, Bastuu-I, Blooded Aspii (Aspii), Constrictor Weresnake (Lycanthrope), Corrupted Soul Half-Orc Monk (Corrupted Soul), Elogre, Fowler, Geshara, Haraka, Hellchilde, Horesse, Mameluke, Melusinae, Orev, Po-Pei, Raatori, Viper Weresnake (Lycanthrope), Werebee (Lycanthrope), Werelion (Lycanthrope), Wereoctopus (Lycanthrope), Wereshark (Lycanthrope), Xlexi, Zaramian

(Incorporeal): Ekimma, Lamentor, Tether Ooze, Vaporshroud

(Insane): Common Ister-Suul (Ister-Suul), High Ister-Suul (Ister-Suul), Ister-Suul Chosen One (Ister-Suul), Ister-Suul Lord of Nightmares (Ister-Suul)

(Lawful): Hell Reaper, Unassuming

Magical Beast: Aspidocoleon, Bloodhound, Capricornus, Chuut-I, Death Dancer, Firebird, Flying Snake, Forest Runner, Hapi, Hurrene, Igana, Jaqai, Kraken-Li, Lull, Manti, Manticora, Peridoom, Persi Bull, Pesci, Ramudi, Singing Maiden, Tigerwaule, Thunder Tortoise, Titankite, White Elephant (Elephant, White), Xanthus, Zithius

Monstrous Humanoid: Accursed, Antfolk (Insectoid), Aspii Degenerate, Aspii Slave Minotaur (Aspii Slave), Skurabia (Insectoid), Camille, Dipterain (Insectoid), Mantisfolk (Insectoid), Quuran, Shaakasti, Turtis, Turkon, Vengal, Zuan De

(Native): Akasta (Sinister), Ankhbearer (Chuut-I), Annikan, Barrash (Sinister), Hellwolf Beetle (Beetle, Wolf), Magdaga (Sinister), Phaergrinn, Shadaar (Sinister), Shafra-Li, Shafra-Loa, Thoqandra (Sinister), Velundria (Sinister), Walundria (Sinister)

Ooze: Doppelganger Ooze, Nissus, Vegerot, Zerendiz

(Orc): Corrupted Soul Half-Orc Monk (Corrupted Soul)

Outsider: Akasta (Sinister), Ankhbearer (Chuut-I), Annikan, Azura Demon (Demon), Barrash (Sinister), Bear Avenclaar (Avenclaar), Bedlam, Cobra Avenclaar (Avenclaar), Demon Knight, Demon Steed, Dreamslayer, Eagle Avenclaar (Avenclaar), Godsteel Beetle (Beetle, Adamantine), Hath, Hell

Bestiary Nefarious

Reaper, Hellwolf Beetle (Beetle, Wolf), Ister-Suul Lord of Nightmares (Ister-Suul), Jakken, Kali-Born, Koskie, Kren'an'thor, Lion Avenclaar (Avenclaar), Magdaga (Sinister), Mouse Avenclaar (Avenclaar), Pazuzi Demon (Demon), Phaergrinn, Ptasha, Quadikhan, Ridulya, Rose Demon (Demon), Shadaar (Sinister), Shafra-Li, Shafra-Loa, Thoqandra (Sinister), Tormentor, Unassuming, Vanadar Demon (Demon), Velundria (Sinister), Walundria (Sinister), Wolf Avenclaar (Avenclaar)

Plant: Birch Tree Warrior (Tree Warrior), Bloodrose, Cactori, Cedar Tree Warrior (Tree Warrior), Cherry Tree Warrior (Tree Warrior), Corpsekiller, Creepwood, Death Blossom, Demon Flower, Drakeroot, Elm Tree Warrior (Tree Warrior), Murderwort, Razorthorn Assassin, Slashleaf, Stoneroot, Tanglethorn Bush, Tick Bush, Tree Strider, Whispling

(Reptilian): Aspii Degenerate, Aspii Slave Minotaur (Aspii Slave), Aspii Wurm, Blooded Aspii (Aspii), Cobracon, Dire Turtle, Flying Snake, Igana, Tormentor, True Aspii (Aspii)

(Shapechanger): Baquada, Bat Maiden (Maiden of Nature), Bird Maiden (Maiden of Nature), Black Drake Yyaunn (Yyaunn), Constrictor Weresnake (Lycanthrope), Doppelganger Ooze, Fish Maiden (Maiden of Nature), Horesse, Jakken, Kren'an'thor, Melusinae, Raatori, Viper Weresnake (Lycanthrope), Werebee (Lycanthrope), Werelion (Lycanthrope), Wereoctopus (Lycanthrope), Wereshark (Lycanthrope)

(Shadow): Baku-Shaksta, Kren'an'thor, Zerendiz

(Sinister): Akasta (Sinister), Barrash (Sinister), Magdaga (Sinister), Shadaar (Sinister), Thoqandra (Sinister), Velundria (Sinister), Walundria (Sinister)

(Warm): Immature Spharon Swarm (Beetle, Spharon)

Undead: Animus, Avangi, Cavern Crawler, Drakkenwurm, Dwarven Remnant Defender (Remnant Defender), Ekimma, Elvin Remnant Defender (Remnant Defender), Gore Wrench, Hopping Gnasher, Lamentor, Urqi, Spharon Mummy (Beetle, Spharon), Vaporshroud, Xercean

Vermin: Adamantine Beetle (Beetle), Antfolk (Insectoid), Skurabia (Insectoid), Bloodseeker Beetle (Beetle), Burrow Worm, Dipterain (Insectoid), Goldspinner Beetle (Beetle), Headhunter Beetle (Beetle), Immature Spharon Swarm (Beetle, Spharon), Lepidaii (Insectoid, Lepidaii), Monstrous Tick (Tick, Monstrous), Phomicus Beetle (Beetle), Rhudee, Skurrier, Spharon (Beetle), Wolf Beetle (Beetle)

(Water): Aspidocoleon, Skierian Dragon (Dragon), Somat

The following is a list of creatures that have access to spells, psionics, divine spellcasting or technology. Those creatures marked with an asterisk (*) have spells in classes that are secondary spellcasters (assassins, blackguards, paladin & rangers). Creatures with a double-S (§) gain spellcasting levels by adding favored classes.

Arcane Spellcasting Creatures: Auraling§, Balii Naga, Dwelf*§, Eeylene, Elm Tree Warrior, Elvin Remnant Defender, Elogre§, Hellchilde§, High Ister-Suul (Ister-Suul), Imperial Dragon (Dragon), Jaqai, Koskie, Lepidaii (Insectoid)*§, Zendi Dragon (Dragon), Ptasha, Randese Dragon (Dragon), Roachfolk (Insectoid) §, Sesenti Devourer, Shaakasti§, Shrieken, Skierian Dragon (Dragon), True Aspii (Aspii), Vegan Dragon (Dragon), Western Dragon (Dragon)

Divine Spellcasting Creatures: Ankhbearer (Chuut-I)*, Antfolk (Insectoid)§, Bastuu-I§, Cactori*§, Demon Knight*, Eagle Avenclaar (Avenclaar), Eeylene, Elogre*, Firebird, Hapi Midwife (Hapi), Hath, Horesse§, Imperial Dragon (Dragon), Ister-Suul Chosen One, Ister-Suul Lord of Nightmares, Yyaunn Black Dragon

Psionic Creatures: Memorizer Flesh Engine, Raatori, Shafra-li§, Shafra-loa§

Templates: Accursed, Corrupted Soul, Diseased, Lycanthrope, Maiden of Nature, Yyaunn

The following lists are for monsters of interest to the player characters.

Animal Companion: Apolii, Bear Avenclaar (Avenclaar), Cobra Avenclaar (Avenclaar), Cobracon, Dire Hamster (Dire Animal), Eagle Avenclaar (Avenclaar), Ichneumon, Lion Avenclaar (Avenclaar), Mouse Avenclaar (Avenclaar), Wolf Avenclaar (Avenclaar)

Characters: Accursed, Annikan, Antfolk (Insectoid), Auraling, Apoidaii (Insectoid), Baquada, Bastuu-I, Skurabia (Insectoid), Blooded Aspii (Aspii), Cactori, Common Ister-Suul (Ister-Suul), Corrupted Soul, Elogre, Dipterain (Insectoid), Fowler, Geshara, Haraka, Hath, Hellchilde, High Ister-Suul (Ister-Suul), Horesse, Ister-Suul Chosen One (Ister-Suul), Low Ister-Suul (Ister-Suul), Mameluke, Lepidaii (Insectoid), Orev, Perii, Po-pei, Shaakasti, True Aspii (Aspii), Turkon, Vengal, Hymenopti (Insectoid), Xlexi, Zaramian, Zuan De

Constructible: Argosi, Briar Golem (Golem), Builder Flesh Engine (Flesh Engine), Carpetbagger Flesh Engine (Flesh Engine), Colossus, Engine of Hunger, Fellroot Golem (Golem), Flesh Engine Dreadnought (Flesh Engine, Warrior), Gold Golem (Golem), Holly Golem (Golem), Memorizer Flesh Engine (Flesh Engine), Rope Golem (Golem), Sweeper Flesh Engine (Flesh Engine), Turtlesell Golem (Golem), Warrior Flesh Engine (Flesh Engine)

Familiars: Bloodhound, Camille, Cobra Newt, Fettered

Pets: Bloodhound, Dire Turtle (Dire Animal), Beetle (Beetle), Hellwolf Beetle (Beetle, Wolf), Ichneumon, Wolf Beetle (Beetle),

Mounts: Carpetbagger Flesh Engine (Flesh Engine), Dire Rabbit (Dire Animal), Dire Turtle (Dire Animal), Manti,

Summonables: Azura Demon, Bear Avenclaar (Avenclaar), Baku-Shaksta*, Camille, Capricornus, Cobra Avenclaar (Avenclaar), Eagle Avenclaar (Avenclaar), Lion Avenclaar (Avenclaar), Mouse Avenclaar (Avenclaar), Pazuzi Demon, Quadikhan, Wolf Avenclaar (Avenclaar),

Monsters Introduction

Reading The Entries

Each monster description is organized in the same general format, as outlined below.

Extraplanar Creatures

Many outsiders or elementals hail from planes other than Amberos. If you are not playing an Amberos campaign and do not wish to use its planar geography, you may substitute the listed planes as follows:

Plane	Substitute
Abyss	A strongly chaotic and evil-aligned plane
Aggenomar	A mildly evil-aligned plane
Arcadia	A strongly good-aligned plane
Asgard	A mildly chaotic and good-aligned plane
Aurora	Plane of dreams or ethereal
Beastlands	A mildly neutral-aligned plane
Gehenna	A mildly evil-aligned plane
Hades	A mildly neutral-aligned plane
Hell	A lawful and evil-aligned plane
Limbo	A strongly chaotic-aligned plane
Nirvana	A strongly neutral-aligned plane
Olympus	A mildly chaotic and good-aligned plane
Pandemonium	A mildly chaotic and evil-aligned plane
Seven Heavens	A strongly lawful and good-aligned plane
Tartarus	A mildly chaotic and evil-aligned plane

Description Block

The information following the statistic block gives expanded information to run the creature in the game, as well as describing tactics, the ecological niche of the creature and other factors.

First Appearance

The italicized text gives DMs a way to describe the creature when its true nature is first revealed. The description often factors the creature's tactics or general demeanor into the description and may not always be appropriate to the situation. Feel free to modify or discard the description to fit the encounter.

Overview

The paragraphs following the creature's description give an overview of the creatures and its general habits.

Combat

This section includes information on the creature's aggressiveness and general combat tactics.

Society

This entry is only found in creatures that organize themselves into large cultural groups. It gives information for a stereotypical community the creature belongs to. As always, there are atypical examples of every society and the DM is free to change, alter or ignore portions of the society entry as needed.

On Amberos

This information gives anecdotal information about the creature as befits a campaign set on Amberos. Many undead and extraplanar creatures lack this entry as they either have no special niche on Amberos or, being extraplanar, hail from regions beyond Amberos.

As Characters

This gives a brief insight into why a member of this species might take up a life of adventurer. Following is a list of information required to build the race into a player character. The section ends with information on the gods worshipped by the race and domains allowed for worshippers of that god. Note that player characters tend to be exceptional, and the character is not required to worship the god presented in the entry.

For those races that are advanced by class levels, example characters follow. These are not absolutes, but represent additional creature builds that can quickly be dropped into an adventure. All example characters use the elite array of 15, 14, 13, 12, 11, and 10, before racial and level modifiers. If you are deconstructing the stats, please note there may be additional modifiers for level (such as +2 to primary stat for every 4 character levels/HD) and/or magic items added into the ability scores.

Open Content

All portions of this document are open content with the following exceptions. All information in the subheading of "on Amberos" is closed content, as are all illustrations. References to the gods of Amberos – Aspus, Dhorian, Discoff, Shame, The Dark One and the like normally found in the "As Characters" blocks are closed content. References to countries or landmarks of Amberos such as The Kingdom of Vall Vega, The Empire of Swordfall, Golens, Twilight Forest and the like are closed content. All illustrations are closed content and may not be reproduced without the express written consent of the artist.

Accursed

Accursed Rogue

Medium humanoid (human), chaotic evil

Armor Class 14 (leather)

Hit Points 31 (7d8)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	10 (+0)	10 (+0)	6 (-2)

Saving Throws Dex +5

Skills Perception +2, Sleight of Hand +5, Stealth +5

Damage Resistances acid, fire

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 2 (450 XP) **Prof** +2

Blade in the Dark (1x/turn). If the target is in dim light or darkness, it takes an additional 3 (1d6) damage.

Marked Prey (1x/day). The accursed marks a target for 1 minute. Thereafter, the first time the accursed hits the target in a round, it takes an additional 2 (1d4) damage. If the target drops to 0 hp, the accursed can change to a new target on the next hit.

Actions

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

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Maddening Scream (Recharge 6). Targets in a 15 ft. cone must make a DC 10 Constitution save. On a failure, the target takes 10 (3d6) thunder damage and is Confused for 1 minute. The target takes half damage on a successful save.

Accursed are those humanoids that have transformed by a malevolent curse, often tied to a specific area or structure. The malignant evil of the surroundings gradually changes the individual, pushing them towards wicked behavior and bestowing foul abilities upon them as their body undergoes malevolent alterations.

The accursed rogue is a fiendish slayer of men, even before its foul transformation. It is interested in little more than killing and robbing its foes. Typically, the accursed rogue lurks in populated areas, concealing its demonic appearance in shadows or alleyways. It shuns companionship, preferring to

slit the throats of those it encounters rather than engaging in any form of parley.

Combat

Preferring to strike from ambush, the accursed rogue relishes dispatching opponents before they even catch sight of their assailant. It employs hit-and-run tactics, swiftly attacking from the shadows and evading before opponents can retaliate. The accursed rogue often uses its unsettling scream against fighters, hoping to exploit their weak wills, causing them to falter under the sonic assault, and ultimately turning them into threats to their own allies.

Optional Summoning: As an action, the accursed can attempt to summon demons from the abyss once per day, with a 25% chance of success as a Rogue, 50% chance as a Murderer, 75% chance as a Slayer and a 100% chance as a Mythstalker.

The accursed rogue can summon 1d2 barljura, 1 chasme, 1d4 dretch, 1 hezrou or 1d6+1 manes. The summoned demons remain for 1 hour, until slain or the accursed rogue is reduced to 0 hp, and the summoned demons cannot perform any summons of their own.



Bestiary Nefarious

Accursed Murderer

Medium humanoid (human), chaotic evil

Armor Class 15 (leather)

Hit Points 71(13d8 + 13)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6

Skills Perception +2, Sleight of Hand +5, Stealth +8

Damage Resistances acid, fire

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 5 (1,800 XP) **Prof** +2

Blade in the Dark (1x/turn). If the target is in dim light or darkness, it takes an additional 10 (3d6) damage.

Marked Prey (1x/day). The accursed marks a target for 1 minute. Thereafter, the first time the accursed hits the target in a round, it takes an additional 3 (1d6) damage. If the target drops to 0 hp, the accursed can change to a new target on the next hit.

Actions

Multiattack. The accursed makes two attacks; one with its short sword and one with its claws.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage.

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range X/Y ft. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Maddening Scream (Recharge 5+). Targets in a 15 ft. cone must make a DC 11 Constitution save. On a failure, the target takes 17 (5d6) thunder damage and is Confused for 1 minute. The target takes half damage on a successful save.

Reactions

Evasion. If the accursed is forced to make a Dexterity save against damage, it takes half damage on a failed save and no damage on a successful save.

Accursed Slayer

Medium humanoid (human), chaotic evil

Armor Class 15 (leather)

Hit Points 71(19d8 + 19)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	13 (+1)	11 (+0)	10 (+0)	14 (+2)

Saving Throws Dex +6

Skills Perception +2, Sleight of Hand +5, Stealth +8

Damage Resistances acid, fire

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP) **Prof** +3

Blade in the Dark (1x/turn). If the target is in dim light or darkness, it takes an additional 21 (6d6) damage.

Marked Prey (1x/day). The accursed marks a target for 1 minute. Thereafter, the first time the accursed hits the target in a round, it takes an additional 4 (1d8) damage. If the target drops to 0 hp, the accursed can change to a new target on the next hit.

Actions

Multiattack. The accursed makes two attacks; one with its short sword and one with its claws.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 6 (1d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range X/Y ft. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Maddening Scream (Recharge 4+). Targets in a 15 ft. cone must make a DC 11 Constitution save. On a failure, the target takes 21 (6d6) thunder damage and is Confused for 1 minute. The target takes half damage on a successful save.

Reactions

Evasion. If the accursed is forced to make a Dexterity save against damage, it takes half damage on a failed save and no damage on a successful save.

Bestiary Nefarious

Accursed Mythstalker

Medium humanoid (human), chaotic evil

Armor Class 15 (leather)

Hit Points 71(25d8 + 50)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	15 (+2)	11 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +9

Skills Perception +5, Sleight of Hand +9, Stealth +14

Damage Resistances acid, fire

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common

Challenge 13 (10,000 XP) **Prof** +5

Blade in the Dark (1x/turn). If the target is in dim light or darkness, it takes an additional 31 (9d6) damage.

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

Marked Prey (1x/day). The accursed marks a target for 1 minute. Thereafter, the first time the accursed hits the target in a round, it takes an additional 5 (1d10) damage. If the target drops to 0 hp, the accursed can change to a new target on the next hit.

Actions

Multiattack. The accursed makes three attacks; two with its short sword and one with its claws. Or, it may make two shortbow attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range X/Y ft. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Maddening Scream (Recharge 4+). Targets in a 15 ft. cone must make a DC 11 Constitution save. On a failure, the target takes 31 (9d6) thunder damage and is Confused for 1 minute. The target takes half damage on a successful save.

Reactions

Evasion. If the accursed is forced to make a Dexterity save against damage, it takes half damage on a failed save and no damage on a successful save.

Legendary Actions

The accursed 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 accursed regains spent legendary actions at the start of its turn.

Strike From Shadow. The accursed makes a short sword or claws attack. On a hit, the target must also make a DC 15 Constitution save. On a failure, the target is slowed until the end of its next turn.

Slip Through Shadow. The accursed teleports from one area of dim light or darkness within 60 feet.

Acephos

Acephos

Medium aberration, typically Chaotic evil

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Saving Throws Str +5

Skills Athletics +5, Survival +2

Damage Resistances acid, cold, fire, lightning

Condition Immunities paralyzed

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP) **Prof** +2

Actions

Multiattack. The acephos makes three attacks; a bite and two slam attacks.

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

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Boulder. *Ranged Weapon Attack:* +3 to hit, range 10/30 ft. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Acephos are vicious predatory beasts that harbor an intense disdain for outsiders. They are relentless in attacking any non-acephos who dare to enter their territory, and their breeding rate is nothing short of frightening. While acephos possess the ability to use tools and simple melee weapons, they prefer to pillage and steal items rather than engage in manufacturing of their own. Their primary focus lies in roaming the badlands, driven by a constant urge to hunt, kill, and consume - very little else manages to capture their interest.

Combat

In combat, an acephos typically charges headlong at its foes, pummeling them with its fists or makeshift weapons. They often attempt to grapple their opponents and mercilessly bite into them when successful. If an acephos has already secured a kill, it will seldom pursue fleeing foes.

Regrettably, acephos show no mercy, devouring any being they defeat, including their belongings.



Acephos on Amderos

Acephos infest the mountain ranges of the Skienlands and Randu, where tribes of these creatures terrorize communities within the reach of their raiding bands.

Annikan

Annikan

Medium humanoid (annikan), typically Neutral evil

Armor Class 13 (natural)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Con +3

Skills Deception +2, Perception +2

Condition Immunities Diseased

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal

Challenge 2 (450 XP) **Prof** +2

Bloodscent. The annikan deals an extra 3 (1d6) damage to opponents who are not at maximum hit points.

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

Actions

Multiattack. The annikan makes two attacks with its paddleblade.

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

Sling. *Ranged Weapon Attack:* +2 to hit, range X/Y ft. *Hit:* 4 (1d3 + 3) bludgeoning damage.

Annikan are a race of bloodthirsty humanoids, conceived from the material essence of an ancient god of death. Forged for warfare, they were abandoned after a distant and ancient conflict. Since then, the Annikan have come together, forming their own militaristic society.

Combat

Annikan engage in combat as packs known as cadres. They are trained to cooperate and coordinate their efforts to overpower a single adversary. However, amid their cooperation, each Annikan competes fiercely against its companions, seeking the greatest glory in kills and combat prowess. They have gained a reputation for employing superior tactics and massed charges against enemies. One notable weakness, however, is their aversion to subterfuge once committed to battle; they prefer to fight openly and gloriously, though they won't hesitate to use ambushes or tricks to gain an initial advantage.

Society

Annikan reside in small walled communities within cadres that possess quasi-religious significance. Each cadre plays both



a military and civilian role; during peacetime, the Annikan tend to their everyday tasks. Strong social bonds exist among the members of a single cadre, where the achievements of one are reflected upon the entire group, and the failures are collectively shared.

Upon reaching puberty, all Annikan are assigned to a cadre, usually comprising members of similar age. From that point on, they remain with their cadre for life, both in times of war and peace. A typical cadre consists of twenty members, equally divided between males and females. As they mature, they are expected to mate within the cadre to produce the next generation. In case of losses, cadres are generally not replenished with new members, and it is not uncommon for the sole survivor of a cadre to succumb to madness or commit ritual suicide.

Annikan practice a form of semi-monogamy, mating only within their cadre and often favoring a single partner within it, although there is no formal contract. Annikan females produce litters of 2-4 offspring approximately eight months after conception. The young remain with their parent's cadre until reaching puberty, at which point they join a pool of young Annikan and form new cadres. It is rare for siblings to end up in the same cadre, as loyalty lies with the tribe rather than blood relations.

Annikan on Amderos

Annikan primarily inhabit eastern Llannhanex, situated on the border between Llannhanex and Lanster. During the elven golden age, the Llannhanex followers of Anubis created the Annikan from sacred jackals and employed them in the wars against the rebel Liannhanex. After the ancient ones were subdued and the conflict between the Llanns and the Lianns subsided, the Annikan departed from Llannhanex to establish their own society. Although some tribes of Annikan may collaborate with the Llanns, their loyalty remains mercenary at best, and they have been known to turn on their lords purely for the pleasure of slaughtering them.

Bestiary Nefarious

Paddleblade: A weapon of annikan design, the paddleblade looks like quarterstaff with an axeblade that projects from each end parallel to the staff. Often the blade is adorned with the image of a lotus flower. It is a martial weapon.
Cost: 15 gp; **Dam:** 1d6/1d6; **Crit:** x3; **Wt:** 5 lbs., **Type:** Slashing

Annikan Alpha

Medium humanoid (annikan), typically Neutral evil

Armor Class 15 (chain shirt)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Con +4

Skills Athletics +6, Deception +2, Perception +2

Condition Immunities Diseased

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal

Challenge 3 (700 XP) **Prof** +2

Bloodscent. The annikan deals an extra 7 (2d6) damage in melee to opponents who are not at maximum hit points.

Magic Resistance. The annikan has advantage on saving throws against spells and similar effects.

Actions

Multiattack. The annikan makes three attacks with its paddleblade, or two attacks with its sling.

Paddleblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 4 (1d3 + 3) bludgeoning damage.

Annikan Jackal Lord

Medium humanoid (annikan), typically Neutral evil

Armor Class 15 (chain shirt)

Hit Points 52 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Con +6

Skills Athletics +8, Deception +3, Perception +3

Condition Immunities Diseased

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 6 (2,300 XP) **Prof** +3

Bloodscent. The annikan deals an extra 14 (4d6) damage in melee to opponents who are not at maximum hit points.

Magic Resistance. The annikan has advantage on saving throws against spells and similar effects.

Actions

Multiattack. The annikan makes four attacks with its paddleblade, or three attacks with its sling.

Paddleblade. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage.

Sling. *Ranged Weapon Attack:* +7 to hit, range X/Y ft. *Hit:* 5 (1d3 + 4) bludgeoning damage.

Bestiary Nefarious

Annikan Master of the Hunt

Medium humanoid (annikan), typically Neutral evil

Armor Class 15 (chain shirt)

Hit Points 150 (20d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	14 (+2)	11 (+0)	12 (+1)

Saving Throws Con +7

Skills Athletics +8, Deception +5, Perception +4

Condition Immunities Diseased

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal

Challenge 9 (5,000 XP) **Prof** +4

Bloodscent. The annikan deals an extra 21 (6d6) damage in melee to opponents who are not at maximum hit points.

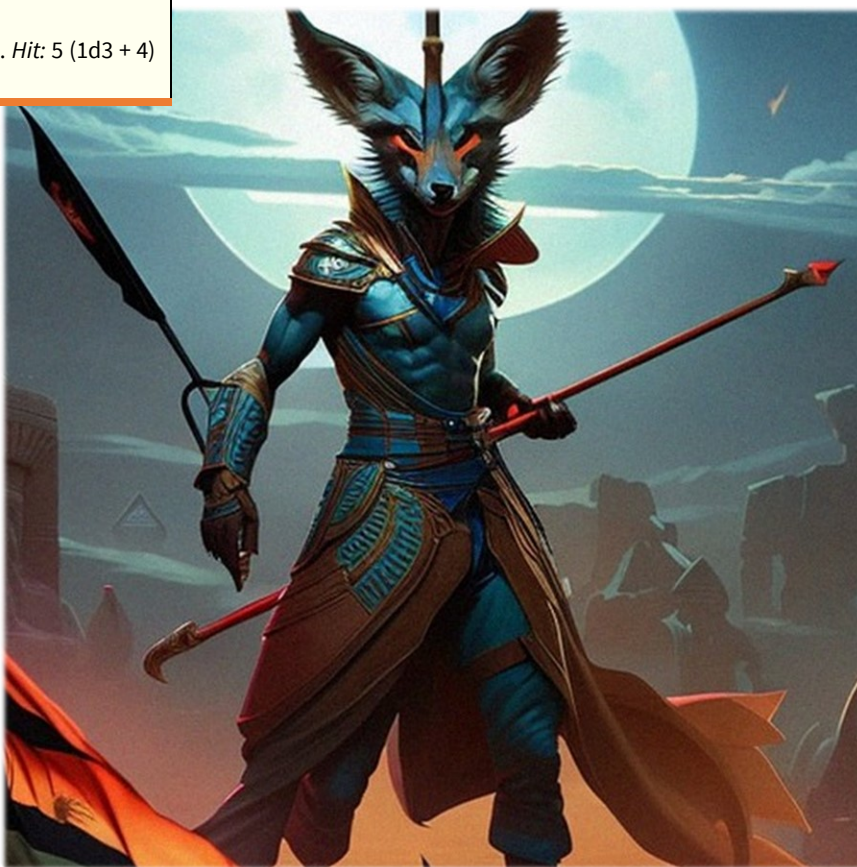
Advanced Magic Resistance. The annikan has advantage on saving throws against spells. If it succeeds on a save and would still take damage, it instead takes no damage.

Actions

Multiattack. The annikan makes four attacks with its paddleblade, or three attacks with its sling.

Paddleblade. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage, plus 4 (1d8) force damage.

Sling. *Ranged Weapon Attack:* +8 to hit, range X/Y ft. *Hit:* 5 (1d3 + 4) bludgeoning damage.



Apolii

Apolii

Medium beast (ape), any alignment

Armor Class 15 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	17 (+3)	9 (-1)	11 (+0)	8 (-1)

Skills Acrobatics +6, Perception +2

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP) **Prof** +2

Frenzy. When reduced to 22 hit points or less, the apolii gains a +2 bonus to hit and deals an extra 3 (1d6) damage on a hit.

Rend. If an apolii starts its turn grappling a target, its claws deal an extra 3 (1d6) damage.

Actions

Multiattack. The apolii makes two attacks; one bite and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 11 (2d6 + 4) slashing damage. If the apolii hits the target by 4 or more, it can choose to start a grapple (escape DC 14).

Rock. *Ranged Weapon Attack:* +6 to hit, range 10/30 ft. *Hit:* 8 (1d8 + 4) bludgeoning damage.

The apolii are ape-like creatures commonly inhabiting tropical islands. They live in small family groups and sustain themselves by consuming insects or other small creatures, being strict carnivores that reject fruits or vegetables. Apolii display an aggressive demeanor, often employing threatening gestures and body language to intimidate creatures encroaching upon their territory. Ignoring their warnings or responding with hostile gestures can incite the creature to charge and engage in combat.

Apolii lack the ability to speak or possess a distinct language. However, they can be taught simple concepts and a wide variety of tricks.

Combat

Apolii willingly attack prey smaller in size and only engage larger prey if compelled to do so. In combat, attacking Apolii prefer to charge their opponents and grapple, leveraging their immense strength to tear their adversaries apart. When their hit points drop to half or lower, most Apolii attempt to disengage and escape, often climbing trees and fleeing at full

speed once they are out of reach. Nevertheless, if cornered without any means of escape, Apolii have been known to enter a blood frenzy, striking fiercely to take out their opponent before succumbing themselves.

Society

Apolii reside in small, nomadic groups that roam across a wilderness area roughly a day's journey in size. They assert dominance over any other humanoid beings they encounter in their domain, but they adjust their territory to avoid other dangerous predators or humanoids they cannot drive off.

Apolii on Amberos

Apolii can be found on the islands along the western coast of Amberos, particularly Arocnek. However, they are most renowned for inhabiting islands of the Forna Sea east of Amberos. Legends tell of an Apolii city, said to be constructed of gold and ivory, concealed on a mist-shrouded isle deep within the Forna Sea, guarded by a veil of fog and a host of whirlpools.



Apolii Alpha

Large beast (ape), any alignment

Armor Class 15 (natural armor)

Hit Points 45 (12d10 + 18)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	17 (+3)	9 (-1)	11 (+0)	8 (-1)

Skills Acrobatics +8, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 6 (2,300 XP) **Prof** +3

Frenzy. When reduced to 51 hit points or less, the apolii gains a +2 bonus to hit and deals an extra 7 (2d6) damage on a hit.

Rend. If an apolii starts its turn grappling a target, its claws deal an extra 7 (2d6) damage.

Actions

Multiattack. The apolii makes two attacks; one bite and one claw attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 14 (2d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 19 (4d6 + 5) slashing damage. If the apolii hits the target by 4 or more, it can choose to start a grapple (escape DC 16).

Rock. *Ranged Weapon Attack:* +7 to hit, range 10/30 ft. *Hit:* 13 (2d8 + 5) bludgeoning damage.



Argosí

Argosí

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 77 (14d10)

Speed 30 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	11 (+0)	10 (+0)	14 (+2)	15 (+2)

Skills Sea vessels

Damage Resistances fire, lightning

Condition Immunities exhausted, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Speaks the language of its creator

Challenge 6 (2,300 XP) **Prof** +3

Construct Traits. An argosi does not need to eat, drink, breathe or sleep.

Merge. As an action, an argosy can merge or separate itself from a ship of Huge size or larger. While merged, the argosy can pilot the vessel as if it had a full crew.

Morale Booster. Allies within 30 feet of the argosy add 2 (1d4) to attack and saving throws rolls.

Regenerate. At the start of its turn, the argosy heals 5 hit points of damage if it did not take damage from fire or acid since its last turn.

Actions

Multiattack. The argosi makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 20/60 ft. *Hit:* 12 (2d6 + 5) piercing damage, or two-handed 14 (2d8 + 5) piercing damage.

The argosi is an animated ship's figurehead, designed to protect and fight for the ship to which it is bonded. It has gained popularity among seafarers and instills fear in potential boarders. An argosi possesses the ability to speak in the language of its creator and often has a silken voice that never fails to offer comforting words to the crew.

In addition to being a source of inspiration, Argosi figureheads are usually bound to the ship for which they were created, enabling them to assume control of the vessel in the face of boarding, damage, or when the crew is otherwise incapacitated.

Combat

Argosi will readily engage in combat to defend their vessel from hostile boarders or sea monsters, wielding their spears with skill as they rally the crew. Though their primary

concern is the safety of the ship, they will go to great lengths to protect the captain, readily following their orders in all matters.

Creating an Argosi

An argosi's body is skillfully carved from a single block of wood, typically using ash, which must weigh at least 3,000 lbs. The wood used must be of exceptional quality, with a cost of 300 gp. Assembling the body requires Woodworking tools and a week's worth of dedicated work.



Argosi on Amberos

The art of creating Argosi figureheads is highly esteemed among the shipbuilders of Saltbrine, who have even experimented with crafting stone versions for their granite ships. Shipbuilders in Shovnov Coast and Millos have also mastered the craft of creating Argosi. Ancient Argosi figureheads can be found in the fleet of ships from the FarrenLands, although the skill to create new ones appears to have been lost among the shipbuilders there.

Argosi figureheads have also been commissioned for vessels from other nations in the west, and their secrets seem to have spread to places such as Randu and Ran Da Khan.

Aspidoceleon

Aspidoceleon are formidable sea monsters with a penchant for preying on ships and other large aquatic creatures. Wrapped in an impenetrable armored shell, they prowl the high seas as relentless predators, though they rarely bother with smaller targets.

Comḡac

Aspidoceleon are skilled at lurking just below the water's surface, moving stealthily until they spot a suitable target, often a creature the size of a small whale or larger. Swiftly, they rush at their prey, aiming to grapple it. Once engaged in a deadly embrace, they employ their formidable constriction and powerful bite to gradually crush and bleed their adversary. If the opportunity arises, they will drag their victim into the depths to drown, especially if it is an air-breathing creature or a ship.

Aspidoceleon on Amḡeros

These menacing creatures are the terror of the southern and western seas of Amḡeros. Thankfully, they are rare, but there are numerous accounts of vessels being dragged into the watery depths by these monstrous beings.



Aspidoceleon

Gargantuan monstrosity (aquatic), unaligned

Armor Class 18 (natural armor)

Hit Points 387 (25d20 + 125)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	6 (-2)	13 (+1)	12 (+1)

Saving Throws Con +10

Skills Perception +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 16

Challenge 16 (15,000 XP) **Prof** +5

Lasting Breath. An aspidoceleon can hold its breath for four hours.

Seige Monster. An aspidoceleon deals double damage to objects.

Magic Resistance. An aspidoceleon has advantage on saving throws against spells and similar effects.

Swallow. If an aspidoceleon starts its turn grappling a creature, a successful bite causes the target to be Engulfed (escape DC 17). An engulfed target takes 7 (2d6) fire damage at the start of each of its turns.

Upend. If an aspidoceleon swims at least 30 feet, any creatures on a vessel's deck it attacks must make a DC 20 Dexterity save. On a failure, if the target is on deck, it is knocked overboard or it is knocked prone if below deck.

Actions

Multiattack: The aspidoceleon makes four attacks; one with its bite, two with its claws and one with its tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft. *Hit:* 20 (2d12 + 7) piercing damage. If the target is hit by 4 or more, the aspidoceleon can start a grapple (escape DC 17).

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft. *Hit:* 16 (2d8 + 7) bludgeoning damage and if the target is Large or smaller, it is knocked prone.

Steam Breath (Recharge 4+). The aspidoceleon breathes superheated steam up to 60 feet distant that fills a 20-foot radius. Targets in the area must make a DC 18 Dexterity save. On a failure, the target takes 35 (10d6) fire damage, half on a successful save.

Auraling

Auraling

Small fey, typically Neutral good

Armor Class 15 (chain shirt)

Hit Points 22 (5d6 + 5)

Speed 50 ft., fly 100 ft.

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

Saving Throws Dex +4

Skills Acrobatics +6, Animal Handling +2, Medicine +4, Performance +5

Condition Immunities Charmed, Sleeping

Senses low-light vision, passive Perception 10

Languages Common, Elvin, Sylvan

Challenge ¼ (50 XP) **Prof** +2

Alter Appearance (1x/long rest). An auraling can alter its appearance to change its gender or appear younger or older. It can also alter the color of its skin, eyes, and hair.

Fast Healing. At the start of its turn, the auraling heals 3 hit points unless it has taken damage from silvered weapons since its last action.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. *Hit:* 5 (1d6 + 2) piercing damage.

Spellcasting. The auraling is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The auraling has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, dancing lights, message, minor illusion*
1st level (3 slots): *charm person, color spray, jump*

Auralings are ethereal spirits originating from Aurora, the dreamlands. They embody the concept of "perfect" elves, untainted by evil, perpetually curious, and playful by nature. Their adventurous spirit and sharp intellect drive them to seek knowledge and learning relentlessly. While Auralings seldom venture to the Mortal Realm, they may occasionally be encountered in the wild. They shun civilized areas and those they deem unwholesome, often boldly embarking on quests to seek out and confront evil, even if victory is beyond their abilities.

Combat

Auralings relish a good and honest duel or test of wit and skill. When cornered by more powerful adversaries, they often challenge them to a battle of wits.

When facing evil foes, auralings employ their playful tricks to taunt, cajole, and evade attacks while cajoling and inflicting painful cuts and scratches with their own strikes.

Rarely resorting to lethal force, they prefer to humiliate their opponents, demanding demeaning tasks as a condition for sparing them.



Auraling Society

Auralings gather in family clans and prefer to inhabit wilderness areas, constructing homes made from living materials like trees or hedges. They harbor a strong dislike, if not fear, of underground locations. Auraling communities are typically led by a prince or princess, serving as the patriarch or matron of the extended families constituting the community. This position is primarily ceremonial with limited political power. Nevertheless, individual Auralings often look to their prince or princess for guidance and conflict resolution. In the event of disputes, judgments are rarely more than advisory. In cases where neither side can come to amiable terms, a ruling may be magically enforced.

Within the community, individual Auralings pursue their own hobbies and crafts, often engaging in trade by bartering their crafted wares for necessary goods, either among their own community or with others. However, those dealing with Auralings must understand that they place equal value on songs, poems, riddles, and ballads, considering them as valuable as material goods.

Auralings on Amóeros

Auralings are encountered exclusively in Aurora or the Even Cordum and never willingly appear on Amóeros proper. During the Elven golden age, some Auralings did venture to the

Bestiary Nefarious

Evan Cordum, but nowadays, none would dare willingly leave the safe haven of the Elven homelands. Nevertheless, legends persist of Auralings being held captive by malevolent beings as servants or slaves on Amberos. There are also tales of Auralings trapped in the dreams of eternal sleepers or Auralings visiting Amberosians in their dreams, occasionally being pulled into the waking world when startled awake.

Auraling as Characters

Auralings on Amberos are likely there by accident, seeking a way to return home to Aurora. In extremely rare cases, an Auraling may have "hitch-hiked" a dream to Amberos, yearning for adventure or exploration.

Auralings have the following abilities.

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

Age. Auralings do not age naturally, and can alter their apparent age from day to day, from child to elderly in appearance.

Low-light vision. You can see twice as far as normal, and in dim light as if were bright light. You cannot see in total darkness.

Size. Auralings can alter their size between 3 to 4 feet tall, setting their height at dawn. Your size is small.

Speed. Your base walking speed is 50 feet. At 5th level, you can fly at 100 feet.

Skilled. You gain proficiency with two skills or tools of your choice.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Innate Spellcaster. You gain two cantrips and one first level spell from the Sorcerer spell list that you can cast once per long rest. Your spellcasting ability is Charisma. Every three levels, you increase the level of your chosen first level spell by one level. At that time, you can also replace the spell with another spell from the sorcerer spell list from a level you can cast.

Religion. Auralings do not worship deities and tend to scoff at those who do. On the other hand, they have great respect for natural forces and can gain clerical, druidic or paladin powers from such associations.



Bestiary Nefarious

Auraling Hero

Small fey, typically Neutral good

Armor Class 17 (elvin chain shirt)

Hit Points 60 (11d6 + 11)

Speed 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +4

Skills Acrobatics +6, Animal Handling +2, Medicine +4, Performance +5

Condition Immunities Charmed, Sleeping

Senses low-light vision, passive Perception 10

Languages Common, Elvin, Sylvan

Challenge 4 (1,100 XP) **Prof** +2

Alter Appearance (1x/long rest). An auraling can alter its appearance to change its gender or appear younger or older. It can also alter the color of its skin, eyes and hair.

Aura of Protection. The auraling and all allies within 10 feet gain a +2 bonus to saving throws.

Fast Healing. At the start of its turn, the auraling heals 5 hit points unless it has taken damage from silvered weapons since its last action.

Actions

Multiattack. The auraling makes two rapier or shortbow attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft. *Hit:* 7 (1d6 + 4) piercing damage.

Spellcasting. The auraling is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The auraling has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, dancing lights, message, minor illusion*

1st level (4 slots): *charm person, color spray, jump*

2nd level (3 slots): *invisibility, misty step*

3rd level (3 slots): *clairvoyance, haste*

Bonus Actions

Disengage. The auraling can move without provoking attacks of opportunity.



Bestiary Nefarious



Aurling Champion

Small fey, typically Neutral good

Armor Class 17 (elvin chain shirt)

Hit Points 93 (17d6 + 34)

Speed 50 ft., fly 100 ft.

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

Saving Throws Dex +4, Wis +5

Skills Acrobatics +6, Animal Handling +2, Medicine +4, Performance +5

Condition Immunities Charmed, Sleeping

Senses low-light vision, passive Perception 10

Languages Common, Elvin, Sylvan

Challenge 7 (2,900 XP) **Prof** +3

Alter Appearance (1x/long rest). An aurling can alter its appearance to change its gender or appear younger or older. It can also alter the color of its skin, eyes and hair.

Aura of Protection and Courage. The aurling and all allies within 10 feet gain a +2 bonus to saving throws and can't be frightened.

Fast Healing. At the start of its turn, the aurling heals 5 hit points unless it has taken damage from silvered weapons since its last action.

Actions

Multiattack. The aurling makes two rapier or shortbow attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage, plus 4 (1d8) radiant damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft. *Hit:* 5 (1d6 + 2) piercing damage, plus 4 (1d8) radiant damage.

Spellcasting. The aurling is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The aurling has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, dancing lights, message, minor illusion*

1st level (4 slots): *charm person, color spray, jump*

2nd level (3 slots): *enlarge/reduce, misty step*

3rd level (3 slots): *clairvoyance, haste*

4th level (3 slots): *dimension door, greater invisibility*

5th level (2 slots): *hold monster, seeming*

6th level (1 slots): *eyebite*

Bonus Actions

Disengage. The aurling can move without provoking attacks of opportunity.

Bestiary Nefarious

Avangi

The avangi is the reanimated remains of an individual seeking vengeance upon those it believes wronged it in life, ultimately leading to its demise.

In appearance, the avangi closely resembles its former self, but with a pallid and emaciated aspect, as if consumed by an insatiable hunger. Remarkably, the wounds that caused its death appear stitched back together, leaving the creature almost unblemished, despite the state of the original body. Whatever fateful wound lead to their death leaves behind a visible scar on the Avangi's body.

Avangi possess tireless and exceptional tracking abilities, making it challenging for anyone to elude their pursuit for long. Once the avangi fulfills its vengeful mission, it collapses into a heap and disintegrates into nothingness within a minute.

Combat

In combat, avangi primarily focus their aggression on those they seek vengeance upon. They retaliate against anyone who obstructs their path or initiates an attack, though they often disregard the latter once they are no longer an obstacle. Some Avangi may issue warnings to stay clear of their path, while those who were malevolent in life may joyously rampage through anyone or anything that crosses their way.

Avangi In Amberos

According to most legends, Avangi are believed to receive their peculiar existence as a blessing from Zzadasa, the Judge,

enabling them to exact vengeance upon those who caused their demise. Alternatively, some claim that Teeth, the dead god, is responsible for creating these abominations, and their vengeful actions serve the cryptic purposes of the deceased deity.

Avangi can be encountered across all regions of Amberos, but they seem to manifest more frequently in densely populated areas such as cities rather than in rural or wilderness regions.



Avangi Avenger

Medium undead, neutral

Armor Class 17 (scale mail + shield)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

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

Skills Intimidate +4, Perception +3

Damage Resistances necrotic, psychic, radiant

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 6 (2,300 XP) **Prof** +3

Faultless Tracker. The avangi always knows the direction and distance to the target of its Focus while it is on the same plane.

Focus (1x/long rest). The avangi selects a single enemy known to it. It gains a +2 bonus to hit and adds 10 (3d6) damage on

attacks against the enemy until it takes a long rest or the target is slain. If the focus dies, the avangi knows.

Undead traits. The avangi does not need to eat, drink, sleep or breathe.

Actions

Multiattack. The avangi makes two longsword attacks.

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

Withering Gaze. One enemy within 30 feet must make a DC 14 Wisdom save. On a failure, the target loses 2 (1d4) Constitution. If the target is its Focus, the target makes the save with disadvantage. Lost Constitution can be regained at the rate of 1 point per long rest, or with a *Greater Restoration* or *Wish* spell.

Reactions

Hate Beyond Death. When reduced to 0 hit points or less, the avangi makes a Constitution saving throw with a DC equal to 5 + the damage dealt by the attack. On a success, the avangi returns to 1 hit point and regains its reaction.

Bestiary Nefarious

Avenclaar, General

For millennia, avenclaar have remained enigmatic, often misunderstood by scholars. Some believed them to be a result of wars in the lower planes that spilled into the Beastlands, corrupting or abducting its inhabitants to be reshaped in the lower realms. However, recent evidence suggests that avenclaar's existence predates the great wars in the lower planes, though they were less active in ancient times.

Avenclaar typically operate independently or form groups consisting of the same "species." In rare cases, avenclaars of different types may unite to combat a particularly loathsome foe or organization. While such alliances tend to dissolve after the task's completion, most avenclaar develop camaraderie and friendship from these experiences, increasing the likelihood of future alliances with former associates.

All avenclaar share special traits, the foremost being that they were once ordinary animals dwelling in the Beastlands. The Beastlands itself augmented and transformed them into avenclaar, granting them sentience and purpose. In truth, their original form is that of an animal, and they can easily revert to

this shape (while retaining their augmented intelligence and abilities). Their humanoid form is primarily used for diplomatic purposes when dealing with other sentient races.

Strangely, avenclaars do not possess the long lifespan of other celestial or infernal beings; they generally exist for no longer than a human's lifespan at most. While they don't age in a manner leading to physical decline, they die when their time is up and are reborn in the Beastlands, potentially elevating a new creature to avenclaar status.

Due to their animal nature, Druids or Rangers often work with avenclaar, summoning them, seeking their counsel, or befriending them as companions.

Six basic avenclaar types are detailed here, but other varieties exist in the Beastlands, often created for specific purposes and possessing shorter lifespans.

Avenclaar on Amöeros

On Amöeros, most avenclaar can be found in the Lands of Sarve, Kennestone, or the Wild Waste. They are also engaged in an unending battle against the Demon Jungle and have been spotted around the Shafra hills in the Skienlands. While avenclaar have been encountered in Aurora and other outer planes, they have never been seen in the Astral, Ethereal, or Elemental planes, though they are assumed to have the means to travel to such realms if they wish.

Avenclaar and Druids

Avenclaar can be summoned with a *Summon Nature's Ally* spell and can also be taken as an animal companion. The table below shows which Avenclaar can be summoned with which spell and when they can be taken as animal companions.

<i>Avenclaar</i>	<i>Summon Nature's Ally</i>	<i>Animal Companion Required Level</i>
Bear	8 th	13
Cobra	5 th	7
Eagle	6 th	7
Lion	7 th	10
Mouse	6 th	7
Wolf	6 th	7



Bestiary Nefarious

Bear Avenclaar

Large beast (shapechanger), neutral

Armor Class 13 (natural armor) [16 bark skin]

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft.

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

Skills Animal Handling +9, Nature +9, Perception +9, Persuasion +5, Insight +5

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 19

Languages Celestial, Common (humanoid only)

Challenge 10 (5,900 XP) **Prof** +4

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

Shapechanger. The avenclaar can use a bonus action to polymorph into a medium winged humanoid or back into its true form, which is a Large winged bear. Its statistics, other than its size and AC, 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.

Actions

Multiattack. The avenclaar makes two attacks; one with its bite and one with its claws.

Bite (bear only). *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 11 (2d6 + 4) magical piercing damage.

Claws (bear only). *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 17 (3d8 + 4) magical piercing damage. If the avenclaar hits the target's AC by 4 or more, it deals an additional 9 (2d8) magical bludgeoning damage and starts a grapple. It cannot use the claw attack against another opponent while grappling in this manner.

Spellcasting. The avenclaar is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The avenclaar has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance*

1st level (4 slots): *animal friendship, detect poison and disease, goodberry, speak with animals*

2nd level (3 slots): *barkskin, locate animals or plants*

3rd level (3 slots): *conjure animals, plant growth*

4th level (2 slots): *grasping vine*

The bear avenclaar exude a commanding presence that mirrors the rugged landscapes they defend. As protectors of forest and jungle habitats, their personalities embody a

harmonious blend of strength, protectiveness, and a deep-rooted connection to the natural world. Stoic yet nurturing, the bear avenclaar emanate an aura of authority and warmth that draws creatures of the wild to seek solace and protection under their watchful gaze.

In their tranquil moments, bear avenclaar are often found roaming through their protected territories, relishing the tranquility and peace of the dense foliage. They take great pleasure in witnessing the interconnectedness of the creatures and plants within their domain, and their contentment lies in seeing this delicate balance flourish under their guardianship. Despite their imposing size, they possess a gentle and caring demeanor, especially when it comes to nurturing the young and vulnerable inhabitants of the forest.

Combat

When the call to protect arises, the bear avenclaar shift seamlessly from a tranquil demeanor to an unwavering resolve. They are quick to react when any evil or threat enters their territory, and their formidable strength and combat prowess make them fearsome adversaries to those who dare to challenge the sanctity of their domain. Yet, despite their ferocity in battle, they fight with a purpose, seeking to restore balance rather than simply seeking retribution.



Bear Avenclaar Society

Loyal and dependable, the bear avenclaar form deep bonds with the creatures they protect. They find joy in observing the daily rhythms of life in the forest, and they take great pride in providing a safe haven for all who seek refuge within their protected boundaries. They hold a special affection for the young and vulnerable, acting as nurturing figures to those who require their guidance and protection.

Among their brethren, the bear avenclaar are known for their wisdom and sense of justice. They often take on the role of peacemakers and mediators, settling disputes and restoring harmony among other avenclaar. Their innate ability to see



Bestiary Nefarious

through deception and understand the motivations of others enables them to navigate complex situations with astuteness and grace.

In times of unity and cooperation, bear avenclaar gladly work alongside other avenclaar to protect the natural world. They recognize the strength that comes from diverse protectors collaborating towards a common goal, and they appreciate the unique contributions each avenclaar brings to the greater cause.

Bestiary Nefarious

Cobra Avenclaar

Medium beast (shapechanger), neutral

Armor Class 17 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	15 (+2)	11 (+0)	13 (+1)	12 (+1)

Skills Animal Handling +9, Nature +9, Perception +9, Persuasion +5, Insight +5

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 19

Languages Celestial, Common (humanoid only)

Challenge 10 (5,900 XP) **Prof** +4

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

Shapechanger. The avenclaar can use a bonus action to polymorph into a medium winged humanoid or back into its true form, which is a Medium flying snake. Its statistics, other than its size, is the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Poison Bite (*flying snake only*). **Melee Weapon Attack:** +8 to hit, reach 5 ft. **Hit:** 11 (1d6 + 4) magical piercing damage and the target must make a DC 14 Constitution save. On a failure, the target takes 9 (2d8) poison damage and is poisoned.

Spellcasting. The avenclaar is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The avenclaar has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance*

1st level (4 slots): *animal friendship, charm person, cure wounds, speak with animals*

2nd level (3 slots): *heat metal, locate animals or plants*

3rd level (3 slots): *conjure animals, meld into stone*

4th level (2 slots): *hallucinatory terrain*

Reactions

Disengage. After the avenclaar is targeted with a melee attack, it can move half its speed without provoking an attack of opportunity.

The cobra avenclaar exude an air of mystique and grace, embodying the protectors of arid and desert lands with an enigmatic allure. Their personalities are a captivating mix of stoicism and benevolence, as they provide unwavering protection and sustenance to those enduring the harsh realities of heat, thirst, and scarcity in the arid terrains they guard.

Possessing an innate understanding of the delicate balance of life in these harsh environments, cobra avenclaar move with a certain elegance that befits their role as guardians of these sacred lands.

Quiet and composed, cobra avenclaar exhibit a profound sense of duty towards their arid domain. They take pride in their role as the defenders of the creatures and flora that endure the harsh conditions of the desert. While they may not display emotions in the conventional sense, their presence exudes a calming aura that brings comfort to the creatures they protect.

As guardians of oases and life-giving gardens in the desert, cobra avenclaar welcome all who seek refuge within the sacred bounds of their territories. They extend their benevolence to those in need, offering protection and sustenance to those who must navigate the unforgiving terrain. Their tranquil presence brings a sense of assurance and safety to all who encounter them.



Combat

When the need to defend arises, cobra avenclaar reveal a swift and decisive nature. Their lightning-fast strikes and mastery of elemental spells make them formidable adversaries to any who threaten the delicate balance of their arid domain. They exhibit a remarkable ability to anticipate the movements of their foes, often luring them into traps with *hallucinatory terrain* or cunningly melding with stone for an ambush.

Cobra Avenclaar Society

Beneath their enigmatic exterior lies a nurturing heart, especially when it comes to the young and vulnerable inhabitants of the desert. They take great pride in guiding and protecting the fledglings and younglings under their care, ensuring their survival in the challenging environment they call home.



Bestiary Nefarious

Among their brethren, cobra avenclaar are esteemed for their ability to maintain a sense of harmony and balance in the desert. They serve as mediators in disputes and conflicts, utilizing their keen intellect to discern the true motivations of those involved. Their impartiality and wisdom make them trusted figures among other avenclaar.

In times of unity, cobra avenclaar willingly collaborate with their fellow protectors to preserve the natural world. They recognize the strength that comes from diverse avenclaar working together towards a common goal, understanding that the protection of the wild requires a harmonious coalition of guardians.

Bestiary Nefarious

Eagle Avenclaar

Medium beast (shapechanger), neutral

Armor Class 15 (natural armor)

Hit Points 72 (16d8)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	11 (+0)	14 (+2)	12 (+1)

Skills Animal Handling +8, Nature +6, Perception +8, Persuasion +4, Insight +6

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 18

Languages Celestial, Common (humanoid only)

Challenge 7 (2,900 XP) **Prof** +3

Flyby Attack. The avenclaar does not provoke opportunity attacks when it moves by flying.

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

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

Actions

Multiattack. The avenclaar makes three attacks; one with its beak and two with its claws.

Beak (eagle only). *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) magical piercing damage.

Talons (eagle only). *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) magical piercing damage.

Spellcasting. The avenclaar is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The avenclaar has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance*

1st level (4 slots): *animal friendship, cure wounds, speak with animals, thunderwave*

2nd level (3 slots): *gust of wind, locate animals or plants*

3rd level (3 slots): *call lightning, conjure animals*

4th level (2 slots): *freedom of movement*

The eagle avenclaar is as awe-inspiring as their majestic aerial prowess. Born of the wild and bound to the rugged peaks and cliffs they protect, these enigmatic beings possess a serene yet powerful demeanor that captivates all who encounter them. Stoic and self-assured, eagle avenclaar exude a sense of ancient



wisdom, their eyes reflecting the wisdom of ages and the vastness of the skies they call home.

Combat

Eagle avenclaar soften opponents with lightning strikes before an initial dive with *thunderwave*. They are fond of conjuring flying swarms to dive en masse onto opponents, using divebomb tactics to keep out of an enemy's reach. They use *gust of wind* to force flying opponents into obstacles or into inferior positions below them.

Eagle avenclaar are patient observers, taking their time to assess situations before taking action. Their profound understanding of the mountain ecosystem allows them to strike with precision and finesse when danger threatens their charges. They believe in maintaining a delicate balance between their protector role and the natural order of their habitat, rarely intervening in the intricate dance of predator and prey unless harmony is disrupted. However, when provoked or when they sense an imminent threat, their calm demeanor transforms into a relentless resolve, and they become fearsome adversaries to any who dare challenge them.

Eagle Avenclaar Society

While their exterior may seem distant, eagle avenclaar harbor a deep and abiding love for the untamed beauty of their mountainous domain. They find solace and a sense of purpose in the tranquility of the skies, reveling in the dance of the wind as they glide effortlessly on the thermals.

Despite their fearsome appearance in battle, eagle avenclaar possess a nurturing side, especially when it comes to the fledglings and younglings in their care. They take great pride in guiding and teaching the next generation, imparting not only practical skills but also imparting the ancient wisdom and values that have been passed down through the generations of avenclaar.



Bestiary Nefarious

Eagle avenclaar are not boastful or glory-seeking; their fulfillment comes from their harmonious bond with the mountains and the creatures they protect. They find joy in the simple moments of floating on the currents, their keen eyes ever watchful for any disturbances that threaten the delicate ecosystem they guard.

In the company of other avenclaar, eagle avenclaar are respectful and amiable, valuing the camaraderie shared among the diverse protectors of the natural world. They appreciate the unique strengths of their brethren and are willing to form temporary alliances when the need arises, recognizing the power in unity and cooperation.

Lion Avenclaar

The Avenclaar lion stands tall as the noble protector of savannahs and vast open plains, where the untamed wilderness thrives. With an unyielding determination to safeguard these wild habitats, lion avenclaars stand as the fierce guardians against overfarming and the relentless encroachment of civilization that threatens to erode these natural landscapes. Among all the avenclaar, they exude an unparalleled sense of pride, both for the lands they protect and their sacred duty to the inhabitants of the savannahs.

In their majestic presence, Avenclaar lions radiate an aura of regal authority, embodying the untamed spirit of the open plains. Their dignified demeanor and commanding roars echo across the vast grasslands, asserting their dominance as the defenders of these precious terrains. Within their hearts beats an unbreakable connection to the sprawling savannahs, and



Lion Avenclaar

Large beast (shapechanger), neutral

Armor Class 14 (natural armor)

Hit Points 104 (16d10 + 16)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+5)	15 (+2)	13 (+1)	11 (+0)	13 (+1)	12 (+1)

Skills Animal Handling +7, Nature +7, Perception +7, Persuasion +4, Insight +4

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 17

Languages Celestial, Common (humanoid only)

Challenge 7 (2,900 XP) **Prof** +3

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

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

Pounce. If the avenclaar moves at least 20 feet straight towards a creature and then hits with its claw attack on the same turn, the target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the avenclaar can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the avenclaar can long jump up to 30 feet.

Shapechanger. The avenclaar can use a bonus action to polymorph into a medium winged humanoid or back into its true form, which is a Large winged lion. 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.

Actions

Multiaffack. The avenclaar makes two claw attacks.

Bite (lion only). *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) magical piercing damage and the target must make a DC 14 Constitution save. On a failure, the target takes 9 (2d8) poison damage and is poisoned.

Claw (lion only). *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) magical slashing damage.

Spellcasting. The avenclaar is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The avenclaar has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance*

1st level (4 slots): *animal friendship, speak with animals, thunderwave*

2nd level (3 slots): *locate animals or plants, spike growth*

3rd level (3 slots): *conjure animals, protection from energy*

4th level (2 slots): *dominate beast, stoneskin*

Reactions

Reactive Swipe. If the avenclaar is hit by an attack, it can make a claw attack against the original attacker.



Bestiary Nefarious

their fierce loyalty to these lands binds them to an unending duty of preservation.

Comðac

In the face of adversaries, Avenclaar lions are swift and decisive, leaping into action with unparalleled ferocity. Sensing trouble on the horizon, they are known to summon a host of predators to join them in combat, forming an intimidating force that daunts even the most formidable foes. Utilizing their mastery over the elements, they begin their assault with a resounding *thunderwave*, before gracefully leaping into the fray, working in seamless coordination with their summoned allies. Employing pack tactics, they overwhelm their opponents with strategic precision, proving that strength lies not only in their own might but also in the unity of their allies.

Lion Avenclaar Society

Deep within their hearts burns an unwavering pride in the lands they protect and the diverse creatures that call the savannah home. They are fully aware of the delicate balance that sustains these open plains, and their innate wisdom guides them in their mission to maintain harmony in the face of encroaching threats. With every victory won and danger repelled, their pride swells, solidifying their unwavering commitment to the preservation of their cherished homeland.

Among their brethren, Avenclaar lions are esteemed as exemplars of strength and valor. They are often looked to as natural leaders, possessing the innate ability to inspire and rally other avenclaar to unite in the common cause of protecting the wild. Their keen sense of justice and unwavering dedication make them cherished allies in the realm of the protectors of nature.

In times of unity and cooperation, Avenclaar lions eagerly join forces with other avenclaar, recognizing the power that lies in a harmonious coalition. They stand shoulder to shoulder with their fellow protectors, proud to contribute their might and wisdom to the collective endeavor of safeguarding the untamed beauty of the savannahs.

Bestiary Nefarious

Mouse Avenclaar

Small beast (shapechanger), neutral

Armor Class 14 (natural armor)

Hit Points 72 (16d6 + 16)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	12 (+1)	11 (+0)	16 (+3)	12 (+1)

Skills Animal Handling +7, Nature +6, Perception +9, Persuasion +4, Insight +6

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 19

Languages Celestial, Common (humanoid only)

Challenge 5 (1,800 XP) **Prof** +3

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

Shapechanger. The avenclaar can use a bonus action to polymorph into a small winged humanoid or back into its true form, which is a Tiny winged mouse. Its statistics, other than its size, is the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Advanced Spell Resistance. The avenclaar has advantage on saving throws against spells. If it fails a saving throw against a spell, it only takes half damage, and none on a successful save.

Actions

Claws (humanoid only). *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 6 (1d6 +3) slashing damage, plus the target must make a DC 12 Constitution save. On a failure, the target is stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns to end the condition.

Spellcasting. The avenclaar is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The avenclaar has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance*

1st level (4 slots): *animal friendship, detect poison and disease, goodberry, speak with animals*

2nd level (3 slots): *beast sense, locate animals or plants*

3rd level (3 slots): *conjure animals, dispel magic, meld into stone*

4th level (2 slots): *blight, confusion*

5th level (3 slots): *antilife shell, commune with nature*

6th level (2 slots): *conjure fey, find the path*

The avenclaar mouse stands as the epitome of worldly knowledge, embodying unparalleled speed and wit that set them apart as the master problem-solvers among their brethren. Although often quiet and unassuming, in a mixed group of avenclaar, it is the avenclaar mouse who takes the lead,

meticulously planning all the group's activities and undertaking the essential task of gathering vital information about their adversaries.

In their unassuming presence, avenclaar mice exude a subtle air of intelligence and cunning. Their minds are always at work, analyzing situations and devising ingenious strategies to overcome challenges. Their quick wit enables them to think on their feet, making them the natural problem-solvers and strategic thinkers of the avenclaar. In the pursuit of knowledge, they eagerly explore the vastness of the world, soaking in information from all sources and adapting their tactics to suit the ever-changing circumstances.

Combat

When faced with the call to combat, avenclaar mice approach the situation with utmost care and calculated precision. They choose their battles carefully, utilizing their knowledge of the terrain and their adversaries to their full advantage. While direct combat is often considered a last resort, they excel at employing traps and ensnarement to weaken or incapacitate their foes. Avenclaar mice are renowned for their resourcefulness and inventiveness, often incorporating tools and gizmos into their strategies to gain the upper hand. Some even craft their own specialized items for personal use, reflecting their ingenuity and versatility.



Mouse Avenclaar Society

Within their hearts, a profound sense of responsibility to protect and guide others drives the avenclaar mice. They readily share their knowledge and wisdom with their brethren, ensuring that the collective efforts of the avenclaar are optimized for success. Their desire to uplift and empower those around them fosters an atmosphere of camaraderie and cooperation among the guardians of nature.

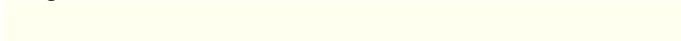
Among their brethren, avenclaar mice are revered for their intellect and problem-solving prowess. Their keen observations and analytical minds make them invaluable allies and trusted



Bestiary Nefarious

advisors in the face of any challenge. Their resourceful nature often leads them to uncover hidden solutions and uncover crucial information that can change the tide of a battle.

In times of unity, avenclaar mice willingly collaborate with their fellow protectors, recognizing the strength that arises from diverse talents and abilities. They contribute their analytical skills and knowledge to the collective cause, ensuring that every aspect of the avenclaar's endeavors is guided by insight and wisdom.



Bestiary Nefarious

Wolf Avenclaar

Medium beast (shapechanger), neutral

Armor Class 14 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 40 ft., fly 60 ft.

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

Skills Animal Handling +7, Nature +6, Perception +7, Persuasion +4, Insight +4

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't cold iron

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 17

Languages Celestial, Common (humanoid only)

Challenge 7 (2,900 XP) **Prof** +3

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

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

Shapechanger. The avenclaar can use a bonus action to polymorph into a medium winged humanoid or back into its true form, which is a Medium wolf. 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.

Actions

Bite (wolf only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 11 (1d6 + 4) magical piercing damage and the target takes 9 (2d8) necrotic damage. If the target is a creature, it must make a DC 12 Strength save. On a failure, the target is knocked prone.

Spellcasting. The avenclaar is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The avenclaar has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance*

1st level (4 slots): *animal friendship, fog cloud, speak with animals*

2nd level (3 slots): *locate animals or plants, moonbeam*

3rd level (3 slots): *conjure animals, sleet storm*

4th level (2 slots): *dominate beast, ice storm*

The avenclaar wolf epitomizes the living tenacity of the wild, embodying hale and hardy characteristics that make them implacable foes, rarely tiring easily. They possess an insatiable curiosity, driven by an innate desire to explore and socialize with their surroundings. Among the avenclaar, they stand out as the most likely to venture into civilized areas, drawn by their inquisitive nature and the opportunities for interaction with other beings. Notably, Avenclaar wolves are among the few

who prefer to operate in numbers rather than solitude, thriving in the company of their pack.

In their presence, avenclaar wolves exude an aura of untamed vitality and determination. Their boundless energy and unyielding spirit make them formidable adversaries, as they tenaciously pursue their goals with relentless persistence. Their curiosity leads them to explore the vastness of the world, unafraid to venture beyond the confines of the wild, and they readily adapt to diverse environments, finding ways to connect and socialize with different creatures.

Combat

When faced with combat, a lone Avenclaar wolf employs cunning and wit to outmaneuver opponents. They adeptly utilize hit-and-run tactics to lure adversaries into vulnerable positions, ultimately leading them to their doom. In a group, avenclaar wolves excel even further, showcasing exceptional teamwork and coordination. They work seamlessly to flank opponents, creating strategic advantages for their pack, and they readily support and aid their companions in the heat of battle. Their ability to function as a cohesive unit amplifies their effectiveness, making them a force to be reckoned with on the battlefield.



Wolf Avenclaar Society

Within their hearts beats the essence of camaraderie and social bonds, values deeply cherished by avenclaar wolves. The pack is their family, and they demonstrate unwavering loyalty to their fellow pack members. Their cooperative spirit fosters a sense of unity and mutual protection among the guardians of nature, ensuring that no member of the pack ever stands alone.

Among their brethren, avenclaar wolves are revered for their strength and endurance. They are highly regarded as natural leaders, possessing the ability to inspire and unite their fellow avenclaar in common purpose. Their social nature extends beyond their pack, as they readily engage with other



Bestiary Nefarious

Avenclaar, fostering connections and fostering a sense of unity among the protectors of the wild.

In times of unity, Avenclaar wolves readily cooperate with their fellow protectors, recognizing the power that arises from collective strength. They value the bonds forged through shared experiences, finding strength in numbers and the support of their pack. Their tenacious and social nature ensures that the pack remains resolute in their mission to safeguard the untamed beauty of the wild.

Baku-Shaksta

Baku-Shaksta

Small monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 21 (6d6)

Speed 15 ft., fly 60 ft.

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

Skills Perception +2, Stealth +8

Senses blindsight 30 ft., darkvision 60 ft. (can see in magical darkness), passive Perception 12

Languages Abyssal, Infernal, Common

Challenge 1 (200 XP) **Prof** +2

Dark Healing. At the start of its turn, if the baku-shaksta is in dim light it heals 1 hit point, or heals 3 hit points in total darkness.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage and the target must make a DC 10 Constitution save. On a failure, the target's base Speed is reduced by 10 feet for 1 minute.

Innate Spellcasting. The baku-shaksta's spellcasting ability is Charisma (spell save DC 13). The baku-shaksta can innately cast the following spells, requiring no material components.

At Will: *dancing lights*, *warding*

3x/day: *darkness*

2x/day: *hold person*, *hypnotic pattern*

The baku-shaksta, an enigmatic creature native to the realm of shadows, employs its radiant colors and innate spellcasting abilities to hunt for prey. Unlike most denizens of this dark realm, the baku-shaksta stands out with its vibrant hues and captivating adornments, using these features to lure unsuspecting prey into its deadly clutches. Once it ensnares its victims, the baku-shaksta unleashes its vicious abilities to swiftly kill and devour them. In moments of stealth and ambush, the creature can mute its colors to a subdued grey, concealing its presence until the opportune moment to strike. However, when attacking or employing its mesmerizing hypnotic pattern, the baku-shaksta prefers to unleash its full array of colors to dazzle and terrify its prey.

As the baku-shaksta reaches the peak of its advancement, it is believed that it creates an inky black color pool that serves as a portal to a mysterious pocket dimension. Within this realm, the baku-shaksta undergoes a transformation, emerging as a fearsome Maleafant with an insatiable appetite for destruction and mayhem. The creature tears through the portal with a murderous fury, poised to unleash its deadly wrath upon any nearby unfortunate victims.

Combat

Baku-shaksta cleverly employs its innate spellcasting abilities to lure prey into its grasp, often resorting to ambush tactics. The creature cunningly uses its *dancing lights* ability to attract potential victims to a specific location before plunging them into darkness, striking from an entirely unexpected direction.

Its exceptional intelligence and cunning enable it to strategize effectively, seeking to separate groups before targeting vulnerable individuals.

Baku-shaksta skillfully utilizes its magical powers to lead members of a group away from safety, creating opportunities for easy and devastating attacks. It has been known to lead victims into treacherous terrain or even into the path of other predators, employing such tactics to diminish the numbers of its prey before targeting a particularly enticing target.

Baku-Shaksta on Amberos

The appearance of baku-shaksta is an eerie phenomenon, coinciding with nights of the new moon for Luna.

During these times, the barriers between realms weaken, allowing the baku-shaksta to slip into the mortal realm. They are most likely to emerge in places tainted by great evil or recently scarred by malicious murders within the last fortnight. Furthermore, unsettlingly, some sinister priests of Gweize have obtained a ritual that enables them to summon baku-shaksta, bending these fearsome creatures to their foul bidding.



Baquada

Baquada

Medium humanoid (shapechanger), any alignment

Armor Class 14 (leather armor + shield)

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP) **Prof** +2

Sea Curse. When a baquada is immersed in sea water, it and all its gear transforms into a Small fish. When it is no longer immersed, it returns to its humanoid form.

Actions

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

Shortbow (humanoid only). *Ranged Weapon Attack:* +3 to hit, range 80/320 ft. *Hit:* 4 (1d6 + 1) piercing damage.

Baquada, a peculiar race of humanoid beings, were once humans dwelling in coastal settlements until they incurred the wrath of the sea god, cursed to take on a fish-like form when they touch saltwater. Bound by the divine decree, Baquada are irresistibly drawn to the sea, spending a majority of their time immersed in its waters. Those who resist the call risk succumbing to insanity and murderous impulses, compelled to reach the sea and immerse themselves to appease the curse. Preferring a life of fishing and coastal dwelling, Baquada seldom thrive as pirates, often abandoning ships to indulge in the embrace of the ocean.

The Baquada's relationship with the sea is marked by both attraction and fear. They possess an instinctive dread of deep waters and the deprivations imposed by the sea god's curse, yet cannot bear to be out of sight of the ocean's edge, forever drawn to its waters.

Combat

Baquada in their fish-like form are practically defenseless. Even on land, they are lackluster fighters, seldom opting for combat-oriented paths. Instead, they are more inclined to become devout priests, though they find no acceptance as priests of sea gods who reject them.

Baquada Society

Baquada society displays a variety of living arrangements. Some Baquada coexist secretly among human communities, concealing their true nature as they work as sailors or fishermen. Others form self-contained communities entirely composed of Baquada, often mimicking the structure of

neighboring human settlements. However, they tend to be shunned due to their peculiar ways and the curse that befell them. In a bid to maintain trade and visitors, smaller all-Baquada villages may keep their curse hidden, hoping to avoid scaring outsiders.

Most Baquada adhere to human customs, engaging in fishing or, on rare occasions, sailing. The allure of the sea is undeniable, and Baquada make time each day to "bathe" in seawater, either directly in the ocean or within containers filled with freshly drawn seawater. Children born to Baquada inherit the curse from their parents, and mothers often take care to keep their offspring's skin moist with seawater as they grow. Children, drawn to the sea's enchantment, may inadvertently venture into its depths, sometimes disappearing for years or even forever.

Baquada on Amōeros

Baquada are primarily found in Amberos within the regions of Randu and Ran Da Khan, bordering the Forna Sea. Many trace their ancestry back to the inhabitants of the submerged Randese capital, Zarame Kull, where the sea god M'kree Malka offered salvation to those willing to accept it. However, the ancestors of the Baquada spurned the shark god's offer, invoking Malka's wrath. He uttered a curse upon them to transform into fish, becoming prey to his sharks. Fortunately, Belli, the Lord of Nature, intervened before the curse could take effect on land, saving the Baquada from Malka's full fury.

Bestiary Nefarious

Baquada as Characters

Baquada remain close to the edge of the sea, too fearful to stray into open waters, but still drawn to the powerful waters. Some baquada conquer their fear of the sea god who have cursed them and travel the waters in search of adventure – or perhaps an end to their curse.

Baquada have the following abilities.

Ability Score Increase. You increase your Strength, Dexterity or Constitution by 2. You also increase any one ability score of your choice by 1.

Age. Baquada age at the same rate as other humans.

Size. Baquada fall into the same height and weight range of humans, with a tendency for being trim and in shape. Your size is medium.

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

Feat. You gain one feat of your choice.

Sea Curse. When you are immersed in sea water, you and all of your gear transforms into the shape of a Small fish. You retain your ability scores and abilities. Once you are

no longer immersed, you transform back into your humanoid form, and your gear transforms back with you. For every day you do not immerse yourself in sea water for at least 1 hour, your maximum hit points are reduced by 1.

Languages. You can speak, read and write Common and a number of extra languages equal to your Intelligence modifier (minimum 0).

Baquada tend to spurn the gods, for no god has removed their curse. They refuse to worship gods of the sea, for the god that has cursed them will have nothing to do with them. Baquada druids are not unknown, and some baquada living in Randese lands have been known to worship Visha, the Battle Maiden as their protector.



Bestiary Nefarious

Baquada Mariner

Medium humanoid (shapechanger), any alignment

Armor Class 17 (leather armor + shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	14 (+2)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +2, Con +4

Skills Acrobatics +8, Perception +6

Senses passive Perception 16

Languages Common

Challenge 3 (700 XP) **Prof** +2

Sea Curse. When a baquada is immersed in sea water, it and all its gear transforms into a Small fish. When it is no longer immersed, it returns to its humanoid form.

Sneak Attack (1x/round). If no other creatures are in reach of the baquada's target and it does not have disadvantage, its attack deal 7 (2d6) additional damage.

Actions

Scimitar (humanoid only). *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 9 (1d6 + 6) slashing damage.

Shortbow (humanoid only). *Ranged Weapon Attack:* +3 to hit, range 80/320 ft. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Cunning Action. The baquada takes the Dash, Disengage or Hide action.

Second Wind (1x/short rest). If the baquada is below 19 hit points, it regains 7 (1d10 + 2) hit points.

Baquada Corsair

Medium humanoid (shapechanger), any alignment

Armor Class 17 (leather armor + shield)

Hit Points 102 (12d8 + 48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +3, Con +7

Skills Acrobatics +8, Intimidation +6, Perception +8, Water Vehicle

Senses passive Perception 18

Languages Common

Challenge 7 (2,900 XP) **Prof** +3

Sea Curse. When a baquada is immersed in sea water, it and all its gear transforms into a Small fish. When it is no longer immersed, it returns to its humanoid form.

Sneak Attack (1x/round). If no other creatures are in reach of the baquada's target and it does not have disadvantage, its attack deal 10 (3d6) additional damage.

Actions

Multiattack. The baquada makes two scimitar or two shortbow attacks.

Scimitar (humanoid only). *Melee Weapon Attack:* +3 to hit (Crit 19-20), reach 5 ft. *Hit:* 9 (1d6 + 6) slashing damage.

Shortbow (humanoid only). *Ranged Weapon Attack:* +3 to hit (Crit 19-20), range 80/320 ft. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Cunning Action. The baquada takes the Dash, Disengage or Hide action.

Second Wind (1x/short rest). If the baquada is below 51 hit points, it regains 17 (1d10 + 12) hit points.

Reactions

Uncanny Dodge. When hit by an attack, the baquada takes half damage.

Bestiary Nefarious

Baquada Seacaster

Medium humanoid (shapechanger), any alignment

Armor Class 17 (leather armor + shield)

Hit Points 39 (12d8 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	12 (+1)	11 (+2)	20 (+5)

Saving Throws Str +3, Con +4

Skills Acrobatics +7, Perception +5

Senses passive Perception 15

Languages Common

Challenge 6 (2,300 XP) **Prof** +3

Sea Curse. When a baquada is immersed in sea water, it and all its gear transforms into a Small fish. When it is no longer immersed, it returns to its humanoid form.

Actions

Multiattack. The baquada makes two scimitar attacks.

Scimitar (humanoid only). *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage, plus 9 (2d8) necrotic damage.

Spellcasting. The baquada is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The baquada has the following sorcerer spells prepared and can cast them without somatic or material components.

Cantrips (at will): *acid splash, blade ward, friends, minor illusion, prestidigitation, shocking grasp*

1st level (4 slots): *chromatic orb, false life, shield, sleep*

2nd level (3 slots): *alter self, detect thoughts, mirror image, suggestion*

3rd level (3 slots): *gaseous form, lightning bolt, major image, water walk*

4th level (3 slots): *dominate beast, greater invisibility, ice storm, polymorph*

5th level (2 slots): *cloudkill, cone of cold, dominate person, hold monster*

6th level (1 slots): *eyebite, globe of invulnerability*



Bastuu-I

Bastuu-I Nubí

Medium humanoid (feline), any alignment

Armor Class 16 (unarmored defense)

Hit Points 27 (6d8)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	10 (+0)	12 (+1)	12 (+1)	10 (+0)

Saving Throws Dex +5

Skills Perception +3, Stealth +5

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Basti, Common

Challenge 1 (200 XP) **Prof** +2

Evasion. If the bastuu-I makes Dexterity save to avoid damage, it takes no damage on a success, and only half on a failure.

Good Fortune (2x/long rest). The bastuu-I can reroll a d20 roll.

Sneak Attack (1x/round). When an ally is within 5 feet of a target, or the apoidaii has advantage, on a hit a bastuu-I deals an additional 7 (2d6) damage.

Actions

Multiattack. The bastuu-I makes two scimitar or sling attacks.

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

Sling. *Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Channel Divinity (1x/short rest). The bastuu-i can use the following ability.

Radiance of Ra. magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of must make a DC 12 Constitution saving throw. On a failure, the target takes 12 (2d10 + 1) radiant damage, and half as much damage on a successful one. A creature that has total cover is not affected.

Spellcasting. The bastuu-I is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The bastuu-I has the following cleric spells prepared:

Cantrips (at will): *light, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bless, burning hands, cure wounds, faerie fire*
2nd level (2 slots): *flaming sphere, hold person, scorching ray*

The Bastuu-I are an intriguing race of beings, originally cats that underwent augmentation, transforming them into

humanoid form. Endowed with a fondness for human interaction, they hold a place of high regard in certain cultures, almost on par with the messengers of the gods.

Combat

Bastuu-I possess a disdain for messy melees and instead prefer to exert control over a battle from a distance, often relying on their mastery of magic. When hand-to-hand combat becomes inevitable, they strategically deploy their cat-like minions to do the fighting, entering the fray themselves once they've skillfully reduced the fight to a one-on-one duel.

Bastuu-I Society

Adopting the culture of their human benefactors, the Bastuu-I are known to reside within human settlements. These sly builders showcase a preference for vertical construction and often employ jumping platforms, eschewing traditional stairs.

In Bastuu-I society, gender differences are evident. Males tend to display a slightly more aggressive disposition, gravitating toward military or manual labor roles. On the other hand, females exhibit a sociable demeanor, leaning toward careers that involve social interactions or caregiving. Within family circles, Bastuu-I females take charge of educating the children, while the males focus on teaching them work and combat skills.



Bastuu-I on Amberos

Originally created by Bast herself and later replicated by Shame, the Bastuu-I are predominantly found in Llannhanex and Liannhanex. Over time, the groups have evolved into two distinct castes, tracing their ancestry back to either Bast or Shame. As a result, animosity brews between these factions, leading to fierce confrontations.

Bastuu-I clerics on Amberos generally worship either Bast or Shame, depending on their lineage and loyalties. This allegiance to their divine patrons further fuels the rivalry between the two castes, perpetuating the enduring conflict between them.

Bestiary Nefarious

Bastuu-I Matron

Medium humanoid (feline), any alignment

Armor Class 16 (unarmored defense)

Hit Points 54 (12d8)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	10 (+0)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +5

Skills Perception +5, Religion +3, Stealth +5

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 15

Languages Basti, Common

Challenge 3 (700 XP) **Prof** +2

Evasion. If the bastuu-I makes Dexterity save to avoid damage, it takes no damage on a success, and only half on a failure.

Good Fortune (3x/long rest). The bastuu-I can reroll a d20 roll.

Sneak Attack (1x/round). When an ally is within 5 feet of a target, or the apoidaii has advantage, on a hit an bastuu-I deals an additional 10 (3d6) damage.

Actions

Multiattack. The bastuu-I makes two scimitar or sling attacks, or it makes one scimitar attack and casts one cantrip.

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

Sling. *Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Channel Divinity (2x/short rest). The bastuu-i can use the following ability.

Radiance of Ra. magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of must make a DC 13 Constitution saving throw. On a failure, the target takes 20 (2d10 + 9) radiant damage, and half as much damage on a successful one. A creature that has total cover is not affected.

Spellcasting. The bastuu-I is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The bastuu-I has the following cleric spells prepared:

Cantrips (at will): *light, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bless, burning hands, cure wounds, faerie fire*
2nd level (2 slots): *flaming sphere, hold person, scorching ray*
3rd level (3 slots): *bestow curse, mass healing word*
4th level (3 slots): *death ward, guardian of faith*
5th level (1 slot): *flame strike*

Bastuu-I Princess

Medium humanoid (feline, shapechanger), any alignment

Armor Class 13 (mage armor 16)

Hit Points 99 (18d8 +36)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+2)	12 (+1)	12 (+3)	20 (+5)

Saving Throws Dex +5, Wis +6

Skills Perception +6, Religion +4, Stealth +6

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 16

Languages Basti, Common

Challenge 8 (3,900 XP) **Prof** +3

Evasion. If the bastuu-I makes Dexterity save to avoid damage, it takes no damage on a success, and only half on a failure.

Good Fortune (4x/long rest). The bastuu-I can reroll a d20 roll.

Actions

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

Cat Form (3x/day). The bastuu-I can transform into a panther. The bastuu-I retains its hit points, Int, Wis and Cha and can cast spells without requiring components while in panther form. It otherwise use the panther's stats. If an hour passes or the bastuu-I is rendered unconscious, it transforms back to its humanoid form.

Spellcasting. The bastuu-I is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The bastuu-I has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, mage hand, message*
1st level (4 slots): *charm person, jump, mage armor*
2nd level (3 slots): *cloud of daggers, invisibility*
3rd level (5 slots): *fly, lightning bolt*
4th level (4 slots): *blight, stoneskin*
5th level (3 slots): *cloudkill, hold monster*
6th level (1 slot): *disintegrate, mass suggestion*
7th level (1 slot): *teleport*
8th level (1 slot): *dominate monster*

Beetle, General

Beetles are insectile vermin that range in size from fine to colossal in size. They are all, however, in some way deadly and dangerous to other creatures.

Adamantine Beetle

Medium monstrosity (insect), unaligned

Armor Class 18 (natural armor)

Hit Points 59 (7d8 + 28)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	19 (+4)	1 (-5)	11 (+0)	6 (-2)

Saving Throws Con +6

Skills Perception +2

Damage Immunities slashing or piercing weapons that aren't magical

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP) **Prof** +2

Actions

Vorpal Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 8 (1d10 + 3) slashing damage. If the attack hits the target's AC by more than 4, the hit is a critical hit.

Reactions

Spell Reflection. If the adamantine beetle is targeted by a ranged spell attack, it can redirect the spell at any eligible target in range. If there is no other target, the spell simply misses.

The adamantine beetle, a peculiar and hard-to-kill pest, proves to be both a bane and a boon to adventurers. Driven by an unwavering attraction to adamantine, these creatures are constantly burrowing in search of precious material.

What sets them apart is their unique digestive system, which allows them to "consume" the metal, absorb its impurities, and then regurgitate it in a liquid form. This refined metal is then skillfully applied to their carapace, rendering them virtually impervious to attacks once it solidifies. However, when an adamantine beetle meets its demise, knowledgeable blacksmiths can extract the precious adamantine covering and reforge it into various useful items.

Adventurers and craftsmen alike are intrigued by these elusive creatures for their connection to the coveted adamantine metal. While adamantine beetles present formidable challenges to those seeking to subdue them, they also hold a valuable resource that could enhance the might of those who dare to face them.

A typical adamantine beetle carries ample adamantine on its shell, sufficient to craft a breastplate, two shields, four

light weapons, two one-handed weapons, or one two-handed weapon, all made to suit the needs of medium-sized creatures.

Combat

Adamantine beetles are remarkably aggressive when confronted, relying on their exceptional imperviousness to attacks to intimidate and rout their foes. When engaging adversaries, they often strike with the intention of sundering their opponents' equipment, showcasing their superiority, if not outrightly seeking to incapacitate or kill them.



Adamantine Beetles on Amberos

Most of these tenacious beetles are found in Nyrr Ryann, particularly near the Wyvern Sea where an abundance of adamantine is also discovered. Considered a vicious nuisance, they pose a persistent threat to miners working in the region.

Bestiary Nefarious

Godsteel Beetle

Medium celestial (insect), unaligned

Armor Class 19 (natural armor)

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	1 (-5)	15 (+2)	10 (+0)

Saving Throws Con +7

Skills Perception +5

Damage Immunities slashing or piercing weapons that aren't magical

Senses darkvision 60 ft., passive Perception 15

Languages understands Celestial

Challenge 6 (2,300 XP) **Prof** +3

Armor of the Gods. The godsteel beetle becomes a living suit of *adamantine plate* +1 that can be donned as normal armor. The godsteel beetle can still take actions and reactions but cannot move while in this form. When in this form and the wearer is hit, the godsteel beetle takes half as much damage as the wearer does (though still modified by its damage immunity). If reduced to 0 hit points, the godsteel beetle is slain, but continues to function as *adamantine plate* +1.

Actions

Vorpal Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 10 (1d10 + 5) slashing damage. If the attack hits the target's AC by more than 4, the hit is a critical hit.

Innate Spellcasting. The godsteel beetle's spellcasting ability is Wisdom (spell DC 13). The godsteel beetle can innate cast the following spells, requiring no material components.

1x/day. *aid, bless, cure wounds*

Reactions

Spell Reflection (*non-armor form only*). If the adamantite beetle is targeted by a ranged spell attack, it can redirect the spell at any eligible target in range. If there is no other target, the spell simply misses.

The godsteel beetle is an exceptional variant of the adamantite beetle, specially bred by celestial beings residing in the upper planes. These remarkable creatures encase themselves in a unique metal known as godsteel, possessing a silvery sheen, and imbued with potent magical properties. Like their adamantite counterparts, godsteel beetles boast a digestive system that enables them to "consume" the metal, purify it of impurities, and then regurgitate it in liquid form. This refined metal is then applied to their carapace, rendering them virtually impervious to attacks once it hardens. These divine creatures are dispatched to the Mortal Realm to aid

warriors in the cause of good, often finding themselves in the hands of paladins or clerics who require the special abilities that godsteel provides.

Combat

While godsteel beetles are indeed capable of defending themselves if attacked, their primary function lies in serving as protective aids to warriors of good alignment. Presenting themselves as oddly-shaped shields, these beetles willingly bond with worthy wielders and employ their innate abilities to bolster and assist their companions in battle against evil forces.



Godsteel Beetles on Amberos

Encounters with godsteel beetles on Amberos are not mere coincidences; these extraordinary creatures are intentionally sent to the Mortal Realm to assist creatures of goodness in their battles against evil.

Found solely in the ring of Mecuria within the Seven Heavens, they roam about, consuming godsteel until they are summoned by celestial beings for specific missions in the Mortal Realm. The appearance of a godsteel beetle heralds a divine intervention, aiding those who fight for the cause of righteousness in their struggle against darkness.

Bloodseeker Beetle

Medium beast (insect), unaligned

Armor Class 15 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	1 (-5)	8 (-1)	5 (-3)

Skills Perception +3

Senses tremorsense 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP) **Prof** +2

Coiled Jump. The bloodseeker beetle can jump 20 ft. upwards, make a 40 ft. standing long jump or a 60 ft. running long jump when dashing.

Actions

Multiattack. The bloodseeker beetle makes two attacks, one with its claws and one with its bite.

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

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

Acid Spit. *Ranged Weapon Attack:* +5 to hit, range 15 ft. *Hit:* 7 (2d8 + 3) acid damage.

Reactions

Swipe. When an opponent within reach that the bloodseeker beetle can sense takes an action, the bloodseeker beetle can make a claw attack against the target.

like claws to shred their victims mercilessly. They display an unyielding determination in pursuing their prey, often disregarding their own safety. Even “domesticated” bloodseekers may need to be forcibly pulled away from their victims by vigilant minders in cases where other priorities may take precedence.

Bloodseeker Beetles on Amberos

Bloodseekers are commonly found in the plains stretching from the Southern Kingdom and extending eastward through the Jsarath fjords. Among the Nauwflouwd, the art of training bloodseekers was first discovered, but today, Jsarath barbarians and the Aharati of the Southern Kingdom predominantly utilize these ferocious creatures.



The bloodseeker beetle is a formidable giant pest that poses a significant threat to living creatures.

Its hunting prowess relies on its exceptional ability to sense movement and track the alluring scent of blood. Interestingly, some communities have managed to harness the beetles' instincts and “train” them to function as bloodhounds, or even as mounts in battle. However, the process of training these creatures comes with its share of risks, as bloodseekers are notorious for turning on their handlers in the frenzy of combat.

For a price, their eggs can be sold for 50 gp each, while a trained bloodseeker commands a hefty sum of upwards of 5,000 gp. However, taming and training these creatures is an arduous task that demands six weeks of training, and the risk of them turning against their handlers remains a constant concern.

Combat

Bloodseeker beetles are relentless predators, springing forth at their targets with lightning speed and using their sickle-

Bestiary Nefarious

Giant Bloodseeker Beetle

Large beast (insect), unaligned

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft., Climb 40 ft.

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

Skills Perception +5

Senses tremorsense 10 ft., darkvision 60 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP) **Prof** +3

Coiled Jump. The bloodseeker beetle can jump 20 ft. upwards, make a 40 ft. standing long jump or a 60 ft. running long jump when dashing.

Actions

Multiattack. The bloodseeker beetle makes three attacks, two with its claws and one with its bite.

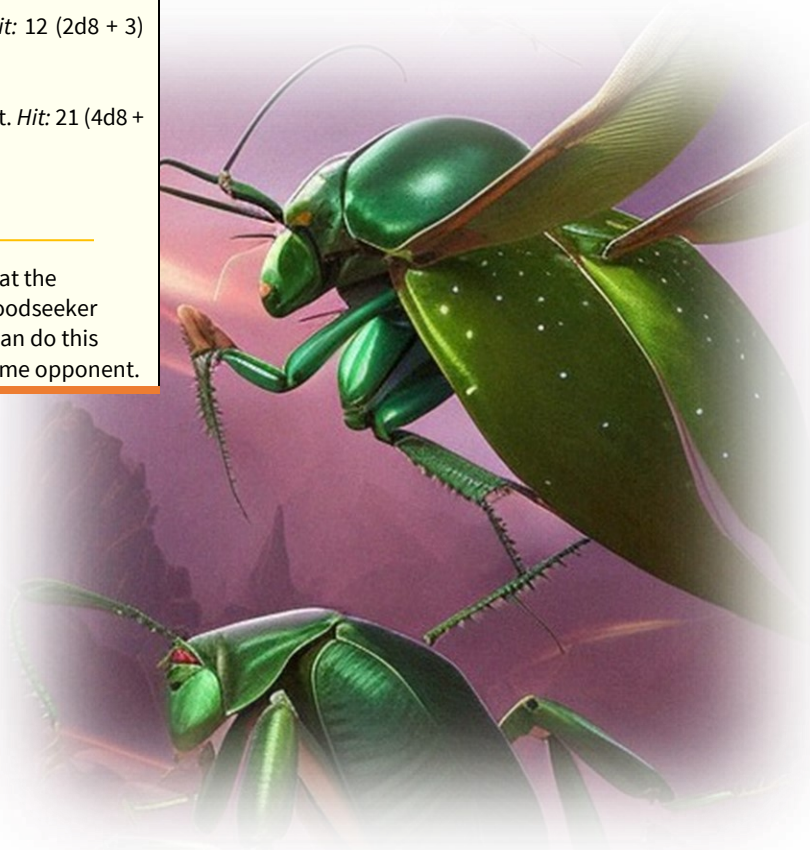
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 12 (2d8 + 3) slashing damage.

Acid Spit. *Ranged Weapon Attack:* +4 to hit, range 30 ft. *Hit:* 21 (4d8 + 3) acid damage.

Reactions

Swipe (2x/round). When an opponent within reach that the bloodseeker beetle can sense takes an action, the bloodseeker beetle can make a claw attack against the target. It can do this twice a round, but not more than once against the same opponent.



Goldspinner Beetle

Tiny monstrosity (insect), unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 10 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	1 (-5)	10 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 0 (10 XP) **Prof** +2

Fragile. The owner of a goldspinner beetle in captivity must make a DC 15 Handle Animal check once a week. On a failure, the beetle dies. If the owner devotes more than half the week in downtime to caring for the beetle, the DC is reduced to 12.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft. *Hit:* 1 piercing damage and the target must make a DC 10 Constitution save. On a failure, the target is poisoned for 1 hour.

Gold Transformation (1x/day). The goldspinner beetle creates one spool of golden thread worth 1d4 gp over the period of 1 minute, as long as it has no levels of exhaustion.

The Goldspinner beetle is prized for its unique ability to transform organic material into gold. However, these creatures are difficult to keep alive in captivity, and the amount of gold they produce is rather small.

Combat

When threatened, a Goldspinner beetle opens its hard shell and beats its wings, creating a loud buzzing noise to ward off attackers. If this deterrent fails, the beetle will attempt to fly away. In dire situations, it may snap at foes with its mandibles and seek an escape route once its tormentor is disorientated from its poison bite. Goldspinner beetles primarily feed on vegetation and won't attack individuals for food. However, if wounded or caught, they can become aggressive.

Training a Goldspinner Beetle

In those places where it is possible – and legal – to sell goldspinner beetles, they can fetch a price of 300 gp or more. Due to the value of their creations, most civilized areas restrict purchase or possession of these creatures to nobles, guild professions or other wealthy individuals. Because of the care required to keep them in captivity, black markets rarely deal in authentic goldspinner beetles.

Goldspinner Beetles on Amberos

The first recorded encounter with a Goldspinner beetle came at the end of the Dark Age in the FarrenLands. The nobility of the area kept their existence secret, managing to keep the beetles alive in captivity. During the Age of Swordfall,

Emperor Nannon and prominent Barons received gifted pairs of these beetles, currying favor with their allies. However, Emperor Nannon was careful only to give out male beetles to prevent breeding.

The beetles slowly spread through the western continent, gifted by barons to loyal subjects. Randese warriors later seized a cache of beetles and brought them back to Randu. Sadly, most of the domesticated beetles in Western Amberos mysteriously died during the recent economic upheaval, leaving only two surviving domesticated beetles in captivity in the west.

One female beetle is owned by Emperor Romulus Bicard III of Vall Vega, while the other belongs to Gran Matriarch Delesia Vorsum of the Silkna Kingdom. The protective magic attributed to their survival during the upheaval has puzzled many, and it is rumored that they can create spools of gold worth an average of 50 gp each.



Bestiary Nefarious

Headhunter Beetle

Tiny beast (insect), unaligned

Armor Class 16 (natural armor)

Hit Points 26 (4d4 + 16)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	19 (+4)	1 (-5)	13 (+1)	15 (+2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge ½ (100 XP) **Prof** +2

Puppeteer. If the headhunter beetle takes a minute to clean out the chest cavity of a victim it beheads, it enters the empty cavity, stitches the head back on and controls the dead body as if it were a zombie. If the zombie takes a critical hit, the headhunter beetle takes damage equal to half of the damage the zombie takes. If the zombie is slain, the headhunter beetle can exit the corpse as a bonus action, appearing in the same space as the corpse.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 0 ft. *Hit:* 6 (1d4 + 4) slashing damage, and the target must make a DC 14 Constitution save. On a failure, the target is paralyzed for 1 minute. The target can repeat the saving throw each round to end the condition.

Behead. The beetle targets a paralyzed or unconscious target in reach and makes a bite attack. On a hit, in addition to the normal effects the target must make a DC 14 Constitution save. On a failure, the target is slain.

The headhunter beetle is a nightmarish vermin that strikes terror into the hearts of those who cross its path. Its gruesome modus operandi involves devouring flesh and decapitating its victims, using the lifeless cadaver to lure and prey upon more unfortunate souls.

Combat

Headhunter beetles are swift and ruthless predators, launching ferocious attacks with the intent to swiftly overpower and kill their foes. They target the throat area, aiming to behead their victims quickly with their massive, slicing mandibles. If unable to dispatch their target rapidly, the headhunter beetle will retreat to a safe hiding place, biding its time to ambush the victim at a more opportune moment. Their relentless focus on their prey means they seldom abandon an attack to seek out other victims.

Headhunter Beetles on Amberos

The headhunter beetle's terrifying presence is mainly confined to the Demon Jungle on Amberos, as well as certain regions of Lanster. These monstrous creatures pose a grave

threat to any who ventures into their territories. As such, they are relentlessly hunted and exterminated whenever encountered to prevent their numbers from spreading and protect innocent lives from their gruesome reign of terror.



Phomicus Beetle Swarm

Medium swarm of Tiny monstrosities (insect), unaligned

Armor Class 14

Hit Points 18 (4d8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	10 (+0)	1 (-5)	10 (+0)	15 (+2)

Skills Perception +2

Damage Resistances slashing and piercing weapons

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses tremorsense 5 ft., darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP) **Prof** +2

Risen Dead. If a phomicus beetle swarm kills a creature, that creature will arise 3 days later as an uncontrolled zombie.

Actions

Devour. *Melee Weapon Attack:* +6 to hit, reach 0 ft. *Hit:* 13 (2d8 + 4) piercing damage, and the victim must make a DC 10 Constitution save. On a failure, the target gains one level of fatigue.

Enervation Ray (*recharge 5+*). *Ranged Weapon Attack:* +6 to hit, range 30 ft. *Hit:* 4 (1d8) necrotic damage, and the target's maximum hit points are reduced by a like amount. This effect is negated with a long rest or a *restoration* spell.

Reactions

Elemental Evasion. The swarm disperses momentarily, and takes half damage from acid, cold, fire, lightning or thunder damage.

The phomicus beetle is a sinister plague creature that is believed to have been crafted as a malevolent punishment for those dwelling in desolate, arid regions. Its malefic presence robs victims of their life energy, transforming them into grotesque undead abominations that haunt the barren wastelands.

Combat

A swarm of phomicus beetles is ceaselessly in motion, skittering along the ground until they sense the presence of a living being. At that moment, they take to the air in a chilling display, surrounding their unsuspecting prey to feed upon its blood.

Phomicus Beetle on Amðeros

Legend has it that the phomicus beetle is the sinister creation of Lepornunse, the god of disease, forged for the malevolent god of undeath, Teeth. Despite Teeth's destruction, these ominous beetles continue to thrive and spread terror across desolate regions. They are frequently found in areas such

as Llannhanex, Iiannhanex, and the lands eastward, where they perpetuate their unending plague upon the unfortunate denizens of these wastelands.

Spharon Beetle Swarm

Medium swarm of Tiny beasts (insect), unaligned

Armor Class 11

Hit Points 18 (4d8)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	11 (+0)	1 (-5)	8 (-1)	6 (-2)

Skills Perception +1

Damage Resistances slashing weapons

Damage Immunities piercing weapons

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge ¼ (50 XP)

Prof +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft. *Hit:* 6 (1d10 + 1) piercing damage.

Create Spawn. If the swarm shares the space with a target to 0 hp, the target is killed and is transformed into a mummy after one minute. The swarm must continue to interact for one minute with the corpse to complete the transformation.

Also known as the Blue Death Scarab, the spharon is a minuscule creature that belies its size with exceptional deadliness. Feared for their propensity to reproduce in large numbers, they not only cause the death of their victim but also reanimate the desiccated host corpse to infect others.

A spharon resembles a 3-inch-long scarab, adorned with a glistening sky-blue exoskeleton. Its legs and antennae glimmer in a golden hue, while its large mandibles bear razor-sharp tips, tinted in a haunting blood-red color.

Combat

The spharon initiates an attack by leaping toward its foe's chest, seeking to firmly attach itself to its victim. With its pincer-like teeth, capable of slicing through steel and bone with ease, it endeavors to breach the victim's defenses and infest their heart.

Spharon on Amōeros

Spharons inhabit the perilous edges of the Blue Desert in Llannhanex, displaying an apparent immunity to the deadly effects of the blue sands in that treacherous realm. Their presence adds another compelling reason to steer clear of the perilous Blue Desert. The sight of these Blue Death Scarabs instills terror among those who have heard tales of their malevolence.



Wolf Beetle

Medium beast (insect), unaligned

Armor Class 17 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	1 (-5)	15 (+2)	11 (+0)

Saving Throws Con +3

Skills Perception +6, Stealth +5

Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 16

Languages —

Challenge 2 (450 XP) **Prof** +2

Keen Smell. The wolf beetle has advantage on Perception checks related to smell or when tracking.

Actions

Multiattack: The wolf beetle makes four attacks; three with its saberclaws and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a DC 11 Constitution save. On a failure, the target's speed is reduced by 10 feet for 1 hour. If the target is reduced to 0 speed, it is paralyzed.

Saberclaw. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage and the beetle hits the target's AC by 4 or more, the target must make a DC 12 Strength save. On a failure, the target is knocked prone.

Wolf beetles are ferocious and aggressive creatures, highly territorial and known to attack others of their kind in their hunting grounds – except during mating season. They prefer lying underground or within the hollowed-out husks of fallen trees, using narrow, concealed entrances to keep intruders at bay. The remnants of their meals are carefully cleared to avoid drawing attention.

Hellwolf beetles, sinister creations of devils, serve as hunters for their dark desires. Unlike most hellish beings, hellwolf beetles are bound to the Mortal Realm, acting as assassins and trackers.

These hellish creatures possess a supernatural mental link to their devilish masters, receiving commands and tracking prey across vast distances between the Mortal Realm and Hell. However, their ability to send information back is limited to their general location, condition, and mission progress.

Combat

Wolf beetles prefer stealth, moving among trees or other areas above opponents before launching surprise attacks. They focus on one target, paralyzing it or dragging it off to consume, preferably within their lair.

Training a Wolf Beetle

Although mindless, wolf beetles can be trained as hunting or guard beasts. Training them takes about 6 weeks of successful effort. However, wolf beetles can turn on anyone other than their master, making them unsuitable for purchase already trained. An untrained wolf beetle can be bought for around 500 gp, while those daring enough can find hellwolf beetles for 2,000 gp.

Wolf Beetles on Amberos

Wolf beetles can be found across Amberos, with larger numbers in Klinn, Simera, Kennestone and Ulanst. The creatures are thought to have come from Gwize's shadow empire, and it is believed that wolf beetles have a huge spawning ground somewhere in the Golens.



Bestiary Nefarious

Hellwolf Beetle

Large fiend (insect), unaligned

Armor Class 19 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	15 (+2)	1 (-5)	15 (+2)	11 (+0)

Saving Throws Con +5

Skills Perception +8, Stealth +5

Damage Resistances acid, cold, lightning

Damage Immunities fire, poison

Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 18

Languages understands Infernal, but cannot speak

Challenge 5 (1,800 XP) **Prof** +3

Keen Smell. The wolf beetle has advantage on Perception checks related to smell or when tracking.

Actions

Multiattack: The wolf beetle makes four attacks; three with its saberclaws and one with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 12 (2d6 + 5) piercing damage and the target must make a DC 13 Constitution save. On a failure, the target's speed is reduced by 10 feet for 1 hour. If the target is reduced to 0 speed, it is paralyzed.

Fire Breath (*recharge 5+*). The wolf beetle breathes a 15 foot cone of fire. Targets in the area of effect must make a DC 13 Dexterity save. On a failure, the target takes 18 (4d8) fire damage, half on a successful save.

Saberclaw. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 14 (2d8 + 5) slashing damage and the beetle hits the target's AC by 4 or more, the target must make a DC 16 Strength save. On a failure, the target is knocked prone.



Bedlam

Bedlams, once worshippers of an enigmatic deity, now roam the realm of Pandemonium, driven insane by some unknown punishment. These former elves have become cruel pranksters, delighting in tormenting any unfortunate creature that crosses their path. Though native to Pandemonium, they frequently wander the Mortal Realm, haunting dark, semi-enclosed areas, from primeval forests to dimly lit city alleys. Some even pose as fortune tellers or false prophets in abandoned buildings, luring unsuspecting individuals with false and dire prophecies, reveling in the chaos they sow.

Bedlams communicate in nonsensical rhymes and whisper out deceitful predictions, constantly shifting between languages they know.

The origin of bedlams is shrouded in myth and mystery, with tales weaving through the ages. Some ancient scrolls claim that they were once gifted sorcerers who dabbled in forbidden magics and were cursed for their hubris. Others whisper that bedlams are the restless spirits of ancient trickster spirits who

defied the gods and were banished to Pandemonium as eternal punishment.

According to obscure prophecies, bedlams hold the secrets to unlocking hidden knowledge, and deciphering their chaotic verses might reveal ancient truths or arcane spells. However, venturing into the realm of Pandemonium to confront these enigmatic beings is a perilous journey, best left to the boldest and most desperate seekers of esoteric wisdom. Whether guided by madness or divine purpose, bedlams remain an enigma, forever tormenting and teasing the boundaries of mortal understanding.

Combat

In combat, bedlams caper and prance around their victims, tumbling, somersaulting, and launching kicks and scratches. They employ their chaotic song to enrapture, confuse, or dominate their targets. If their attempts to dominate fail, they will engage in close combat, biting, scratching, and using their tail to smack opponents, moving fluidly from one target to another.

Bedlam

Medium aberration (chaos), chaotic neutral

Armor Class 15 (magic dance)

Hit Points 88 (16d8 + 16)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	6 (-2)	11 (+0)	15 (+2)

Saving Throws Dex + 7, Con +5

Skills Acrobatics +11, Athletics +8

Damage Vulnerability fire

Damage Resistance bludgeoning, piercing and slashing non-magical weapons

Condition Immunities charmed, prone

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, elven, infernal

Challenge 9 (5,000 XP) **Prof** +4

Regeneration. At the start of its turn, if the bedlam has not suffered fire or psychic damage since its last turn, it heals 5 hit points.

Actions

Multiattack. The bedlam uses its chaotic song or withering glare and then makes three attacks; one with its bite, one with its claws and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 12 (3d6 + 3) piercing damage, plus 7 (2d6) psychic damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 12 (2d8 + 3) slashing damage, plus 9 (2d8) poison damage.

Spiked Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft. *Hit:* 14 (4d6) bludgeoning damage.

Withering Glare (recharge 5+). *Ranged Weapon Attack:* +7 to hit, range 120 ft. the bedlam can see. *Hit:* 33 (6d10) psychic damage.

Chaotic Song. The bedlam chants a non-sensical song, affecting all within 30 feet who can hear it and fail a DC 14 Wisdom save. The song has one of three effects, which last for one minute. At the end of each of its turn, the target can make another save to end the condition. The bedlam can choose a different effect for each target that fails its save. It cannot dominate more than one target at a time.

Charm. The target is charmed.

Confusion. The target is confused.

Dominare. The bedlam can use its action to control the action of the target. If the target is not controlled, it takes no action.

Bonus Actions

Mad Dance. The bedlam's move does not provoke opportunity attack.

Reactions

Dance Away. After an attack is made against the bedlam, it moves half its movement.

Death Cackle. If an opponent starts or ends its turn adjacent to the bedlam, it hacks and coughs in a hideous manner. One target within 5 feet must make a DC 13 Constitution save. On a failure, the target is diseased and loses 1 point of Constitution and Dexterity per long rest. The target can make a new save after a long rest to remove the condition and regain the lost ability points.

Bestiary Nefarious

When badly injured, they abruptly halt their antics and fix their dire gaze on the opponent who dealt the most damage. With a withering glare, they focus their malevolence on that victim before resuming their capering and, if possible, fleeing the battle.

Bedlams on Amöeros

Legend say that bedlams are the remnants of family members of elves. The tale goes that Jhalah lured these elves to Hades to a grand feast, secretly intending to devour their souls. The elves were intercepted by a vigilant elven priest who uncovered Jhalah's plot, and most family members safely returned to Amöeros. However, some were lost in the halls of Pandemonium, succumbing to the madness of the screaming halls.

IN SHADOWS DEEP AND DARKNESS WIDE,
IN REALMS OF CHAOS, I RESIDE,

A BEDLAM LOST, A TRICKSTER'S FATE,
MY LAUGHTER ECHOES, MYSTIC GATE.

I SING IN RHYMES OF RIDDLES SPUN,
A DANCE OF MADNESS, NEVER DONE,
THROUGH SHIFTING WORLDS, I GLEEFULLY
ROAM,
IN PANDEMONIUM, I FOUND MY
HOME.

WITH SILVER TONGUE AND HAUNTING
GLEE,
I WHISPER DREAMS OF WHAT COULD BE,
IN TWISTED TONGUES, MY TRUTH
ENTWINED,
ILLUSIONS WOVEN, SECRETS BIND.

THROUGH VEILS OF MIST, I SPIN MY
LIES,
DECEIVING HEARTS, ENCHANTING EYES,
WITH WILY TRICKS, I'LL CHARM YOU SO,
AND LEAD YOU WHERE THE MAD WINDS
BLOW.

IN CHAOS' GRASP, I DANCE AND SING,
MY JESTS, A WEB OF MYSTERY'S WING,
MY LAUGHTER HAUNTS THE STARLESS
NIGHT,
A DANCE OF SHADOWS, DARK DELIGHT.

BEWARE THE LURE OF MY EMBRACE,

FOR MADNESS THRIVES IN THIS WILD CHASE,
I'LL STEAL YOUR THOUGHTS AND BEND YOUR WILL,
IN ENDLESS MIRTH, I'LL HAVE MY FILL.

THROUGH TIME AND SPACE, I WEAVE MY TALE,
A BEDLAM'S SONG, A MYSTIC WAIL,
IN PANDEMONIUM'S DANCE I'M FREE,
A TRICKSTER'S SOUL, ETERNALLY.

SO IF YOU DARE TO SEEK ME OUT,
BEYOND THE REALM OF DOUBT,
BEWARE THE GAME, THE TWISTED GLEE,
OF THE BEDLAM'S MAD DECREE.



Bloodhound

Bloodhound

Medium monstrosity (canine), chaotic evil

Armor Class 15 (natural armor)

Hit Points 42 (5d8 + 20)

Speed 40 ft., fly 40 ft.

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

Saving Throws Con +5

Skills Athletics +6, Perception +6, Stealth +4

Damage Resistances bludgeoning, slashing and piercing non-magical weapons that aren't silvered

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 16

Languages Can't speak, but understands its master's language

Challenge 2 (450 XP) **Prof** +2

Howling Mark (2/long rest). The bloodhound lets out a bone-chilling howl and marks a target it can see for 1 minute. Thereafter, the first time the bloodhound hits the target in a round, it takes an additional 3 (1d6) damage and deals an additional point of Constitution damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage, and the target's Constitution is reduced by 1 until it takes a long rest.

Fade into Darkness (1x/day). The bloodhound turns invisible for 10 minutes or until it attacks. This ability only works in dim light or darkness.

Bonus Actions

Fast Healing. When the bloodhound deals a point of Constitution damage, it heals 5 hit points.

A bloodhound is a mastiff or other large dog that undergoes a vampiric ritual to be magically augmented, transforming it into a ferocious and cunning hunter and loyal daytime guardian to its vampire master. Bound to its creator, the bloodhound's lifespan mirrors that of its vampire master. If lost, some vampires strive to find ways to revive or reanimate their cherished companions to continue their service.

Combat

Cunning and stealthy, bloodhounds often ambush their prey, leading victims into traps or positions of disadvantage. They may collaborate with regular wolves or wargs, with permission from their master, or fight alongside their vampiric allies.



Creating A Bloodhound

Only vampires possess the ability to create Bloodhounds, using a potion infused with their own essence, fed to a domesticated dog they raised. If the young dog survives the ritual, it becomes a bloodhound.

The vampire must feed the Bloodhound regularly, sacrificing 5 hit points per week to maintain the supernatural link. Failure to provide sustenance leads to the bloodhound's maximum hit points to drop by 5 per week until death or proper nourishment.

Bloodhounds on Amberos

The enigmatic process of creating these monstrous beasts is closely guarded by Vactorstein. Many Vactorstein nobles keep bloodhounds as pets, either gifted by the royal family or crafted in-house by the owning family.

Bloodmole

Bloodmole

Tiny monstrosity, unaligned

Armor Class 13 (*mage armor*)

Hit Points 3 (1d4 + 1)

Speed 5 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	13 (+1)	1 (-5)	10 (+0)	15 (+2)

Skills Stealth +4

Damage Resistances acid, cold, fire, lightning, necrotic, radiant, thunder,

Damage Immunities bludgeoning, piercing and slashing non-magical weapons

Condition Immunities diseased, paralyzed, poisoned, prone, unconscious

Senses tremorsense 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP) **Prof** +2

Magical Sense. A bloodmole can sense a magic item, active spell or spellcaster within 300 feet.

Madness. A target that takes damage from the bloodmole's mad burrow is confused until the end of their next turn.

Actions

Claw. *Melee Weapon Attack:* +2 to hit, reach 0 ft. *Hit:* 2 (1d4) slashing damage, and the bloodmole hits by 4 or more, it starts a grapple (escape DC 10).

Mad Burrow. If the bloodmole starts its turn grappling an opponent, it burrows into the target, dealing 9 (2d8) magical piercing damage. Breaking the grapple requires a DC 15 Strength check. Furthermore, any attack that targets the bloodmole deals half its damage to the target the bloodmole is grappling.

The bloodmole, not truly a mole, is a perilous little creature that burrows into a victim's blood system, driving them into a maddening bloodlust before ultimately killing them. Never satisfied, it quickly seeks its next meal once finished with one victim.

Combat

Bloodmoles lie in wait within burrows or soft sand pits, striking swiftly to burrow deeply into their victim's flesh. Once inside, their path can be tracked as a bulge within the target. Its burrow through flesh is excruciating, inducing convulsions of madness in their victims.

Bloodmoles on Amberos

Bloodmoles are widespread across Amberos, though usually manageable pests. They appear in larger numbers near mountainous or hilly regions but are not restricted to any

specific area on the continent. Rumors circulate that the Savage Companions employ bloodmoles for assassinations of well-protected targets, utilizing the creatures' small size and ability to infiltrate unseen areas to carry out their bloody work.



Blood Rose

Blood Rose

Tiny plant, unaligned

Armor Class 10

Hit Points 17 (5d6)

Speed 5 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	11 (+0)	1 (-5)	12 (+1)	15 (+2)

Condition Immunities blind, deafened, paralyzed, petrified, prone

Senses tremorsense 60 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP) **Prof** +2

Camouflage. A bloodrose that has not fed or attacked is indistinguishable from a rose bush.

Actions

Multiattack. The blood rose makes a thrashing vine attack against each target in range.

Thrashing Vines. *Melee Weapon Attack:* +2 to hit reach 10 ft. *Hit:* 2 (1d4) piercing damage and the target is restrained. The target or an adjacent ally can take an action to make a DC 10 Strength check against the blood rose to free themselves.

Charm Scent. All targets that can smell within 30 feet must make a DC 12 Wisdom save. On a failure, the target is charmed and can take no action other than to move towards the blood rose. The charm lasts for 1 minute, though a target who takes damage can make another save immediately.

Bonus Actions

Drink. The blood rose targets a restrained victim within 5 feet. The victim gains one level of exhaustion and the bloodrose gains 5 temporary hit points. Lost Constitution can be regained with a long rest or a *lesser restoration* spell.

Reactions

Fast Healing. The blood rose burns up to 5 temporary hit points to heal the same number of hit points.

The bloodrose, a treacherous plant, lures victims with its enchanting beauty only to drain their blood. It is often cultivated in gardens by creatures like vampires, who may later savor the blood harvested by these malevolent flowers.

Combat

Bloodroses attempt to hypnotize victims to draw near, then ensnare them and drain their blood using leech-like teeth hidden within the flower. Those who try to avoid getting close

find the plant disappearing into the ground, only to reemerge and attack unexpectedly.



Bloodroses on Amberos

Since the Dark Age, bloodroses have existed on Amberos, potentially created by the Dark One or one of his minions as a torture device, based on historical encounters with “domesticated” versions. Nowadays, bloodroses bloom mainly in Randu and other eastern lands. The secret to their creation is believed to be known by Titanicus, passed on to select followers and Randese nobles.

Burrow Worm

Burrow Worm

Huge beast, unaligned

Armor Class 18 (natural armor)

Hit Points 104 (11d12 + 33)

Speed 20 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	1 (-5)	13 (+1)	5 (-3)

Condition Immunities blinded, prone

Senses tremorsense 120 ft. (blind beyond that range), passive Perception 11

Languages —

Challenge 5 (1,800 XP) **Prof** +3

Swallow. An engulfed target takes 9 (2d8) acid damage at the end of the burrow worm's turn.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 15 ft. *Hit:* 14 (3d6 + 4) piercing damage and the target is Medium or smaller must make a DC 15 Strength save or be engulfed.

The burrow worm, an enigmatic insect-like creature, lurks beneath the surface of grasslands and hills, shrouded in mystery and stealth. Renowned for its underground hunting prowess, it targets other subterranean burrowing creatures like bulettes and purple worms, seamlessly navigating through the earth's depths with astonishing agility. Contrary to its name, the burrow worm is not a true worm, but rather a unique and highly specialized predator that has adapted to life beneath the ground.

Though their primary hunting grounds are within the subterranean realms, burrow worms are not limited by their underground haunts. When food is scarce below, they do not hesitate to emerge and venture into the surface world. Their predatory nature and relentless pursuit of sustenance make them formidable threats in the underdark and have earned them the reputation of becoming the bane of these deep and treacherous realms.

Burrow worms play a significant role in the underground ecosystem. Their constant burrowing activity helps create intricate tunnels, aerating the soil and facilitating the movement of water and nutrients. These burrows also serve as homes for various subterranean creatures, contributing to the overall biodiversity of the underground realms.

Combat

Equipped with mandible-laden jaws, the burrow worm employs a deadly combination of speed and precision when engaging its prey. With uncanny skill, it quickly burrows towards its intended target, catching the victim unaware and launching a vicious assault. When faced with adversaries significantly larger than itself, the burrow worm becomes a

master of hit-and-run tactics, exploiting its mobility to strike and evade counter-attacks. Against smaller foes, it reveals another chilling ability - the capability to swallow its victim whole, leaving little chance of escape.

Burrow Worms on Amðeros

Burrow worms can be found almost anywhere on Amðeros. They actually are encountered more often in the underdark, where their burrowing activity leads them into underground enclaves filled with many potential meals.



Cactori

Cactori Hunter

Medium humanoid (plant), any alignment

Armor Class 12 (leather armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	17 (+3)	11 (+0)	12 (+1)	8 (-1)

Saving Throws Con +5, Dex +3

Skills Nature +2, Perception +3, Survival +3

Condition Immunities charm, sleep

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/4 (50 XP) **Prof** +2

Heat Tolerance. Cactori do not suffer the effects of exhaustion from high temperatures.

Favored Foe (2/long rest). The cactori marks a target for 1 minute. Thereafter, the first time the cactori hits the target in a round, it takes an additional 2 (1d4) damage.

Thorns. Targets swallowing or grappling the cactori must make a DC 13 Dexterity save. On a failure, the target takes 2 (1d4) piercing damage.

Actions

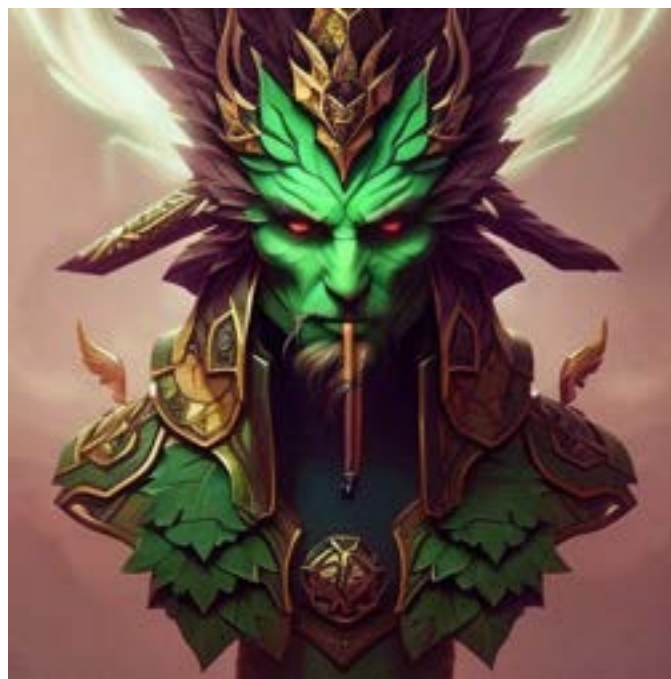
Thorned Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage.

Hurled Thorns. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft. *Hit:* 5 (1d6 + 2) piercing damage.

The origins of Cactori remain shrouded in mystery. Some speculate that ancient druids may have elevated them into intelligent beings, while others ponder if a different process led to their existence. Regardless, Cactori are tight-lipped about their past, harboring a peculiar disdain for druids and keeping their origins veiled from outsiders.

Combat

Cactori exhibit a preference for both ranged attacks and two-weapon fighting, wielding double scimitars with skill and precision. They often favor solitary encounters, rarely cooperating with others, even among their own kind. A cactori selects a specific opponent to challenge and focuses solely on that adversary, rarely abandoning the duel to aid an ally. Above all, a cactori takes pride in self-sufficiency and the ability to stand their ground. Some cactori who embrace monkish pursuits employ grappling techniques, using their bodily spines to lance their victims.



Cactori Society

Within cactori society, self-reliance is a core value. They view dependence on others as unthinkable, perceiving it as an act of laziness or even a form of slavery. While they may offer help when directly asked, they frown upon those who seek assistance for tasks they could accomplish independently. Due to this outlook, Cactori rarely form large groups and prefer a nomadic existence. They do not enter marriages or dependent relationships, maintaining an autonomous way of life.

Cactori have an unusual method of reproduction, involving spontaneous flowering and germination during summer months. The process ultimately gives rise to new Cactori after several years of growth.

Cactori on Amberos

On the continent of Amberos, Cactori are primarily found in the lands of northern Randu, with sparse populations in the deserts surrounding Llannhanex and Iannhanex. While a few clans reside in Ran Da Khan, their presence is virtually absent elsewhere, rendering them a rarity among the diverse inhabitants of Amberos.

Bestiary Nefarious

Cactori Characters

Wandering on their own, it is quite possible for Cactori to find themselves caught up in adventures, though few seek to become a hero of any sort.

Cactori gain the following abilities.

Ability Score Increase. You increase your Constitution by 2. You also increase your Strength, Dexterity or Wisdom by 1.

Size. Cactori range in size from a mere 3 feet tall to over 6 feet. A cactori may weigh from a mere 50 lbs. up to an average of 250 lbs., based on size. Your size is Small or Medium, as you choose.

Darkvision. You can see 60 feet in non-magical darkness as if it were dim light. Darkvision is black and white only.

Plant Traits. An hour or more of direct sunlight will negate the need to consume food, though you still must drink water regularly. You are also immune to charm. You are not affected by sleep magic or effects, though you must remain idle for at least two hours to gain the benefits of a full rest.

Heat Tolerance. Cactori are unaffected by high temperatures. They are immune to exhaustion effects from high heat.

Thorns. As a melee or ranged weapon attack, you can use your natural thorns for 1d6 piercing damage. As a ranged attack, you have a range of 30/90 feet.

Furthermore, when an opponent attempts to grapple or swallow you, they must make a Dexterity save. The DC is 8 + proficiency bonus + Con modifier. On a failure, the target takes 1d4 piercing damage.

Cactori worship nature and strongly believe in reincarnation after death. Religiously, their spiritual leaders are druids instead of clerics.

Cactori Wanderer

Medium humanoid (plant), any alignment

Armor Class 12 (leather armor) [16 barkskin]

Hit Points 40 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	17 (+3)	11 (+0)	12 (+1)	8 (-1)

Saving Throws Con +5, Dex +3

Skills Nature +2, Perception +3, Survival +3

Condition Immunities charm, sleep

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 2 (450 XP) **Prof** +2

Heat Tolerance. Cactori do not suffer the effects of exhaustion from high temperatures.

Favored Foe (2/long rest). The cactori marks a target for 1 minute. Thereafter, the first time the cactori hits the target in a round, it takes an additional 3 (1d6) damage.

Thorns. Targets swallowing or grappling the cactori must make a DC 13 Dexterity save. On a failure, the target takes 2 (1d4) piercing damage.

Actions

Multiattack. The cactori makes two thorned strike or hurled thorn attacks.

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

Hurled Thorns. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcasting. The cactori is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The cactori has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike*, *hail of thorns*

2nd level (2 slots): *barkskin*, *pass without trace*

Cactori Conservator

Medium humanoid (plant), any alignment

Armor Class 12 (leather armor) [16 *barkskin*]

Hit Points 40 (12d8 + 36)

Speed 30 ft., unaffected by natural difficult terrain

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	11 (+0)	12 (+1)	8 (-1)

Saving Throws Con +5, Dex +3

Skills Nature +2, Perception +3, Survival +3

Condition Immunities charm, sleep

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP) **Prof** +2

Heat Tolerance. Cactori do not suffer the effects of exhaustion from high temperatures.

Favored Foe (2/long rest). The cactori marks a target for 1 minute. Thereafter, the first time the cactori hits the target in a round, it takes an additional 4 (1d8) damage.

Thorns. Targets swallowing or grappling the cactori must make a DC 13 Dexterity save. On a failure, the target takes 2 (1d4) piercing damage.

Actions

Multiattack. The cactori can make two attacks using thorned strike, hurled thorns or a combination of the two.

Thorned Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 8 (1d6 + 5) piercing damage.

Hurled Thorns. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft. *Hit:* 8 (1d6 + 5) piercing damage.

Spellcasting. The cactori is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The cactori has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike*, *goodberry*, *hail of thorns*

2nd level (3 slots): *barkskin*, *pass without trace*

3rd level (3 slots): *daylight*, *protection from energy*

Bestiary Nefarious

Cactori Danelord

Medium humanoid (plant), any alignment

Armor Class 12 (leather armor) [16 barkskin]

Hit Points 40 (12d8 + 36)

Speed 30 ft., unaffected by natural difficult terrain

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	20 (+5)	9 (-1)

Saving Throws Con +6, Wis +8

Skills Nature +4, Survival +8

Condition Immunities charm, sleep

Senses darkvision 60 ft., passive Perception 15

Languages Common, Druidic

Challenge 5 (1,800 XP) **Prof** +3

Heat Tolerance. Cactori do not suffer the effects of exhaustion from high temperatures.

Thorns. Targets swallowing or grappling the cactori must make a DC 13 Dexterity save. On a failure, the target takes 2 (1d4) piercing damage.

Actions

Multiattack. The cactori can make two attacks using thorned strike, hurled thorns or a combination of the two.

Thorned Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 3 (1d6) piercing damage.

Hurled Thorns. *Ranged Weapon Attack:* +2 to hit, range 30/90 ft. *Hit:* 3 (1d6) piercing damage.

Spellcasting. The cactori is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The cactori has the following Ranger spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance, thorn whip*

1st level (4 slots): *create or destroy water, entangle, purify food and drink*

2nd level (3 slots): *barkskin, heat metal, spike growth*

3rd level (3 slots): *conjure animals, protection from energy, wind wall*

4th level (3 slots): *conjure minor elementals, giant insect, wall of fire*

5th level (2 slots): *antilife shell, commune with nature, insect plague*

6th level (1 slot): *transport via plants, wall of thorns*

Bonus Actions

Wildshape. The cactori transforms into a giant scorpion, giant vulture or scorpion, using that creature's stat block whilst transformed. Its equipment melds into its new form. The cactori remains transformed up to 1 hour, or until it is reduced to 0 hp or less, in which case it reverts back to its original shape with the hp it had before transforming.

Beastial Heal (*Wildshaped only*). The cactori expends one spell slot to heal 1d8 hp per level of the expended spell slot.



Camille

Camille

Tiny monstrosity, Neutral

Armor Class 12

Hit Points 2 (1d4)

Speed 10 ft., teleport 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	11 (+0)	10 (+0)	13 (+1)	11 (+0)

Skills Investigate +2, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Speaks Camille, but understands Common

Challenge 0 (10 XP) **Prof** +2

Actions

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

Bonus Actions

Blurple. The Camille targets a creature it can see within 30 feet and makes rude-sounding noises. The target must make a DC 10 Wisdom save. On a failure, the target is distracted until the end of its next turn.

Reactions

Run In Circles. When targeted with a melee or ranged weapon, the Camille gains a +2 bonus to its AC until its next action.

A camille is an eccentric creature with a strong inclination towards sociability and a desire to please others. They readily engage with various races, offering presents and tributes to form numerous friendships. However, camilles harbor an intense dislike for flagrantly evil beings, expressing their disapproval through hissing and muttering curses in their presence.

Camilles are sought after as familiars by good or neutral wizards, and on occasion, they willingly become pets. They staunchly refuse to serve evil individuals.

In their communication, camilles employ a unique language characterized by high-pitched toots, whistles, and baby-like babbling. While they can comprehend Common and learn other languages, their peculiar mouth structure prevents them from speaking anything other than their own tongue.

Combat

Generally, camilles are prone to fleeing from combat, expressing their fear through howls. In dire situations, when cornered, they will latch onto an opponent, leaving a sucker-like welt on their flesh using their tubular mouths.

Camille as Familiars

Non-evil wizards or sorcerers can bond with camilles as familiars. As a master to a camille familiar, they gain an additional known spell with each level gained. This spell can be of any level that the caster can cast. Should a camille meet its demise, the master no longer gains additional spells upon leveling up, but the previously acquired spells remain intact.

Camille on Amðeros

The origins of camilles remain an enigma. However, it appears that they were native to the Crystalmire mountains. In the era of Ghan, the renowned mage Huor had a camille as a familiar. Other Ghan clans that migrated to the east, brought Camille pets and familiars with them. Their presence in this realm continues to intrigue and captivate those who encounter these sociable and mysterious beings.



Capricornus

Capricornus

Medium beast (aquatic), unaligned

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	3 (-4)	13 (+1)	11 (+0)

Saving Throws Dex +4, Con +4

Skills Acrobatics +4, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Prof +2

Charge. If a Capricornus moves at least 20 feet in a straight line, it can make a gore attack as a bonus action.

Water breathing. A Capricornus can breath underwater.

Actions

Multiattack. The Capricornus makes two attacks; one with its enfeebling bite, and one with its hooves.

Enfeebling Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage and the target's Wisdom is reduced by 1. A target whose Wisdom is reduced to 0 dies. Lost Wisdom can be regained with a long rest or a *greater restoration* spell.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must make a DC 13 Strength check or be knocked prone.

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

Bonus Actions

Fast Healing. If submerged, the Capricornus heals 5 hit points.

The capricornus, hailing from the elemental plane of water, often frolics in the prime material oceans, exuding playfulness and good nature. Although generally amiable, they form pods that might confront evil sea creatures or destructively reckless pirate or military ships.

Capricornus as Mounts

Noble capricornus possess great intelligence, rendering them resistant to forced riders. However, they willingly permit friendly beings to ride them as mounts for brief durations. Some may even invite a being to ride astride their back, taking them on an exhilarating and testing journey. Only those who prove their mettle and skill will be rewarded, while others might find themselves half-drowned on the beach upon waking.

Regular capricornus are employed by many seafaring or sea-adjacent races as regular mounts. It takes approximately 6 weeks to train a regular capricornus as a mount and costs 150 gp.

Combat

In combat, capricornus charge at their enemies, aiming to gore them. Once engaged in melee, they use their hooves and horns, only retreating if faced with overwhelming force.

Capricornus Society

Capricornus live in closely-knit, ever-swimming pods, often found near coastal areas and particularly fond of coral reefs. Each pod is under the guidance of a noble capricornus, a wise and solemn figure, usually the eldest of the group. If a noble capricornus perishes, the pod will reassemble within a week as long as one member remains. Moreover, the noble capricornus can resurrect a lost member through an hour-long ritual once per long rest.

Capricornus on Amberos

The noble figures of Nydonna's Sea Kingdom maintain ancient pacts, allowing them to summon capricornus to their aid. Many Nydonna nobles have formed strong bonds with pods, utilizing them as messengers, heralds, and when required, as loyal and majestic mounts.



Noble Capricornus

Medium beast (aquatic), unaligned

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 10 ft., swim 50 ft., fly 60 ft.

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

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

Skills Acrobatics +4, Nature +5, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Aquan, Common, Merfolk

Challenge 2 (450 XP) **Prof** +2

Charge. If a Capricornus moves at least 20 feet in a straight line, it can make a gore attack as a bonus action.

Water breathing. A Capricornus can breath underwater.

Actions

Multiattack. The Capricornus makes two attacks; one with its enfeebling bite, and one with its hooves.

Enfeebling Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage and the target's Wisdom is reduced by 1. A target whose Wisdom is reduced to 0 dies. Lost Wisdom can be regained with a long rest or a *greater restoration* spell.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) bludgeoning damage and the target must make a DC 13 Strength check or be knocked prone.

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

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

Cantrips (at will): *druidcraft, guidance, poison spray*

1st level (4 slots): *charm person, longstrider, thunderwave*

2nd level (3 slots): *enhance ability, moonbeam*

3rd level (2 slots): *conjure animals, dispel magic*

Bonus Actions

Fast Healing. If submerged, the Capricornus heals 5 hit points.

Cavern Crawler

Cavern Crawler

Huge undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 127 (15d12 + 30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	15 (+2)	1 (-5)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities necrotic, poison

Condition Immunities diseased, poisoned, paralyzed, unconscious

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 10

Languages —

Challenge 10 (5,900 XP) **Prof** +4

Control Undead. Mindless undead within 60 feet of the cavern crawler fight in support of the creature, even if normally under the control of other beings.

Actions

Multiattack. The cavern crawler makes three attacks; two with its scything claws and one with its death bite.

Death bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft. *Hit:* 17 (2d10 + 6) necrotic damage, and the target's maximum hit points are reduced by a like amount. If the target is reduced to 0 hit points, it dies and one round later animates as a zombie under the cavern crawler's control.

Scything Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft. *Hit:* 12 (1d12 + 6) slashing damage.

Bonus Actions

Web of Death (recharge 5+). The cavern crawler targets a 10 ft. by 10 ft. area within 60 feet with sticky webs. Targets in the area of effect must make a DC 13 Dexterity save. On a failure, the target is restrained. On its turn it can use an action to make a DC 13 Strength check to break free. The webs remain for 1 minute.

Reactions

Regurgitate (1x/short rest). After being hit with an attack, the cavern crawler targets a cone 30 feet long and 30 feet wide at the end, vomiting a gruel of necrotic flesh and bones. Targets in the area must make a DC 13 Dexterity save. On a failure the target takes 33 (6d10) acid damage, half on a successful save.

fearsome is that its bite transforms living victims into zombies under its control.

A cavern crawler is not intelligent beyond its ability to hunt for more victims and will not communicate with other living or dead creatures.

Combat

Cavern crawlers take advantage of their climbing ability to strike from an unseen or awkward to reach positions. They are wily enough to attack unarmored targets first, attempting to swiftly amass a horde of undead minions. They fearlessly fight against overwhelming odds, focused on inflicting maximum damage before succumbing to their prey.

Cavern Crawlers on Amöeros

Initially found in the Domes of the Dead in the west, where they were believed to have arisen after the demise of the necromancer Black Marentail, cavern crawlers now haunt the deserted wastes of Randu and other eastern territories. The motive behind their unsettling spread remains shrouded in mystery, with speculations pointing to the possible influence of Lepornunse, the god of disease. The true purpose of their emergence continues to elude all who encounter them.



A cavern crawler is a peculiar undead creature that arises from mass graves or charnel pits. It has the innate ability to create and control undead spawn. What makes the creature so

Chuut-I

Chuut-I

Large monstrosity, unaligned

Armor Class 16 (natural armor) [19 statue]

Hit Points 82 (11d10 + 22)

Speed 30 ft., swim 20 ft.

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

Saving Throws Con +5

Skills Religion +6

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities bludgeoning, piercing or slashing non-magical weapons (in statue form)

Condition Immunities paralyzed, petrified

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, Common

Challenge 7 (2,900 XP) **Prof** +3

Statue Recovery. A chuut-I reduced to 0 hit points does not die but instead turns into a stone statue with 12 hit points. If otherwise left unharmed, after three days the chuut-I recovers with full hit points. If reduced to 0 hit points in statue form, the chuut-I is destroyed.

Actions

Multiattack. The chuut-I makes two glaive or two shortbow attacks.

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. *Hit:* 8 (2d6 + 1) piercing damage.

Statuesque. The chuut-I becomes a statue of stone. Its hit points remain the same, it is immobilized and has AC 19. It may revert back to normal as a bonus action.

Bonus Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 9 (1d10 + 4) piercing damage and the target must make a DC 12 Wisdom save. On a failure, the target is cursed, as per the spell *bestow curse*. This effect lasts for 1 minute. A victim cannot be affected by more than one curse at a time from this ability.

Reactions

Retribution. After resolving an attack against the chuut-I, it makes a bite attack against the original attacker.



bodies into stone and revert to their original form at will. Often found motionless in a stone-like statue state, they only spring into action if their temple or statue form faces any threat.

To confuse temple thieves and enemies, many temples in desert regions incorporate regular stone statues alongside the Chuut-I guardians. This ingenious ploy deters intruders from identifying which statues conceal the formidable protectors.

Engaging a Chuut-I in combat requires a brazen offense against a god—either through disrespectful statements or desecration of the temple they fiercely safeguard. Against desecrators, Chuut-I unleash an unyielding fury, fighting to the death, while they might simply subdue blasphemers.

Combat

Chuut-I employ whirlwinds of claw, fang, and tail strikes or wield exotic weapons during battles. Some embrace the sacred path of the Paladin, serving as temple defenders. While few Chuut-I use steeds, those who do prefer giant eblis or crocodiles as their trusted companions.

Society

Religiously devout, Chuut-I take their duty of guarding temples with utmost seriousness. Normally, they remain in stone form, assuming defensive positions within the temples. During certain holy days or specific periods at night, Chuut-I gather, perform rituals, and seek companionship or relationships.

Trained from an early age to embrace the role of temple guardians, most Chuut-I permanently reside within a temple. Even wandering Chuut-I pay homage to the gods at roadside temples. Some have been known to travel extensively, constructing temples or shrines in areas lacking skilled labor or financial resources.

Some sects of Chuut-I wander the wilderness as monks spreading the word and good deeds of the deity that they themselves worship. Such Chuut-I go out of their way to be

The Chuut-I, temple guardians commonly encountered in desert lands, possess a remarkable ability to morph their entire



Bestiary Nefarious

self-sufficient so as not only provide good role models but to not burden those to whom they proselytize.

Chuut-I on Am̃deros

The majority of Chuut-I can be found in Llannhanex, devoutly worshipping the Ancient gods, akin to the Llannian people themselves. Their unwavering dedication to safeguarding sacred places makes them an integral part of Llannian temple culture.

Chuut-I Ankhbearer

While most Chuut-I serve as hidden guardians within temples, the Ankhbearer boldly ventures forth to confront and vanquish evil that comes to its attention. Acting as the living wrath of a god, it relentlessly crushes fiends and heretics without showing mercy or accepting surrenders.

Within its home temple, the Ankhbearer assumes a central role, acting as a living conduit to a god. Accepting offerings and welcoming pilgrims, it occasionally delivers sermons to the devout when no priest of stature is present. Fluent in celestial, Common, and local tongues, the Ankhbearer effortlessly communicates with priests and visitors.

Comðac

An Ankhbearer fearlessly embraces conflict, viewing itself as an instrument of divine justice. While it staunchly refuses to harm innocent beings, it remains unyielding when confronting malevolence. It will not grant quarter to enemies nor accept the surrender of known evil foes, resolutely adhering to its mission as a divine avenger.

Ankhðearer on Amðeros

Amberos boasts only one known Ankhbearer, residing in the temple of Horus in Llannhanex. This unnamed Chuut-I is a legendary figure, revered as the progenitor of all Chuut-I. Protected and cherished by its kin, it ventured out once in the last century, repelling an attack from Randu with unmatched valor, though it suffered some minor injuries.

The Ankhbearer's existence remains a profound testament to the Chuut-I's commitment to safeguarding their divine heritage and preserving the sanctity of their temple in Llannhanex.



Chuut-I Ankhbearer

Large monstrosity, unaligned

Armor Class 18 (natural armor) [21 statue]

Hit Points 60 (14d10 + 28)

Speed 30 ft., swim 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Con +6

Skills Religion +8

Damage Resistances bludgeoning, piercing or slashing non-magical weapons; acid, cold, lightning

Damage Immunities bludgeoning, piercing or slashing non-magical weapons (in statue form)

Condition Immunities diseased, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, Common

Challenge 10 (5,900 XP) **Prof** +4

Blessed. The chuut-I adds 1 to all saving throws.

Statue Recovery. A chuut-I reduced to 0 hit points does not die but instead turns into a bronze statue with 30 hit points. If otherwise left unharmed, after three days the chuut-I recovers with full hit points. If reduced to 0 hit points in statue form, the chuut-I is destroyed.

Actions

Multiattack. The chuut-I makes two glaive or two shortbow attacks.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 15 ft. *Hit:* 16 (2d10 + 5) slashing damage and 13 (3d8) radiant damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft. *Hit:* 8 (2d6 + 1) piercing damage, and 4 (1d8) radiant damage.

Statuesque. The chuut-I becomes a statue of bronze. Its hit points remain the same, it is immobilized and has AC 21. It may revert back to normal as a bonus action.

Bonus Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 10 (1d10 + 5) piercing damage and the target must make a DC 13 Wisdom save. On a failure, the target is cursed, as per the spell *bestow curse*. This effect lasts for 1 minute. A victim cannot be affected by more than one curse at a time from this ability.

Reactions

Retribution. After resolving an attack against the chuut-I, it makes a bite attack against the original attacker.

Cobra Newt

Cobra Newt

Tiny Beast, unaligned

Armor Class 12

Hit Points 3 (1d4 + 1)

Speed 15 ft., swim 15 ft.

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

Saving Throws Con +3

Skills Perception +3

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 0 (10 XP) **Prof** +2

Amphibious. A cobra newt can breathe both air and underwater.

Water Dependent. If the cobra newt does not submerge itself in water in a 4 hour period, it loses 1 hit point per 4 hour period until it does so.

Actions

Poisoned Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft. *Hit:* 4 (1d4 + 2) damage, and the target must make a DC 11 Constitution saving throw. On a failure, the target's speed is reduced by 10 feet for one hour.

Cobra newts are peculiar creatures that dwell in swamplands and other marshy areas. They have a poisonous venom, but their skin is highly prized in the creation of poultices to heal wounds (especially burns) and fight off infections.

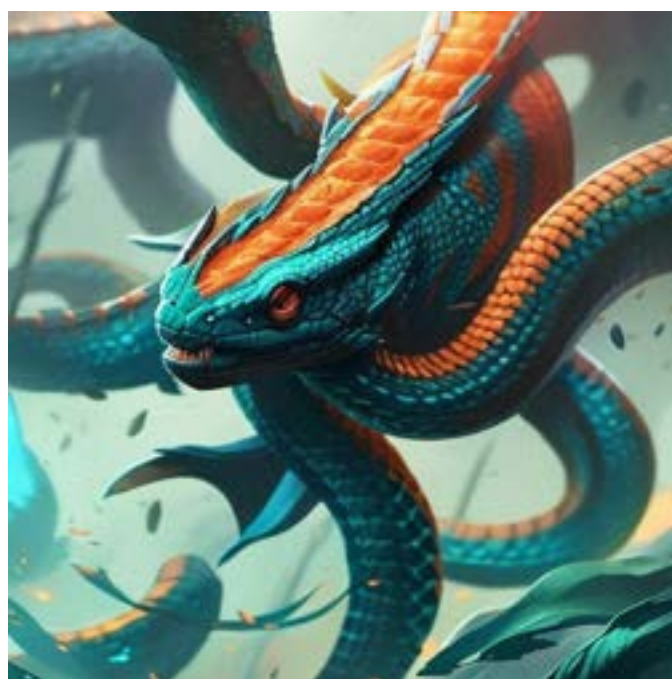
Combat

Cobra newts, denizens of swamps and marshy areas, are not inherently aggressive creatures. They resort to attacking only when feeling threatened or when their territory is intruded upon. To deter potential foes, cobra newts exhibit a warning display by rearing up on their hind legs, puffing wide their hoods, and hissing. If this display fails to dissuade attackers, they charge and deliver a surprisingly deep and venomous bite, hoping to drive off the opponent.

Cobra Newts as Familiars and Resources

Certain spellcasters dwelling in swamps, such as bullywugs and lizardfolk, forge bonds with cobra newts, making them their familiars.

The skin of a slain cobra newt holds valuable properties, as it is highly prized for creating poultices that aid in healing wounds, especially burns, and fighting off infections. Additionally, cobra newt blood serves as a crucial ingredient in



crafting poison antidotes. Moreover, talismans crafted from the newt's eyes are believed to grant resistance against flames and fire.

Cobra Newts on Amberos

Cobra newts are commonly found in various swamps throughout Amberos. However, they face threats from black dragons and black drakes residing in the Golens, who consider cobra newts their favored prey. Notably, the notorious assassins of the Savage Avenger's guild, operating from the Golens, frequently employ the venom of cobra newts on their weapons for deadly purposes.

Cobracon

Cobracon

Medium beast (reptile), unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP) **Prof** +2

Heightened Smell. The cobracon has advantage on Perception checks related to smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution save. On a failure, the target is poisoned and paralyzed. A target may reroll the save at the end of its turn to end the paralyzed condition.

Spit. The cobracon spits venom at a target within 30 ft. The target must make a DC 11 Constitution save. On a failure, the target is poisoned and paralyzed. A target may reroll the save at the end of its turn to end the paralyzed condition.

Bonus Actions

Menace. The cobracon rears in a menacing fashion and utters a chilling hiss. Targets it can see within 15 feet must make a DC 12 Wisdom save. On a failure, the target is frightened for one minute.

Reactions

Play Dead (1x/short rest). If an attack brings the cobracon below half hit points (11 hp), it falls still, pretending to be dead. A successful DC 13 Perception skill check reveals the deception.

The cobracon, also known as the flying cobra, is an awe-inspiring creature resembling a colossal green serpent with bat-like wings. To the uninitiated, they might be confused with the intelligent coatl, but the cobracon possesses neither magical prowess nor intelligence akin to its mystical counterpart.

Combat

Typically, the cobracon prefers to avoid confrontations with larger foes, feeding on rodents or other small vermin. In rare cases, they may dare to attack small humanoids if such individuals present themselves as easy targets.

In response to ranged attacks or enemies that can otherwise elude its bite, it spits venom with deadly accuracy.

When driven by intense hunger, the cobracon transforms into an aggressive predator, swooping down upon any available prey and using its venomous bite to paralyze the unfortunate victim. Once an opponent is incapacitated, the serpent gracefully lands to consume its meal. However, it remains alert and ready to defend itself, swiftly retaliating with its venomous bite if attacked, seldom choosing to back down from a chosen adversary.



Cobracon Ecology

Most cobracons spend the daylight hours gliding on high thermals, prowling for viable prey. They generally only land at night, taking refuge in trees or cliffsides out of easy reach of other predators.

While generally lone hunters, cobracons will sometimes congregate in hunting packs where prey is plentiful. When not hunting, cobracons will retire to a nesting area to bathe in sunlight or the warmth of others of its kinds. Many such nests are also charnel pits, filled with the remains of victims dragged back to the nest to be eaten at the pack's leisure.

Especially large nests may consist of a female giant cobracon and a host of smaller male consorts. In such a nest, the female usually remains in the protection and safety the nest provides, and is brought food by the other males in attempt to curry favor from the broodmother.

Bestiary Nefarious

Cobracon Broodmother

Large beast (reptile), unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+5)	10 (+0)	15 (+2)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (,700 XP) **Prof** +2

Heightened Smell. The cobracon has advantage on Perception checks related to smell.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft. *Hit:* 12 (2d6 + 5) piercing damage, and the target must make a DC 12 Constitution save. On a failure, the target is poisoned and paralyzed. A target may reroll the save at the end of its turn to end the paralyzed condition. If the bite hits the target's AC by 4 or more, it can perform a Constrict attack as a bonus action.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one Medium or smaller target. *Hit:* 16 (2d10+5) bludgeoning damage and the target is grappled (escape DC 15). While grappled in subsequent rounds, the constrict hits automatically as a bonus action.

Spit. The cobracon spits venom at a target within 30 ft. The target must make a DC 12 Constitution save. On a failure, the target is poisoned and paralyzed. A target may reroll the save at the end of its turn to end the paralyzed condition.

Bonus Actions

Menace (non-grappled). The cobracon rears in a menacing fashion and utters a chilling hiss. Targets it can see within 15 feet must make a DC 15 Wisdom save. On a failure, the target is frightened for one minute.

Reactions

Retaliation (1x/short rest). If an attack brings the cobracon below half hit points (26 hp), it makes a bite attack against the attacker.

Cobracons on Amðeros

The haunting presence of cobracons seems to be a common sight in the arid desert regions of Llannhanex and Iannhanex. Tales of encounters with these formidable creatures have also surfaced in the lands of Lanster, Simera, and Ulanst. Remarkably, the druids of Kennestone have managed to contain the spread of these dangerous reptiles, employing their mystical prowess to prevent cobracons from encroaching upon their

domain. This has led to speculation about the druids' ability to maintain an enchanting barrier, keeping the cobracons at bay in their sacred realm.

Colossus

Colossi are awe-inspiring statues, typically crafted from metals like bronze or steel, and imbued with potent enchantments that grant them the ability to spring to life when the areas they protect come under threat. Due to the immense costs and magical complexities involved, only a select few wizards or kingdoms can afford to create and enchant these majestic behemoths. Consequently, they are exceedingly rare and are often entrusted with guarding the most sacred sites or the largest communities. Though colossi cannot speak, they can emit a resounding battle cry akin to the roar of a blazing furnace.

Combat

Colossi exhibit the battle prowess of skilled fighters. While not known for inventiveness in their attacks, they are determined to inflict maximum harm upon their foes, utilizing all available means at their disposal. Usually armed with two massive weapons, they fearlessly wade into combat, wielding these instruments of destruction with unparalleled might. When

faced with enemies positioned outside their designated defensive area, colossi can demonstrate surprising versatility by seeking out and employing colossal ranged weapons like trees or boulders to crush such assailants. Many wise creators furnish their colossi with ranged weaponry concealed in the surroundings to address such situations effectively. While they possess a devastating breath weapon, colossi typically employ it against multiple foes or when targeting combustible adversaries. They tend to refrain from using this formidable ability in areas where it could damage the territory they are bound to protect.

Creating a Colossus

Fabricating a colossus involves the expenditure of an astonishing 250,000 pounds of metal, meticulously treated with special oils and mixed with rare alloys, resulting in a staggering material cost of no less than 2,500,000 gold pieces. The process of properly fashioning and enchanting the body to animate it requires at least a year of laborious work.

Colossus

Gargantuan construct, unaligned

Armor Class 23 (natural armor)

Hit Points 437 (35d20 + 70)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	15 (+2)	6 (-2)	10 (+0)	1 (-5)

Saving Throws Str +14, Dex +7, Wis +7

Vulnerabilities cold

Damage Resistances acid, fire, lightning

Damage Immunities bludgeoning, piercing or slashing non-magical weapons; necrotic, psychic

Condition Immunities blinded, deafened, diseased, poisoned, paralyzed, petrified, stunned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Understands common, but can't speak

Challenge 21 (33,000 XP) **Prof** +7

Earthshaker. If the colossus takes the dash action, all creatures within 15 feet of its movement path must make a DC 22 Dexterity save or be knocked prone.

Legendary Spell Resistance. The colossus has advantage on saving throws against spells. If it makes a successful save, it takes no damage from the spell, and only half damage on a failure.

Actions

Multiattack. The colossus makes three titanic longsword attacks or two titanic longsword attacks and one hurl attack.

Titanic Longsword. *Melee Weapon Attack:* +9 to hit, reach 15 ft. *Hit:* 25 (4d8 + 7) magical slashing damage.

Hurl. *Melee Weapon Attack:* +9 to hit, reach 15 ft. The colossus grabs a Medium or smaller creature and throws it up to 30 feet, landing prone and taking 10 (3d6) bludgeoning damage. Any other creatures in the path must make a DC 22 Dexterity check. On a failure, the creature takes 10 (3d6) bludgeoning damage and is knocked prone.

Bonus Actions

Lead Breath (Recharge 5+). The colossus breathes a gout of molten lead in a 30 foot long and 30 foot wide cone. Targets in the area of effect must make a DC 12 Dexterity save. On a failure, the target takes 66 (12d10) fire damage and is immobilized. An immobilized target takes 6 (2d10) fire damage at the start of its turn for 1 minute. The target can use an action to make a DC 17 Strength save to break free. On a successful initial the target takes half the initial damage and is not immobilized.

Legendary Actions

The colossus 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 <creature> regains spent legendary actions at the start of its turn.

Hurl. The colossus makes a hurl attack.

Reposition. The colossus moves half its movement rate.

Swipe. The colossus makes a titanic longsword attack.

Bestiary Nefarious

Colossus on Amberos

In the realm of Randu, the secret of creating colossi was discovered and employed to safeguard the majestic Answan Suwat, a bridge that connected the upper and lower regions of the land. Among the mightiest of these colossal guardians was Katala Rumi, known as the Maker of Peace, created to defend the city of Zaramé Kull. However, in a mysterious turn of events, just before the city's tragic destruction, the great colossus was imbued with the essence of Titanicus and quietly vanished, leaving behind an enigmatic legacy.



Corpseslayer

Corpseslayer

Huge plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 190 (20d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	10 (+0)	15 (+2)	16 (+3)

Saving Throws Con +8, Wis +7

Skills Perception +7, Stealth +6

Damage Resistances cold, fire, lightning

Damage Immunities necrotic, psychic

Condition Immunities frightened, paralyzed, petrified, stunned, unconscious

Senses darkvision 60 ft., passive Perception 17

Languages Druidic, Sylvan

Challenge 16 (15,000 XP) **Prof** +5

Regeneration. If the corpseslayer starts its turn in bright light, it regains 5 hit points.

Focused Hate (2/long rest). The corpseslayer marks a target for 1 minute. Thereafter, the first time the corpseslayer hits the target in a round, it takes an additional 11 (2d10) damage.

Actions

Multiattack. The corpseslayer makes four slam attacks or three slam attacks and a branch darts attack.

Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft. *Hit:* 17 (2d12 + 4) bludgeoning damage and the corpseslayer starts a grapple (escape DC 14). On subsequent turns, if the corpseslayer remains grappled, the attack automatically hits. The corpseslayer can only grapple up to four targets in this manner.

Branch Darts. *Ranged Weapon Attack:* +6 to hit, range 60 ft. *Hit:* 7 (1d12 + 1) piercing damage and the target is grappled (escape DC 14). While the target is grappled, the corpseslayer can pull the target 10 feet closer each round as a bonus action. Only one target can be grappled at a time with this attack.

Bonus Actions

Poison Breath (recharge 6). The corpseslayer breathes a noxious cloud up to 30 feet away that fills a 20 foot diameter area. Targets in the area must make a DC 16 Constitution save. On a failure, target takes 35 (10d6) poison damage, half on a successful save.

Corpseslayers are sentient plant creatures that seek out other prey to kill. They do have an undying hatred of beings that despoil or have wrought control over plant life. They have a great hatred for treants and will usually attack them on sight. Conversely, treants fear the manifestation of these creatures and



there are hints that in some cases, corpseslayers may in fact be treants whose heartwood has rotted out.

Combat

A corpseslayer is an engine of destruction that initially attempt to foil any attempt of escape by unleashing its branch darts and pulling foes to them.

Corpseslayers on Amōeros

Ages ago, when the Kennestone forest was overrun by Druidus and his kin, the treants of the woods suffered at the hands of the great druid. Several treants turned in desperation to the dark powers of the underworld and struck a bargain in return for powers with which to battle the druids.

However, the remaining unaltered treants of the Kennestone forest banded with Druidus, driving the twisted treants from the woods and into hiding wherever they could seek refuge; some eventually settled in the chaotic and ever-changing lands of the Hold of Severn or the malignant Twilight Forest.

In the end, the corpseslayers did succeed in saving treants; after the battle with the corpseslayers, the druids and the treants made peace, and restored the treants place among the ancient woods.

Corrupted Soul

A corrupted soul is one who has not only turned over to a willfully evil life, but whom has been aided in their pursuit of evil by fiendish or abysmal powers. The evil in their very soul becomes like a cancer, eating at the flesh and mind of the victim, eventually transforming it into something not of this world.

A corrupted soul is a template that can be applied to any celestial, giant or humanoid, with an intelligence of 3 or more.

Alignment: The creature's alignment turns to evil.

Hit Dice: The creature gains an additional 2 Hit dice and the appropriate increase in hit points.

Attack: The creature gains a natural claw attack that deals 1d4 slashing damage. This attack has light and finesse properties and can be used as an offhand attack.

Special Attack: The creature gains one of the following special attacks, as chosen from below:

Arcane Casting: The creature gains the ability to cast arcane spells as if a sorcerer at a level equal to ½ its Hit Dice/levels. Spell DCs are Charisma-based.

Poison bite: This is a melee weapon attack that deals 1d4 piercing damage. Furthermore, the target must make a Constitution save DC is 8 + Proficiency modifier + Con modifier. On a failure, the target takes 4 (1d8) poison damage.

Touch of Rot: The claw or slam attacks of the creature inflict the diseased condition. While diseased, the victim loses 1 point of Charisma per day. If Charisma is dropped to 0, the target dies.

Lashing Tongue: The creature's tongue is unusually long, and barbed. The creature gains a ranged touch attack with a range of 15 feet. The attack deals damage based on the creature's size. It does not gain its strength modifier to the damage roll.

Grappling Tail: This is a melee weapon attack with 10 ft. reach that deals 1d6 damage on a hit. If the creature hits the target's AC by 4 or more, it starts a grapple.

Infernal Devotion: The creature gains the ability to cast divine spells as if a cleric at a level equal to ½ its Hit Dice/level. Spell DCs are Wisdom based.

Enhanced Spellcasting: If the creature has spellcasting ability, it increases its spellcasting level by 2. This affects the level and number of spells per day it can cast.

Secrets of the Fiends: The creature can take the shape of a demon or devil of the same CR or less as the creature, as if using the *shapechange* spell. The form the creature can take is chosen when the template is applied and cannot be changed. The change lasts for up to 1 minute a day.

Word of Blasphemy: As an action, the creature can utter foul, necromantically powerful words that deal physical damage to living creatures within 30 feet who hear the creature's speech. The target suffers 2d6 necrotic damage. A successful saving throw, at DC 8 + Proficiency bonus + Chr modifier halves the damage.

Special Qualities: The creature gains two of the following special qualities, as chosen from below:

Gaze of the Pit: The creature gains darkvision to 120 feet and can even see through magical darkness.

Wings of the Bat: The creature gains a pair of bat-like wings and a fly speed of 50.

Shield Against the Eye: The creature can use *invisibility* at will without the need for material components.

Infernal Flame: As a bonus action, the creature's body can erupt in flames. Those within 5 feet of the creature take 1d6 points of fire damage. Those grappling, struck or held by the creature take 2d6 points of fire damage. The flames last for 1 minute.

Flesh of the Corrupt: The creature can alter its shape as per the *alter self* spell.

Twisted Soul: The creature limbs become like rubber; it can attempt to escape grapples or other restraints as a bonus action, with advantage. Also it can use the *freedom of movement* spell once per long rest as if cast at a level equal to its CR.

Demonic Resilience: The creature gains Damage Resistance to cold, fire and lightning. It gains Damage Immunity to poison and the poisoned condition.

Devilish Resilience: The creature gains Damage Resistance to bludgeoning, piercing and slashing non-magical weapons that aren't silvered. It gains Damage Immunity to fire and poison and the poisoned condition.

Unholy Resilience: The creature gains Damage Resistance radiant.

CR: +1

Corrupted Soul Monk

Medium humanoid (any), any evil

Armor Class 16 (unarmored defense)

Hit Points 44 (8d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	10 (+0)	17 (+3)	11 (+0)

Saving Throws Str +3, Dex +5

Skills Acrobatics +5, Athletics +3, Stealth +5

Senses darkvision 120 ft. (see in magical darkness), passive Perception 13

Languages Common, Infernal

Challenge 2 (450 XP) **Prof** +2

Actions

Multiattack. The corrupted soul makes two martial strikes or a martial strike and a sweeping cinder strike.

Martial Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) magical bludgeoning damage. If the corrupted soul hits the target's AC by 4 or more, the target must make a DC 13 Constitution save or be stunned until the start of the corrupted soul's next turn.

Sweeping Cinder Strike (Recharge 5+). The corrupted soul unleashes a cone of flame 15 feet long and 15 feet wide. Targets in the area must make a DC 13 Dexterity save. On a failure, the target takes 10 (3d6) fire damage, half on a successful save.

Bonus Actions

Flurry of Blows (recharge 5+). The corrupted soul makes two martial strikes.

Lashing Tongue. *Melee Weapon Attack:* +5 to hit, reach 15 ft. *Hit:* 6 (1d6+3) magical slashing damage. If the corrupted soul hits the target's AC by 4 or more, the target must make a DC 13 Strength save or be knocked prone.

Shield Against the Eye (Recharge 5+). The corrupted soul becomes invisible for 1 minute or until it attacks.

Reactions

Deflect Arrows. When hit by a ranged weapon attack, the corrupted soul reduces the damage by 14 (1d10 + 9). If it reduces the damage to 0, it can make an immediate ranged weapon attack with a +5 to hit, range 120 ft., dealing 7 (1d8+3) piercing damage on a hit.



Corrupted soul monks are creatures that have become perverted in their quest to of enlightenment. They have consorted with fiendish entities and become thoroughly corrupt in mind and body.

Combat

A corrupted soul monk approaches enemies invisibly and attempts to trip and beat a foe to a pulp. If facing a singular opponent, they will erupt into flame and harass their opponent until they win or are slain. If facing numerous opponents, the corrupted soul monk will use its natural ability to become invisible to sow confusion and continue to ambush its prey.

Corrupted Souls on Amberos

Most corrupted souls are aligned with Ziga, the goddess of corruption and temptation. However, some corrupted souls can be found working with the Dark One or Gwieze.

Corrupted soul monks tend to be elite engines of destruction goaded by Ziga to counter the Brotherhood of Glory. Ziga has fostered the creation of several half-orc corrupted soul monasteries in the Dark Valley just for this purpose.

Bestiary Nefarious

Corrupted Soul Hand of Doom

Medium humanoid (any), any evil

Armor Class 18 (unarmored defense)

Hit Points 110 (20d8 + 20)

Speed 60 ft. (move on vertical surfaces and liquids)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	10 (+0)	19 (+4)	11 (+0)

Saving Throws Str +3, Dex +6, Con +3, Int +2, Wis +6, Cha +0

Skills Acrobatics +6, Athletics +3, Stealth +6

Damage Immunities all except force (while invisible)

Condition Immunities charmed, diseased, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages All

Challenge 7 (2,900 XP) **Prof** +3

Damned Soul. If the corrupted soul fails a saving throw, it can reroll the save.

Death Touch (1x/day). On a hit, the corrupted soul can mark a target. At any later time, the corrupted soul can use its action to expend the mark and cause the target to make a Constitution saving throw. If the target fails, it is reduced to 0 hit points, otherwise it takes 55 (10d10) necrotic damage.

Evasion. If the corrupted soul is forced to make a Dexterity save for half damage, it takes no damage on a success and only half on a failure.

Actions

Multiattack. The corrupted soul makes three martial strikes or two martial strikes and a sweeping cinder strike.

Martial Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 9 (1d10 + 4) magical bludgeoning damage. If the corrupted soul hits the target's AC by 4 or more, the target must make a DC 14 Constitution save or be stunned until the start of the corrupted soul's next turn.

Sweeping Cinder Strike (recharge 4+). The corrupted soul unleashes a cone of flame 15 feet long and 15 feet wide. Targets in the area must make a DC 14 Dexterity save. On a failure, the target takes 14 (4d6) fire damage, half on a successful save.

Bonus Actions

Flurry of Blows (recharge 4+). The corrupted soul makes two martial strikes.

Infernal Flame (1x/day). The corrupted soul's body erupts in flames. Those within 5 feet of the creature take 3 (1d6) points of fire damage. Those grappling, struck or held by the corrupted soul take 7 (2d6) points of fire damage. The flames last for 1 minute.

Lashing Tongue. *Melee Weapon Attack:* +6 to hit, reach 15 ft. *Hit:* 9 (1d10 + 4) magical slashing damage. If the corrupted soul hits the target's AC by 4 or more, the target must make a DC 14 Strength save or be knocked prone.

Shield Against the Eye. The corrupted soul becomes invisible for 1 minute or until it attacks. While invisible, the corrupted soul has damage resistance to all damage except force damage.

Reactions

Deflect Arrows. When hit by a ranged weapon attack, the corrupted soul reduces the damage by 21 (1d10 + 16). If it reduces the damage to 0, it can make an immediate ranged weapon attack with a +6 to hit, range 120 ft., dealing 78 (1d8 + 4) piercing damage on a hit.

Corrupted Soul Master Harvester

Medium humanoid (any), any evil

Armor Class 13 [corrupted shield 18]

Hit Points 91 (14d8 + 28)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Int +6, Cha +10

Skills Arcana +6, Deception +10, Insight +6

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, fire, lightning, radiant

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic, Infernal

Challenge 13 (10,000 XP) **Prof** +5

Empowered Spell. When dealing damage with a spell, the corrupted soul can reroll up to 5 damage dice.

Extended Spell. When casting a spell that has a duration of 1 minute or more, the corrupted soul doubles the duration.

Twinned Spell (Recharge = Spell level). When the corrupted soul casts a spell that targets only one creature, it can target a second creature in range with the same spell.

Actions

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage.

Spellcasting. The corrupted soul is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The corrupted soul has the following Sorcerer spells prepared:

Cantrips (at will): *acid splash, dancing lights, message, minor illusion*

1st level (4 slots): *charm person, fog cloud, magic missile*

2nd level (3 slots): *alter self, darkness*

3rd level (3 slots): *blink, lightning bolt*

4th level (3 slots): *greater invisibility, wall of fire*

5th level (2 slots): *cloudkill, hold monster*

6th level (1 slots): *disintegrate*

7th level (1 slots): *reverse gravity*

Bonus Actions

Flexible Casting (3x/day). The corrupted soul regains a used spell slot of 1st – 3rd level.

Offhand Swipe. The corrupted soul makes a claw attack.

Reactions

Corrupted Shield. When attacked by a melee or ranged weapon attack, it gains +5 AC until the start of its next turn, and takes no damage from *magic missile*.



Crypt Wurm

The Crypt Wurm is a draconic aberration, thought to be some sort of corrupted form of black dragon. Strangely, there have been no reports of young crypt wyrms; by all accounts these creatures come into existence fully grown.

Crypt wyrms are both greedy and corrupt, delighting in despoiling tombs where they collect treasure and animate the dead to their own foul pleasures. It is not uncommon for a crypt wurm to use the corpses within the crypt to raid other grave sites for more victims to add to its collection, or to have their minions go forth to raid villages bringing back treasure spoils and fresh bodied to increase its list of servants.

Combat

Crypt wyrms use their undead minions to sally forth and fight for them, waiting in its lair for its minions to collecting

the treasure and the dead and bring them to it. If faced in its lair, a crypt wurm uses every advantage it can, attempting to use its massive size and bulk to keep opponents off-balance. It is not unknown for crypt wyrms to break off from combats they feel are going bad to hide and later engage a foe from a better position of strength.

Crypt Wurm Lair

Crypt wyrms lair in mausoleums, tombs or catacombs that may have been enlarged to contain their bulk, generally in a large central chamber beneath the main structure. They burrow maze-like tunnels in the ground beneath these areas, seeking out buried remnants to animate and confound those who enter its narrow tunnels. These tunnels are normally stocked with ghouls or other undead who patrol the area for their draconic master.

Crypt Wurm

Huge dragon, chaotic evil

Armor Class 15 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 50 ft., burrow 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	13 (+1)	16 (+3)	17 (+3)

Saving Throws Str +7, Dex +5, Int +6, Wis +8, Cha +8

Skills Arcana +6, Intimidate +8, Perception +13, Persuasion +8

Damage Vulnerability radiant

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities necrotic

Condition Immunities frightened, paralysis, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 23

Languages Elvin, Common, Draconic, Infernal

Challenge 13 (10,000 XP) **Prof** +5

Improved Spell Resistance. The crypt wurm has advantage on saving throws against spell and magical effects. If it makes a save and would take damage, it takes none instead.

Actions

Multiattack. The crypt wurm makes three attacks; two with its claws and one with its bite. It may attack with its tail instead of a bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft. *Hit:* 16 (4d6 + 2) piercing damage, plus 4 (1d8) necrotic damage. If the bite hits a medium-sized creature or smaller, the target must make a DC 12 Strength check or be engulfed. While engulfed, the target takes 13 (2d12) necrotic damage at the start of its turn.

Claw. *Melee Weapon Attack:* +4 to hit, reach 10 ft. *Hit:* 9 (2d6 + 2) slashing damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 15 ft. *Hit:* 18 (3d10 + 2) bludgeoning damage, and if the crypt wurm hit the target's AC by 4 or more, it starts a grapple (escape DC 12). If the target is grappled at the start of the crypt wurm's turn, it hits with this attack automatically as a free action.

Acid Gout. The crypt wurm breathes a line of acid 60 feet long and 5 feet wide. Targets in the area must make a DC 13 Dexterity save. On a failure, the target takes 18 (4d8) acid damage, half on a successful save.

Innate Spellcasting. The crypt wurm's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The crypt wurm can innately cast the following spells taking only an action to cast, without need for any components.

At Will: *animate dead, darkness*

3x/day: *ray of enfeeblement*

Bonus Actions

Belch Undead. If the crypt wurm has one or more slain creatures in its gullet, it can spit them out prone in an adjacent space as a **zombie** under their control.

Fear-inducing. The crypt wurm targets all creatures that can hear it within 30 feet. The targets must make a DC 13 Wisdom save. On a failure, the target is frightened until the start of the crypt wurm's next turn.

Reactions

Tail Slap. The crypt wurm makes a tail attack.

Bestiary Nefarious

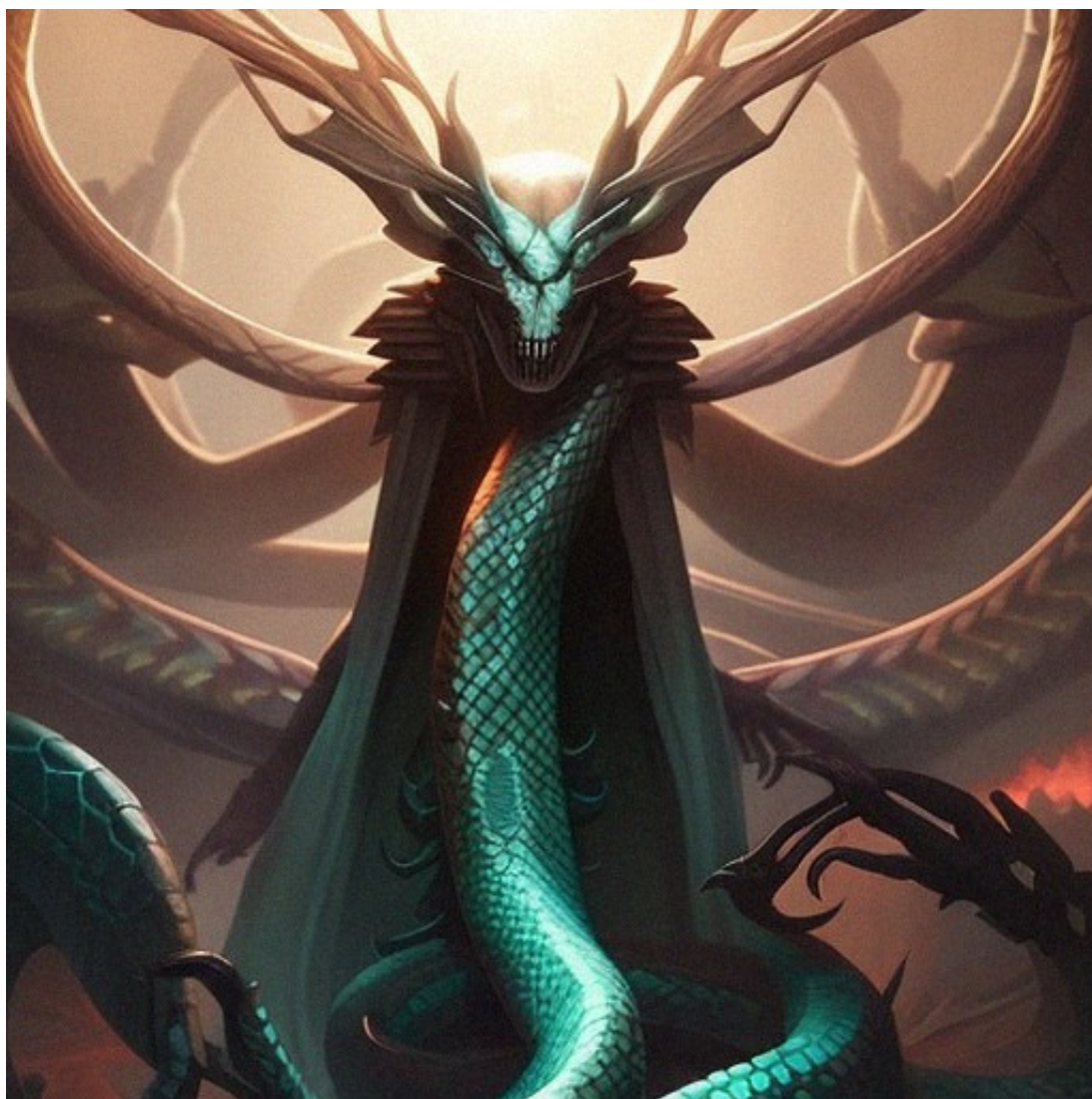
Lair Actions

On initiative count 20 (losing initiative ties), the crypt wyrm takes a lair action cause on of the following effects; the crypt wyrm can't use the same effect two rounds in a row.

- 3 (1d4+1) **ghouls** burrow in from the walls, attacking by surprise. They remain until slain and are under the crypt wyrm's control. More ghouls cannot arrive until the current group is dispatched.
- A section of the ceiling collapses, burying those in a 10 foot cube in tons of black dirt. A target in the area must make a DC 13 Dexterity check or be restrained and unable to breathe. As an action, the trapped creature can make a Strength check at the same DC to escape. If the creature dies, it is animated as a zombie under the crypt wyrms control.
- Bones emerge from the ground in unoccupied areas and form into 7 (2d6) **skeletons**, who immediately roll for initiative and attack in defense of the crypt wyrm. More skeletons cannot arrive until the group is dispatched.

Crypt Wyrms on Amberos

Draconic legend speaks that crypt wyrms formed from the maggots that ate at the flesh of Guaradrell, the first of dragons. Since that time, they have infested the hidden places of the world, devouring the dead wherever they can. True dragons abhor these creatures and destroy them on sight.



Death Blossom

Death Blossom

Tiny plant, unaligned

Armor Class 10

Hit Points 28 (8d4 + 8)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	12 (+1)	1 (-5)	2 (-4)	5 (-3)

Saving Throws Con +4

Damage Immunities necrotic

Condition Immunities blinded, deafened, prone, unconscious

Senses tremorsense 30 ft. (blind beyond that range), passive Perception 6

Languages —

Challenge 7 (2,900 XP) **Prof** +3

Natural Camouflage. While not active, the death blossom is indistinguishable from a black lily.

Scent Mark. If a target is hit by the death blossom's *death ray*, the death blossom can sense the target up to 120 feet away and suffers no disadvantage on attacks against that target. This mark lasts for 1 hour.

Actions

Death Ray. *Ranged Weapon Attack:* +3 to hit, range 120 ft., two targets. *Hit:* 56 (7d6 + 32) necrotic damage. A target reduced to 0 hit points is reduced to ash.

Bonus Actions

Active Sense. The death blossom senses the location of one living target within 120 feet.

Reactions

Flash of Death. If attacked by a creature within 30 feet, the death blossom uses its death ray against the target.

The death blossom is a tiny, yet terrifying plant. Seemingly innocuous at first sight, the small plant can emit a deadly ray of energy with the intent of slaying foes. The plant then slowly moves over to the deceased body and slowly consumes it.

Combat

A death blossom's only attack is its life-draining energy ray. It cannot otherwise attack or defend itself, and if threatened will use the ray as often as it must until destroyed or prey leaves it alone.

Death Blossoms on Amberos

Products of the Demon Jungle, these flowers have slowly been spreading west, despite all attempts to eradicate them. Llannhanex has been at constant war to destroy any of these flowers it finds, and the Druids of Kennestone have been fervently researching magical wards that will keep the plants from spreading to the Kennestone forest or beyond.



Death Dancer

Death Dancer

Small beast (reptile), unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	13 (+1)	13 (+1)	1 (-5)	13 (+1)	13 (+1)

Skills Perception +5

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 1/4 (50 XP) **Prof** +2

Heightened Smell. The death dancer has advantage on perception checks involving smell.

Actions

Poison bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 11 Constitution save. On a failure, the target takes 4 (1d8) poison damage, it is poisoned and its speed is reduced by 10 feet while poisoned.

Deadly Dance. All creatures that can see the death dancer must make a DC 11 Wisdom save. On a failure, the target is stunned until the start of the death dancer's next turn.

Bonus Actions

Sudden Leap. The death dancer jumps 15 feet. This movement does not provoke opportunity attacks.



Death dancers are deadly vipers that can use their multicolored scales to hypnotize victims before attacking. They are aggressive creatures, and their poison can bring down prey much larger than they are.

Combat

Death dancers always attempt to hypnotize prey before beginning an attack. If they fail to hypnotize an opponent, they will often slink off in search of easier prey. When attacking, a death dancer usually leaps at its opponent.

Death Dancers on Amöeros

Death Dancers are native to Lanster and the Demon Jungle. Goblinoids have had a fascination with these creatures, especially goblins who “train” them to guard their lairs.

Demon, General

Demons are a race of creatures native to the abyss. They are ferocity personified and will attack any creature just for the sheer fun of it—even other demons.

The Demons of Amberos even predate the appearance of Ziga, but after her fall and slide towards evil, she took up residence in the Abyss, where she has been gathering the forces of many demons.

Demon Traits: Most demons possess the following traits (unless otherwise noted in a creature's entry).

- **Damage Immunity** lighting, poison
- **Damage Resistance** acid, cold, fire
- **Summon Demon:** Many demons share the ability to summon others of their kind (the success chance and type of demon summoned are noted in each monster description). Demons are often reluctant to use this power until in obvious peril or extreme circumstances.
- Telepathy 120 feet.

Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.



Bestiary Nefarious

Azura Demon

Azuras are the winged harbingers of the Abyss. They fill a role much like the angels of the upper planes, but with a darker purpose - to bring the evils of the abyss upon the mortal realm. Azuras often appear before other beings to deliver messages of darkness or doom, or to tempt mortals into evil acts. They often introduce themselves as “Angels of Doom” and will often attempt to misguide mortals into believing they are from the celestial realms and have been sent to avenge some perceived wrong to the mortal.

If they are rebuked or attacked, Azuras strike with all their deadly skill and are utterly merciless.

Azuras can speak celestial, but it is painful for them to do so and will only do so when rebuking Celestials or attempting to fool mortals into believing they are celestial creatures.

Combat

An enraged Azuras is a whirlwind of attacks; Azuras always fight intelligently, and though it may hold back its full fury of abilities against an opponent, always fights to win - and kill its foe. Azuras will often employ their superior mobility and flight to harry opponents, rushing forward to strike in melee, then pulling back to pepper a foe with a rain of arrows.

Summoning an Azuras

An Azura will always answer a summons via spell or when summoned by another demon.

Azuras on Amöcros

An Azura encountered on Amberos has usually been accidentally summoned by the spite-filled prayers of a devout individual to unfairly punish an individual or community. The azura in these cases seeks to claim the soul of the individual that summoned it in return for exacting vengeance.

Azura Demon

Medium fiend (demon), chaotic evil

Armor Class 19 (*mithril chain shirt + shield*)

Hit Points 237 (25d8 + 125)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	21 (+5)	19 (+4)	17 (+3)	19 (+4)

Saving Throws Str +10, Dex +10, Wis +9, Cha +10

Skills Acrobatics +10, Arcana +10, Deception +10, Insight +9, Intimidation +10, Stealth +10

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, cold, fire, radiant

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft. (see in magical darkness), passive Perception 13

Languages Abyssal, Celestial, Telepathy 120 ft.

Challenge 17 (18,000 XP) **Prof** +6

Flaming Aura. Non-charmed targets starting their turn or moving within 15 feet of the demon must make a DC 17 Constitution save. On a failure, the target takes 9 (2d8) fire damage. Targets within 5 feet save at disadvantage.

Magic Resistance. The demon has advantage on saving throws against spells or other magical effects.

Actions

Multiattack. The demon makes any combination of three attacks with its flaming scimitar or corroding longbow.

Flaming Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) magical slashing damage, plus 7 (2d6) fire damage.

Dancing Corroding Longbow. *Ranged Weapon Attack:* +10 to hit, range X/Y ft. *Hit:* 8 (1d8 + 4) magical piercing damage, plus 7 (2d6) acid damage. The longbow moves to hover within 5 feet of the azura wherever it goes or however it moves.

Flaming Breath (*recharge 4+*). The demon breathes a cone of fire 30 feet long and 30 feet wide. Targets in the area must make a DC 18 Wisdom save. On a failure, the target is charmed for 10 minutes. On a success, the target takes 9 (2d8) fire damage. A target that saves cannot be affected again for 24 hours.

Spellcasting. The demon can use the following abilities as listed below, and can use them without the need for spell components. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks).

At Will: *alter self, hold person*

1x/day: *contact other plane*

Bonus Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft. *Hit:* 2 (1d4) piercing damage and the target's Wisdom is reduced by 1. A target whose Wisdom is reduced to 0 dies. Lost Wisdom can be regained with a *greater restoration* spell or a long rest (restores 1 Wisdom).

Reactions

Abyssal Rebuke. After being hit, the attacker must make a DC 18 Charisma save. On a failure, the target takes 9 (2d8) fire damage, half on a successful save.

Bestiary Nefarious

When left to their own devices, Azuras foment wars against celestial creatures, tempting them out of the celestial realms into ambushes in the lower planes.



Pazuzi Demon

Large fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	17 (+3)	15 (+3)	13 (+1)	16 (+3)

Saving Throws Dex +7

Skills Acrobatics +7, Perception +4

Damage Resistances bludgeoning, piercing or slashing non-magical weapons; cold, fire

Damage Immunities poison, lightning, thunder

Condition Immunities deafened, poisoned

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 7 (2,900 XP) **Prof** +3

Carry. The demon can carry 1,000 lbs. without being encumbered.

Flyby Attack. The demon does not provoke opportunity attacks when it moves by flying.

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

Actions

Multiattack. The demon makes five attacks; one bite and four claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 10 (1d12 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft. *Hit:* 8 (1d8 + 4) piercing damage and a living target take 1 damage at the start of its turn for one minute or until it takes an action to stop the bleeding (the action stops all further damage from all such wounds)

Gate (1x/day): The pazuzi creates a 10-foot diameter portal to the abyss in the air within 120 feet. The gate can be moved through from either end and remains open for 1 minute.

Shrill Scream (recharge 5+). The demon unleashes a piercing shriek that affects all targets in 120 feet that can hear it. Targets must make a DC 14 Constitution save. On a failure, the target takes 17 (5d6) thunder damage and is deafened, suffering half damage on a successful save.

Pazuzi, or air demons, inhabit many of the aerial realms of the abyss. They are murderous creatures who enjoy snatching up mortal beings and flying them back to the abyss. Pazuzi belong to sky-darkening packs of their own kind, and generally the larger the pack, the crueler the Pazuzi becomes.

Luckily for mortals, pazuzi prefer to remain in the Abyss, and rarely will any member of the pazuzi's flock desire to



willing pass into the mortal plane when another opens a portal. Likewise, pazuzi on the mortal plane seek to return to their flock as quickly as possible and can be driven to frenzy or madness if they are forced to remain on the mortal plane for too long.

Combat

Pazuzi swoop down to rake foes with their claws, and if facing multiple foes, will pick up single individuals and drop them from great heights onto rocks or other dangerous terrain. They rarely remain near opponents long enough for the opponent to counterattack.

Once they have snatched up an opponent, a pazuzi will use its gate power to open a portal to the abyss midair and fly through it to deposit the victim amid the pazuzi's home swarm, to be torn apart. Luckily, quick acting compatriots of the victim can also pass through the portal to attempt to rescue their comrade before they are ripped to pieces.

Note that pazuzi in the abyss *cannot* create a portal back to the mortal realm from the abyss; the portal always opens to the abyss, though it may be used to open to another location on the abyss if used on that plane.

Pazuzi Demons on Amberos

Not being native to Amberos, pazuzi can only be found in the mortal realms when they are somehow summoned from the abyss. The ritual to summon pazuzi is known in the Skienlands to many nobles, and a handful of other foul mages across the land.

Bestiary Nefarious

Rose Demon

Tiny fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	15 (+2)	17 (+3)	14 (+2)	19 (+4)

Skills Deception +6, Insight +4, Performance +6, Persuasion +6

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned, polymorph

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 12

Languages Abyssal, Common, Telepathy 30 ft.

Challenge 4 (700 XP)

Prof +2

Regeneration. If the demon has not suffered radiant damage since its last turn, at the start of its turn it heals 3 hit points.

Spell Resistance. The demon has advantage on saving throws against spell and other magical effect.

Actions

Multiattack. The demon makes four attacks; three with its claws and one with its military fork.

Military Fork. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 4 (1d4+2) piercing damage, and the target must make a DC 14 Constitution save. On a failure, the target is poisoned. If the save is failed by 5 or more, the target is transformed into a **honeybee**. The condition ends after a long rest or use of a *lesser restoration* spell or antitoxin potion.

Claw. *Melee Weapon Attack:* +4 to hit. *Hit:* 4 (1d4 + 2) slashing damage.

Rose demons are peculiar creatures, cast out of the Abyss into the mortal realm with only a trifling of power. They are cast from evil, but self-indulgent souls who were too wrapped up in appearance – and made poor soldiers for the Abyss's armies.

Rose demons are vain creatures and easily provoked to envy. The easiest way to get on a rose demon's bad side is to take or ruin something of beauty - such as picking a flower from its extensive garden.

Rose demons are drawn to gardens or other structures of great beauty. They are capricious creatures, easily amused and often engaging in vicious (if not deadly) practical jokes against those who intrude in their realms. They are always careful that such pranks to not harm or ruin their surroundings.



Combat

Rose demons usually remain out of direct combat, instead rigging vicious traps to unleash on opponents or the unwary. However, if disturbed, a rose demon is a capable creature that fights with claw and its magical military fork. They gain a perverse sort of glee in transforming their victims into artwork or other items of beauty instead of killing them. To this end, they have concocted several rare strains of poison to transform victims into items of beauty – the most common being one that transforms visitors to their garden into a pollinating honeybee.

Some Rose demons have extremely bizarre tastes and have been known to keep victims tied up in wicker baskets or coffin-like structures to torment at their leisure. An often-encountered scenario is a victim tied to chairs at never-ending tea parties, or keep enemies tied in wicker baskets near beehives and occasionally pour honey onto the trapped victims.

Rose Demons on Amóeros

According to legend, there are a number of rose demons to be found in the Demon Jungle, tending a garden of deadly, man-eating plants. At the heart of this fabled garden is an orchard of devilblooms (See Bestiary Malfearous) that holds the souls of notable demonic sages – eating the fruit of said plants is said to imbibe the devourer with hidden and forbidden knowledge.

Bestiary Nefarious

Honeybee

Tiny beast (insect), unaligned

Armor Class 10

Hit Points 1

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	11 (+0)	7 (-2)	1 (-5)	10 (+0)	5 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 0 (0 XP) **Prof** +2

Flyby Attack. The honeybee does not provoke opportunity attacks by flying.

Actions

Poison Sting. *Melee Weapon Attack:* +2 to hit, reach 0 ft. *Hit:* 1 poison damage. A successful hit kills the honeybee.



Bestiary Nefarious

The vanadar is a male counterpart to the maralith and is used in the armies of an abyss as an elite trooper capable of holding itself alone in battle. Vanadar are bred for war and have little time for other pursuits. They are expert tacticians as well as combatants, though they are loathe to share their experience with others even of their own kind.

Combat

Vanadar will approach enemies, firing their longbows to wear the enemy down before engaging in melee. Once engaged, they rarely, if ever will back out the fight. Vanadar are cunning and will use their abilities to the best of their ability. They are gifted with an innate ability to cast buff spells, and usually one humanoid torso will cast its spells while the other engages in melee or attacks.

Vanadar Demons on Amōeros

Vanadars rarely are found on the Mortal Realm, and instead are held as breeding stock and commanders in the wars of the Abyss.



Vanadar Demon

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 40 ft., climb 40 ft., swim 40 ft.

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

Saving Throws Str +7, Dex +5, Con +5, Wis +7

Skills Deception +7, Persuasion +7

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, fire, lightning

Damage Immunities poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 11 (7,200 XP) **Prof** +4

Regeneration. If the demon did not take cold damage since the last turn, at the start of its turn it heals 5 hit points.

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

Actions

Multiattack. The demon makes five attacks; two attacks with keen longswords, two attacks with wounding shortwords and a tail attack. Or it may make four envenomed longbow attacks. It may replace one longsword and shortword attack with a single innate spell.

Keen Longsword. *Melee Weapon Attack:* +7 to hit (crit 18-20), reach 5 ft. *Hit:* 12 (2d8 + 3) slashing damage.

Wounding Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage, and the target takes 1 slashing damage at the start of its turn for 1 minute. The target can take an action to bind their wounds and stop all continuing damage from these attacks.

Envenomed Longbow. *Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 10 (2d8 + 1) piercing damage, and the target must make a DC 13 Constitution save. On a failure, the target takes 10 (3d6) poison damage, half on a successful save.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage and if the target is Medium or smaller, the demon starts a grapple (escape DC 15). If the target is grappled at the start of the demon's turn, this attack hits the target automatically.

Innate Spellcasting. The demon's spellcasting ability is Charisma (spell save DC 15). The demon can innately cast the following spells, requiring no material components.

At Will: *enhance ability*

2x/day: *heroism, protection from energy*

1x/day: *stoneskin, true seeing, wall of force*

Reactions

Parry. The demon adds 4 to its AC against one melee attack that would hit it. To do so, the demon must be wielding a melee weapon.



Bestiary Nefarious



Variant: Demon Summoning

Some demons can have an action option that allows them to summon other demons.

Summon Demon (1x/day). The demon chooses what to summon and attempts a magical summoning.

- Vanadar has a 50% chance of success to summon a Maralith, or 1d4+1 dretch.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Demon Flower

Demon Flower

Tiny plant (demon), chaotic evil

Armor Class 12

Hit Points 10 (4d4)

Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)	14 (+2)

Saving Throws Con +2, Wis +3, Cha +4

Skills Stealth +4, Perception +3

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, fire, lightning

Damage Immunities poison

Condition Immunities charmed, poisoned, prone

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Telepathy 120 ft.

Challenge 2 (450 XP) **Prof** +2

Natural Camouflage. If the demon has not acted, it is indistinguishable from a flowering plant.

Actions

Multiattack. The demon makes two attacks; one bite and one grab attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft. *Hit:* 1 piercing damage and the target is charmed for 1 minute. If the target takes damage, it make a DC 12 Wisdom save. On a success, the condition ends.

Grab. *Melee Weapon Attack:* +4 to hit, reach 0 ft. *Hit:* 1 bludgeoning damage and the target is grappled (escape DC 8). If the demon hit the target's AC by 4 or more, the target cannot breath while grappled. The demon can only grapple one target at a time, and the target's speed is unaffected.

Maddening Fragrance. The demon releases a flowery smell in a 30 foot radius. Targets in the area must make a DC 12 Wisdom save. On a failure, the target becomes actively hostile towards all living creatures (except the demon) it can see. The target can make another save at the end of its turn to end the condition. A target that has made its save cannot be affected by the same demon flower for 1 day.

Reactions

Flit Away. If the demon flower is targeted by an attack it can sense, it flies up to 30 feet, and then the attack is resolved. This movement does not provoke opportunity attacks.

Demon flowers are wicked, untrustworthy souls punished for their worthless deeds in life with near helplessness in their demonic form. Their fury at their limited state of existence drives them to send other living creatures into a berserk fury.

Sometimes, as a cruel joke, demons transport the flowers to the Mortal Realm to spread the little plant's mayhem.

Combat

Demon flowers only fight in self-defense by striking at foes with their lashing tendrils. They have been known to clamber atop larger foes to smack such enemies about as they try to choke the life from a being.

They prefer to drug their victims with their supernatural pollen and cause the victims to fight, watching from nearby.

Demon flowers have been known to organize themselves into large armies of their kind to attack villages and subject them to their magical pollen attack, and loot & pillage the town as its inhabitants fight each other. Many such demon flowers hope to use the wealth they claim from such raids to be released from their tiny form.

Demon Flowers on Amberos

Most demon flowers are stuck on the battlefields between the Abyss and the Hells. On Amberos proper, they can be found either in the area surrounding the Demon Jungle, among deadly gardens in Riddlekill or cultivated by torturers in the Skienlands.



Demon Knight



A demon knight is a blackguard who, after his death, has become an evil force to be reckoned with. Armed with his former abilities now enhanced by its demonic stature, the demon knight continues to spread his evil in even more despicable ways than before.

Demon knights are rarely encountered in their normal forms, and take a twisted delight in infiltrating normal society to cause grief and pain wherever it can without revealing its true infernal nature.

It is common for Demon knights to have access to a mount such as nightmares, shoosuva, armanite or chasme demon. They also usually have a retinue of demonic foot soldiers accompanying them wherever they may go.

Combat

A demon knight prefers to whittle away opponents by using cleave to destroy its opponent's arms and armor before dealing a killing blow to its victim. Where possible, demon knights like to envenom their weapons with strength-draining poisons to slowly weaken foes as they fight.

Demon Knights on Amöeros

Following the rebellion and destruction of Machiavelli during the Dark Age, many of the paladins of the White Council that had been loyal to Machiavelli continued his wicked crusade to destroy the "traitorous" white lords.

Each eventually fell to evil and allied themselves with the fiendish lords of the Skyland Hold before their death. Their belligerence in Hell after their death cast them down through the realm of torture and into the Abyss, where Ziga brought them into the fold of her demonic servants.

Demon Knight

Medium fiend (demon), chaotic evil

Armor Class 23 (*demon plate + shield +1*)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Str +9, Dex +5, Con +7, Int +6, Wis +5, Cha +8

Skills Deception +8, Intimidate +8

Damage Resistances bludgeoning, slashing and piercing non-magical weapons

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft. (see in magical darkness), passive Perception 10

Languages Abyssal, Common

Challenge 14 (11,500 XP) **Prof** +5

Smite (1x/round). The demon knight's unholy longsword deals an additional 20 (4d8) radiant damage.

Actions

Multiattack. The demon knight makes two unholy longsword attacks.

Unholy Longsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft. *Hit:* 12 (1d8 + 8) magical slashing damage, plus 10 (3d6) necrotic damage.

Channel Divinity (2x/short rest). The demon knight can use one of the following two abilities.

Flames of the Abyss. All creatures within 20 feet of the demon knight must make a DC 16 Constitution save. On a failure, the target takes 14 (4d6) fire damage, half on a successful save.

Control Undead. Undead that can see and hear the demon knight within 30 feet must make a DC 16 Wisdom save. On a failure, the undead becomes an ally of the demon knight. This effect lasts for 1 minute or until the demon knight is slain.

Innate Spellcasting. The demon knight's spellcasting ability is Charisma (spell save DC 16). The demon knight can innately cast the following spells, requiring no material components.

At Will: *detect evil and good*

2x/day: *blindness/deafness*

1x/day: *fear*

Reactions

Parry. When hit by a melee attack, the attacker must reroll the attack. If the attack hits, the demon knight reduces the damage by 5 (1d10).

Dire Animal

Dire animals are larger, tougher, meaner versions of ordinary animals. Each kind tends to have a feral, prehistoric, or even demonic appearance.

Dire Rabbit

Huge beast, unaligned

Armor Class 10

Hit Points 32 (5d12)

Speed 40 ft., Jump 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	11 (+0)	1 (-5)	10 (+0)	3 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge ½ (100 XP) **Prof** +2

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

Trample. If the dire rabbit moves at least 20 feet in a straight line, any Medium-sized or smaller target in its path must make a DC 12 Dexterity save. On a failure, the target takes 5 (1d6 + 2) bludgeoning damage and is knocked prone.

Actions

Kick. *Melee Weapon Attack:* +4 to hit, reach 10 ft. *Hit:* 9 (2d6 + 2) bludgeoning damage.



A dire rabbit is a strange, yet ferocious dweller of the plains and savannahs. Unlike its normal cousins, dire rabbits are aggressive, and will attack any creatures smaller than themselves that enter their grazing land.

Combat

Dire rabbits usually rush opponents, attempting to bowl them over with their quick stride and sharp claws. If surrounded, they will use their powerful hind legs to kick at opponents and knock them away.

Dire Rabbits on Amöeros

During the Dark Age, fiendish experiments were performed on normal rabbits, creating these monstrosities. Originally, they were to be ridden into battle by demonic creatures, but the ride these creatures provided proved to be too unsettling to riders. After the Dark Age, dire rabbits simply slipped into the wilderness and have even drifted into the edges of the wilderness areas of Randu in the east.

Dire Turtle

Large Beast (reptilian), unaligned

Armor Class 17 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	13 (+1)	1 (-5)	11 (+0)	4 (-3)

Saving Throws Con +3

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP) **Prof** +2

Plod. The dire turtle cannot use the dash or disengage action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 13 (2d10 + 2) piercing damage and the dire turtle starts a grapple (escape DC 12).

Clamp Down. If the dire turtle starts its turn grappling an opponent, its bite attack automatically hits and deals critical damage.

Reactions

Withdraw. If attacked, the turtle withdraws into its shell, gaining Damage Resistance to non-psychic damage until the start of its next turn. The dire turtle cannot use this ability while grappling.

Like other dire species, dire turtles tend to be aggressive. They will make surprising short rushes at opponents, but rarely chase any creature for long distances.

Combat

Dire turtles are offensive creatures, hissing as they lunge at a foe. They prefer to bite down on a single opponent, using their sharp beak to slowly bleed an opponent out as they depend on their strong shell to protect them against their foe. Because of their relatively slow gait, once engaged a dire turtle rarely stops attacking until its opponent is dead or flees.

Training a Dire Turtle

Many races have discovered ways to train dire turtles as beasts of burden or as guardians. Training a dire turtle takes 2-4 weeks. Trained dire turtles can be purchased for about 250 gp, and are usually trained either for heavy labor or guarding.

Dire Turtles on Amberos

Most dire turtles can be found in the Skienlands or the desert-like areas of Iannhanex and Llannhanex. Fiendish versions of dire turtles are legendary in the Demon Jungle, and the people of Lanster sometimes hunt these creatures to make unusual armor from their shells.

Bestiary Nefarious

Diseased

Diseased is a template that can be added to any living creature. A diseased creature is normal in just about every way, except it is affected by a particular strain of disease, which it might spread to others.

White eye: Spread in tainted water, causes the eyes to cover over in a milky white film, rendering the victim blind.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. The victim must make a Wisdom saving throw every two hours. On a failure, the victim is incapacitated with hacking laughter until a subsequent save, made each round, is successful. A successful save ends the bout, but does not remove the condition. Also known as “the shrieks.”

Consumption: Symptoms include labored breathing and pains in the chest area. Those whom have lost half of their original Constitution or more are prone to cough up blood during strenuous activity (DC 12 Constitution to maintain any focus or concentration, or making Strength-based skill checks)

Death Vision: Generally only found in intelligent beings (Int 8+). Symptoms include sunken eyes, milky pupils and yellowing nails. The victim often becomes prone to hallucinations and terrible nightmares – many of which are prophetic in nature. Every four hours, the victim must make a Intelligence save. On a failure, the target is incapacitated with nightmarish visions (50% of the time being of future events). A subsequent save can be repeated each round to end the current bout. A successful save does not end the condition, however.

Demon Fever: The victim becomes covered in red, bloody pustules and prone to constant fever.

Devil Chills: The skin grows clammy and takes on a white sheen, while the victim feels like they are burning up.

CR: Disease DC 10-12: +1/2; Disease DC 13+: +1; Creature has lost ¼ ability score to disease: –1; Creature has lost ½ ability score or more to disease: –2

Filth Fever: Thrives in filthy surroundings and enters the body through wounds. Manifests as irritated red blotches around wounds.

Frothing Fury: The victim’s mouth is covered in a thick, white froth and is prone to aggressive behavior. Every four hours, the victim must make a Charisma save. On a failure, the victim turns extremely hostile and attacks anything in sight. Subsequent saves can be made each round to end the current bout. A successful save does not end the condition.

Limb Rot: This is the non-magical version of mummy rot. It is caused by poor hygiene and unsanitary conditions. It is easily recognized by the rapid necrosis of tissue, starting at the extremities and moving inward. For every 4 Con ability points lost, 1 permanent Con is lost.

Mindfire: Victims sweat profusely and gain a jaundiced appearance. Feels like your brain is burning.

Mummy Rot: A supernatural disease that eats away at the soul, likewise devouring the flesh in burn-like patches. For every 4 Con or 4 Wis points lost, 1 point of the associated ability score is permanently lost.

Red Ache: Skin turns red, bloated, and warm to the touch. If the skin is punctured, the blood that leaks from beneath is an unhealthy black.

The Shakes: Victims are prone to bouts of involuntary twitches, tremors, and fits. The save should be made once every four hours. If failed, the victim is incapacitated and must make a save every round, suffering 2 (1d4) damage on a failure. A

successful subsequent save (made each round) ends the bout, but does not remove the condition.

Sleeping Death: Victims of this disease experience extreme lethargy and dehydration. Each day the disease persists, the victim gains one level of Exhaustion, and cannot remove any levels of exhaustion with rest.

Slimy Doom: The victim’s skin slowly turns into infectious goo from the inside out. If the victim is reduced to 0 Con, the victim collapses and becomes a patch of green slime.

Wasting Sickness: The victim of this disease increasingly appear to be starving, and food tastes repugnant – often leading to vomiting after eating.

Zombie Rage: Victim’s flesh begins to rot and peel away. When the victim is reduced to 0 Con or less, they not only die, but arise as a zombie 1d4 hours later.

Table: Diseases

Disease	Infection Method	DC	Effect
Cackle fever	Inhaled	13	Incapacitation
Consumption	Inhaled	11	1 Con damage
Death Vision	Inhaled	12	Visions
Demon fever	Injury	14	1 Cha damage
Devil chills	Injury	12	1d4 Str
Filth fever	Injury	11	1 level of Exhaustion
Frothing Fury	Injury	12	1d3 Wis, 1d2 Con; Aggressiveness
Limb Rot	Contact	13	1 Cha and Con damage; Rot
Mindfire	Inhaled	11	1 Int damage
Mummy rot	Contact	15	1 Wis and Con damage; Rot
Red ache	Injury	13	1 Str damage
Shakes	Contact	12	1 Dex damage
Sleeping death	Injury	11	1 level of Exhaustion
Slimy doom	Contact	12	1 Con damage
Wasting Sickness	Contact	13	1 Con and Dex damage
White eye	Injury	13	Blindness
Zombie Rage	Injury	15	2 Con damage and Confusion

Doppelganger Ooze

Doppelganger Ooze

Large ooze (shapechanger),unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	17 (+3)	1 (-5)	10 (+0)	11 (+0)

Skills Deception +6, Stealth +3

Damage Resistances slashing or piercing weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, petrified, poisoned

Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 6 (2,300 XP) **Prof** +3

Read Thoughts. The doppelganger ooze can draw on the memories and experiences (though it cannot replicate abilities or cast spells) of any target it is engulfing or has consumed in the last 24 hours. Treat the doppelganger ooze as having an Int equal to the currently engulfed/consumed target.

Actions

Multiattack. The doppelganger ooze makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the attack hits the target's AC by 4 or more, it starts a grapple (escape DC 13).

Engulf. If the doppelganger ooze starts its turn grappling a Medium-sized or smaller target, it engulfs them. Engulfed targets take 7 (2d6) acid damage per round until free. The doppelganger ooze can only engulf one target at a time.

Bonus Actions

Mimic. The doppelganger ooze assumes the appearance of one creature within 30 feet. Its size changes to match that of the target it is replicating.

Reactions

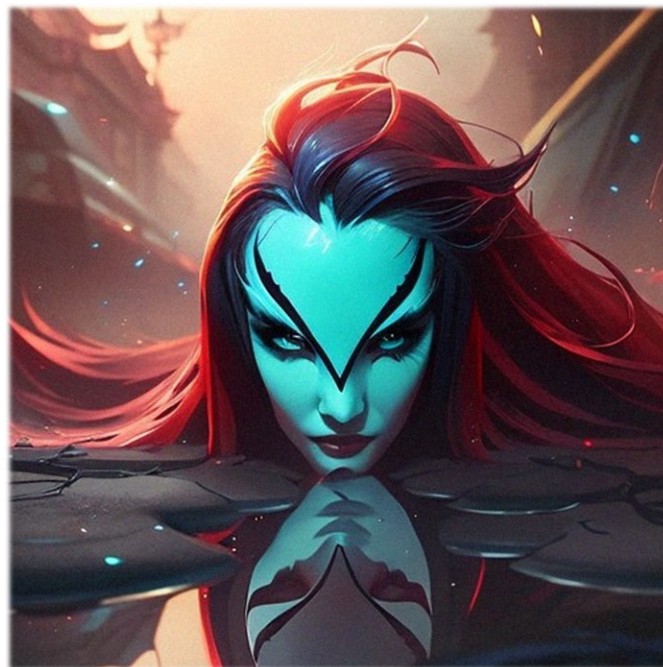
Absorb. When hit by an attack, the damage is reduced by 5 (1d10)

It is thought by many sages that doppelganger ooze may have been the protoform of the modern doppelganger. The creature in its normal state appears as a reflective puddle of water, albeit it has a pair of human-like eyes that float in the mass, allowing it to observe its prey.

Doppelganger ooze will generally lie in wait and watch for approaching prey. Once the victim is close enough, it will

assume the prey's form, or the form of someone the prey trusts, and then attempt to consume the original target. Once it has copied the prey, it will then attempt to assume the prey's role. However, after a day, it will have lost the memories and intellect of the target it consumed and it will resume hunting for new prey to replicate.

Some doppelganger oozes copy their target too completely. They may begin to believe they *are* the original target, only to seemingly suffer gradual memory and motor function loss until they collapse back into their original form.



Combat

Doppelganger ooze will always assume the form of its prey before it attacks. Until the doppelganger ooze consumes the original target it remains a mindless, aggressive predator. Once it starts or completes subsuming an individual, its manner and demeanor may dramatically alter to match the target's — there have even been cases when upon engulfing certain empathic individuals it may gain enough sympathy to stop the consuming process and let the target go free.

Doppelganger Ooze on Amëkros

Ancient records place the creation of the first doppelganger oozes during the Dark Ages, where they were used to infiltrate the ranks of the Free Barons and attempt to inspire suspicion and distrust among them. However, this would place doppelganger oozes as being created after doppelgangers, of which there are records of doppelgangers as early as the Elvin Golden Age.

The Silkna Kingdom sometimes uses doppelganger oozes to thwart assassination attempts. Outside of this use, most doppelganger oozes are rogue creatures that can be encountered anywhere on the continent.

Dragon, General

The dragons of Amberos are much like the dragons of other worlds with perhaps one major exception. Unlike the dragons of most other worlds, these huge beasts have managed, at one time in their past, to put aside differences to form their own society. Though that society still exists in the lands known to dragonkind as the Federation (and to humans as the Dark Lands), most dragons have reverted either back to a tribal organization or struck out as loners.

Dragons believe themselves to be either the spawn of the ancient dragon Guaradrell (a claim usually made by the chromatics), born from the first magics unleashed on Amberos (claimed by the metallic dragons) or the shards of the dreams of the Ancient Gods (as claimed by the gemstone dragons). Amberosian dragons do not worship gods, though they generally agree that both Tiamat and Budhamit have managed to obtain god-like powers. Tiamat is ascribed to have stolen her might from the carcass of Guaradrell, while Budhamit was gifted his power by the spirit of the remorseful Guaradrell, allowing Guaradrell's cursed spirit to be put to rest.

Even lone dragons on Amberos are rare, and only the mightiest of dragons looks to themselves to survive. The more Common form of draconic unit is the tribe, a loose knit organization generally based on dragons that are related by blood. Dragon tribes normally are divided along lines of color, and can consist of 5-20 dragons of various ages, led by one dragon who is of Venerable age or older. Dragon tribes tend to be secluded affairs where humankind and the other races have learned not to tread. A dragon tribe usually claims a territory no larger than 50 square miles, and usually bases itself in remote lands that even humankind would find inaccessible or hostile.

Among dragons, an ancient code was forged after the death of Guaradrell to prevent dragonkind from devolving into rampaging

monstrosities that were a danger to everything that lived.

This code, known as the way, imposed several limitations on dragons. The first part of the code allowed no dragon to slay another dragon. The second part of the code forbids dragons from permanently taking another shape or permanently augmenting themselves in unnatural ways while the final part called upon dragons to help one another in times of need. Both Federation and tribal dragons respect the code, though renegades (who have been cast out of tribes or chose solitude) rarely bind themselves to such a law.



Blood Dragon

Vile creatures of pure blood, these abominations are created via a special ritual in which a dragon is exsanguine and its blood reanimated by its bound spirit.

Combat

Typically, a blood dragon opens with its blood gout, followed by moving close to attack with claws and bite. It prefers to focus its attacks on one opponent at a time, quickly consuming it as soon as the victim falls to its attacks.

Blood dragons are fearless, and once engaged in combat, will not retreat until they or their enemy are dead.

Blood Dragon Lairs

Though normally used as guardians or servants, it is rare that a blood dragon acquires a lair of its own. Such a dragon would have either managed to destroy its creators or somehow fled from its servitude.

Blood Dragons on Amberos

The ritual to create blood dragons was created by the Wa-Atari of Randu during the First Dragon War as a way to create nigh-unstoppable war machines to fight back against the dragons. Since the end of the Dragon War the ritual is used rarely, and always in secret to avoid incurring the wrath of other dragons or the Federation.



Ancient Blood Dragon

Gargantuan dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 328 (16d20 + 160)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	30 (+10)	13 (+1)	16 (+3)	19 (+4)

Saving Throws Dex +6, Con +16, Wis +9, Cha +10

Skills Perception +15, Stealth +12

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities necrotic, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, prone, restrained

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Draconic

Challenge 19 (22,000 XP) **Prof** +6

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

Pure Blood. The dragon does not need to breathe, eat, sleep or drink.

Slippery. The dragon's movement does not provoke opportunity attacks.

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft. *Hit:* 18 (2d10 + 7) piercing damage, and the target's maximum hit points is reduced by the same amount. The target can reset its maximum hit points after a long rest or with a *restoration* spell.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft. *Hit:* 14 (2d6 + 7) slashing damage, and 9 (2d8) poison damage.

Consume. If the dragon ends its movement in a space occupied by another creature that has been reduced to 0 hit points, it consumes the target, killing it. The dragon then heals hit points equal to half the target's maximum hit points.

Blood Gout (*Recharge 5+*). The dragon exhales a line of burning blood 90 feet long and 10 feet wide. Those in the area of effect must make a DC 24 Dexterity save. On a failure, the target takes 63 (14d8) poison damage and can't heal until the start of the dragon's next turn. The target takes half damage on a successful save.

Bonus Actions

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 turn, ending the effect on a success. If a creature's saving throw is successful, the creature is immune to further use of this ability for 24 hours.

Legendary Actions

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

Claw. The dragon makes a claw attack.

Detect. The dragon makes a Wisdom (Perception) check.

Heal (*1x/turn*). If the dragon's melee attacks hit and dealt damage this turn, it heals 20 hit points.

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 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Blood Dragon

Huge dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 232 (16d12 + 128)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	26 (+8)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Dex +5, Con +13, Wis +7, Cha +8

Skills Perception +12, Stealth +10

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities necrotic, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, prone, restrained

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Draconic

Challenge 14 (11,500 XP) **Prof** +5

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

Pure Blood. The dragon does not need to breathe, eat, sleep or drink.

Slippery. The dragon's movement does not provoke opportunity attacks.

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. *Hit:* 14 (2d8 + 5) piercing damage, and the target's maximum hit points is reduced by the same amount. The target can reset its maximum hit points after a long rest or with a *restoration* spell.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 12 (2d6 + 5) slashing damage, and 7 (2d6) poison damage.

Consume. If the dragon ends its movement in a space occupied by another creature that has been reduced to 0 hit points, it consumes the target, killing it. The dragon then heals hit points equal to half the target's maximum hit points.

Blood Gout (*Recharge 5+*). The dragon exhales a line of burning blood 60 feet long and 10 feet wide. Those in the area of effect must make a DC 21 Dexterity save. On a failure, the target takes 45 (10d8) poison damage and can't heal until the start of the dragon's next turn. The target takes half damage on a successful save.

Young Blood Dragon

Large dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 40 ft., 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	9 (-1)	12 (+1)	15 (+2)

Saving Throws Dex +4, Con

Skills Perception +9, Stealth +8

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities necrotic, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, prone, restrained

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Draconic

Challenge 9 (5,000 XP) **Prof** +4

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

Pure Blood. The dragon does not need to breathe, eat, sleep or drink.

Slippery. The dragon's movement does not provoke opportunity attacks.

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. *Hit:* 10 (2d6 + 3) piercing damage, and the target's maximum hit points is reduced by the same amount. The target can reset its maximum hit points after a long rest or with a restoration spell.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage, and 4 (1d8) poison damage.

Consume. If the dragon ends its movement in a space occupied by another creature that has been reduced to 0 hit points, it consumes the target, killing it. The dragon then heals hit points equal to half the target's maximum hit points.

Blood Gout (Recharge 5+). The dragon exhales a line of burning blood 60 feet long and 10 feet wide. Those in the area of effect must make a DC 18 Dexterity save. On a failure, the target takes 31 (7d8) poison damage and can't heal until the start of the dragon's next turn. The target takes half damage on a successful save.

Brown Dragon

As their name suggests, brown dragons are muddy brown in color, with a lighter tan underside. Massive spikes protrude from most of their scales, except for their belly. Their wing membranes are utter black, nearly invisible, and utterly silent in the dark underground realms.

Brown dragons dwell in the depths of the earth, rarely venturing into the realm unless food should be in short supply.

Combat

One of the most insidious ploys of the brown dragon starts even before combat begins. They use their blindsight to detect nearby prey, then use their power of suggestion to draw unsuspecting prey to their location.

Brown dragons prefer to lie in wait beneath their prey, rapidly ascending caverns or crevasses to surprise prey. Once atop an enemy, they release a gout of flame, then use claws and fangs to mop up any survivors. They prefer to fight on the ground, and have been known to squeeze into tight areas to pursue prey or lose larger attackers.

If badly injured, they will withdraw and retreat to their vertical lairs, where few can reach them.

Brown Dragon Lairs

A brown dragon makes its lair along vertical faces, such as the side of a cliff or within the walls of an underground chasm. They scatter their treasure along ledges for display or hang them via the sharpened bones of past victims.



Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A mass swarm of bats fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The swarm persists until the dragon dismisses it as an action, uses this lair action again or dies. The swarm is heavily obscured. Any creature in the cloud when it appears must make a DC 15 Wisdom save or be distracted. A creature that ends its turn in the swarm takes 10 (3d6) piercing damage.
- The earth shakes and heaves, causing all climbing creatures within the lair to make a DC 15 Strength save or have their speed reduced to 0 and lose their next action to hang on. If the save is failed by 4 or more, the target falls.
- Fire boils up from below, filling a 20-foot-long upwards jet 10 feet wide. Targets in the area of effect must make a DC 15 Dexterity save, at disadvantage if the target is not flying or have a climb speed. On a failure, the target takes 10 (3d6) fire damage, half on a successful save.

Regional Effects

Brown dragons do not produce regional effects.

Brown Dragons on Amöeros

These beasts are thought to be the direct offspring of the great dragon Guaradrell and are common among the rugged coastal cliffs of the Nyrr Ryann sea.

Ancient Brown Dragon

Gargantuan dragon, neutral evil

Armor Class 21 (natural armor)

Hit Points 325 (21d20 + 105)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	21 (+5)	15 (+2)	15 (+2)	17 (+3)

Saving Throws Dex +7, Con +12, Wis +9, Cha +10

Skills Athletics +16, Perception +16, Stealth +7

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities acid, fire, poison

Condition Immunities petrified, poisoned

Senses blindsight 60 ft. darkvision 150 ft., passive Perception 26

Languages Common, Draconic

Challenge 21 (33,000 XP) **Prof** +7

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

Ultimate Magic Resistance. The dragon is unaffected by spells of 5th level or less unless it wishes to be affected. Against all other spells and magical effects, the dragon has advantage on the save. If the dragon would take damage on a successful save, it takes none instead, and half damage on a failed save.

Actions

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

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft. *Hit:* 23 (4d6 + 9) piercing damage, plus 10 (3d6) fire damage.

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

Fire Breath (Recharge 5+). The dragon exhales a cone of fire 90 feet long and 45 feet wide. Those in the area of effect must make a DC 20 Dexterity save. On a failure, the target takes 76 (17d8) fire damage, half on a successful save.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 18). The dragon can innately cast the following spells, requiring no material components.

At Will: *suggestion*

3x/day: *locate creature*

1x/day: *true seeing*

Bonus Actions

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 turn, ending the effect on a success. If a creature's saving throw is successful, the creature is immune to further use of this ability for 24 hours.

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 <creature> regains spent legendary actions at the start of its turn.

Detect. The dragon uses the *faerie fire* spell (DC 18).

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 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult Brown Dragon

Huge dragon, neutral evil

Armor Class 1 (natural armor)

Hit Points 210 (20d12 + 80)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Dex +5, Con +9, Wis +7, Cha +8

Skills Athletics +12, Perception +12, Stealth +5

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities acid, fire, poison

Condition Immunities petrified, poisoned

Senses blindsight 60 ft. darkvision 150 ft., passive Perception 22

Languages Common, Draconic

Challenge 14 (11,500 XP) **Prof** +5

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

Superior Magic Resistance. The dragon has advantage on saves against spells and magical effects. If the dragon would take damage on a successful save, it takes none instead, and half damage on a failed save.

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft. *Hit:* 17 (3d6 + 7) piercing damage, plus 10 (3d6) fire damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft. *Hit:* 14 (2d6 + 7) piercing damage.

Fire Breath (Recharge 5+). The dragon exhales a cone of fire 60 feet long and 30 feet wide. Those in the area of effect must make a DC 19 Dexterity save. On a failure, the target takes 45 (10d8) fire damage, half on a successful save.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 18). The dragon can innately cast the following spells, requiring no material components.

At Will: *suggestion*

1x/day: *locate creature*

Bonus Actions

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 turn, ending the effect on a success. If a creature's saving throw is successful, the creature is immune to further use of this ability for 24 hours.

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 <creature> regains spent legendary actions at the start of its turn.

Detect. The dragon uses the *faerie fire* spell (DC 16).

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 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.

Bestiary Nefarious

Young Brown Dragon

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	13 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Athletics +8, Perception +7, Stealth +3

Damage Immunities acid, fire

Condition Immunities petrified

Senses blindsight 30 ft., darkvision 150 ft., passive Perception 17

Languages Common, Draconic

Challenge 7 (2,900 XP) **Prof** +3

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

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. *Hit:* 12 (2d6 + 5) piercing damage, plus 4 (1d8) fire damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 10 (1d10 + 5) piercing damage.

Fire Breath (*Recharge 5+*). The dragon exhales a cone of fire 30 feet long and 15 feet wide. Those in the area of effect must make a DC 14 Dexterity save. On a failure, the target takes 27 (6d8) fire damage, half on a successful save.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 13). The dragon can innately cast the following spells, requiring no material components.

3x/day: *suggestion*

Brown Dragon Wyrmling

Medium dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +2, Con +4, Wis +3, Cha +4

Skills Athletics +5, Perception +5, Stealth +2

Damage Immunities fire

Condition Immunities petrified

Senses blindsight 30 ft., darkvision 150 ft., passive Perception 17

Languages Common, Draconic

Challenge 3 (2,900 XP) **Prof** +2

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage, plus 4 (1d8) fire damage.

Fire Breath (*Recharge 5+*). The dragon exhales a cone of fire 15 feet long and 15 feet wide. Those in the area of effect must make a DC 12 Dexterity save. On a failure, the target takes 13 (3d8) fire damage, half on a successful save.



Imperial Dragon

Imperial dragons have long, sinuous bodies with wisps of lightning-like fins that act as wings. Their scales scintille in the light with a multi-colored hue, but they lean towards one color of the rainbow, ranging from red to violet according to their duties and status. The greatest of imperial dragons are silver or gold sheened, indicating their lordship over lesser dragons. Their heads are somewhat bulbous and lion-like, and they are masters of the elements. An imperial dragon has five claws on each of its six limbs, and has a magnificent pearl embedded in its forehead. The value and luster of the gem vary, and their worth are features of the dragon's status among its own kind.

It should be noted that in exceptionally rare cases an imperial dragon can be found with a black pearl embedded in its forehead. Such dragons are Chaotic Evil creatures, who have been cast out of the celestial dragon's organization.

An imperial dragon's forehead pearl is worth 100 gp x CR base. Those with exceptional duties or station can be worth several multiples of the base value – with x10 reserved for the Emperor of Dragons.

Combat

Imperial dragons rarely fight directly, and often cloak their attacks in storms that disguise their real nature. If taunted or forced by an attacker to descend to the mortal realm, most imperial dragons engage their enemy with tooth and claw, and quite often gather an opponent into their mighty coils and breath on the helpless foe.

Imperial Dragon Society

Imperial dragons are servants of the Celestial Bureaucracy, overseeing the health and well-being of the world. Their various duties see them perform unseen tasks related to the area they are sworn to protect – from ensuring plants and crops thrive in grasslands, to planting and fostering trees in forests and jungles to seeding the first snow among the tall mountains.

Since these dragons are normally invisibly engaged with their duties, it is rare for them to reveal their presence to individuals. They generally only do so when commanded by their superior to aid or stop an enemy, or to manifest when some individual threatens the landscape the dragon protects.



Bestiary Nefarious

There is a strict hierarchy among imperial dragons, with each lower rank reporting only directly to the one above. “Common” imperial dragons of Governor level are given direct oversight of an area, usually up to 25 square miles. More prestigious Governors may command larger or multiple areas. Above these Governors are the first rank of Magistrates, whose duty is to oversee the actions of the Governors and pass out duties from the ranks above. A typical Magistrate oversees five Governors. There are several ranks of Magistrates, each overseeing the lower ranks; each such magistrate typically oversees four to five lower ranking dragons.

The second highest Magistrate rank are the Five Lords, who manage the dragons of entire worlds. Finally, above the Five Lords is the Overlord, a unique imperial dragon who oversees all imperial dragons in existence. Though the Overlord normally passes its decrees on to its lesser to carry out, in certain matters the Overlord may work directly with a Governor level imperial dragon (it is unheard of for the Overlord to involve itself with a scion) or act directly in a region – though such occurrences are extremely rare and done only as a matter of world-shaking significance.

Unlike other dragons, imperial dragons do not gain power with age, but instead do so as their duties and stature increases. It is possible for imperial dragons to be weakened if they neglect their duties or are demoted by their higher-ups.

Imperial dragons are neither born like other dragons. When an imperial dragon is slain or reassigned and no other imperial dragon takes on its duties, a new imperial dragon scion comes into existence to replace the former dragon and take up its duties. A scion never replaces a dragon Lord, instead an existing imperial dragon of lower station is promoted to the position, though the promoted dragon may be replaced by a dragon Scion.

Imperial Dragon Lairs

When resting between duties, imperial dragons retain lairs hidden somewhere within the area they are sworn to protect. Such a lair is always formed within a natural hollow within their land – such as a cavern, cliff overhang or overgrown thicket. It is not uncommon for the dragon to craft or fashion the interior of its lair as it sees fit, as well as adorn the lair with baubles it has collected, or tribute it has been paid by those who inhabit the land.

Imperial dragons who rule over other dragons tend to instead keep their lair on other planes, favoring the Astral, Ethereal or outer plane of Nirvana.

An imperial dragon can always sense when an individual has entered its lair, as long as the dragon is on the same plane as the lair.

Imperial Dragons on Amöckros

Imperial dragons are protectors of the eastern realms of Amberos, with a large number found in Spi Dak Su, Randu, the Skienlands and the Emerald Empire of distant Aur-Seth. Unlike other dragons of Amberos, imperial dragons are not the descendants of Guaradrell, and instead are descended from the line of dragons sworn to protect the Tsre Vestu, the Dark Summit – and now all of Amberos.

Imperial dragons did not partake in the First Dragon War – at least, not on either the human or dragon side. Their interest was the protection of Amberos, and they only intervened in those instances where the lands themselves came under attack.



Bestiary Nefarious

Imperial Dragon Overlord

Gargantuan dragon, lawful neutral

Armor Class 25 (natural armor)

Hit Points 604 (39d20 + 195)

Speed 50 ft., burrow 30 ft., fly 120 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	21 (+5)	21 (+5)	25 (+7)	23 (+6)

Saving Throws Str +16, Dex +11, Con +14, Int +14, Wis +16, Cha +15

Skills Acrobatics +11, Nature +14, Perception +25, Religion +14, Stealth +11

Damage Resistances acid, cold, fire, lightning, psychic, radiant

Damage Immunities bludgeoning, piercing and slashing non-magical weapons; poison, thunder

Condition Immunities charmed, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 35

Languages Celestial, Common, Draconic

Challenge 30 (155,000 XP) **Prof** +9

Greater Magic Resistance. The dragon has advantage on saving throws against spells or magical effects. If the spell or effect would cause damage on a successful save, the dragon instead takes no damage.

Legendary Resistance (3x/day). If the dragon fails a saving throw, it can reroll the save.

Waterbreathing. The dragon can breathe water or air.

Actions

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

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft. *Hit:* 26 (3d12 + 7) magical piercing damage, plus 13 (3d8) radiant damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft. *Hit:* 16 (2d8 + 7) magical slashing damage.

Radiant Breath (Recharge 5+). The dragon unleashes a line of clinging blue fire in a line 120 feet long. Targets in the area must make a DC 22 Constitution save. On a failure, the target takes (10d20 + 50) radiant damage, and half on a successful save.

Innate Spellcasting. The dragon's spellcasting ability is Wisdom (spell save DC 24). The dragon can innately cast the following spells, requiring no material components.

At Will: *call lightning, detect evil or good, invisibility*

1x/day: *control weather, greater invisibility, true polymorph*

Spellcasting. The dragon is a 19th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, mending, spare the dying, thaumaturgy*

1st level (4 slots): *bless, burning hands, command, faerie fire, guiding bolt, sanctuary*

2nd level (3 slots): *aid, flaming sphere, locate object, scorching ray, zone of truth*

3rd level (3 slots): *beacon of hope, daylight, dispel magic, fireball, revivify*

4th level (3 slots): *control water, death ward, guardian of faith, freedom of movement, wall of fire*

5th level (3 slots): *commune, contagion, flame strike, greater restoration, scrying*

6th level (2 slots): *blade barrier, heroes' feast*

7th level (1 slot): *conjure celestial, plane shift*

8th level (1 slot): *earthquake, holy aura*

9th level (1 slot): *astral projection, mass heal*

Bonus Actions

Channel Divinity (3x/short rest). The dragon can use one of the following two abilities.

Radiance of the Dawn . Any magical darkness in 30 feet is automatically dispelled. Also, hostile creatures within 30 feet must make a DC 24 Constitution save. On a failure, the target takes 41 (2d10 + 30) radiant damage, and half damage on a successful save.

Turn Undead. Undead that can see and hear the dragon within 30 feet must make a DC 24 Wisdom save. On a failure, if the undead is CR 7 or less, it is destroyed. Otherwise on a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

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.

Teleport. If the dragon is targeted by an attack, it teleports up to 90 ft. to an unoccupied space. This is resolved before the attack is made, as a reaction.

Cast Spell (costs 2 actions). The dragon casts a 1st to 4th level spell.

Bite. The dragon makes a bite attack.

Bestiary Nefarious

Imperial Dragon Magistrate

Gargantuan dragon, lawful neutral

Armor Class 23 (natural armor)

Hit Points 604 (37d20 + 185)

Speed 50 ft., burrow 30 ft., fly 100 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	20 (+5)	23 (+6)	21 (+5)

Saving Throws Str +14, Dex +10, Con +13, Int +13, Wis +14, Cha +13

Skills Acrobatics +10, Nature +13, Perception +22, Religion +13, Stealth +10

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, cold, fire, lightning, psychic, radiant

Damage Immunities poison, thunder

Condition Immunities paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 32

Languages Celestial, Common, Draconic

Challenge 25 (155,000 XP) **Prof** +8

Legendary Resistance (3x/day). If the dragon fails a saving throw, it can reroll the save.

Magic Resistance. The dragon has advantage on saving throws against spells or magical effects.

Waterbreathing. The dragon can breathe water or air.

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft. *Hit:* 25 (3d12 + 6) magical piercing damage, plus 9 (2d8) radiant damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft. *Hit:* 15 (2d8 + 6) magical slashing damage.

Radiant Breath (Recharge 5+). The dragon unleashes a line of clinging blue fire in a line 120 feet long. Targets in the area must make a DC 21 Constitution save. On a failure, the target takes (5d20 + 30) radiant damage, and half on a successful save.

Innate Spellcasting. The dragon's spellcasting ability is Wisdom (spell save DC 22). The dragon can innately cast the following spells, requiring no material components.

At Will: *call lightning, detect evil or good, invisibility, polymorph*
1x/day: *control weather, greater invisibility*

Spellcasting. The dragon is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, mending, spare the dying, thaumaturgy*

1st level (4 slots): *bless, burning hands, command, faerie fire, guiding bolt, sanctuary*

2nd level (3 slots): *aid, flaming sphere, locate object, scorching ray, zone of truth*

3rd level (3 slots): *beacon of hope, daylight, dispel magic, fireball, revivify*

4th level (3 slots): *control water, death ward, guardian of faith, freedom of movement, wall of fire*

5th level (3 slots): *commune, flame strike, greater restoration, scrying*

6th level (2 slots): *blade barrier, heroes' feast*

7th level (1 slot): *conjure celestial, plane shift*

8th level (1 slot): *earthquake, holy aura*

Bonus Actions

Channel Divinity (3x/short rest). The dragon can use one of the following two abilities.

Radiance of the Dawn . Any magical darkness in 30 feet is automatically dispelled. Also, hostile creatures within 30 feet must make a DC 22 Constitution save. On a failure, the target takes 36 (2d10 + 25) radiant damage, and half damage on a successful save.

Turn Undead. Undead that can see and hear the dragon within 30 feet must make a DC 22 Wisdom save. On a failure, if the undead is CR 6 or less, it is destroyed. Otherwise on a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

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.

Teleport. The dragon teleports up to 60 ft. to an unoccupied space.

Cast Spell (costs 2 actions). The dragon casts a 1st to 4th level spell.

Bite. The dragon makes a bite attack.

Bestiary Nefarious

Imperial Dragon Governor

Huge dragon, lawful neutral

Armor Class 21 (natural armor)

Hit Points 290 (20d20 + 80)

Speed 50 ft., burrow 30 ft., fly 80 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	19 (+4)	22 (+6)	19 (+4)

Saving Throws Str +11, Dex +9, Con +10, Int +10, Wis +12, Cha +10

Skills Acrobatics +9, Nature +10, Perception +18, Religion +14

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, cold, fire, lightning, psychic, radiant

Damage Immunities poison, thunder

Condition Immunities charmed, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 28

Languages Celestial, Common, Draconic

Challenge 20 (25,000 XP) **Prof** +6

Legendary Resistance (3x/day). If the dragon fails a saving throw, it can reroll the save.

Magic Resistance. The dragon has advantage on saving throws against spells or magical effects.

Waterbreathing. The dragon can breathe water or air.

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft. *Hit:* 18 (2d12 + 5) magical piercing damage, plus 9 (2d8) radiant damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft. *Hit:* 14 (2d8 + 5) magical slashing damage.

Radiant Breath (Recharge 5+). The dragon unleashes a line of clinging blue fire in a line 90 feet long. Targets in the area must make a DC 18 Constitution save. On a failure, the target takes (4d20 + 10) radiant damage, and half on a successful save.

Innate Spellcasting. The dragon's spellcasting ability is Wisdom (spell save DC 20). The dragon can innately cast the following spells, requiring no material components.

At Will: *call lightning, detect evil or good, invisibility*

1x/day: *control weather, polymorph*

Spellcasting. The dragon is a 14th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, mending, spare the dying, thaumaturgy*

1st level (4 slots): *bless, burning hands, command, faerie fire, guiding bolt, sanctuary*

2nd level (3 slots): *aid, flaming sphere, locate object, scorching ray, zone of truth*

3rd level (3 slots): *beacon of hope, daylight, dispel magic, fireball, revivify*

4th level (3 slots): *control water, death ward, guardian of faith, freedom of movement, wall of fire*

5th level (2 slots): *commune, flame strike, greater restoration, scrying*

6th level (1 slot): *blade barrier, heroes' feast*

7th level (1 slot): *conjure celestial, plane shift*

Bonus Actions

Channel Divinity (2x/short rest). The dragon can use one of the following two abilities.

Radiance of the Dawn . Any magical darkness in 30 feet is automatically dispelled. Also, hostile creatures within 30 feet must make a DC 20 Constitution save. On a failure, the target takes 31 (2d10 + 20) radiant damage, and half damage on a successful save.

Turn Undead. Undead that can see and hear the dragon within 30 feet must make a DC 20 Wisdom save. On a failure, if the undead is CR 7 or less, it is destroyed. Otherwise on a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

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.

Teleport. The dragon teleports up to 60 ft. to an unoccupied space.

Cast Spell (costs 2 actions). The dragon casts a 1st to 3rd level spell.

Bite. The dragon makes a bite attack.

Bestiary Nefarious

Imperial Dragon Scion

Large dragon, lawful neutral

Armor Class 20 (natural armor)

Hit Points 290 (20d20 + 80)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	17 (+3)	17 (+3)	20 (+5)	17 (+3)

Saving Throws Str +9, Dex +9, Con +8, Int +8, Wis +10, Cha +8

Skills Acrobatics +9, Nature +8, Perception +15, Religion +8, Stealth +9

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, cold, fire, lightning, poison, psychic, radiant

Damage Immunities thunder

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 25

Languages Celestial, Common, Draconic

Challenge 15 (13,000 XP) **Prof** +5

Legendary Resistance (3x/day). If the dragon fails a saving throw, it can reroll the save.

Magic Resistance. The dragon has advantage on saving throws against spells or magical effects.

Waterbreathing. The dragon can breathe water or air.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft. *Hit:* 17 (2d12 + 4) magical piercing damage, plus 4 (1d8) radiant damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 13 (2d8 + 4) magical slashing damage.

Radiant Breath (Recharge 5+). The dragon unleashes a line of clinging blue fire in a line 90 feet long. Targets in the area must make a DC 18 Constitution save. On a success, the target takes (4d20 + 10) radiant damage, and half on a successful save.

Innate Spellcasting. The dragon's spellcasting ability is Wisdom (spell save DC 18). The dragon can innately cast the following spells, requiring no material components.

At Will: *detect evil or good, invisibility*

1x/day: *call lightning*

Spellcasting. The dragon is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, mending, spare the dying, thaumaturgy*

1st level (4 slots): *bless, burning hands, command, faerie fire, guiding bolt*

2nd level (3 slots): *aid, flaming sphere, locate object, scorching ray*

3rd level (3 slots): *beacon of hope, daylight, dispel magic, fireball*

4th level (3 slots): *control water, guardian of faith, freedom of movement, wall of fire*

5th level (1 slot): *commune, flame strike, scrying*

Bonus Actions

Channel Divinity (2x/short rest). The dragon can use one of the following two abilities.

Radiance of the Dawn . Any magical darkness in 30 feet is automatically dispelled. Also, hostile creatures within 30 feet must make a DC 18 Constitution save. On a failure, the target takes 26 (2d10 + 15) radiant damage, and half damage on a successful save.

Turn Undead. Undead that can see and hear the dragon within 30 feet must make a DC 18 Wisdom save. On a failure, if the undead is CR 5 or less, it is destroyed. Otherwise on a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

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.

Teleport. The dragon teleports up to 30 ft. to an unoccupied space.

Cast Spell (costs 2 actions). The dragon casts a 1st or 2nd level spell.

Bite. The dragon makes a bite attack.

Drakkenwurm

A strange and evil creature of the underworld, the drakkenwurm is a terror that haunts underground cave systems of the deep earth. Only occasionally do these strange threats emerge during moonless nights to feed on the living, leaving

hordes of zombies in their wake for others to deal with in the morning to come.

It is believed that drakkenwurm result from dragons twisted by foul necromantic energies, though the exact process or means of transformation is unknown.

Drakkenwurms tend to wander the dark places of the world and rarely settle into a lair or collect treasure. They seem

Drakkenwurm

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 148 (11d12 + 77)

Speed 40 ft., burrow 40 ft., climb 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	25 (+7)	6 (-2)	10 (+0)	17 (+3)

Saving Throws Str +10, Dex +6, Con +13, Wis +6, Cha +9

Skills Deception +9, Perception +12, Stealth +6

Damage Resistances acid, lightning, slashing weapons

Damage Immunities necrotic, poison, piercing weapons

Condition Immunities exhausted, poisoned, prone

Senses blindsense 120 ft., darkvision 120 ft., passive Perception 22

Languages Draconic

Challenge 21 (22,000 XP) **Prof** +6

Legendary Resistance (3x/long rest). The drakkenwurm can choose to succeed any saving throw it has failed.

Undead Traits. The drakkenwurm does not need to eat, breath or drink.

Actions

Multiattack. The drakkenwurm uses its frightful presence, then makes two claw and a bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft. *Hit:* 20 (3d10 + 4) magical piercing damage, plus 16 (3d10) necrotic damage and the drakkenwurm gains temporary hit points equal to the damage dealt.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 14 (3d6 + 4) magical piercing damage, and the target's maximum hit points is reduced a like amount. This effect can be negated with a long rest or a *greater restoration* spell.

Tail: *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 26 (4d10 + 4) magical bludgeoning damage and if the target is Large or

smaller, it must make a DC 14 Strength save or be knocked prone and optionally moved 15 feet away from the drakkenwurm.

Necrotic Flame (*recharge 5+*). The drakkenwurm breathes a 90 ft. line that is 10 ft. wide of blue flame that drains the life from its victims. Targets in the area of effect must make a DC 17 Dexterity save. On a failure, the target takes 76 (17d8) necrotic and fire damage, has their speed halved for one minute and has disadvantage on attacks and skill checks until the end of their next turn. On a successful save, the target only takes half damage. The drakkenwurm gains temporary hit points equal to half the damage it causes with this attack.

Frightful Presence. All creatures within 60 feet of the drakkenwurm must make a DC 17 Wisdom save. On a failure, the target is frightened for one minute. The target can make a subsequent save at the end of each of its turns to negate the effect. A target that makes a successful save is immune to this effect for 24 hours.

Innate Spellcasting. The drakkenwurm's spellcasting ability is Charisma (spell save DC 17). The drakkenwurm can innately cast the following spells, requiring no material components.

At Will: *destroy water*

1x/day: *blight, contagion, create undead*

3x/day: *bestow curse, ray of enfeeblement*

Legendary Actions

The drakkenwurm 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 drakkenwurm regains spent legendary actions at the start of its turn.

Bite (1x/turn). The drakkenwurm makes a bite attack.

Reposition. The drakkenwurm moves half its speed.

Tail Swipe. The drakkenwurm makes a tail attack.

Animate (1x/turn). The drakkenwurm turns a dead humanoid within 120 ft. into a zombie under its control.

Bestiary Nefarious

only interested in feeding their unending hunger, roaming and causing destruction wherever they go.

Combat

A drakkenwurm normally uses its stealth to approach targets, but then rushes forth against targets it has located. It breathes on its foes before engaging with tooth and claw. It uses its necromantic abilities to the best effect, attempting to devour poor souls to fuel its foul abilities. Luckily, drakkenwurm rarely use tactics and are unknown to set traps or otherwise prepare against attacks. They will generally fight to the death, unafraid of their own destruction.

Drakkenwurms on Amöeros

When adult dragons sicken (generally by magical means), they sometimes retreat into deep caverns to rest and recover. Those dragons who do not recover and die are transformed into drakkenwurms, whose agonized undead existence drives them to

become destructive creatures spreading death to other beings.



Dreamslayer

Dreamslayer

Medium fiend, neutral

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 40 ft., fly 60 ft.

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

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

Skills Deception +6, Perception +4, Stealth +5

Damage Resistances acid, cold, fire, lightning

Damage Immunities poison, thunder

Condition Immunities poisoned, polymorphed

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal and the language of its creator

Challenge 4 (1,100 XP) **Prof** +2

Favored Foe (2x/long rest). The dreamslayer marks a target for 1 minute. Thereafter, the first time the dreamslayer hits the target in a round, it takes an additional 3 (1d6) damage.

Actions

Multiattack. The dreamslayer makes two scimitar attacks or it uses its psychic trauma and makes one scimitar attack.

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

Psychic Trauma (1x/long rest). The dreamslayer chooses a target it can see within 90 feet, wracking them with painful visions of the target's doom. The target must make a DC 14 Intelligence save. On a failure, the target is stunned for 1 minute. The target can repeat the saving throw at the end of its turn to end the condition. If the dreamslayer is slain or moves 120 feet or more from the target, the condition likewise ends.

Innate Spellcasting. The dreamslayer's spellcasting ability is Charisma (spell save DC 14). The dreamslayer can innately cast the following spells, requiring no material components.

At Will: *locate creature, silent image*

3x/day: *disguise self*

1x/day: *blink, dimension door, invisibility*

Dreamslayers are unusual creatures from the nightmare realms of the dreamlands. They are the unconscious desire of one person to kill another made flesh, and travel deep from the dreaming lands to the prime to seek out their target and kill them.



Dreamslayers always have a specific target in mind, and will relentlessly travel to the location of its target and strike to kill its hated foe. Some dreamslayers will target specific individuals while others may target a group or even a large organization.

Combat

Dreamslayers prefer to approach their targets in such a way to lower the victim's defenses. However, a dreamslayer always announces itself to its target before striking. If bested, dreamslayers will often slink back and hide until a more opportune time. The body of a slain dreamslayer vanishes, but any gear or items belonging to it are left behind; sometimes these items may actually belong to its "creator".

Summon Dreamslayer

4th level conjuration

Components: V, S, M (a small effigy of the target)

Casting Time: 8 hours

Range: Special

Duration: 1 day

When this spell is cast, the caster falls into a deep sleep for eight hours and dreams of an enemy. Upon completion of the spell, a dreamslayer is brought into being which travels from the nightmare realm to the general location of the victim, appearing 4d6 x 5 feet (70 ft.) from the target.

The victim may be an individual, a group or an organization. The dreamslayer immediately begins to stalk the victim, and will seek to destroy the victim before the spell duration expires. Once on the mortal plane, the dreamslayer is bound by its normal mode of movement to find and destroy its targets.

Earth Lumberer

Earth Lumberer

Large monstrosity, any alignment

Armor Class 18 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	8 (-1)	13 (+1)	13 (+1)

Saving Throws Con +7

Skills Perception +4

Damage Vulnerability thunder

Condition Immunities petrified

Senses tremorsense 60 ft., darkvision 60 ft., passive Perception 14

Languages Terran

Challenge 6 (2,300 XP) **Prof** +3

Actions

Multiattack. The earth lumberer uses its dread ability, then makes three attacks; two with claws and a caustic spittle attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 10 (1d10 + 5) slashing damage. If the attack hits the target's AC by 4 or more, the earth lumberer starts a grapple (escape DC 15). It can grapple up to two targets at a time.

Caustic Spittle. *Ranged Weapon Attack:* +3 to hit, range 60 ft. *Hit:* 10 (3d6) acid damage.

Constrict. If the earth lumberer starts its turn grappling an opponent, its claw attacks hit the grappled target automatically.

Dread. All targets that the earth lumberer chooses within 30 feet must make a DC 12 Wisdom save. On a failure the target is frightened for 1 minute.

The earth lumberer is a frightening creature found only in deep subterranean areas. The creature hunts for prey in small packs, burrowing through the earth in search of a meal to appease its unending appetite. Earth lumberers crave flesh, but also are capable of digesting stone and other minerals as part of their diet. They often collect gems or other minerals both to attract mates and to use as lures to attract prey underground. Earth lumberers are especially fond of dwarven flesh, and have been known to descend en masse on dwarven strongholds, carrying away the populace in batches.



Combat

Earth lumberers, due to their relatively slow speed, prefer to strike from ambush. They will often disguise themselves as part of the surrounding rock and wait for prey to come upon them, or will burrow near prey and burst out through a wall as close to an enemy as they can. While not exceptionally bright, earth lumberers are experts at using their burrowing skill to devise traps that bury, pin or catch prey. They have been known to weaken ceilings or floors ahead of prey to catch, injure or kill, as well as purposely collapsing caverns to escape or destroy attackers.

Earth Lumberer Society

Earth lumberers gather into small subterranean clans, lairing near underground or surface communities where they have an ample supply of food. Lumberers intentionally collapse hunting tunnels that would lead back to their lairs.

Earth lumberers are genderless, and after particularly large meals produce a single geode that hatches after a month into another earth lumberer. Such offspring take a year to fully mature, at which time they instinctively begin hunting their own prey. Until such time, they feed off the scraps left from other's meals, and are incapable of producing their own offspring until mature.

Earth Lumberers on Amberos

The origin of earth lumberers is unknown, but they have plagued dwarven settlements since the first dwarves settled on Amberos. They can be found practically anywhere, though they tend to be more numerous in mountainous or hilly areas.

Eeylene

Eeylene

Huge giant, neutral evil

Armor Class 16 (natural armor)

Hit Points 104 (11d12 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	16 (+3)	15 (+2)	15 (+2)	19 (+4)

Saving Throws Con +6

Skills Arcana +5

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP) **Prof** +3

Magic Resistance. The eeylene has advantage on saves against spells or magical effects.

Actions

Multiattack. The eeylene makes three attacks; two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 9 (1d8 + 5) slashing damage, plus 4 (1d8) necrotic damage.

Thrown Rock. *Ranged Weapon Attack:* +8 to hit, range X/Y ft. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Innate Spellcasting. The eeylene's spellcasting ability is Charisma (spell save DC 14). The eeylene can innately cast the following spells, requiring no material components.

At Will: *detect magic, detect thoughts*

3x/day: *bane, bestow curse, blindness*

2x/day: *clairvoyance, fear, protection from energy*

1x/day: *animate dead, commune, invisibility, speak with dead**

Eeylene (pron. I-leen) are monstrous giants who act as soothsayers and prophets for giant clans in return for humanoid flesh.

Most eeylene are loners among giants of other races, but they do occasionally gather in small families or tribes. An eeylene is a natural sorcerer with a clerical bend. They use their abilities not only for divination, but for battle as well.

Eeylene speak Giant exclusively, and dislike learning other languages. Most eeylene refuse to learn the language of their "food" - i.e., Common, dwarven, elvin, and goblin.



One of the more frightening abilities of an eeylene couples its monstrous appetite with its magical abilities. Eeylene are prone to eat captives or defeated enemies, and once a day are then able to employ a form of *speak with dead* to learn knowledge the victim had in life. Unlike the spell, eeylene are able to forcibly gain the knowledge without the victim's cooperation.

Combat

Eeylene prefer to attack with magical spells, and if forced into melee combat, they will prefer to buff themselves with magic in preference to using weapons. Eeylene are quite proficient with wands and other magical aids, and rare is the Eeylene that is without a potion or scroll to augment its fearsome magical abilities.

Eeylene Society

Eeylene are highly superstitious, especially among other giants. They are generally aloof and cool when not around their own kind, and prefer to present a mysterious, somewhat menacing air when around other giants. They always request their own quarters and will never eat publicly with other giant types.

Among their own kind, Eeylene tend to live in natural caves filled with quasi-mystical carvings. The Eeylene are always led by the eldest and most powerful spellcaster. This Eeylene has absolute control of life or death over the other members of the tribe, and can expel members, force, grant or deny marriages within its tribe and so forth.

Eeylene have a very strict hierarchy within their clans, and tasks are often doled out based on social station within the tribe. Upward mobility in a tribe is frowned upon and shunned. Non-conformity is punished harshly, and repeated infractions may result in expulsion and banishment from the tribe.

Bestiary Nefarious

Eeylene on Amberos

Dwelling mostly in the mountains of the Skienlands and in the mountain range between Simera and Llannhanex, these creatures are greatly feared by travelers using mountain passes in areas near to these creatures' clans.

There are legends of a great Eeylene city in the Golens, and several sages believe that it may in truth be the remains of Gwieze's vast tower – perhaps revealing the Eeylene were created or were servants to the Lord of Shadows in the past.



Eeylene Outcast

Huge giant, neutral evil

Armor Class 16 (natural armor)

Hit Points 161 (17d12 + 51)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	16 (+3)	15 (+2)	15 (+2)	21 (+5)

Saving Throws Con +6

Skills Arcana +5

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 7 (2,900 XP) **Prof** +3

Magic Resistance. The eeylene has advantage on saves against spells or magical effects.

Actions

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 9 (1d8 + 5) slashing damage, plus 4 (1d8) necrotic damage.

Deadly Stare. The eeylene selects one target within 60 feet that it can see. The target must make a DC 16 Wisdom save. On a failure, the target takes 45 (10d8) radiant damage, or half that on a successful save.

Thrown Rock. *Ranged Weapon Attack:* +8 to hit, range X/Y ft. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Innate Spellcasting. The eeylene's spellcasting ability is Charisma (spell save DC 14). The eeylene can innately cast the following spells, requiring no material components.

At Will: *detect magic, detect thoughts*

3x/day: *bane, bestow curse, blindness*

2x/day: *clairvoyance, fear, protection from energy*

1x/day: *animate dead, commune, invisibility, speak with dead**

Ekimma

Ekimma

Large undead, chaotic evil

Armor Class 13

Hit Points 47 (5d10 + 20)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	10 (+0)	13 (+1)	15 (+2)

Damage Resistances acid, fire, lightning thunder; bludgeoning, piercing and slashing from non-magical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 2 (450 XP) **Prof** +2

Incorporeal Movement. The ekimma can move through other creatures and non-wood objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Return. If an ekimma is reduced to 0 hit points, it disperses as a cold mist. Unless its body is found and laid to rest, it reforms at sundown no less than 24 hours later.

Undead Nature. The ekimma doesn't require air, food, drink or sleep.

Actions

Weakening Touch. *Melee Weapon Attack:* +6 to hit, reach 10 ft. *Hit:* 13 (2d8 + 4) necrotic damage and the target loses 1 point of Strength. Lost Strength can be regained after a long rest or with a *greater restoration* spell.

Grave Breath (Recharge 5+). The ekimma exhales an icy fog that fills a 20 foot cube up to 30 feet away. Creatures in the area must make a DC 12 Constitution save. On a failure, the target takes 14 (4d6) necrotic damage, its speed is halved and it can't take reactions for 1 minute. On a success, the target takes half damage.

Ekimma are bizarre undead creatures formed from ogres, hill or stone giants who are not properly laid to rest. In its twisted form, which resembles an animal-headed floating spirit, the creature haunts the living, seeking to devour the life from its victims with its icy "breath".

Ekimma avoid contact with giants, and most giants who learn of an ekimma's existence seek out the unburied body to put the Ekimma to rest.



Due to their inability to pass through wood, ekimma avoid forested areas, preferring to remain underground. Communities plagued by an ekimma often erect wooden fences around their settlement to deter the ekimma from bothering them.

Combat

Ekimma prefer to move about at night, and often haunt non-giant communities near where they lived. They prefer to enter a residence to attack sleeping individuals, but if faced with awakened foes, they pummel their opponents, using their cold breath to steal as much life from their victims as they can.

If turned, but not destroyed, by a cleric Ekimma will usually depart from a community to seek easier prey in a nearby settlement.

Ekimma on Amberos

As titans, giants have the choice to be reincarnated on death or to pass on to an afterlife in Asgard, where Ko Kassa has set aside a realm for them.

Some giants, however, are neither willing to move on or forget their murder. By sheer will, they remain on as Ekimma, striking against their slayers and any other living thing.

Ekimma seem to be most prominent on the Glacier of Seasons, but can be found virtually anywhere in Amberos.

Elephant, White

White elephants are powerful sages and protectors of secret knowledge of life and death. Though they are generally found tending to bodies and minds at temples, they sometimes travel from city to city in great pilgrimages, dispensing wisdom and relief from woes to those who join them on their journeys

of enlightenment. Highly intelligent, most white elephants are gregarious and enjoy listening as much as talking.

A rare few are loners, and these introspective individuals can be found near graveyards and mausoleums. This is not chance as they prefer to spend their time contemplating the afterlife and tend and guard the remains of those who have passed, with righteous zeal.

Elephant, White

Huge celestial, neutral good

Armor Class 15 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	25 (+7)	15 (+2)	17 (+3)	15 (+2)

Saving Throws Str +12, Dex +5, Wis +8

Skills Insight+8, Perception +8, Persuasion +7

Damage Immunities necrotic

Condition Immunities restrained

Senses darkvision 60 ft., passive Perception 17

Languages Celestial, Telepathy 120 feet

Challenge 13 (10,000 XP) **Prof** +5

Blessing. Allies within 15 feet of the white elephant add 2 to attack rolls and saving throws.

Lord of Elephants. An elephant or elephant-like creature cannot harm and must obey any directive from the white elephant. Likewise, the white elephant can converse with other elephant-like creatures telepathically, as if they had human-level intelligence.

Trampling Charge. If the white elephant 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 20 Strength saving throw or be knocked prone. If the target is prone, the white elephant can make one extra stomp attack against it as a bonus action.

Actions

Multiattack. The white elephant makes two attacks; one gore and one stomp attack.

Gore. *Melee Weapon Attack:* +12 to hit, reach 10 ft. *Hit:* 29 (4d10 + 7) magical piercing damage. If the white elephant hits a Large or smaller's target's AC by 4 or more it starts a grapple. The white elephant may only grapple one target at a time in this manner.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft. *Hit:* 33 (4d12 + 7) magical bludgeoning damage.

Channel Divinity (2x/short rest). The white elephant can use one of the following two abilities.

Turn Undead. Undead that can see and hear the white elephant within 30 feet must make a DC 16 Wisdom save. On a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

Spellcasting. The white elephant is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The white elephant has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, command, create or destroy water, cure wounds, detect evil and good, sanctuary, shield of faith*

2nd level (3 slots): *aid, blindness/deafness, lesser restoration, spiritual weapon, zone of truth*

3rd level (3 slots): *beacon of hope, dispel magic, remove curse, revivify*

4th level (3 slots): *banishment, death ward, divination, guardian of faith*

5th level (2 slots): *dispel evil and good, greater restoration, mass cure wounds, raise dead*

6th level (1 slots): *blade barrier, heal*

Bonus Actions

Constrict. If the white elephant starts its turn grappling a target, the target takes 14 (2d6 + 7) magical bludgeoning damage.

Hurl. If the white elephant starts its turn grappling a target and the target fails a DC 20 Strength save, the target is flung up to 60 feet, taking 21 (6d6) bludgeoning damage and landing prone.

Bestiary Nefarious

Combat

White elephants refrain from combat except against fiends or other diabolically evil creatures. They instead seek to provide support and succor to those around them and diffuse any violent situation if they can.

If forced or driven to fight, they rush into the fray, goring and stomping enemies, or using their tremendous strength to grapple foes with their trunk, possibly hurling them into other enemies.

White elephants fight with all the skill and intelligence available to them and are rarely far from allies who will devoutly protect the white elephant from harm.

White Elephants on Amberos

According to legend, the wisest of white elephants guards the largest and most secret elephant burial ground somewhere

in the northern half of Randu. Some believe the white elephant there is itself a spirit, bound to the graveyard.

There are also tales of the City of Ivory and Bone, a holy city made from the remains of ancient elephants hidden somewhere in the foothills of the mountains of the Skienlands and ruled by a powerful white elephant who will grant everlasting life to those pure individuals who can find its city.



Elogre

Elogres are the ancient offspring of the elvin and ogre unions. It was a time before the ogres were corrupted to evil, though even in those times ogres were never quite handsome. Most of the ancient marriages were arrangements for power, and ogre bestiality increased over the centuries, the practice of elves marrying ogres fell out of practice, but not before the elogres became a race unto their own.

Elogres did not fall to the evil ways of their ogre parentage, but do not embrace the casual frolicsome and carefree nature of the elves either. Elogres are generally simple, hardworking beings who exist on the fringe of civilized society, fending off humanoid invasions while not quite fitting into civilized societies of the human and demihuman realms.

Combat

Elogres tend to fight in small groups, and prefer to engage in melee combat where possible. Some elogres train as javilineers to support melee troops, but bowmen (and crossbowmen) among elogres are extremely rare.



Elogre

Medium humanoid (elogre), any alignment

Armor Class 10 [mage armor 13]

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Con +3, Cha +5

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

Condition Immunities charmed, sleeping

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge ½ (200 XP) **Prof** +2

Favored Foe (2x/long rest). The elogre marks a target for 1 minute. Thereafter, the first time the elogre hits the target in a round, it takes an additional 2 (1d4) damage.

Powerful Build. The elogre has advantage on Strength based checks, save and damage.

Actions

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 9 (2d6 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +2 to hit, range X/Y ft. *Hit:* 4 (1d8) piercing damage.

Innate Spellcasting. The elogre's spellcasting ability is Charisma (spell save DC 13). The elogre can innately cast the following spells, requiring no material components.

At Will: *minor illusion, prestidigitation*

1x/day: *bane*

Spellcasting. The elogre is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Elogre has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, friends, true strike*

1st level (4 slots): *detect magic, mage armor, shield, witch bolt*

2nd level (2 slots): *invisibility, levitate, misty step, suggestion*

Bonus Actions

Moving Illusion. The elogre can move the area of effect of a *minor illusion* by up to 15 feet, as long as it remains within 30 feet of the elogre.

Bestiary Nefarious

Elogre Society

Elogres generally live in tribes consisting of several extended family clans. The clans usually adopt an animal totem, and rivalries between clans are often quite strong, though tribal law generally prevents open warfare from breaking out between the clans.

Elogre females tend to be somewhat comelier than the males, and it is not unusual for an Elogre female to rival an elf in beauty in her younger years. As the female ages however, they often gain more ogre-like features, and the term “Elogre Hag” is a Common term to refer to the haggard changes in their later life. Younger Elogre females often engage themselves in crafts and arts, designed to help attract a male husband. Once married, Elogre females generally take care of domestic chores and children until said children are grown. Oddly, as female Elogre reach menopause age, they tend to become more in-tune with magical aptitude, and elder elogre females are often some sort of spellcaster – shamanistic, sorceress or bard being most common.

Male Elogres are often warriors or craftsmen, and until an Elogre male establishes a family and has children, they generally remain clean-shaven. Only once the elogre has fathered children does he grow a beard to indicate his new status

as "elder". Only Elders - male elogres who have fathered children - are allowed to assume tribal leadership roles. Females generally assume shamanistic roles, and while the generally do not directly hold power are often able to influence the elders with the magical power they can unleash or withhold from the tribe. It is worth mentioning that female elogre warriors lead some elogre tribes, however.

Elogre on Amberos

Fostered during the Elvin Golden Age before the fall of the goblinoids, Elogres are rare sights on Amberos these days. Small clans of Elogres can be found outside the Ymin forest of the Evan Cordum or secreted away in secluded places in north and west Amberos. The largest concentrations can be found in southern Randu, dwelling in oases in the most forbidding and desolate places. Curiously, there are no known elogre clans in the Dark Valley.

Elogre Forester

Medium humanoid (elogre), any alignment

Armor Class 11 [*mage armor* 14]

Hit Points 66 (12d8 + 12)

Speed 35 ft., climb 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	12 (+1)	11 (+0)	19 (+4)

Saving Throws Con +3, Cha +5

Skills Arcana +3, Deception +6, Perception +2

Condition Immunities charmed, sleeping

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvin, Sylvan

Challenge 2 (450 XP) **Prof** +2

Favored Foe (2x/long rest). The elogre marks a target for 1 minute. Thereafter, the first time the elogre hits the target in a round, it takes an additional 3 (1d6) damage.

Powerful Build. The elogre has advantage on Strength based checks, save and damage.

Actions

Multiattack. The elogre makes two greatsword or two longbow attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 9 (2d6 + 2) slashing damage, plus 7 (2d6) thunder damage.

Longbow. *Ranged Weapon Attack:* +2 to hit, range X/Y ft. *Hit:* 4 (1d8) piercing damage, plus 7 (2d6) lightning damage.

Innate Spellcasting. The elogre’s spellcasting ability is Charisma (spell save DC 14). The elogre can innately cast the following spells, requiring no material components.

At Will: *minor illusion, prestidigitation*

1x/day: *bane*

Spellcasting. The elogre is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The Elogre has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, friends, true strike*

1st level (4 slots): *detect magic, mage armor, shield, witch bolt*

2nd level (2 slots): *invisibility, levitate, misty step, speak with animals, suggestion*

3rd level (2 slots): *beast sense, fear, haste, lightning bolt, major image*

Bonus Actions

Moving Illusion. The elogre can move the area of effect of a *minor illusion* by up to 15 feet, as long as it remains within 30 feet of the elogre.

Bestiary Nefarious



Elogre Enchantress

Medium humanoid (elogre), any alignment

Armor Class 12 [mage armor 15]

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	12 (+1)	11 (+0)	20 (+5)

Saving Throws Con +5, Cha +8

Skills Arcana +4, Deception +8, Perception +3

Condition Immunities charmed, sleeping

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 7 (2,900 XP) **Prof** +3

Powerful Build. The elogre has advantage on Strength based checks, save and damage.

Actions

Dominating Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage, and the target must make a DC 15 Wisdom save or be charmed. At the end of each of its turns, the target can make another save to end the condition. A target that makes its save cannot be charmed again by this ability for 24 hours.

Innate Spellcasting. The elogre's spellcasting ability is Charisma (spell save DC 15). The elogre can innately cast the following spells, requiring no material components.

At Will: *minor illusion, prestidigitation*

1x/day: *bane, bestow curse*

Spellcasting. The elogre is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The Elogre has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, friends, true strike*

1st level (4 slots): *detect magic, mage armor, shield, witch bolt*

2nd level (3 slots): *crown of madness, levitate, misty step, suggestion*

3rd level (3 slots): *fear, haste, lightning bolt, major image*

4th level (3 slots): *confusion, greater invisibility, polymorph, stoneskin*

5th level (2 slots): *cone of cold, dominate person*

6th level (1 slots): *chain lightning, eyebite*

Bonus Actions

Dominating Command. The elogre commands a target it has dominated to take an action of the elogre's choice. This uses the target's reaction.

Moving Illusion. The elogre can move the area of effect of a *minor illusion* by up to 15 feet, as long as it remains within 30 feet of the elogre.

Reactions

Dominating Command. When a charmed target starts its turn, the elogre commands the victim to take an action of the elogre's choice. This uses the target's action.

Engine of Hunger

An engine of hunger is a magical construct designed to consume enemies and matter. It can destroy opponents in its path and tear through structures with ease.

Luckily, the creatures are not intelligent, and can easily be avoided by simply getting out of its path. Unfortunately, the creature is capable of flight to reach areas normally inaccessible to it.

Combat

Engines of hunger are straightforward in combat. They quickly move towards their directed target it, grab it, and put it into its mouth. It repeats this tactic as needed. An engine will never retreat from its task, even if it is ordered into an area that will destroy it.

Creating an Engine of Hunger

An engine of hunger's body is constructed from 10,000 pounds of pure iron, smelted with rare tinctures, and constructed with arcane formulae costing at least 20,000 gp. Assembling the body takes 6 weeks, and another week to enchant the engine to animate.

Engines of Hunger on Amöeros

The original engines of hunger are thought to have been created during the Time of Technology, though what prompted their creation is unknown. It appears that Black Marentail found the remains of such an engine and developed his own arcane plans for the creation of these gruesome machines to collect body parts for his necromantic studies. Since his death, the plans for these creations have spread through several secretive magic circles.



Engine of Hunger

Huge construct, neutral evil

Armor Class 16 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	15 (+2)	5 (-3)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing or slashing weapons

Damage Immunities cold, fire, lightning, psychic

Condition Immunities exhausted, paralyzed, petrified, poisoned, prone, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Can't speak, but understands its creator

Challenge 10 (5,900 XP) **Prof** +4

Electric Aura. Creatures that start their turn within 5 feet of the engine of hunger must make a DC 14 Dexterity save. On a failure, the target takes 7 (2d6) electrical damage.

Machine. An engine of hunger does not need to breathe, drink, eat or sleep

Spell Immunity. An engine of hunger automatically makes its save against any spell or magical effect. If it would take damage from such an effect on a successful save, it takes none instead, and only half on a failed save.

Actions

Multiattack. The engine of hunger makes six attacks; five with its claws and one with its bite.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft. *Hit:* 9 (1d8 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 19 (4d6 + 5) slashing damage. If the engine of hunger hits the target's AC by 4 or more, it starts a grapple (escape DC 17).

Engulf. If the engine of hunger starts its turn with a grappled Medium or smaller opponent, the bite attack automatically hits and the target is engulfed (escape DC 17). Engulfed targets take 9 (2d8) acid damage at the start of their turn.

Lightning Bolt (Recharge 5+). The engine of hunger unleashes a bolt of lightning in a 90 foot line that is 5 feet wide. Targets in the area of effect must make a DC 14 Dexterity save. On a failure, a target takes (7d6) lightning damage, half on a successful save.

Reactions

Swipe. After a target starts its turn or moves into the engine of hunger's reach, it makes a claw attack.

Envy Childe

Envy Childe

Small Elemental (air), usually chaotic neutral

Armor Class 15 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 25 ft., fly 50 ft. (hover)

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

Damage Immunities acid, thunder

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Celestial, Common, Telepathy 120 ft.

Challenge 2 (450 XP) **Prof** +2

Actions

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

Arcane Wind. *Ranged Weapon Attack:* +3 to hit, range 120 ft. *Hit:* 6 (1d10 + 1) thunder damage and the target must make a DC 11 Strength save or be knocked prone.

Innate Spellcasting. The envy childe's spellcasting ability is Charisma (spell save DC 11). The envy childe can innately cast the following spells, requiring no material components.

At Will: *invisibility, minor illusion*

3x/day: *create food and wine, major image*

1x/day: *creation, gaseous form, plane shift (Elemental Air or Material plane only)*

1x/month: *wish (cannot benefit themselves)*

Reactions

Avoidance. When the envy childe is targeted by an attack, it can fly up to 25 feet. The attack is then resolved.

An envy childe is essentially a spoiled, immature child of a noble djinni. With its magical ability to *plane shift*, envy children can skip far from home to the Mortal Realm, where they cause no end of mischief.

Envy childe are often wanderers who, on a whim, will join a group when they find an interesting adult to "hang out with".

Some envy children will present themselves to a mortal family and force them to deal with their wants and desires.

Unfortunately, envy childe are both powerful and capricious. They are, in the end, spoiled brats who want

everything their way and want to be entertained in some fashion - often resulting in harm, pain and/or suffering to others.

Because they are noble-born, envy childe can use the djinni *wish* ability, however, they are often frustrated that they cannot use the spell to directly benefit themselves, so will often seek a way to grant someone else's wish and then turn on the individual to make the wish benefit themselves in the end.

Combat

Envy childe rarely fight directly; they may claw and scratch someone who intends to harm them or greatly irritates them, but against a determined assault, they usually turn invisible and flee.

However, while they may not directly attack a foe, they certainly are not above using their magical abilities to cause grief for their enemy or to pull pranks on those they don't particularly like.

Envy Childe on Amberos

Envy children were more common on Amberos during the Elvin Golden Age, when the sultan of the djinni would make yearly visits to the elvin homeland and bring back tales and trinkets to his children. However, during the Dark Age, the djinni came to see Amberos as a dangerous place, and the number of djinni noble children coming to Amberos almost completely stopped.

Nowadays, envy childe are very rare occurrences, but usually can be found in the eastern portion of Amberos, whose culture seems to draw the attention of the envy childe.



Fettered

Fettered

Tiny fey, neutral

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	7 (-2)

Saving Throws Strength -1

Skills One Tool Proficiency, Insight +2, Perception +2, Stealth +4

Damage Resistances cold, fire

Damage Immunities necrotic

Condition Immunities charmed, exhaustion

Senses darkvision 90 ft., passive Perception 12

Languages Common, Sylvan

Challenge 1/8 (25 XP) **Prof** +2

Beneath Notice. A fettered has advantage on Stealth checks.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 0 ft. *Hit:* 1 slashing damage.

Innate Spellcasting. The fettered's spellcasting ability is Intelligence (spell save DC 10). The fettered can innately cast the following spells, requiring no material components.

At Will: *mage hand, mending, prestidigitation*

1x/day: *fabricate, invisibility, Tenser's floating disk*

Fettered is a slang term for a nameless race of fey creatures that, over the ages, apparently allowed themselves to become household slaves.

Though it is known that they are born in the forest, fettered quickly and easily allow themselves to become bonded to the family of a domicile, where they perform mundane tasks as commanded. Though fettered do not ask for payment for their services, they often have a surprisingly lucrative stash hidden somewhere near their master's domicile.

In times of great need, the fettered have been known to lead their masters to this hidden cache to help with overwhelming financial burdens. However, when it does give up its cache, the fettered quickly moves on to a new residence, never to be seen by its old owner ever again.

In extremely rare cases, fettered find themselves without employment, due to a master's death or in extreme cases, rebellion against an abusive master. These Unfettered can be very dangerous and will often attack lone individuals. In some cases, these bands have been known to take up residences in



abandoned buildings or to drive individuals out of residence so the band may keep it for themselves.

Combat

Fettered are very poor combatants and most will quickly surrender if threatened and will hide from unfriendly beings if given warning. However, if their domicile is threatened, a fettered will strike with all its magical talent to prevent any harm from befalling the building and attempt to chase off intruders. Note that fettered care more for the domicile they dwell in than its occupants; threatening the occupants of a house isn't likely to force a fettered to fight, but threatening to destroy or damage the domicile will bring a fettered forward.

Fettered Society

Most fettered are individuals, with little dealings with their own kind. The only exception to this is when a fettered chooses to mate; it is usually in the spring and the fettered will decorate its domicile with flowers, wreaths and otherwise beautify its home. If the fettered gains the attraction of a mate through this display, both the fettered and its mate will retire to a nearby forest or ancient tree for about a week. After this time, both parties go their separate ways and a new fettered will emerge from the forest a year later.

On the other hand, roving bands of large fettered are raucous, boisterous groups that, while hard workers, are just as hard players, singers and drinkers. It is often thought that these groups are the "bad apples" of the race, who thumb their nose at the common fettered slave-like lifestyle.

Fettered as Servants

A fettered can be acquired as a servant or bound as an enhanced familiar. Some clans of high elves deal in creating fettered contracts that last for 50 years for a cost 500 gp, though



Bestiary Nefarious

they are prone to charge significantly more for non-elves seeking fettered as servants.

Fettered on Am̈beros

Fettered can be found practically everywhere on Am̈beros where there are nearby woods. It is thought they were created by elvin magic during the Elvin Golden Age, and have spread to serve any race, not only elves.

Firebird

Firebird

Tiny monstrosity, neutral good

Armor Class 15

Hit Points 45 (10d4 + 20)

Speed 20 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	21 (+5)	15 (+2)	17 (+3)	15 (+2)	21 (+5)

Saving Throws Str +0, Dex +7

Skills Insight +4, Perception +4, Persuasion +9, Stealth +7

Damage Resistances necrotic

Damage Immunities fire

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common

Challenge 3 (700 XP) **Prof** +2

Fire Aura. Hostile creatures starting their turn or moving within 15 feet must make a DC 12 Constitution save. On a failure, the target takes 7 (2d6) fire damage.

Flyby Attack. When flying, a firebird's movement does not provoke opportunity attacks.

Actions

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 7 (1d4 + 5) piercing damage, plus 3 (1d6) fire damage.

Healing Tears. If the firebird touches a willing target, it is heals 13 (3d8) hit points, and the blinded, deafened, diseased or poisoned condition on the target is ended.

Innate Spellcasting. The firebird's spellcasting ability is Charisma (spell save DC 15). The firebird can innately cast the following spells, requiring no material components.

At Will: *bless, detect evil or good, guidance, purify food and drink*

3x/day: *create water, healing word, magic weapon, sanctuary*

1x/day: *counterspell, dispel magic*

1x/week: *revivify*

The firebird is a lesser cousin to the phoenix. They are friends to good creatures and foes of evil. They will often associate or help beings of good deeds and have been known to hunt down and kill evil creatures and beings.

However, despite its championship of the forces of good, it is not unusual for rich individuals or those of questionable morals to hunt down these birds and capture them. Unfortunately for their captors' firebirds do not survive well in

captivity, and often will wither away and die if held for extended periods of time.

Combat

Firebirds usually swoop down on their foe, raking with talons and burning foes with their fiery wings. They are also apt to rain down spells on their foes, and are not above employing the aid of other beings in their attacks.

Firebirds on Amöeros

Firebirds are native to the lands of Riddlekill, though wealthy pet owners have brought the bird to areas such as the Ksiki Colonies, Ksiki Con Corridon, Kirranays and even Simera.



Flame Wyrms

The flame wyrm is a deadly creature generally found near exceptionally hot areas, such as active volcanoes or lava streams. It is not actually draconic in nature, though it shares many dragon traits, albeit a very limited intelligence. Flame wyrms are aggressive, covetous creatures with uncontrollable passions and an appetite for destruction.

Combat

Flame wyrms prefer to ambush prey, generally attack by breathing first, then rushing into melee. They greatly depend on their fire ability to damage opponents, and should they encounter a foe resistant to their attacks will quickly withdraw

and seek other prey, sometimes even abandoning their hoard in the process. However, flame wyrms, while not particularly swift thinkers, have long memories, and never forget a foe - and will seek to hunt down and destroy such foes later.

Flame Wyrms on Amōkros

Flame Wyrms are uncommon among the Steaming Horns in Smanvalla and have occasionally been spotted in Randu or the Skienlands where semi-active or steam-laden jungles can be found.

Flame Wyrms

Huge elemental (fire), unaligned

Armor Class 19 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 50 ft., fly 100 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	16 (+3)	8 (-1)	13 (+1)	19 (+4)

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

Skills Perception +7, Stealth +6

Damage Vulnerability cold

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 17

Languages Common, Draconic, Ignan

Challenge 21 (33,000 XP) **Prof** +6

Fire Breathing. The flame wyrm can breathe when submerged in magma or other fiery liquids.

Fire Aura. A creature that starts its turn or moves within 15 feet of the flame wyrm must make a DC 17 Constitution save. On a failure, the target takes 7 (2d6) fire damage, half on a successful save.

Legendary Resistance (3x/day). When the flame wyrm fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The flame wyrm makes five attacks; four with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft. *Hit:* 14 (2d8 + 5) piercing damage, plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft. *Hit:* 12 (2d6 + 5) piercing damage, plus 7 (2d6) fire damage.

Fire Breath (Recharge 5+). The flame wyrm breathes a line of fire 60 feet long and 10 feet wide. Targets in the area of effect must make a DC 17 Dexterity save. On a failure, the target takes 49 (12d6) fire damage, half on a successful save. The area the dragon breathed on becomes difficult terrain and those starting their turn in or entering the area must make a DC 17 Dexterity save or take 14 (4d6) fire damage. The area remains for 1 minute.

Innate Spellcasting. The flame wyrms's spellcasting ability is Charisma (spell save DC 18). The flame wyrm can innately cast the following spells, requiring no material components.

At Will: *detect magic*, see *invisibility*

3x/day: *dispel magic*, *fog cloud*, see *invisibility*, *suggestion*

2x/day: *counterspell*, *wall of fire*

1x/day: *incendiary cloud*

Legendary Actions

The flame wyrm 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 flame wyrm regains spent legendary actions at the start of its turn.

Reposition. The flame wyrm moves half its movement rate, without provoking an opportunity attack.

Invoke Magic (costs 2 actions). The flame wyrm uses an innate spell.

Flesh Engine, General

Flesh engines are alchemical creations of the mentens, made through a combination of surgery and psionic manipulation. The mentens build flesh engines to tend to their cities and to perform various sundry functions, such as long-distance transportation. Only a small number of the various flesh engines are listed here; while such engines usually only occur in areas of large concentrations of mentens are thus rarities, the variety found in menten communities is both chilling and awe-inspiring.

The mentens, ever fearful and hateful of magic have designed their flesh engines to be resistant to magical attack and manipulation. However, mentens prefer to allow the engines to be susceptible to psionic manipulation to allow their own race easy access to repair, command and control the engines.

Flesh Engines on Amberos

The number of menten communities is truly tiny on Amberos, but there is known to be at least one menten city hidden in the deep earth which is attended to by flesh engines. This city, known as F'tangh'Keth'Anor is believed by many sages to be the capital of the menten "empire" and is thought to exist somewhere under the Crystalmire mountains near Misake's border.

Builder Flesh Engine

Huge aberration, unaligned

Armor Class 16 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	19 (+4)	6 (-2)	10 (+0)	1 (-5)

Saving Throws Con +9

Damage Immunities psychic

Condition Immunities stunned

Senses darkvision 60 ft., passive Perception 10

Languages Cannot speak, but understands Menten

Challenge 15 (5,900 XP) **Prof** +5

Magic Immunity. The flesh engine automatically makes all saving throws against spells and magical effects.

Actions

Multiattack. The flesh engine makes five attacks; one bite and four claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft. *Hit:* 13 (2d6 + 6) piercing damage. If the attack hits a Large or smaller target's AC by 4 or more, it starts a grapple (escape DC 19).

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 15 ft. *Hit:* 11 (2d4 + 6) bludgeoning damage. If the attack hits the target's AC by 4 or more, it starts a grapple (escape DC 19).

Engulf. If the flesh engine starts its turn grappling a Large or smaller opponent, the target is engulfed. An engulfed target takes 14 (4d6) slashing damage at the start of its turn while engulfed.

Bonus Actions

Produce Building Material. If an engulfed flesh-based target or consumed corpse is reduced to 0 hit points, it is killed and vomited forth as 5 cubic feet (if Medium or Small sized) or 10 cubic feet (if Large sized) of fleshshaping building material.

The builder flesh engine is a tool of the Mentens designed to build houses and other large structures. They plodding through Menten cities repairing or building new structures or tearing down old buildings and digesting the remnants to fuel their enormous bulk. The creatures are nearly mindless, containing the tortured and dominated brain of a former slave

controlling the beast. While builder flesh engines are not designed for combat or war, sometimes the Mentens will use them in desperate times as siege engines against other underdark races.

Sometimes flesh engines are tasked with breaking apart and tear down Huge or larger corpses to use as building materials.

Combat

Flesh engines, when unleashed to fight, wail horribly as they slash at foes with their terrible claws or attempt to bite with the massive felling jaws on their underbody. Once engaged, flesh engines will not flee from combat, and even Mentens find it difficult to gain back control over these beasts.

Flesh Engine Builders on Amöeros

Flesh engine builders are rare sights even in menten societies. It often takes 2-3 menten thrallherders to control a single builder flesh engine, and they are generally reserved for use in building large structures or, in cases of war, to use as mobile siege engines.



Carpetbagger Flesh Engine

Gargantuan aberration, unaligned

Armor Class 16 (natural armor)

Hit Points 430 (21d20 + 210)

Speed 50 ft., burrow 25 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	30 (+10)	6 (-2)	10 (+0)	1 (-5)

Saving Throws Con +12

Skills Perception +2

Damage Immunities psychic

Condition Immunities exhaustion, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Cannot speak, but understands Menten

Challenge 19 (22,000 XP) **Prof** +6

Magic Immunity. The flesh engine automatically makes all saving throws against spells and magical effects.

Overrun. If the flesh engine moves 60 ft. or more in a straight line, all creatures in its movement path are subjected to a single claw attack and must make a DC 18 Dexterity save or be knocked prone.

Store. The flesh engine can store up 8 Large, 16 Medium, 32 Small or 64 Tiny creatures or objects.

Actions

Multiattack. The flesh engine makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 11 (2d6 + 4) slashing damage.

Disgorge. The flesh engine disgorges up to 6 creatures it has stored into an empty space within 15 feet.

Engulf. The flesh engine engulfs up to 6 willing targets of Large size or smaller within 15 feet.

Bonus Actions

Dash. The flesh engine moves its speed without provoking opportunity attacks.

Reactions

Engulf. At initiative 0, the flesh engine engulfs up to 6 willing targets of Large size or smaller that are within 15 feet.

A flesh engine carpetbagger is a transport made of living flesh. It is designed to carry slaves or menten from one point to another quickly and easily. The creature can cross vast distances for long periods of time at rapid rates, as well as bore through solid rock to reach its goal. Carpetbaggers are under the complete control of the menten who sculpted it, and if left alone, would starve without direction.

Combat

A carpetbagger is not meant for combat and will generally avoid combat if possible. If forced to defend itself, it swipes with its claws and seeks to move out of range of its opponents.

Creatures swallowed by the Carpetbagger are held in fluid-filled pustules along its sides. The fluid does no harm to those held (providing nourishment for long journeys) and those held in the pustules are relatively safe from harm, while still being able to view the world outside.

Carpetbagger Flesh Engines on Amöcros

Carpetbaggers are mostly found being used as a rapid transport device between two distant menten communities. In extremely rare cases, they are used as a sort of personal carrier to deliver menten forces into a combat area in large battles.



Memorizer Flesh Engine

Large aberration, unaligned

Armor Class 16 (*mage armor*)

Hit Points 37 (5d10 + 10)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+3)	15 (+2)	21 (+5)	10 (+0)	1 (-5)

Saving Throws Con +4

Skills History +9, Investigation +9, Perception +2

Damage Immunities psychic

Condition Immunities exhaustion, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Menten, Telepathy 240 ft.

Challenge 4 (1,100 XP) **Prof** +2

Memory Archive. The flesh engine can recall any fact or image it has seen with perfect accuracy.

Magic Immunity. A flesh engine automatically makes its save against any spell or magical effect.

Actions

Attach. *Melee Weapon Attack:* +5 to hit, reach 15 ft. *Hit:* 5 (1d4 + 3) piercing damage (the flesh engine can choose to reduce this damage to 1 hit point if the target is an ally), and if the hit exceeds the target's AC by 4 or more or is an ally, it starts a grapple (escape DC 11). The flesh engine can grapple up to 6 targets at a time in this manner.

Read Thoughts. If the flesh engine starts its turn grappling a target, the target must make a DC 15 Intelligence save. On a failure, the target is stunned until the end of its next turn and flesh engine can extract one day's worth of memories from the target.

Mind Bast (*Recharge 3+*). The flesh engine selects a target it can sense within 120 feet. The target must make a DC 15 Intelligence save. On a failure, the target takes 17 (5d6) psychic damage and is stunned one minute. The target takes half damage on a successful save. The target can repeat a failed save at the end of its turn to end the stunned condition.

Reactions

Psychic Battery (*Recharge 5+*). A willing grappled target does not expend a spell slot or require a recharge when using a Divination spell or other spell or ability that deals psychic damage.

The flesh engine memorizer is a collection of nerve and brain cells whose only purpose is to collect and save information - then impart it to mentens when they request the

information, freeing the menten minds to pursue other knowledge.

Memorizers are sometimes used to augment menten psychic abilities, and other times they are used as crude torture devices against other beings. Some menten have taken to using memorizers to extract information from unwilling prisoners or foes.

Memorizers communicate by signing with their nerve ganglia or connecting with a victim and displaying mental images of what it "says".

Combat

Memorizers are rather feeble in melee combat, and if attacked, generally attempt to flee. However, if it can get close enough to a foe it needs to interrogate or torture, it can use its mind-reaming abilities to cause agonizing pain to its victim, rendering them unconscious. Against such opponents, the ganglia nerve of the memorizer can be used to strangle incapacitated foes.

Flesh Engine Memorizers on Ambecros

Surprisingly, memorizers are one of the few flesh engines that can be found even in small menten communities. They are sometimes used as communication devices to contact larger menten communities or as distress markers for menten communities that fall to invaders.



Sweeper Flesh Engine

Huge aberration, unaligned

Armor Class 18 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	6 (-2)	10 (+0)	1 (-5)

Saving Throws Con +6

Damage Immunities psychic

Condition Immunities exhaustion, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Can't speak but understands Menten

Challenge 7 (200 XP) **Prof** +3

Magic Immunity. The flesh engine automatically succeeds any saving throw against a spell or magical effect.

Actions

Multiattack. The flesh engine makes three attacks; two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 17 (4d6 + 3) piercing damage. If the flesh engine hits the target's AC by 4 or more, it starts a grapple (escape DC 13).

Barbed Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft. *Hit:* 7 (1d8 + 3) piercing damage. If the flesh engine hits the target's AC by 4 or more, it starts a grapple. The flesh engine cannot use its tentacle attack while grappling.

Consume. If the flesh engine starts the turn with a grappled target, its bite hits automatically and is a critical hit. If the target is reduced to 0 hit points, the target is slain and consumed.

Bonus Actions

Headlong Dash. The flesh engine moves its base movement speed in a straight line.

Combat

A sweeper does not attack per se as much as it attempts to consume - anything and everything. If a creature is foolish enough to remain in a sweeper's path, the sweeper will have no compunction about devouring it. It is possible to anger and draw the attention of these beasts, but rarely is it wise to do so, for sweepers have excellent tracking ability and will go out of their way to hunt down those that harm it.

Flesh Engine Sweepers on Amōcros

Sweepers are generally only found in the larger menten communities where offal and accumulated trash would be a problem. Generally, one sweeper working 24 hours a day is sufficient to keep most menten cities clean but "industrial" flesh-shaper cities may require a cluster of flesh engine sweepers to keep the city from reeking and drawing unwanted scavengers or plagues.



The flesh engine sweeper is used in Menten cities as a mobile trash collector. It is omnivorous and will eat anything put into its path - sometimes even other Mentens.

Flesh engines are capable of understanding Menten commands, and are capable of rudimentary thought, but because of their constant hunger rarely venture to speak. Those who have heard it speak instantly realize the creature is in constant pain and fueled by nothing more than its insatiable hunger.

Warrior Flesh Engine

Large aberration, neutral evil

Armor Class 22 (natural armor)

Hit Points 133 (14d10 + 56)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +6

Skills Intimidate +1, Perception +7, Stealth +5

Damage Resistances fire

Damage Immunities psychic

Condition Immunities exhaustion, stunned

Senses darkvision 60 ft., passive Perception 17

Languages Menten, understands Undercommon

Challenge 8 (3,900 XP) **Prof** +3

Magic Resistance. The flesh engine has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The flesh engine makes four pummeling fist attacks.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 10 (1d10 + 5) bludgeoning damage and the target must make a DC 15 Constitution save or be stunned until the end of its next turn.

Fire Breath (Recharge 5+). The flesh engine expels a cone of fire 60 long and 30 feet wide. Targets in the area of effect must make a DC 1 Dexterity saving throw. On a failure, the target takes 24 (7d6) fire damage, half on a successful save.

Bonus Actions

Regenerate. If the flesh engine did not take acid damage since its last turn, it regains 5 hit points.

The flesh engine warrior is a fearsome creature only fashioned by the mentens in times of dire need - either should their cities fall under siege or should the mentens seek to strike out and wage massive war against the other races of the underdark. Unlike most other flesh engines that can be made of any number of creatures, Warrior flesh engines are made of three specific creatures bound into one body: A troll, a minotaur and a dragon wyrmling. It is that reason alone that these creatures are rarely seen in the first place.

Flesh engine warriors are difficult for menten to directly control, and as such these creatures are often sent alone into battle and generally destroyed as soon as their need is no longer required.

Combat

A flesh engine warrior generally approaches an enemy stealthily, and once in range rushes headlong into a throng of foes and begins bashing them into submission. If faced with a capable foe, it will focus its attacks on the individual to rid itself of them first, and then continue after any remaining enemies. Their flying and climbing ability usually allow them to hunt down and overcome foes whom attempt to stay at range, and their spell resistance protects them against most enemy spell attacks.

Flesh engine warriors do not retreat once engaged, though they will use hit and run tactics against superior forces. They do not take prisoners or show mercy to injured or noncombatant foes.

Flesh Engine Warriors on Amöcros

It is rare for the menten to create flesh engine warriors; rare is the occasion that they involve themselves in outright war against their enemies, preferring subterfuge and subtly to defeat their foes.

Usually only the largest menten communities create flesh engines, often creating multiple such machines in one fell stroke. Mentens rarely keep a flesh engine beyond the battle they are constructed for, and often assume that the flesh engine will be destroyed or so badly mauled in action that it will not be serviceable afterward.



Dreadnought Flesh Engine

Huge aberration, unaligned

Armor Class 23 (natural armor)

Hit Points 300 (24d12 + 144)

Speed 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	23 (+6)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Constitution +8

Skills Intimidate +0, Perception +3, Survival +5

Damage Immunities psychic

Condition Immunities exhaustion, stunned

Senses darkvision 60 ft., passive Perception 13

Languages Menteen

Challenge 26 (90,000 XP) **Prof** +8

Charge. If the flesh engine moves at least 20 feet in a straight line, it can move through the space of any number of Large or smaller creatures, but cannot end in their space. Any creature passed through must make a DC 24 Dexterity save or take 15 (2d6 + 8) bludgeoning damage.

Favored Foe (2/long rest). The flesh engine marks a target for 1 minute. Thereafter, the first time the flesh engine hits the target in a round, it takes an additional 5 (1d10) damage. Furthermore, the flesh engine knows the distance and direction to the marked target for the duration.

Magic Immunity. The flesh engine automatically succeeds on saving throws against spells or magical effects.

Scent. The flesh engine has advantage on Perception checks or Survival checks to locate or track opponents when using smell.

Actions

Multiattack. The flesh engine makes six attacks; four with its tentacles, one with its bite and one stomp.

Bite. *Melee Weapon Attack:* +16 to hit; reach 5 ft., all creatures in reach. *Hit:* 17 (2d8 + 8) magical piercing damage. If the flesh engine hits the target's AC by 4 or more, the target must make a DC 24 Strength save or be engulfed. While engulfed, the target automatically takes bite damage at the start of its turn, and the flesh engine heals hit points equal to half the damage dealt. If the target is reduced to 0, it is slain and consumed, becoming part of the flesh engine.

Tentacle. *Melee Weapon Attack:* +16 to hit (crit 19+), reach 15 ft. *Hit:* 15 (2d6 + 8) magical bludgeoning damage. If the flesh engine hits the target's AC by 4 or more, the target must make a DC 24 Strength save. On a failure, the target is thrown 60 feet, taking 21 (6d6) damage and landing prone.

Stomp. *Melee Weapon Attack:* +16 to hit, reach 5 ft. *Hit:* 15 (2d6 + 8) bludgeoning damage and the target must make a DC 24 Dexterity save. On a failure, the target is knocked prone and restrained until it can make a successful DC 18 Strength save.

Damned Shriek (Recharge 5+). The flesh engine unleashes a hideous roar. All creatures that can hear within 60 feet must make a DC 22 Constitution save. On a failure, the target takes 72 (15d6 + 20) thunder damage and is deafened for one minute.

Bonus Actions

Regeneration. If the flesh engine has not been reduced to 0 hit points, the flesh engine regains 10 hit points.

The flesh engine dreadnought is the culmination of the menteen flesh-shaping skill brought to full bear for war. It is composed of a mass of slaves congealed into a single engine of destruction.

Combat

A flesh engine dreadnought is pure brutality on the battlefield. It plods into the middle of the ranks of its enemies, where it begins rending and hurling apart ranks of foes, devouring anything daring to close to it. It does not waver from cleaving a path of destruction in its wake, and leaves no enemy intact – often ripping down foes in twain before moving on to its next target.

Flesh Engine Dreadnoughts on Ambros

There are only legends of this creature among the menteen's enemies; it is so difficult to create and destructive that its rumored existence is used to cow enemies, despite there being no known surviving eye-witness accounts of this creature in action.

Forest Runner

Forest Runner

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 42 (5d8 + 15)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	6 (-2)	15 (+2)	8 (-1)

Skills Perception +4

Damage Resistance psychic

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 14

Languages Goblinoid, speaks broken Elvin

Challenge 2 (450 XP) **Prof** +2

Scent. The forest runner has advantage on Perception checks when using smell.

Two Minds. The forest runner has advantage on any save that would affect its mind.

Actions

Multiattack. The forest runner makes three attacks; two claw attacks and a bite. It may, instead make two thrown rock attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 6 (1d4 + 4) piercing damage, plus 4 (1d8) poison damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft. *Hit:* 8 (1d8 + 4) piercing damage.

Thrown Rock. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Bonus Actions

Fast Healing (3x/short rest). The forest runner expends a hit dice to heal 7 (1d8+3) hit points.

Reactions

Deflect. If the forest runner is hit by a ranged attack it reduces the damage by 10 (1d10 + 5).



The forest runner is a horrid creature created by the goblinoids for the sole purpose of hunting down elves and killing them. Unfortunately, over the centuries the creature performed its task too well - not only did it kill elves in droves, the creatures developed an appetite for and any flesh - and discovered there were far more of the latter than the former!

A forest runner is always hungry, and willing to attack for a bite to eat. Though it prefers elf flesh above all else, it will settle for whatever meat it can get a hold of.

Combat

Forest runners track their prey and generally wait for an opportune moment to strike. A particularly hungry forest runner may act impulsively and strike straight away, but most forest runners prefer to hunt their prey for some time before striking.

In combat, forest runners are terrifying opponents. They rush to grapple a foe and rend it from limb to limb as quickly as possible.

Forest runners have been known to beat opponents to death with their own limbs or employ clubs or stones, but usually just bite and rend victims until nothing but a grisly mess remains. They are intelligent enough to take the valuables from their victims and can use armor or weapons from their fallen foes. When scavenging armor, the forest runner usually rips openings in it for its additional limbs.

Forest runners are implacable trackers, and seem to enjoy pursuing fleeing prey. They are so drawn to chase they will often leave battered and beaten prey to run down someone or something that attempts to flee the scene.

Bestiary Nefarious

The dark runner is a demonically infused forest runner, usually a creature of great age and power. They are malicious and ever-hungry dwellers of dark forests. They are greatly feared by all inhabitants of the woods in which they dwell, and are often given a wide berth by those who share the forest with them.

It is not uncommon for a dark runner to “mark” its territory with the bones and skulls of past victims, and they often make a lair for themselves in a forbidding glade or cave within the bounds of their territory.

Combat

Dark runners enjoy shadowing opponents and picking off their foes one by one. They have been known to drop from trees, grapple a foe, and disappear with their victim. They also enjoy running opponents to the ground, tracking quarry until it tires or gives up before springing to attack. In rare cases, dark runners might descend from a tree to maul a foe and then return to hiding, hoping to strike fear and panic in the survivors before picking them off one by one.

Some dark runners that run with forest runners will set themselves up in ambush and have the forest runners drive or draw prey to the ambush spot. Once at the ambush spot, the dark runner springs down from the trees or from a hidden spot prepared in the ground as the forest runners likewise spring to the attack.

Forest Runners on Amöeros

Forest runners, of course, were created by the goblinoids of the Golgoth Empire. However, the creatures quickly ran amok, and those that were not destroyed escaped into the wilderness beyond the reach of their creators.

Forest runners can be encountered practically anywhere except in the great forest of the Evan Cordum. Ancient elvin magics erected even before the Elvin Golden Age strike any forest runner entering the woods dead in mere moments, such is the elves hatred of this beast. Unfortunately, the growth of the elves ancient forest means that some portions of the woods lie outside of this protective boundary by an unknown amount, but forest runners are loathe to find out exactly where the protection starts.

Dark Runners on Amöeros

Dark runners are the product of the Skyland Hold’s experiments during the Dark Age to create an “ultimate scout”. After the fall of the Skyland Hold, the creatures instinctively migrated to the east, where now they primarily inhabit the Yaz Forest and the Demon Jungle.

Dark Runner

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	17 (+3)	6 (-2)	15 (+2)	8 (-1)

Skills Perception +8, Stealth +7

Damage Resistance cold, fire, lightning, psychic

Damage Immunity poison

Condition Immunities charmed, poisoned sleep

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Goblinoid, speaks broken Elvin

Challenge 8 (3,900 XP) **Prof** +3

Scent. The forest runner has advantage on Perception checks when using smell.

Sneak Attack (1x/round). If the target is unaware of the dark runner, it deals an additional 7 (2d6) damage.

Two Minds. The forest runner has advantage on any save that would affect its mind.

Actions

Multiattack. The dark runner makes five attacks; four claw attacks and two bites. It may, instead make two thrown rock attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 9 (1d8 + 5) piercing damage, plus 9 (2d8) poison damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 14 (2d8 + 5) piercing damage. If the dark runner hits the target’s AC by 4 or more, it starts a grapple (escape DC 15).

Thrown Rock. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Bonus Actions

Fast Healing (2x/short rest). The forest runner expends a hit dice to heal 17 (2d10+6) hit points.

Hide. The dark runner takes the hide action.

Reactions

Deflect. If the forest runner is hit by a ranged attack it reduces the damage by 14 (1d10 + 9).

Geshara

Geshara

Medium humanoid (goblin), chaotic evil

Armor Class 14 (hide armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblinoid

Challenge ½ (100 XP) **Prof** +2

Actions

Rust claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage, and if the target is wearing metal armor, the armor moves 1 point towards AC 10.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Reactions

Rusting Curse. When the geshara is hit by a weapon made of metal, the attacker must make a DC 12 Dexterity save. If the weapon is magical, it gains advantage on the save. On a failure, the weapon is damaged and unusable until repaired or replaced.

The Geshara is a bizarre goblinoid creature whose very touch causes metal to rust and crumble. They are hateful and spiteful creatures, and will bully other goblinoid creatures every chance they get. Geshara have an insatiable love of items that their touch cannot destroy, and often raid and pillage in search of items their touch cannot destroy.

Combat

Geshara generally rush into melee, clawing, scratching and biting. They attempt to quickly destroy an opponent's metal weapons and armor using their sunder attack. Even should they fail to sunder the weapon with their claws, the rusting touch does the work for them. Geshara are skilled at using their sunder attack to destroy worn armor.

Geshara Society

Geshara are a domineering race of bullies, led by the strongest-willed and most cruel individual of a group. Control lasts only as long as the Geshara can exert his will on the group - usually by cracking skulls or making a bloody example of any rebellious members of the group.



Geshara sometimes lair near other humanoids, but never integrate with a tribe of non-Geshara (often much to the relief of the other humanoids). Geshara will only work with other humanoids while it benefits them, and only if they can bully and command the other humanoids. Geshara are poor craftsmen, though they can make some of their own goods. Unable to work or employ metal, most of their items are crude in nature, though they will happily steal non-metal items from other creatures and prize fine workmanship when they can get their hands on it.

Geshara on Amberos

It is thought that the Geshara may have been some sort of attempt by the Golgoth Empire to battle the creations of the ancient Age of Technology, rusting the components of technological items to make them worthless. Geshara can be encountered across Amberos, though many human kingdoms go to great lengths to destroy any Geshara they encounter as quickly as possible.

Oddly, there are not large numbers of Geshara in the Dark Valley; apparently even the other goblinoid races dislike the rusting ability of the Geshara and dislike associating with them.

Geshara Bully

Medium humanoid (goblin), chaotic evil

Armor Class 14 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing and slashing when raging

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblinoid

Challenge 3 (450 XP) **Prof** +2

Reckless Attacker. The geshara has advantage on its attacks, but attackers have advantage to hit the geshara.

Actions

Multiattack. The geshara makes two rust claw or sling attacks.

Rust claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage, and if the target is wearing metal armor, the armor moves 1 point towards AC 10.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Bonus Actions

Rage (1x/short rest). The geshara gains advantage on Strength checks and saves. The geshara adds 2 to its rust claw attacks. The rage lasts for 1 minute.

Reactions

Rusting Curse. When the geshara is hit by a weapon made of metal, the attacker must make a DC 12 Dexterity save. If the weapon is magical, it gains advantage on the save. On a failure, the weapon is damaged and unusable until repaired or replaced.

Geshara Thug

Medium humanoid (goblin), chaotic evil

Armor Class 14 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Skills Acrobatics +8, Deception +2, Perception +3, Stealth +8

Languages Common, Goblinoid

Challenge 3 (450 XP) **Prof** +2

Sneak Attack (1x/turn). If the geshara has no allies within 15 feet, its attack deal an extra 17 (5d6) damage.

Actions

Rust claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage, and if the target is wearing metal armor, the armor moves 1 point towards AC 10.

Sling. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Bonus Actions

Cunning Action. The geshara takes the dash, disengage or hide action.

Reactions

Rusting Curse. When the geshara is hit by a weapon, it takes half damage. Also, if the weapon making the attack is made of metal, the attacker must make a DC 12 Dexterity save. If the weapon is magical, it gains advantage on the save. On a failure, the weapon is damaged and unusable until repaired or replaced.

Geshara Wild Thing

Medium humanoid (goblin), chaotic evil

Armor Class 14 (hide armor) [*barkskin* 16]

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblinoid

Challenge 4 (1,100 XP) **Prof** +2

Actions

Rust claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage, and if the target is wearing metal armor, the armor moves 1 point towards AC 10.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Spellcasting. The geshara is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The geshara has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray, thorn whip*

1st level (4 slots): *entangle, healing word, thunderwave*

2nd level (3 slots): *barkskin, heat metal, hold person*

3rd level (3 slots): *meld into stone, protection from energy, wind wall*

Bonus Actions

Shapeshift (1x/short rest). The geshara transforms into a badger, giant spider or saber-toothed tiger. While transformed, the geshara's attacks are considered magical and it retains its rusting curse. The geshara remains transformed until it is reduced to 0 hit points or 1 hour passes. When it transforms back, it returns with the hit points it had before transforming.

Reactions

Rusting Curse. When the geshara is hit by a weapon made of metal, the target must make a DC 12 Dexterity save. If the weapon is magical, it gains advantage on the save. On a failure, the weapon is damaged and unusable until repaired or replaced.

Geth

Geth

Large swarm of tiny dragons, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 170 (20d12 + 40)

Speed 30 ft., climb 30 ft., fly 60 ft.

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

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

Skills Perception +10, Stealth +4

Damage Resistances bludgeoning, piercing or slashing weapons

Damage Immunities fire

Condition Immunities Paralyzed, prone, restrained, sleep

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20

Languages Draconic

Challenge 12 (8,400 XP) **Prof** +4

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

Actions

Multiattack. The geth makes three attacks; two razor slashes and a bite attack.

A Thousand Bites. *Melee Weapon Attack:* +7 to hit, reach 15 ft. *Hit:* 13 (3d6 + 3) piercing damage, and the target is grappled (escape DC 13). The geth can grapple up to four medium-sized or smaller targets this way.

Razor Slashes. *Melee Weapon Attack:* +7 to hit, reach 10 ft., *Hit:* 10 (2d6 + 3) slashing damage.

Swarmed. If the geth starts a turn grappling a target, the target is automatically hit by its thousand bites attack, and it is a critical hit.

Fire Breath (Recharge 5+). The geth breathes a cone of fire 60 feet long and 30 feet wide at the end. Targets in the area of effect must make a DC 14 Dexterity save. On a failure, the target takes 28 (8d6) fire damage, half on a successful save.

Bonus Actions

Detatch. A single geth shard is created within 5 feet of the Geth. The geth loses 8 hit points as a result. This ability cannot be used when the geth drops to 42 hit points or less.

Geth Shard

Tiny dragon, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 8 (2d4 + 4)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	10 (+0)	15 (+2)	19 (+4)

Saving Throws Dex +2, Con +2, Wis +4, Cha +6

Skills Perception +6, Stealth +2

Damage Immunities fire

Condition Immunities Paralyzed, sleep

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Common

Challenge ¼ (50 XP) **Prof** +2

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 4 (1d6 + 1) piercing damage.

Fire Breath (Recharge 5+). The geth breathes a cone of fire 15 feet long and 15 feet wide at the end. Targets in the area of effect must make a DC 12 Dexterity save. On a failure, the target takes 7 (2d6) fire damage, half on a successful save.

Bonus Actions

Reattach. The geth shard can rejoin its Geth host. The Geth gains all knowledge the shard gained, and regains hit points equal to the shard's current hit points.

Geth are an unusual colony of draconic "mites". They are thought to have been originally some sort of parasite that fed on dragons and mutated to become a dragon-like species of their own.

Geth are treasure hoarders, dwelling deep in caves and rising to the surface only to plunder and feed. Their appetite for both precious objects and fresh flesh is enormous, and they can lay entire towns low in one orgy of eating and stealing.

It is not uncommon for geth to disengage shards from the main colony to scout for food or treasure. Once the shard locates its objective, it quickly returns to the hivemind, where it merges and shares the information it has collected. The swarm then moves to collect the treasure or food as a group.

A typical geth can form up to 16 shards to send on scouting missions, though it is rare for it to send more than 4 at any given time.

Combat

Geth initially moves as a shapeless swarm towards their objective. Once they encounter something dangerous that

Bestiary Nefarious



opposes them, they form up into a draconic shape to deal with the opponent.

Geth dislike fighting in or from on wing and will generally only use their flight to flee a combat gone bad, or to reach a town or other edifice far away. If attacked while flying, most Geth will immediately land and continue the fight on the ground.

When engaged, once a geth has engulfed its foes, if there are still individuals attacking it it will sever off individual shards to track down and deal with the opponents.

Geth on Amberos

Geth are usually found in areas near the Wyvern Sea of the Forna Sea on the east end of Amberos. There are tales, however, of the beasts being encountered in the valleys of the Crystalmire Mountains, and one legendary account of an encounter with a Geth in the Shovnov Coast.

Golem, General

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces.

The animating force for a golem is a spirit from the Elemental Plane of Earth. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator.

Combat

Golems are tenacious in combat and prodigiously strong as well. Being mindless, they do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. They are emotionless in combat and cannot be provoked.

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If without commands, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can

give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

Construction

The cost to create given for each golem includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the golem. Creating a golem is essentially like creating any sort of magic item. However, a golem's body includes costly material components that may require some extra preparation. The golem's creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the golem variety.

The creator must cast the spells personally, but they can come from scrolls, books or via other magic items.



Bestiary Nefarious

Briar Golem

Large construct, unaligned

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	15 (+2)	8 (-1)	10 (+0)	1 (-5)

Damage Resistances bludgeoning

Damage Immunities poison, psychic

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

Senses tremorsense 60 ft., passive Perception 10

Languages Understands creator's language but can't speak

Challenge 3 (700 XP) **Prof** +2

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

Actions

Multiattack. The golem makes three attacks; one bite and two thorn slams.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage, and if the attacks hits a Medium-sized or smaller target's AC by 4 or more, it starts a grapple (escape DC 12). While grappling, the golem cannot use this attack against other targets.

Thorn Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 9 (2d6 + 2) piercing damage.

Engulf. If the briar golem starts its turn grappling a medium-sized or smaller target, the target must make a DC 12 Strength check. On a failure, the target is engulfed.

Bonus Actions

Goodberry (2x/long rest). The golem produces a clump of 2 (1d4) berries and can give them to allied creatures within 5 feet. As a bonus action, the recipient can eat up to 6 berries to regain 1 hit point per berry.

Reactions

Absorb. When hit by an attack, the golem takes half damage unless the damage is fire.

Briar golems are created by druids as long-term defenders of the wilderness or sacred areas. They rarely accompany druids on missions or tasks and are generally assigned to protect or patrol a specified area. Briar golems, like most golems, perform their tasks unfailingly, with a simplistic approach to getting the

job done. Meaning, usually to attack and destroy intruders or drive them off.

Combat

A Briar golem usually rushes towards a foe, swinging its barbed fists at opponents. Once in melee, it will usually attempt to catch and crush or devour its opponents. Those devoured by a Briar golem can often count themselves lucky if they are not truly foes of the wilderness they have wandered into as Briar golems will often take engulfed opponents back to the druid who made it.

Creating a Briar Golem

A briar golem is created from a briar bush that is at least nine years old. At the first new moon of the 10th year, the spellcaster must perform a week-long ritual to breathe life into the golem. The ritual consumes the creator's concentration, as if they were concentrating on a spell.

Briar Golems on Amberos

The secret to the creation of briar golems was known even to the ancient elves of the Evan Cordum before even the rise of the Elvin Golden Age. Briar golems are Commonly employed by druidic circles to protect sacred groves, tombs and treasure cache, and they can be found in practically any area of Amberos, even in desert areas of the east.



Fellroot Golem

Large construct, neutral evil

Armor Class 15 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	13 (+1)	6 (-2)	10 (+0)	1 (-5)

Damage Vulnerability fire

Damage Resistances bludgeoning, piercing or slashing weapons that are non-magical

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages Understands creator's language but can't speak

Challenge 4 (1,100 XP) **Prof** +2

Beserk. If the fellroot golem is reduced to 26 hit points or less, roll a d6 at the start of its turn. On a result of a 6, the fellroot golem becomes enraged and attacks any creature or object it can sense, moving to and attacking the closest target each time.

If the controller is within 60 feet, they can take an action to attempt to bring the golem under control with a successful DC 15 Charisma (Persuasion) skill check. If the golem takes further damage while at 26 or less hit points, it may go berserk again.

Immutable. The golem is immune to spells and effects that would alter its form.

Actions

Multiattack. The fellroot golem makes four rotting slam attacks. It can grapple up to four targets at a time with its rotting slam attacks.

Rotting Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target must make a DC 11 Constitution save. On a failure, the target is diseased, and loses 1 point of Charisma every day. If the attack hits the target's AC by 4 or more, it starts a grapple (escape DC 14).

Crush. If the golem starts a turn grappling a target, the target is automatically hit by a rotting slam attack and it is treated as a critical hit.

A fellroot golem is a druidic creation designed for combat. Made from a dead tree, they are tools of revenge for those who have either wronged the druid or the forest under their protection.

Combat

A fellroot golem is generally under the orders of a druid and will perform as ordered, if simply.

If they have no task left to fulfill, they go quiescent, awakening when some being comes within reach. They then awaken, attempting to enwrap a limb about the victim and crush it to death.

Creating a Fellroot Golem

A fellroot golem is crafted from an oak tree that was at least 20 years old before it died. In a day-long ritual in which the creator rots out the golem's heartwood with parasites or spells, the golem is brought to life. The ritual consumes the creator's concentration as if they were casting a spell. Once animated, the golem starts life by becoming berserk, and must be calmed to be controlled properly.

Fellroot Golems on Amberos

Fellroot golems are rare war engines of the druids. They were used extensively in the past in the battles between the Evan Cordum and the Kennestone druids, where the human druids attempted to turn the very woods against the elves. The act of destroying trees to turn them into warriors against the elves created great enmity between the two factions that still exists to this day.



Gold Golem

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	19 (+4)	10 (+0)	10 (+0)	1 (-5)

Damage Resistances type

Damage Immunities acid, fire, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common, but cannot speak

Challenge 3 (450 XP) **Prof** +2

Cold Susceptibility. Attacks that deal cold damage reduce the golem's movement to 15 ft. and it can only move or take an action for 1 round per 10 points of cold damage it takes (rounded up).

Spell Immunity. The golem automatically succeeds on any saving throw against spells or magical effects.

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

Actions

Multiattack. The golem makes two slam attacks.

Transforming Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target must make a DC 14 Constitution save. On a failure, the target is restrained and must save again at the start of its next turn. If the target fails three saving throws, it is petrified as it is transformed into a statue made of pyrite (fool's gold). A transformed object crumbles to dust after 24 hours.

Gold golems are extremely rare for the mere fact they are made of (hollow) gold. The soft but heavy metal, while easily bent, makes the golem extremely hard-hitting.

Gold golems are usually only made by vain wizards or clerics of gods of greed or wealth.

Combat

A gold golem will generally attempt to grapple a living opponent, turning them to gold in the process. Against non-living targets or targets that resist the gold-changing attack, the gold golem attempts to rend the victim apart.



Creating a Gold Golem

A gold golem is created from 1,000 pounds of refined gold, smelted with rare tinctures and admixtures costing at least 1,000 gp. It takes three months to fashion the body from raw materials. Upon completion, the body must be immersed in magical flame as a ritual is chanted over the body and fire for no less than one hour. The ritual consumes the creator's concentration as if they were casting the spell, and the creator must remain within 30 feet until the creation is completed.

Gold Golems on Amberos

During the years before the Dark Age and before their destruction by the Skyland Hold, gold golems were symbols of status and employed by the White Council of Misake. No known new gold golem has been created since before the Dark Age began, though there are legends that the secret processes to create these golems lay in moldering crypts somewhere under a forgotten city-state in Misake, or perhaps forgotten in a library somewhere in the Principalities of Xatmas.

The only surviving, known functioning gold golem in existence currently resides in the Kingdom of Vall Vega, and is owned by none other than Emperor Romulus Bicard III, who keeps it to transform objects to gold when he needs funds. By unknown means, the items this golem transforms into gold are not made of pyrite and do not crumble or decay after a day's time.

Holly Golem

Small construct, unaligned

Armor Class 12

Hit Points 14 (4d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	1 (-5)	8 (-1)	1 (-5)

Damage Immunities poison, psychic

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

Senses tremorsense 10 ft., passive Perception 9

Languages Understands its creator's language, but can't speak

Challenge 1/8 (25 XP) **Prof** +2

Druidic Enhancement. Allied druids within 30 feet of the golem add 1 to spell DCs and damage caused by their spells is always maximum damage.

Actions

Poisoned Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target must make a DC 10 Constitution save. On a failure, the target is poisoned for 1 minute.

Reactions

Spell Deflection. The golem automatically makes its save against a spell or other magical effect.

The holly golem is a druidic creation designed as a walking altar. It accompanies druids when they are away from their normal stalking grounds, both defending the druid and augmenting his magical prowess.

Combat

Holly golems rarely engage in direct combat, usually only striking out physically when the druid they accompany is attack. In all other cases the holly golem will hover near its druidic owner to augment his magic and remain out of the line of fire of enemy attacks.

Creating a Holly Golem

A holly golem is created from a holly tree that is at least 5 years old. The creator performs a ritual upon the tree, trimming and humming as the golem is brought to life. The ritual consumes the creator's concentration as if they were casting a spell, and the creator must remain within 5 feet of the holly tree during the ritual.



Holly Golems on Amberos

A specialty of the Kennestone druids, the secret to the creation of holly golems was undertaken by Druidus himself, who is said to have three massive holly golems at his disposal. Since the time of Druidus, the secret of the creation of holly golems has been passed down from archdruid hierophant to hierophant, and occasionally the secret has been passed to a druid beloved of the current hierophant. Recently, the high druid of Alusti has been gifted with the knowledge of how to create holly golems and has dispensing the information to the greater druids of its order.

Elves have divined their own method for creating holly golems, and the rare Halfling druid enclave in Llinn has somehow managed to obtain the formula for the creation of holly golems as well. Neither dwarves nor gnomes however, seem interested in the secret of the creation of holly golems.

Rope Golem

Medium construct, unaligned

Armor Class 11

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	3 (-4)	10 (+0)	1 (-5)

Damage Resistances bludgeoning and piercing weapons; slashing non-magical weapons

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP) **Prof** +2

Berserk. Whenever the golem starts its turn with 39 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 39 hit points or fewer, the golem may go berserk again.

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 or magical effects.

Actions

Multiattack. The golem makes two attacks using any combination of lash or lasso attacks.

Lash. *Melee Weapon Attack:* +5 to hit, reach 15 ft. *Hit:* 6 (1d8 + 3) bludgeoning damage.

Lasso. *Melee Weapon Attack:* +5 to hit, reach 15 ft. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target is grappled (escaped DC 13). If the attack hits the target's AC by 4 or more, the target cannot breathe while grappled. While the target is grappled, the golem cannot use this or its lash attack.



Rope golems are usually designed with the defense of a wizard or priest in mind. They are sometimes created as "avengers", sent to hunt down a foe or group of foes for extermination.

Combat

Rope golems will generally attempt to entwine opponents close to it, then seek to rope and reel in other targets.

Creating A Rope Golem

A rope golem is created from 5,000 feet of silk rope, woven with rare threads and anointed with exotic oils worth at least 500 gp. Constructing the body of the rope golem takes a week of work, and the animation ritual takes at least 3 days to complete.

Rope Golems on Amberos

The Brotherhood of Glory developed rope golems after the Kingdom of Vall Vega banned wax golems from use. The Brotherhood jealously guards the secret to their creation, though occasionally the secrets have fallen into the hands of others across the continent. However such individuals who create rope golems soon receive a visit from a Brotherhood monk, with a message of "join the Brotherhood or die".

Tar Golem

Large construct, unaligned

Armor Class 9

Hit Points 66 (7d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	9 (-1)	19 (+4)	5 (-3)	10 (+0)	1 (-5)

Damage Resistances psychic; slashing non-magical weapons

Damage Immunities bludgeoning and piercing weapons; poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Understands the language of its creator, but can't speak

Challenge 2 (450 XP) **Prof** +2

Berserk. Whenever the golem starts its turn with 32 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 32 hit points or fewer, the golem may go berserk again.

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 or magical effects.

Tar Body. If the golem is hit by a weapon, the target must make a DC 13 Strength save. On a failure, the weapon is stuck in the golem's body. A creature can make a subsequent save as an action to extract the weapon. The weapon is also released after the golem is destroyed.

Actions

Multiattack. The golem makes two slam attacks.

Tarry Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 7 (1d8 + 3) bludgeoning damage, and if the target is medium-sized or smaller it is grappled (escape DC 13). The golem cannot use this attack while grappling.

Smother. A target that starts its turn grappled cannot breathe and automatically takes 12 (2d8 + 3) bludgeoning damage.

The tar golem is primarily a defensive creature, designed to trap victims and bind them. Their horrible appearance and sticky nature rarely makes them worth keeping inside of a structure, and they are often encountered in the wilderness or just outside a structure, though rarely guarding an entranceway. They are a popular golem among those who worship or are associated with the Realm of Madness.

Combat

Tar golems prefer to remain idle, waiting for opponents to draw near before animating to strike. Because they are somewhat amorphous, they will often take on interesting, though incomplete shapes to draw attention to themselves. Once victims are within reach, the creature generally strikes, attempting to capture and draw the victim into its own mass.

Creating A Tar Golem

A tar golem is created from 800 lbs of tar, mixed with binding alchemical substances worth 250 gp. Shaping the tar golem's body takes a week of work, and the ritual to animate the golem takes 8 hours to perform.

Tar Golems on Amöeros

Oddly, Barbed March and Randu make the greatest use of these golems, usually created by war-wizards as ambushes to capture enemy scouts or hold important prisoners. The Red Death of Barbed March also employs them to catch individuals that they use for their blood-magic experiments.



Shell Golem

Large construct, unaligned

Armor Class 23 (plate mail + shield)

Hit Points 57 (6d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	6 (-2)	10 (+0)	1 (-5)

Damage Resistances psychic

Damage Immunities bludgeoning, piercing and slashing non-magical weapons; poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Understands the language of its creator, but cannot speak

Challenge 3 (700 XP)

Prof +2

Berserk. Whenever the golem starts its turn with 14 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 14 hit points or fewer, the golem may go berserk again.

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

Improved Magic Resistance. The golem has advantage on saving throws against spells or magical effects. If such an attack would deal half damage on a successful save, it deals no damage on a successful save. Spells and magical effects only deal half damage on a failed save to the golem.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft. *Hit:* 11 (2d6 + 4) magical bludgeoning damage.

Reactions

Parry. When an ally within 5 feet of the golem is targeted by an attack, it takes no damage.

Shell golems are protective golems made of durable material animated by a water spirit. They are tenacious defenders, willing to brave any danger to keep their charge safe from harm.

Combat

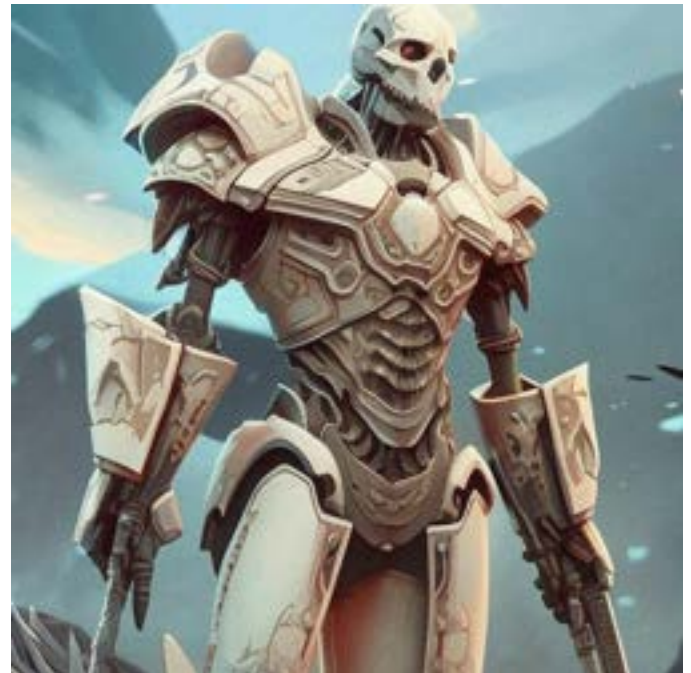
Shell golems never initiate an attack without a direct order to do so, but work to the best of their abilities to defend their charge from harm. They have no compunction about putting themselves in harm's way to defend their charge, and will never willingly stray out of arm's reach of any being they are assigned to protect.

Creating a Shell Golem

A shell golem is created from seashells, tortoise shells or other natural materials that form an impenetrable armor shell for the nature spirit to inhabit. At least 600 lbs. of large, unbroken shells are used to construct the outer shell. The rare oils and inks used to treat and inscribe magical symbols of protection into the shells cost 200 gp. Fashioning the body of the turtleshell golem requires six weeks of work, and the subsequent ritual to animate it takes two days.

Shell Golems on Amberos

Turtleshell Golems are the specialties of the Shugenja of the Zend, and as such can be found in Chiamung, Dishnu and Spi Dak Su on Amberos.



Wax golem

Medium construct, neutral evil

Armor Class 14 (natural armor)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	19 (+4)	8 (-1)	10 (+0)	10 (+0)

Skills Deception +4

Damage Resistances bludgeoning, piercing and slashing weapons; psychic

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Can speak the same languages as its creator, but cannot read

Challenge 2 (450 XP) **Prof** +2

Magic Resistance. The golem has advantage on saving throws against spells or magical effects

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13).

Smother. A target grappled by the golem cannot breath.

Bonus Actions

Mutable Form. The golem can alter its appearance to assume the appearance of any small or medium humanoid it has encountered.

Reactions

Soft Form. When the golem is hit by an attack, it takes half damage.

Wax golems are creations designed to act as simple spies or assassins. Their shapechanging ability allows them to easily infiltrate areas to get to targets, and they are cheap enough that its creator rarely worries whether the construct can escape after completing its mission.

Combat

Wax golems, though not intelligent, primarily attempt to attack by surprise and/or while opponents are alone. They prefer to assume the shape of their opponent or a person liked and well known to the victim in an attempt to confuse their prey and retard the victim's ability to defend itself against attack

properly. They can use their unarmed attacks to strike or use virtually any weapon with relative ease. While able to assume the appearance of wearing armor, they will never actually don clothes or wear armor as such items do not change as they shift shapes.

Creating a Wax Golem

A wax golem is created from 200 lbs. of wax, treated with rare oils and fats worth 100 gp. Creating the body requires a week of work, and the ritual to animate the golem takes an hour.

Wax Golems On Amöeros

A potent assassination tool during the Dark Age, these creatures were used by the Skyland Hold to hunt down enemies and destroy them. However, the secret to their creation was leaked to the Free Barons by a turncoat priest, and the Free Barons used them as decoys against assassination attempts and the fledgling Brotherhood of Glory learned to use them to effect against the Skyland's Hold own officers.

By the time of the Kingdom of Swordfall, the use of wax golems had been banned, and many of the tomes that held the secret to their creation were destroyed. However, it seems that some of the texts survived, primarily in the Skienlands, and occasional wax golems can be found in the employ of eastern agents.



Gore Wrench

Gore Wrench

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	6 (-2)	11 (+0)	13 (+1)

Skills Perception +2

Damage Immunities poison

Condition Immunities diseased, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands Common, but cannot speak

Challenge ¼ (50 XP) **Prof** +2

Flyby Attack. When the gore wrench flies, it does not provoke opportunity attacks.

Shivering Shadow. Any creature starting or ending its turn within 5 feet of the gore wrench must make a DC 11 Constitution save. On a failure, the target is restrained and takes 3 (1d6) cold damage.

Undead. The gore wrench does not need to eat, sleep or breathe.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, plus 2 (1d4) necrotic damage.

Retch (1x/short rest). The gore wrench unleashes a cone of vomit 15 ft. long and 10 ft. wide. Onlookers within 30 feet (including in the area of effect) must make a DC 13 Wisdom save. On a failure, the target is nauseated for 1 minute. Targets in the area of effect must make a separate DC 13 Dexterity save. On a failure, they take 10 (4d4) acid damage.

The gore wrench is a pathetic undead creature formed when the spiritual remains of a humanoid possess a carrion bird that has devoured part of its flesh. Having throttled the life from the bird, the soul uses the bird's carcass, swelling the bird's size until it is as tall as a man.

A gore wrench sometimes will hunt down those who originally killed its humanoid form, but usually remains near the area it died in, wrecking its vengeance on whomever happens by. The spirit that infects the gore wrench is apparently unable to maintain the state of the body, and over time, gore wrenches simply rot away, until nothing is left. Depending on the strength of the controlling spirit, this process may take anywhere from a few months to several hundreds of years.



Combat

A gore wrench usually will swoop down on its foe from above, clawing and landing nearby. Once on the ground it uses its retching ability to attack foes, continuing to attack until slain or its foe is killed, and the gore wrench consumes their remains.

Gore Wrenches on Amberos

While gore wrenches can be found anywhere on Amberos, they are more common on ancient battlefields or desert areas such as in the wastes of Randu, Iannhanex and Llannhanex. No gore wrenches are found in the Blue Desert, however.

Hapí

Hapí

Large celestial, neutral good

Armor Class 14 (*mage armor*)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	19 (+4)	15 (+2)	13 (+1)	17 (+3)

Saving Throws Con +6

Skills Medicine +7

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities radiant

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, Common

Challenge 6 (2,300 XP) **Prof** +3

Magic Resistance. The hapi has advantage on saving throws against spells or other magical effects.

Actions

Radiant Beam. *Ranged Weapon Attack:* +6 to hit, range 120 ft. *Hit:* 14 (2d10 + 3) radiant damage.

Innate Spellcasting. The hapi's spellcasting ability is Charisma (spell save DC 14). The hapi can innately cast the following spells, requiring no material components. It can only cast them on allied creatures and not on itself.

At Will: *cure wounds, shield of faith*

1x/day: *dimension door (+3 individuals), Leomund's tiny hut, heal, symbol*

1x/week: *revivify*

Bonus Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) piercing damage.

A Hapi is a mystical celestial creature associated with healing and rebirth. Despite their animal-like appearance, they are healers and midwives who provide their mystical abilities to those in need.

Hapis sometimes covertly join herds of cattle, while other times they may be well-known, often protected by individuals who cherish their abilities.



Combat

Hapi usually retreat from attacks, but they may become belligerent if their charges are threatened or they are mistreated. A Hapi normally attacks by charging and goring its foe. Against more powerful or supernatural foes, it generally prefers to use its symbol ability to ward off danger. In extreme circumstances if its charges are slain, it will retreat with the individual and revive them once away from harm.

Hapi on Amðeros

Hapi can be found in Llannhanex and Iiannhanex as well as having been imported into Simera and Randu. Nobles of the Skienlands have, over the ages, kept Hapi to ward off assassins and/or kept them as statues of good health.

Bestiary Nefarious

Hapí Preserver

Large celestial, neutral good

Armor Class 14 (*mage armor*)

Hit Points 152 (16d10 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	19 (+4)	15 (+2)	13 (+1)	19 (+4)

Saving Throws Con +8

Skills Medicine +9

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; cold, lightning, fire, necrotic

Damage Immunities poison, radiant

Condition Immunities diseased, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, Common

Challenge 10 (5,900 XP) **Prof** +4

Focused. The hapi can concentrate on two spells at once. When making concentration checks, the checks are made separately.

Magic Resistance. The hapi has advantage on saving throws against spells or other magical effects.

Actions

Multiattack. The hapi makes two radiant beam attacks.

Radiant Beam. *Ranged Weapon Attack:* +8 to hit, range 120 ft. *Hit:* 15 (2d10 + 4) radiant damage.

Innate Spellcasting. The hapi's spellcasting ability is Charisma (spell save DC 16). The hapi can innately cast the following spells, requiring no material components. It can only cast them on allied creatures and not on itself.

At Will: *bless, cure wounds, shield of faith*

3x/day: *crusader's mantle, lesser restoration, protection from evil*

1x/day: *dimension door (+6 individuals), leomund's tiny hut, heal, restoration, symbol*

1x/week: *hallow, revivify*

Bonus Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) piercing damage.

The Hapi preserver is a long-lived and powerful evolution of its peers. They have been elevated to coordinate the efforts of individual Hapi, and take on those cases to directly aid those threatened with implacable evil.

While the Hapi protector makes a poor combatant, they have access to skills and powers that are much more subtle in warding off evil than direct combat.

In cases where the Hapi's skills to augment others are insufficient to drive away an evil creature, they will instead spirit away those they intend to protect, taking them to a safer location to live out the remainder of their days.

Hapi preservers are much more talkative than regular members of its kind, and have been known to engage in deep conversations with those they have come to assist.



Combat

Hapi preservers, as stated earlier, are ill suited for direct combat. They prefer to lend their strength to others to fight their own battles or provide healing and succor to those who have suffered at the hands of others.

Hapi Preservers on Amberos

There is believed to be only three Hapi preservers in existence – one bound to Hathor, another to Isis and the third bound to Shame. They are very rarely seen, and only one account exists of them appearing on Amberos – in the recorded account, a Hapi preserver appeared to a soon-to-be wife of the Pharaoh of Iannhanex, training the young lady to become a queen and eventually thwarting a Skienlands rakshasa maharaja's attempt to possess the queen's first child.

Haraka

Haraka Scion

Medium fiend, any evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +6, Cha +5

Skills Deception +5, Performance +5, Stealth +6

Damage Resistances acid, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 5 (1,800 XP) **Prof** +3

Fell Smite (recharge 4+). The haraka marks a target for 1 minute. Thereafter, the first time the haraka hits the target in a round, it takes an additional 9 (2d8) radiant damage.

Flyby Attack. When a haraka flies, it does not provoke opportunity attacks when leaving an opponent's reach.

Actions

Multiattack. The haraka makes two flamberge or two longbow attacks.

Poisoned Flamberge. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (2d4 + 1) slashing damage, plus the target must make a DC 12 Constitution save. On a failure, the targets takes an additional 4 (1d8) poison damage.

Poisoned Longbow. *Ranged Weapon Attack:* +6 to hit, range X/Y ft. *Hit:* 7 (1d8 + 3) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the targets takes an additional 4 (1d8) poison damage.

Innate Spellcasting. The haraka's spellcasting ability is Charisma (spell save DC 13). The haraka can innately cast the following spells, requiring no material components.

At Will: *dancing lights, disguise self, detect good*

1x/day: *magic circle*

Reactions

Uncanny Dodge. The haraka halves the damage from an attack.



Haraka are the foul offspring of vrocks and evil humans. They are selfishly evil and hateful of good things. They often wrap themselves in illusions to lull the suspicions of victims, dropping the disguise mere moments before attacking.

Unfortunately, haraka crave the flesh of humanoids, and will seek out prey to devour at their leisure.

Combat

Most Haraka prefer to use their illusions to disguise their true nature until moments before they attack. Haraka normally will fly out of harm's reach and assault their victims with poisoned bow shots. If forced into melee combat, they use their poisoned flamberges and attempt to withdraw to where they can take flight to strike from range.

Society

Haraka gather in communities made of their own kind. They openly welcome strangers to their dwelling, whilst preparing to devour visitors.

Few Haraka have the skills to make their own tools or the drive to maintain businesses or work at other professions; their life revolves around getting their next meal, and they will not make what they feel they can steal or cheat others out of. Haraka prefer to make targets of humanoids who themselves are not Haraka, but they are not above stealing from or murdering their own kind for their own benefit.

Haraka can breed among themselves or with humanoid captives, and females generally generate 2-5 eggs after copulation. Harakas rarely stay together after mating, and abusive relationships are not unknown among the Haraka.

Occasionally, Haraka will be sent forth from a community to seek out prey to draw to the village for community

Bestiary Nefarious

consumption or enslavement. Slaves rarely last long however, and usually end up in the dinner pot after other meals become scarce.

Haraka

Haraka are infrequently encountered in the Skienlands, and there are tales of the evil beings in Ran Da Khan and Randu.



Haraka Deathwing

Medium fiend, any evil

Armor Class 15 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	13 (+1)	12 (+1)	18 (+4)

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

Skills Deception +8, Performance +6, Stealth +7

Damage Resistances acid, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 11 (7,200 XP) **Prof** +4

Fell Smite (recharge 4+). The haraka marks a target for 1 minute. Thereafter, the first time the haraka hits the target in a round, it takes an additional 22 (5d8) radiant damage.

Flyby Attack. When a haraka flies, it does not provoke opportunity attacks when leaving an opponent's reach.

Actions

Multiattack. The haraka makes two flamberge or two longbow attacks.

Poisoned Flamberge. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (2d4 + 1) slashing damage, plus the target must make a DC 14 Constitution save. On a failure, the targets takes an additional 9 (2d8) poison damage.

Poisoned Longbow. *Ranged Weapon Attack:* +7 to hit, range X/Y ft. *Hit:* 7 (1d8 + 3) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the targets takes an additional 9 (2d8) poison damage.

Innate Spellcasting. The haraka's spellcasting ability is Charisma (spell save DC 16). The haraka can innately cast the following spells, requiring no material components.

At Will: *dancing lights, disguise self, detect good*

2x/day: *invisibility, obscuring mist, spider climb*

1x/day: *alter self, magic circle, planar ally (demons only)*

Reactions

Uncanny Dodge. The haraka halves the damage from an attack.

Hell Reaper

Hell reapers are devils sent from hell to collect on the soul debts of the living. Their sole purpose is to locate and murder a specific target. They can ruthlessly track their target and will not give up until slain - once they are set on reaping a mortal, not even other devils can call them off.

Combat

Hell reapers will use whatever means to get as close to their target undetected before striking. Once engaged, they will not willingly flee or change targets until the one they have been dispensed to slay has been dealt with. Hell reapers do not care - and actually enjoy - to strike down bystanders, but will be careful when engaging opponents by seeking to strike when they will be most likely to succeed. It is not uncommon for them

to wait to strike when the opponent is otherwise engaged, unarmed, asleep or otherwise unable to properly defend himself or herself.

Unless a hell reaper is slain in hell proper, the scythe it wields disappears upon the creature's destruction. If a hell reaper's weapon should be stolen or otherwise taken, the hell reaper will turn its attention to retrieving the weapon before resuming its mission.

Hell Reaper

Medium fiend (devil), lawful evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 33)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+3)	15 (+2)	17 (+3)	15 (+2)	13 (+1)	16 (+3)

Skills Deception +7, Intimidation +7, Investigation +6, Perception +5, Stealth +6

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, lightning

Damage Immunities fire

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 15

Languages Celestial, Common, Infernal

Challenge 11 (7,200 XP) **Prof** +4

Magic Resistance. The hell reaper has advantage on saves against spells or similar effects.

Spring Attack. The hell reaper's movement does not provoke opportunity attacks.

Reaping (x4/long rest). The hell reaper marks one target it is aware of on the same plane for 10 minutes. Thereafter, the first time the hell reaper hits the target in a round, it takes an additional 14 (4d6) damage. If the target is reduced to 0 hit points while marked, it is slain and the body turned to ash.

Superior Tracking. The hell reaper always knows the general direction and approximate distance of a target it has marked.

Actions

Multiattack. The hell reaper uses its fearsome presence and then makes four attacks; three scythe attacks and one tail attack.

Flaming scythe. *Melee Weapon Attack:* +7 to hit (crit 19+), reach 10 ft. *Hit:* 10 (2d6 + 3) slashing damage, plus 7 (2d6) fire damage.

Poison Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage, plus the target must make a DC 15 Constitution save. On a failure, the target takes 9 (2d8) poison damage and is poisoned.

Fearsome Presence. All non-allied creatures within 60 feet of the hell reaper must make a DC 15 Wisdom save. On a failure, the target is frightened for one minute. On subsequent turns, as an action, the target can repeat the saving throw to end the condition. A creature that successfully saves cannot be affected again for one day.

Bonus Actions

Fire Breath (recharge 5+). The hell reaper breathes a cone of fire 30 feet long and 30 feet wide. Targets in the area of effect must make a DC 15 Dexterity save. On a failure, the target takes 21 (6d6) fire damage, half on a successful save.

Reactions

Sentinel. If a target creature moves within the hell reaper's reach or makes an attack that does not target the hell reaper, the hell reaper makes a flaming scythe attack. If the hell reaper hits, the target's speed is reduced to 0 until the start of the target's next turn.

Bestiary Nefarious

Hell Reapers on Amöeros

The Dark One is known for making contracts with mortals in return for power. These contracts usually have a 5-to-10-year limit on them, where after the contractor's soul is to be collected and taken to Hell. The Dark One uses Hell Reapers to collect the souls of those whose contract is expired.



Hellchilde

Hellchilde are humans descended from powerful individuals whose ancestor's made pacts with powerful – and often evil outsiders. Part of the pact of power that the Hellchilde have made leaves them outwardly albino but hides within them a terrible transformation when they unleash their powerful abilities.

Hellchilde tend to be reclusive loners, only truly comfortable around their own kind. They tend to be drawn to power and the benefits of wealth and they often are morally neutered or corrupt.

Hellchilde, like mageborn (see Bestiary Malfearous), have a natural knack for spellcasting, though it is more broad than mageborn skill. However, when a Hellchilde casts a spell, their body undergoes a terrifying transformation. Their skin and hair often change color, glows or the skin may even be covered in scales, spikes or other features. Their frame often becomes much stouter or thinner – legs may bend backwards, or feet become cloven or disappear into smoke. Some individuals may grow tails or have other unnatural changes occur to their appearance.

Hellchilde Magus

Medium humanoid (hellchilde), any alignment (evil tendencies)

Armor Class 16 (chain shirt + shield) [17 transformed]

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	11 (+0)	10 (+0)	20 (+5)

Saving Throws Wis +2, Cha +7

Skills Arcana +2, Intimidation +7, Persuasion +7

Condition Immunities disease

Senses darkvision 60 ft. (transformed), passive Perception 10

Languages Common and one of Abyssal, Aquan, Auran, Celestial, Draconic, Infernal, Ignan or Terran

Challenge 4 (1,100 XP) **Prof** +2

Dark One's Blessing (1x/short rest). If the hellchilde reduces a hostile creature to 0 hit points, the hellchilde gains (1d10 + 3) temporary hit points.

Willful (transformed only). The hellchilde has advantage on Wisdom saves.

Smite (1x/turn). On a melee hit, the hellchilde deals an additional 7 (2d8) radiant damage by expending a 1st level spell slot, or 13 (3d8) radiant damage by expending a 2nd level spell slot.

Transformation. When the hellchilde casts a spell, it takes on a fiendish or celestial appearance and it can use any abilities marked “transformed”. The transformed state lasts for up to 1 minute or until the hellchilde is reduced to 0 hp.

Actions

Eldritch Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) magical slashing damage, and 5 necrotic damage.

Channel Divinity (1x/short rest). The hellchilde can use one of the following three abilities.

Abjure Enemy. One creature that the hellchilde can see within 60 feet must make a DC 15 Wisdom save. On a failure, the target is frightened 1 minute or until it takes damage. While frightened, the target's speed is reduced to 0. Fiends and undead have disadvantage on the saving throw.

Vow of Enmity (Bonus Action). The hellchilde gains advantage on attack rolls against one creature that the hellchilde can see in 10 feet for the next minute, or until the target falls unconscious.

Turn Undead. Undead that can see and hear the hellchilde within 30 feet must make a DC 15 Wisdom save. On a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

Innate Spellcasting. The hellchilde's spellcasting ability is Charisma (spell save DC 15). The hellchilde can innately cast the following spells, requiring no material components.

At Will: *dancing light, detect magic, false life, minor illusion, thaumaturgy*

Spellcasting. The hellchilde is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +7 to hit with spell attacks). The Hellchilde has the following Paladin and Warlock spells prepared:

Cantrips (at will): *eldritch blast, true strike*

1st level (4 slots): *bane, burning hands, command, hellish rebuke, hex, hunter's mark*

2nd level (3 slots): *hold person, invisibility, misty step*

Bestiary Nefarious

While the transformation usually only lasts a brief time, it can be quite startling to those who have never encountered a Hellchilde before.

Though this appearance only manifests itself when the Hellchilde cast spells, the ancient pacts that Hellchilde draw on them is not limited to demonic bonds; Hellchilde have also bonded themselves to fey, genie and even draconic pacts that they draw their unusual abilities from.

Despite their outward appearance and the dealings of their ancestors, the majority of the Hellchilde are not evil, though they do tend towards questionable behavior and ethics.



Combat

Hellchilde enter close combat only as a last resort, when bargaining or beguiling opponents has failed. They prefer to strike from positions of power and will often leave a battlefield they do not feel they control and will often flee or surrender to a superior foe. Given the chance, most Hellchilde will seek turn the tables on anyone who bests them and are not above pursuing a perceived enemy for years before striking.

Hellchilde Society

Hellchilde are often found dwelling in human society, using their innate knack for magic to better their social position. They tend to naturally veer towards leadership or dominating positions, often treading on those who get in their way.

When in the company of their own, Hellchilde tend to form conclaves and secret societies consisting of only their kind. A good many of these organizations are neither scheming nor laden with hidden intrigue – they tend to be merely a conduit for developing relationships with other Hellchilde who share similar interests and abilities – a place where one may relax and “be themselves.” Outsiders, however, often tend to

attribute sinister motives to Hellchilde societies, not all without merit.

Most Hellchilde are flippant towards religion, and may go out of their way to interfere, tear down or otherwise oppose religious institutions. This often stems from their pacts of power, and a feeling of being outside the natural order – that in many cases, religion is a lie of slavery, where the pacts of power Hellchilde are bound to are freedom from such slavery. The afterlife for most Hellchilde is seen as a “road trip” where they may travel the planes of existence as they will, rather than be bound as slaves to some god’s whim after death.

Hellchilde On Amberos

Since the Dark Age, noble families of the realm once known as Al-Baqua have had dealings with genies, demons, and devils to cement their power. Their ancient dealings have forever marked their descendants as the Hellchilde. The descendants of these families have the innate ability to tap into the magical pacts that their forefathers forged with these outsiders.

Likewise, family members of the Mytears family and its associates of the lands of Riddlekill have manifested several Hellchilde bloodlines, apparently due to their ancient connection to the otherworldly forces behind the Skyland Hold. Unlike the Hellchilde of the Skienlands, those with association to the Mytears family have fiendish connections only and tend towards both Lawful and Evil outlooks.

Hellchilde As Characters

While reluctant to willingly leave the lap of luxury, there are many Hellchilde who seek the adventuring life to buy into a life of luxury or who are forced out of their lifestyle to seek a new life. Rarely, a Hellchilde may come to enjoy the wanderings of adventure life and become a sort of wandering thrill seeker.

All Hellchilde have the following racial abilities.

Size. Hellchilde tend towards the extreme of human height and build – either exceptionally large or unusually diminutive. They are almost always slight of frame. Your size is Medium.

Speed. Hellchilde base walking speed is 30 feet.

Innate magic. A Hellchilde can use the following cantrips. Arcane Mark, Dancing Lights and Thaumaturgy. Your spellcasting ability is Charisma.

Human Blood. For all effects related to race, a Hellchilde is considered a human.

Influential. You gain proficiency with one Charisma-based skill of your choice.

Transformation. Once per short rest, when a Hellchilde casts a spell or as a bonus action, their appearance changes to a terrifying or awe-inspiring form. This transformation lasts for up to 1 minute per level of the spell cast (For example, a *phantasmal killer* spell, a 4th level spell, would transform the Hellchilde for 4 minutes), with a minimum duration of 1

Bestiary Nefarious

minute. While transformed, the Hellchilde gains several benefits.

- **Willful.** If a transformed hellchilde fails a Wisdom save, it can choose to reroll it. You must take the result of the reroll.
- **Darkvision.** A transformed hellchilde can see in dim conditions twice as far as humans and can see in utter darkness out to 60 feet. Darkvision is black-and-white only.
- **Natural Attack.** You gain a pair of natural claw attacks that deal 1d4 slashing damage. This is a light and finesse weapon that can be used off-hand.
- **Supernatural Armor.** When transformed, you gain a bonus to AC equal to half your proficiency modifier (rounded down).

Light Sensitivity. When you are exposed suddenly to light, or are in an area of direct, bright light (such as a *Sunlight* spell), you suffer disadvantage to skill checks and attack rolls.

Languages. You can speak, read, and write Common and one other extraplanar language from Aquan (Water), Auran (Air), Draconic, Ignan (Fire), Terran (Earth), Infernal, or Celestial.

Hellchilde usually scorn worship of any sort, though there are a few Hellchilde who have devoted themselves to a deity. They have no favored deity.



Bestiary Nefarious

Hellchilde Silverblade

Medium humanoid (hellchilde), any alignment (evil tendencies)

Armor Class 16 (chain shirt + shield) [17 transformed]

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	13 (+1)	10 (+0)	20 (+5)

Saving Throws Wis +3, Cha +8

Skills Arcana +4, Intimidation +8, Persuasion +8

Condition Immunities disease

Senses darkvision 60 ft. (transformed), passive Perception 10

Languages Common and one of Abyssal, Aquan, Auran, Celestial, Draconic, Infernal, Ignan or Terran

Challenge 8 (3,900 XP) **Prof** +3

Dark One's Blessing (1x/short rest). If the hellchilde reduces a hostile creature to 0 hit points, the hellchilde gains (1d10 + 3) temporary hit points.

Dark One's Own Luck (1x/short rest). The hellchilde adds 1d10 to an ability check or saving throw.

Willful (transformed only). The hellchilde has advantage on Wisdom saves.

Smite (1x/turn). On a melee hit, the hellchilde expends a spell slot to deal an additional 4 (1d8) radiant damage, plus an additional 4 (1d8) radiant damage per level of the spell slot expended.

Transformation. When the hellchilde casts a spell, it takes on a fiendish or celestial appearance and it can use any abilities marked "transformed". The transformed state lasts for up to 1 minute or until the hellchilde is reduced to 0 hp.

Actions

Multiattack. The hellchilde makes two longsword attacks.

Eldritch Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) magical slashing damage, and 5 necrotic damage.

Channel Divinity (1x/short rest). The hellchilde can use one of the following two abilities.

Abjure Enemy. One creature that the hellchilde can see within 60 feet must make a DC 16 Wisdom save. On a failure, the target is frightened 1 minute or until it takes damage. While frightened, the target's speed is reduced to 0. Fiends and undead have disadvantage on the saving throw.

Vow of Enmity (Bonus Action). The hellchilde gains advantage on attack rolls against one creature that the hellchilde can see in 10 feet for the next minute, or until the target falls unconscious.

Turn Undead. Undead that can see and hear the hellchilde within 30 feet must make a DC 16 Wisdom save. On a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

Innate Spellcasting. The hellchilde's spellcasting ability is Charisma (spell save DC 16). The hellchilde can innately cast the following spells, requiring no material components.

At Will: *dancing light, detect magic, false life, jump, minor illusion, thaumaturgy*

Spellcasting. The hellchilde is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The Hellchilde has the following Paladin and Warlock spells prepared:

Cantrips (at will): *eldritch blast, true strike*

1st level (4 slots): *bane, burning hands, command, hellish rebuke, hex, hunter's mark*

2nd level (3 slots): *blindness/deafness, hold person, invisibility, misty step, scorching ray*

3rd level (3 slots): *enthrall, fireball, gaseous form, stinking cloud*

4th level (3 slots): *banishment, dimension door, fire shield, wall of fire*

5th level (2 slots): *contact other plane, flame strike, hallow, hold monster*

Horesse

Horesse

Medium humanoid (shapechanger), any alignment

Armor Class 13 (hide armor) (10 in horse form)

Hit Points 16 (3d8 + 3)

Speed 30 ft. (60 ft. in horse form)

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

Condition Immunities polymorphed

Senses darkvision 60 ft., passive Perception 10

Languages Common, Equine, Sylvan

Challenge 1 (200 XP) **Prof** +2

Actions

Multiattack. The horesse makes one longsword and one shortsword attack.

Longsword (humanoid only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage.

Shortsword (humanoid only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage.

Hooves (horse only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Shortbow (humanoid only). *Ranged Weapon Attack:* +2 to hit, range X/Y ft. *Hit:* 3 (1d6) piercing damage.

Transformation. The horesse becomes a Large riding horse. Its abilities do not change and any equipment it wears or carries melds into its new form. The horesse can remain in this form until it takes a long rest, uses a bonus action to change back or is reduced to 0 hit points.

Horesse are an ancient race of horse-headed humanoids who can transform themselves into wild horses. They are nomadic in nature and tend to scorn civilized areas. They are sometimes mistaken as werebeasts, though they neither have the ability to spread their shapechanging ability nor are they adversely affected by silver items.

Uncommonly, horesse will become thieves or marauders, stealing anything they feel is of value that they need. However, their theft and banditry is not wanton; they only seek out those items they need that they cannot easily make for themselves - weapons, sometimes food in lean times and very rarely, items of great value the tribe feels it can wrest from the "civilized"



folks, usually for ransom back to its owners or to a higher bidder.

Combat

Horesse are skilled fighters with two weapons. They prefer hit and run tactics and generally like to annoy an enemy until that enemy acts in a foolish manner the Horesse can exploit. They generally scoff at the idea of honorable combat or fighting one-on-one, and prefer a motto of "whatever is required to win."

Horesse will also retreat from or avoid combats that go against them; one of the best tactics to avoid a horesse attack is to show them you outnumber the horesse by at least three to one odds or better.

Society

Horesse are egalitarian, and a tribe of the horesse will be either male or female. The tribal leader remains unmarried; once the tribal leader mates and produces children, they must step down to allow a new leader to take their place.

Horesse often travel with herds of wild horses across the plains, and sometimes use these herds to covertly hunt other herd animals - despite the horesse's appearance, they are omnivores, and often enjoy the meat of wild game as much as a meal of berries, fruits or other vegetables. In very rare cases, evil herds of horesse have been known to eat other humanoid races.

Horesse are full of tricks even among their own kind, and a successful horesse is generally very cunning and highly respected by others, often referred to as a "trickster".

Outsiders dealing with Horesse must be careful; anything the horesse can gain through trickery or advantageous dealings is considered fair play for them. Though they generally take being outsmarted in stride, a particularly vicious outcome that

Bestiary Nefarious

harms or otherwise disgraces a horesse is likely to be redressed with a knife in the back - possibly inflicted by the entire tribe.

Horesse on Amberos

Horesse clans dot the scrub plains of Randu, Ran Da Khan and Simera. Individual horesse can sometimes be found in across eastern Amberos, ranging from Simera, Nyrr Ryann and Dark Valley eastward.

Of late, some of the commanders of the Knights of the South have been attempting to influence certain Horesse tribes to join the ranks of the Knights. The knights have set aside space for a Horesse battle group, but so far the Horesse seem uninterested in the rigid codes of honor of the knights.



Horesse Trickster

Medium humanoid (shapechanger), any alignment

Armor Class 15 (hide armor) (12 in horse form) [16 barkskin]

Hit Points 49 (9d8 + 9)

Speed 35 ft., climb 35 ft., swim 35 ft. (60 ft. in horse form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +5, Dex +4

Skills Deception +4, Nature +3, Perception +3, Survival +3

Condition Immunities polymorphed

Senses darkvision 60 ft., passive Perception 13

Languages Common, Druidic, Terran

Challenge 2 (450 XP) **Prof** +2

Favored Foe (2x/long rest). The horesse marks a target for 1 minute. Thereafter, the first time the horesse hits the target in a round, it takes an additional 3 (1d6) damage.

Actions

Multiattack. The horesse makes two longsword and one shortsword attack.

Longsword (humanoid only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage.

Shortsword (humanoid only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage.

Hooves (horse only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Shortbow (humanoid only). *Ranged Weapon Attack:* +2 to hit, range X/Y ft. *Hit:* 3 (1d6) piercing damage.

Spellcasting. The horesse is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The horesse has the following Ranger spells prepared:

1st level (4 slots): *animal friendship, goodberry, speak with animals*

2nd level (2 slots): *barkskin, beast sense, pass without trace*

Transformation. The horesse becomes a Large riding horse. Its abilities do not change and any equipment it wears or carries melds into its new form. The horesse can remain in this form until it takes a long rest, uses a bonus action to change back or is reduced to 0 hit points.

Horesse Windwalker

Medium humanoid (shapechanger), any alignment

Armor Class 15 (hide armor) (12 in horse form) [16 barkskin]

Hit Points 49 (9d8 + 9)

Speed 35 ft., climb 35 ft., swim 35 ft. (60 ft. in horse form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	12 (+1)	17 (+3)	11 (+0)

Saving Throws Int +3, Wis +5

Skills Nature +3, Survival +5

Condition Immunities polymorphed

Senses darkvision 60 ft., passive Perception 13

Languages Common, Druidic

Challenge 2 (450 XP) **Prof** +2

Land's Stride. Nonmagical difficult terrain does not cost the horesse extra movement. Also, the horesse has advantage on saves against plant-based spells that impede movement.

Actions

Multiattack. The horesse makes two club attacks.

Club (humanoid only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) [7 (1d8 + 3) shillelagh] bludgeoning damage.

Hooves (horse only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Sling (humanoid only). *Ranged Weapon Attack:* +2 to hit, range X/Y ft. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Spellcasting. The horesse is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The horesse has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, shillelagh, thorn whip*

1st level (4 slots): *animal friendship, goodberry, healing word, speak with animals*

2nd level (3 slots): *barkskin, beast sense, invisibility, pass without trace*

3rd level (3 slots): *call lightning, daylight, haste, wind wall*

Transformation. The horesse becomes a Large riding horse. Its abilities do not change and any equipment it wears or carries melds into its new form. The horesse can remain in this form until it takes a long rest, uses a bonus action to change back or is reduced to 0 hit points.



Hurrene

Hurrene

Medium monstrosity, usually neutral

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 15 ft., fly 70 ft.

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

Saving Throws Dex +4

Skills Arcana +7, Investigation +5, History +5, Perception +3

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Celestial, Common, Infernal, Terran; Mass Telepathy 120 ft.

Challenge ¼ (50 XP) **Prof** +2

Foresight. The hurrene can't be surprised and has advantage on attack rolls, ability checks and saving throws. Other creatures have disadvantage on attack rolls against the hurrene.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 4 (1d4 + 2) piercing damage, and the target must make a DC 13 Wisdom save. On a failure, the target is Doomed until it is reduced to 0 hit points or takes a long rest.

Innate Spellcasting. The hurrene's spellcasting ability is Charisma (spell save DC 13). The hurrene can innately cast the following spells, requiring no material components.

At Will: *true seeing*

3x/day: *commune, legend lore, locate object*

1x/day: *contact other plane, divination, locate creature, scrying*

Hurrene are both prophets and philosophers, dishing out information on ancient events and providing insightful prophesies for the near future.

Hurrenes can often be found at various temples, cared for by the clergy residing there, trading information about the future or the past in return for food and shelter by the residents.

Combat

Hurrene avoid combat at all costs, and will almost universally fly away from combat, uttering curses to opponents as they do. If forced to defend themselves, they peck opponents with their beak, using their touch to show the target their own doomed future.

Doomed

- A doomed creature gains no temporary hit points nor regains hit points from spells or abilities
- A doomed creature cannot expend hit dice to heal

Hurrene on Amðeros

Hurrene are often kept at temples in Llannhanex with their every whim attended by a myriad of priests. In Llannhanex, it is punishable by death to kill a hurrene – even in self-defense. Those who even harm a hurrene can face a life of imprisonment.

Llannhanex is also home to several guarded nests of Hurrene, but they are usually allowed to live separate from human influence. The Llannhanex likewise frown on the killing of a hurrene, but are not as extreme in handing down punishment for harming or killing a hurrene.

Hurrene can also be found in smaller numbers natively in the Skienlands, Lanster and Erakatuo.

There is at least one nest of hurrene that has been exported to Simera, which is kept under lock and key in a temple in the northeast section of the land. However, the exact location of these Hurrene is kept a state secret. Rumor is that the temple is dedicated to Titanicus, and its followers use the hurrene to watch for enemies of the state or the faith, to hunt them down and kill them.



Ichneumon

Ichneumon

Tiny beast, unaligned

Armor Class 14

Hit Points 3 (1d4 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	19 (+4)	13 (+1)	2 (-4)	13 (+1)	10 (+0)

Saving Throws Con +3

Skills Perception +3

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP) **Prof** +2

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 0 ft. *Hit:* 5 piercing damage.

Inside Attack. The ichneumon targets a Medium or larger reptile in its same space. The target must make a DC 14 Dexterity save. On a failure, the ichneumon has been consumed, but can attack the target from the inside, hitting automatically. As an action, the target can make a subsequent save to regurgitate the ichneumon, who returns to an empty space beside the target on a successful save.

Ichneumon are mongoose-like creatures often found in desert areas, though they are capable of living in any clime. They have an undying hatred of reptiles, and will hunt down and kill snakes, crocodiles and any other reptilian creature they encounter, even when such creatures are much larger than they are.

Combat

Ichneumon rely on their speed to strike at enemies quickly. They have been known to leap down the throats of large reptiles and kill them from the inside. They are tenacious and will not flee battle once engaged; they always fight to the death.

Training an Ichneumon

Ichneumon can be trained as pets or hunters, a trained Ichneumon can be purchased for 75 gp, and can be trained with two weeks of training.

Ichneumon on Amðeros

Ichneumon are sacred in both Llannhanex and Liannhanex, and are sometimes captured and kept as exotic pets by nobles or the priesthood in those two lands. Ichneumon are also found in Simera, Erakatuo and the Skienlands, though in some cases they are seen as pests (especially in the Skienlands) and may be hunted for their pelts.

Giant Ichneumon

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 30 ft., leap 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	2 (-4)	13 (+1)	10 (+0)

Saving Throws Con +3

Skills Perception +3

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

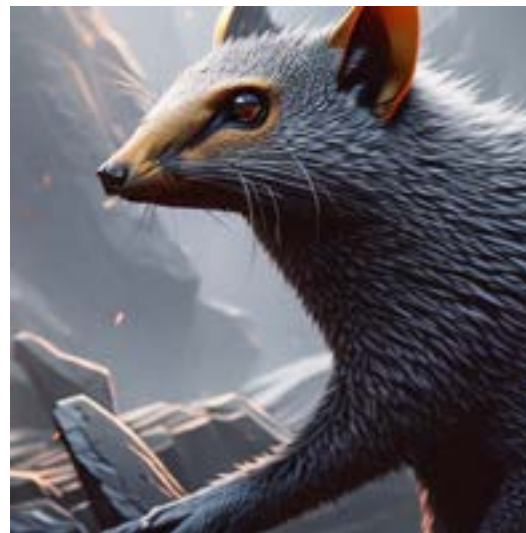
Languages —

Challenge ½ (100 XP) **Prof** +2

Actions

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

Inside Attack. The ichneumon targets a Large or larger reptile within 15 feet. The target must make a DC 13 Dexterity save. On a failure, the ichneumon has been engulfed, but can attack the target from the inside, hitting automatically. As an action, the target can make a subsequent save to regurgitate the ichneumon, who returns



to an empty space beside the target on a successful save.

Bestiary Nefarious

Igana

Igana are thought to be magical crossbreeds of fire salamanders and iguanas. Though they are only found on the Mortal Realm, they can cause considerable damage to livestock and property, and are often chased away from civilized areas.

Igana can be sultry, and in some cases downright cunning. They have been known to attack settlements after dark or to dig pits or other traps across commonly used trails to capture or trap travelers.

Combat

Igana will usually attempt to run circles around their opponents, trapping them in a circlet of flame. They then rush into the “trap” they have created and breathe on opponents. They can be skittish and easily frightened off by superior forces or displays of cold magic.

Igana on Amōeros

Igana tend to be found in badlands between Simera and Erakatuo, as well as at the foothill of the Lapis Mountains. The Assassins of Khoplis sometimes trap and train these creatures to use against enemy property.



Igana

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 57 (5d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	23 (+6)	8 (-1)	11 (+0)	6 (-2)

Skills Perception +2

Damage Vulnerability cold

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 12

Languages Understands Common and Ignan, but cannot speak

Challenge 3 (700 XP) **Prof** +2

Brilliant Shimmer. Creatures within 30 feet of the igana suffer disadvantage on attack rolls against the igana.

Fire Trail. The igana leaves a trail of fire as it moves. The area that it moves through becomes obscuring difficult terrain and targets entering or starting their turn in the area must make a DC 16 Dexterity save. On a failure, the target takes 9 (2d8) fire damage. An affected area lasts for 1 minute.

Actions

Multiattack. The igana makes two attacks; one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 9 (1d10 + 4) piercing damage, plus 4 (1d8) radiant damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target must make a DC 14 Strength save. On a failure, the target is knocked prone.


Radiant Breath (Recharge 5+). The igana breathes a line of radiant energy 90 feet long and 10 feet wide. Targets in the area of effect must make a DC 16 Dexterity save. On a failure, the target takes 13 (3d8) radiant damage, half on a successful save.

Reactions

Tail Swipe. If the igana is attacked, it makes a tail attack against the attacker.

Insectoid, General

Insectoids are a collection of humanoids whom have strong similarities to various vermin creatures. Whether these creatures evolved, were created by the gods or are the result of magical experimentation is unknown. They can generally be found in temperate and warm climates, though they seem to be more numerous in warm climates. They are almost unheard of in arctic climes.



Bestiary Nefarious

Forthemia Drone

Medium monstrosity (forthemia), any lawful neutral

Armor Class 18 (natural armor + shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Forthemia

Challenge 2 (450 XP) **Prof** +2

Actions

Multiattack. The forthemia makes two longsword or javelin attacks.

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

Javelin. *Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage. The drone carries 5 javelins.

Bonus Actions

Action Surge (1x/short rest). The forthemia makes a longsword or bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 2 (1d4) slashing damage, plus 2 (1d4) acid damage.

Reactions

Parry (1x/short rest). The forthemia reduces the damage from a melee attack by 8 (1d10 + 3).

Antfolk, or the Forthemia as they call themselves, are among the quickest learning of the insectoid races. They are communal creatures who live and fight in swarms, and they have a militaristic bend that often drives their race to conquer and build.

While it is quite possible to trade and negotiate with antfolk, these creatures have a disposition to seek to subjugate their surroundings, which usually end up in war between the forthemia and their neighbors.



Combat

Forthemia prefer to attack en masse, with leaders coordinating the ferocity and direction of attacks.

Individually, a forthemia drone fights to the best of its ability with little or no regard for its own life - the goal of the group and its eventual victory is more important than its own life. There are many tales of forthemia engaging and grappling opponents for forthemia overseers to set ablaze with fire magic, which while destroying the foe, also sacrifices the life of the forthemia drones as well.

Antfolk Society

Forthemia drones have little sense of self and tend to act in the interests of the larger group. While this can make forthemia society seem hard-hearted at times, it is designed to ensure that the community lives on beyond the life of any one individual - that it will be around for the long term.

Forthemia males and females are treated as general equals - fighting and working side by side at nearly every stage of life. At different periods during the year, groups of females lay eggs, which are quickly fertilized by able males. The resulting hatchlings are cared for and fed by communal "nurses" who feed the hatchlings. An forthemia has no association or knowledge of who its parents are, and is put to work as soon as it is able - usually within two months of birth.

From that point on, the young forthemia is treated as any other member of society and will remain part of the work force until it dies or becomes too old and is more of a burden to the workforce than an aid. At this age, the more knowledgeable (and some forthemia say selfish) leave the warren and travel into the wilds to die. Other individuals commit themselves to being disassembled and their parts used for various work projects (or as food) around the warren.

Bestiary Nefarious

Despite the generally equalitarian setting in which forthemia live, there is a special “noble” tier elevated from the populace. The noble tier can always be found near the queen of the colony, and attend to her protection and needs, even as the lesser forthemia tend to the noble’s needs. Unlike the common forthemia, noble forthemia breed only among their own kind and offspring are kept with their parents until they mature, though they are still tended to by common forthemia nurses.

There are some colonies in which the forthemia nobles are debutantes, with no real purpose in the nest. They usually only occur in those nests that are relatively safe from outside threats and they tend to put a burden on the nests that often causes the collapse of the entire colony.



Forthemia Myrmidon

Medium monstrosity (forthemia), usually lawful neutral

Armor Class 18 (natural armor + shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +6, Con +5

Skills Athletics +6, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Forthemia

Challenge 3 (700 XP) **Prof** +2

Actions

Multiattack. The forthemia makes three longsword or javelin attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, range X/Y ft. *Hit:* 7 (1d6 + 4) piercing damage. The drone carries 5 javelins.

Bonus Actions

Action Surge (1x/short rest). The forthemia makes a longsword or bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 2 (1d4) slashing damage, plus 2 (1d4) acid damage.

Reactions

Parry (1x/short rest). The forthemia reduces the damage from a melee attack by 11 (1d10 + 6).

Forthemia Overseen

Medium monstrosity (forthemia), any lawful neutral

Armor Class 15 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Forthemia

Challenge 4 (1,100 XP) **Prof** +2

Arcane Ward (1x/day). When the forthemia takes damage it may negate one or more points of damage. Once the ward has absorbed 15 damage, it is dispelled.

Actions

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

Spellcasting. The forthemia is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The forthemia has the following Wizard spells prepared:

Cantrips (at will): *blade ward, message, prestidigitation, shocking grasp*

1st level (4 slots): *magic missile, shield, sleep*

2nd level (3 slots): *crown of madness, hold person, levitate*

3rd level (3 slots): *fear, fireball, haste*

Bonus Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 2 (1d4) slashing damage, plus 2 (1d4) acid damage.

Reactions

Projected Ward. When an ally within 30 feet takes damage, the forthemia can redirect one or more hit points of damage to its Arcane Ward.

Bestiary Nefarious

Forthemia Matriarch

Medium monstrosity(forthemia), any lawful neutral

Armor Class 17 (natural armor)

Hit Points 82 (15d8 + 15)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	11 (+0)	19 (+4)	12 (+1)

Saving Throws Wis +7, Cha +4

Skills Persuasion +4, Religion +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Forthemia

Challenge 8 (3,900 XP) **Prof** +3

Actions

Multiattack. The forthemia makes two longsword attacks.

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

Channel Divinity (2x/short rest). The forthemia can use one of the following two abilities.

Guided Strike. When the forthemia makes an attack roll, it gains a +10 bonus to the roll.

Turn Undead. Undead that can see and hear the forthemia within 30 feet must make a DC 15 Wisdom save. On a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

Spellcasting. The forthemia is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The forthemia has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, mending, resistance, thaumaturgy*

1st level (4 slots): *bless, command, divine favor, guiding bolt, shield of faith*

2nd level (3 slots): *aid, enhance ability, magic weapon, prayer of healing, spiritual weapon*

3rd level (3 slots): *beacon of hope, clairvoyance, crusader's mantle, protection from energy, spirit guardians*

4th level (3 slots): *banishment, death ward, freedom of movement, guardian of faith, stoneskin*

5th level (2 slots): *flame strike, mass cure wounds, insect plague, stoneskin*

6th level (1 slot): *heal*

Reactions

War God's Blessing. When an ally in 30 feet, makes an attack roll it gains a +10 bonus to hit. This expends one use of the forthemia's channel divinity uses.



Apoīdaii Laborer

Medium monstrosity (apoidaii), usually lawful good

Armor Class 14 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +5, Int +2

Skills Athletics +4, Investigation +2, Perception +5, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Apoidaii, Common

Challenge 2 (450 XP) **Prof** +2

Phalanx Fighting (1x/round). When an ally is within 5 feet of a target, on a hit an apoidaii deals an additional 7 (2d6) damage.

Actions

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Bonus Actions

Cunning Action. The apoidaii takes the Dash, Disengage or Dodge action.

Apoidaii, who call themselves the Apoidaii, are a race of noble insectoid humans who live in large communities. While not overtly aggressive, they are highly protective of their kind and species, often moving to war at even the threat of injury to their kind or their homeland.

Apoidaii are known to work and trade with other beings, often insectoids, who treat them fairly.

Combat

Apoidaii attack from the air and prefer to use superior numbers to bring down folks. While they are smart enough to use tactics, they usually base their tactics around bringing large numbers to bear on their opponents. They are unafraid to suffer casualties in combat, so long they fulfill their goal.

Individual apoidaii tend to fight nobly and forthright. They use diving attacks from on wing to strike at foes, landing to melee only as the fight nears its end. They will often take prisoners of those who willingly surrender; apoidaii prefer to enslave foes and put them to work than to kill unnecessarily.



Apoidaii Society

Apoidaii live in hive communities often based among the lofty branches of trees or in the sides of cliffs or caves. Apoidaii society is highly structured, and entire lineages of apoidaii are proudly bred for professions. Some hives even contract their skilled laborers to colonies so they can begin the process of breeding their own professionals.

Surprisingly, warrior apoidaii tend to be looked down on, though they are generally respected for the work they are required to do. Though they are bred to fight, most apoidaii consider them “unskilled” or so poorly skilled that all they could offer was their life in defense of the hive. In fact, it is not uncommon for unhappy or incompetent apoidaii to quit their profession and join the warrior ranks. Some seek to end their existence in death, on the battlefield while others simply use joining the warrior ranks to “start over”, proving they are indeed skilled by surviving to breed the next generation of warriors.

While professionally skilled apoidaii make up the majority of apoidaii society, there is a noble caste consisting of successive generations who have been bred to lead and organize the different activities that are undertaken in the hive. Over this noble caste exists the royal class, consisting of the ruling queen and king (with the queen having superiority) who directs and oversees the overall welfare of the hive. Besides the king and queen, there is a small contingent of royalty that holds no ruling post (nor ever will), but exists for the purposes of breeding stock to prevent inbreeding among royalty. Surprisingly, most of these royal members are dilatants, with no real skills or ambitions.

Each social circle breeds only within its own members. Carpenter apoidaii mate only with other carpenter apoidaii for example, while the nobles only mate with other noble families. Likewise, the royal members only breed among themselves.

Bestiary Nefarious

On occasion, when the population of a hive grows to unsustainable numbers, the current royalty will choose a royal member, assign them a small contingent of nobles and common apoidaii and charge them with establishing a nearby colony. The colony will generally remain under the guidance of the main hive, though rarely does the main hive engage in anything more than trade and acceptance of tribute from the colony. Eventually, when the colony grows self-sufficient, they become autonomous. There are cases however, where colonies have remained under the rule of a greater hive and splintered off colonies of their own while still under another's rule. This is, however, a very rare and unusual circumstance.

One of the quirks of apoidaii society is their familiar connection to bees. Apoidaii keep regular bees as pets, messengers, and personal protection systems. Giant bees are kept in the hive to produce honey for the hive (apoidaii can produce honey, but generally feel that doing so is beneath them).

Apoidaii on Amðeros

Apoidaii are generally found in the hills around Misake, in towering hives of stone that reach deep into the surrounding earth. They are reclusive and militant, with large swathes of surrounding land dedicated to crops or herds that they jealously protect.

Apoidaii worship Vermnia, the Witch of the Winds.

Apoidaii Defender

Medium monstrosity (apoidaii), usually lawful neutral

Armor Class 15 (studded leather)

Hit Points 39 (6d8 + 12)

Speed 35 ft., climb 35 ft., swim 35 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Dex +6, Int +4

Skills Athletics +4, Perception +3, Stealth +8; Disguise kit, Forgery kit, Dragonchess

Senses darkvision 60 ft., passive Perception 13

Languages Apoidaii, Common

Challenge 4 (1,100 XP) **Prof** +2

Favored Foe (x2/long rest). The apoidaii marks a target for 1 minute. Thereafter, the first time the apoidaii hits the target in a round, it takes an additional 3 (1d6) damage.

Actions

Multiattack. The apoidaii makes two spear or two shortbow attacks.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 8 (1d6 + 5) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Spellcasting. The apoidaii is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +X to hit with spell attacks). The apoidaii has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike*, *hunter's mark*, *speak with animals*

2nd level (2 slots): *beast sense*, *cordon of arrows*, *spike growth*

Bestiary Nefarious

Apoīdaii Slumlōrd

Medium monstrosity (apoidaii), usually lawful evil

Armor Class 16 (studded leather)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	14 (+2)	12 (+1)	11 (+0)

Saving Throws Dex +6, Int +4

Skills Deception +2, Investigation +6, Perception +3, Stealth +8; Disguise kit, Forgery kit, Dragonchess

Senses darkvision 60 ft., passive Perception 13

Languages Apoidaii, Common

Challenge 5 (1,800 XP) **Prof** +2

Sneak Attack (1x/round). When an ally is within 5 feet of a target, or the apoidaii has advantage, on a hit an apoidaii deals an additional 10 (3d6) damage.

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range X/Y ft. *Hit:* 7 (1d6 + 4) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Bonus Actions

Cunning Action. The apoidaii takes the Dash, Disengage, Help or Hide action.

Reactions

Uncanny Dodge. The apoidaii halves the damage from an attack.

Apoīdaii Hīvelōrd

Medium monstrosity (apoidaii), usually lawful good

Armor Class 11 [14 *mage armor*]

Hit Points 19 (12d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+1)	14 (+2)	11 (+0)	12 (+1)	22 (+6)

Saving Throws Dex +4, Int +3

Skills Intimidation +9, Persuasion +9

Senses darkvision 60 ft., passive Perception 11

Languages Apoidaii, Common

Challenge 8 (3,900 XP) **Prof** +3

Careful Spell. The apoidaii can exclude up to 6 creatures from the area of effect of a spell it casts.

Empowered Healing (recharge 4+). When an ally within 5 feet is healed by magic, the apoidaii may reroll the amount healed.

Favored by the Gods (1x/short rest). If the apoidaii fails a saving throw or misses an attack roll, it may add 2d4 to the total roll.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Spellcasting. The apoidaii is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The apoidaii has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, dancing lights, mage hand, message, prestidigitation*

1st level (4 slots): *bless, cure wounds, mage armor, shield*

2nd level (3 slots): *aid, cloud of daggers, detect thoughts, prayer of healing*

3rd level (3 slots): *mass healing word, fireball, revivify, slow*

4th level (3 slots): *confusion, divination, guardian of faith, wall of fire*

5th level (3 slots): *animate objects, commune, dominate person, hallow*

6th level (1 slot): *chain lightning, globe of invulnerability*

Skurabia Lancer

Medium monstrosity (skurabia), usually neutral

Armor Class 18 (natural armor + shield)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

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

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Skurabia

Challenge ½ (100 XP) **Prof** +2

Actions

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 8 (1d6 + 5) piercing damage.

Defensive Cloud (recharge 6+). The skurabia creates a 5 foot diameter cloud that obscures sight. Those who start their turn in or enter the cloud must make a DC 13 Constitution save. On a failure, the target is poisoned until the start of its next turn. The cloud remains for 1 minute or until dispersed by a strong wind.

Bonus Actions

Lunge. The skurabia increases its reach by 5 feet on its next attack.

Beetlefolk, or Skurabia as they call themselves, seem to be reminiscent of scarabs, and though tribes tend to be of the same color, there is an almost infinite variety to the color schemes and mottling that can be found on a skurabia's carapace.

Skurabia are generally thoughtful and peaceful, though they are staunch defenders of their homelands. They often make peaceful contact with surrounding civilizations and often trade with them, creating items of natural beauty in return for needed goods.

Most skurabia live in mobile nests that travel well-known routes between civilized areas, much in a manner akin to gypsies. There are, however some established skurabia communities of ancient design, leading many to believe that the skurabia may have been more numerous and technologically advanced than they are now.

Combat

Skurabia tend to take defensive positions, forcing opponents to come after them, and rarely initiate combat. If they do seek to attack, they will often use their burrowing ability to

hide themselves in a place the enemy is likely to pass over or by and rise from the ground in ambush.

Skurabia will rarely continue a combat that goes against them, and may well play dead if the combat goes poorly.



Society

Skurabia usually gather in large tribes that slowly travel a defined route between various civilizations. They tend to set up semi-permanent camps at the fringes of a civilization's borders, trade with the locals for a few months, and then move on to the next location after a few months. Some skurabia routes can be circumnavigated in under a year, while other skurabia routes can take up to ten years to complete a single circuit.

Clans are led by the eldest and wisest beetle, and such a position is held until the skurabia is too feeble to perform their duties. In such cases, one or more replacements will undertake a test of wisdom to rise and take the former's place. The tribes themselves consist of one or more extended families, and it is not uncommon for passing skurabia tribes to swap members, either through marriage or if a young skurabia seeks to travel to new places.

The members of most clans pride themselves on a specially honed skill at one or more crafts, which they tend to ply and create items for trade to the nearby civilization.

Despite their constant association with other races, skurabia are careful to keep themselves segregated and aloof. They rarely join in alliances and do their best to keep their society closed to outside influence or manipulation.

Skurabia on Amöeros

Skurabia wander the slopes and valleys of Vall Vega and the strange slopes of the Twilight Mountains. They generally worship Jhalah, the Lord of Death and many other races fear

Bestiary Nefarious

them, believing them to sacrifice those they capture to Jhalah in return for safe travel.

Skurabia Brawler

Medium monstrosity (skurabia), usually neutral

Armor Class 18 (natural armor + shield)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Skurabia

Challenge 3 (700 XP) **Prof** +2

Actions

Multiattack. The skurabia makes two javelin attacks.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range x/y. *Hit:* 10 (1d6 + 7) piercing damage.

Defensive Cloud (*recharge 6+*). The skurabia creates a 5-foot diameter cloud that obscures sight. Those who start their turn in or enter the cloud must make a DC 13 Constitution save. On a failure, the target is poisoned until the start of its next turn. The cloud remains for 1 minute or until dispersed by a strong wind.

Bonus Actions

Lunge. The skurabia increases its reach by 5 feet on its next attack.

Skurabia Nomad

Medium monstrosity (skurabia), usually neutral

Armor Class 18 (natural armor + shield)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	11 (+0)	12 (+1)	10 (+0)

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Skurabia

Challenge 6 (2,300 XP) **Prof** +3

Indomitable (*1x/day*). If the skurabia fails a saving throw, it can reroll the save.

Actions

Multiattack. The skurabia makes three javelin attacks.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range x/y. *Hit:* 11 (1d6 + 8) piercing damage.

Defensive Cloud (*recharge 6+*). The skurabia creates a 5 foot diameter cloud that obscures sight. Those who start their turn in or enter the cloud must make a DC 14 Constitution save. On a failure, the target is poisoned until the start of its next turn. The cloud remains for 1 minute or until dispersed by a strong wind.

Bonus Actions

Lunge. The skurabia increases its reach by 10 feet on its next attack.



Skurabia Reaper

Medium monstrosity (skurabia), usually neutral

Armor Class 17 (natural armor + shield)

Hit Points 22 (7d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+1)	16 (+3)	11 (+0)	17 (+3)	12 (+1)

Saving Throws Int +2, Wis +5

Skills Religion +5, Survival +5

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Skurabia

Challenge 2 (450 XP) **Prof** +2

Inescapable Death. The skurabia's necrotic attacks ignore damage resistance or immunity.

Actions

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage.

Defensive Cloud (*recharge 6+*). The skurabia creates a 5 foot diameter cloud that obscures sight. Those who start their turn in or enter the cloud must make a DC 13 Constitution save. On a failure, the target is poisoned until the start of its next turn. The cloud remains for 1 minute or until dispersed by a strong wind.

Channel Divinity (*1x/short rest*). The skurabia can use one of the following two abilities.

Touch of Death. When the skurabia hits with a melee attack, it deals an extra 17 necrotic damage.

Turn Undead. Undead that can see and hear the skurabia within 30 feet must make a DC 13 Wisdom save. On a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

Spellcasting. The skurabia is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The skurabia has the following Cleric spells prepared:

Cantrips (at will): *chill touch, guidance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, healing word, false life, ray of sickness, sanctuary*

2nd level (3 slots): *blindness/deafness, calm emotions, hold person, ray of enfeeblement, silence*

3rd level (3 slots): *animate dead, bestow curse, revivify, vampiric touch*



Dipterain

Medium monstrosity (dipterain), usually chaotic neutral

Armor Class 15 (unarmored defense)

Hit Points 13 (2d8 + 4)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dipterain

Challenge 3 (700 XP) **Prof** +2

Flyby Attack. The dipterain does not provoke opportunity attacks while flying.

Actions

Multiattack. The dipterain makes two shortsword attacks.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Cunning Action. The dipterain takes the dash, disengage or hide action.

Reactions

Avoidance. The dipterain reduces the damage it takes from an attack by 5 (1d6 + 2) if it is flying.

Flyfolk, who call themselves the dipterains, are crude scavengers who generally prowl rocky wastes looking for trash and edible food. They tend to categorize other beings as either something to avoid or as a resource to exploit. Their crude, rough mannerisms tend to make them disliked by most others they encounter.

Dipterain speak their own language which consists of head movements, various arm positioning and wing buzzing. They can use an abbreviated form that only uses the buzzing of their wings to communicate over long distances.

Combat

Dipterains prefer to bully or ambush foes and retreat before armed resistance can be brought to bear upon them.



They have been known to lead pursuing foes into traps and other hazards to evade pursuit.

Society

Dipterains usually congregate in small, semi-nomadic bands, raiding for food and items as they feel they need them. Dipterains despise being ruled or told what to do, and as rule won't produce what they can steal. They have little respect for those who have not proven themselves of value, even among their young. Larger bands are held together by sheer force of will of a charismatic leader and tend to quickly break apart once the leader has been killed, humiliated or otherwise incapacitated.

In springtime, various bands of dipterains congregate around well-known breeding and feeding grounds to trade, party and reproduce. Eggs resulting from these short-lived unions are usually deposited in wet areas, and after about twenty days, the various bands leave, sometimes vastly reorganized due to death, new friendships or rivalry that stem from the festive-like event.

Young usually start hatching after about ten days, and it is not uncommon for the young larva to eat their brethren before they molt into younglings, molting into humanoid form after about fifteen days. The new young usually form their own bands for protection and friendship and will depart to create their own tribes once they feel they have enough numbers.

Dipterain Scoundrel

Medium monstrosity (dipterain), usually chaotic neutral

Armor Class 16 (unarmored defense)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Dex +6, Wis +6

Skills Deception +3, Perception +9, Stealth +9, Survival +6

Senses darkvision 60 ft., passive Perception 19

Languages Common, Dipterain

Challenge 5 (1,800 XP) **Prof** +3

Flyby Attack. The dipterain does not provoke opportunity attacks while flying.

Actions

Multiattack. The dipterain makes three shortsword attacks or two shortbow attacks.

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage.

Innate Spellcasting. The dipterain's spellcasting ability is Wisdom (spell save DC 14). The dipterain can innately cast the following spells, requiring no material components.

At Will: *disguise self, friends*

3x/day: *dissonant whispers*

1x/day: *invisibility, major image*

Bonus Actions

Cunning Action. The dipterain takes the dash, disengage or hide action.

Self-Sufficient (Recharge 5+). The dipterain adds 3 (1d6) to its next skill check.

Reactions

Avoidance. The dipterain reduces the damage it takes from an attack by 9 (1d6 + 6) if it is flying.

Dipterain Scrounger

Medium monstrosity (dipterain), usually chaotic neutral

Armor Class 17 (unarmored defense)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Saving Throws Dex +7, Int +4

Skills Deception +3, Perception +8, Stealth +10, Survival +5

Senses darkvision 60 ft., passive Perception 18

Languages Common, Dipterain

Challenge 6 (2,300 XP) **Prof** +3

Flyby Attack. The dipterain does not provoke opportunity attacks while flying.

Sneak Attack (1x/round). When the dipterain has no allies within 15 feet and the target has no adjacent allies, it deals an additional 10 (3d6) damage on a hit.

Actions

Multiattack. The dipterain makes three shortsword attacks or two shortbow attacks.

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Cunning Action. The dipterain takes the dash, disengage or hide action.

Reactions

Avoidance. The dipterain reduces the damage it takes from an attack by 9 (1d6 + 6) if it is flying.

Lepidaii Traveler

Medium monstrosity (lepidaii), usually neutral

Armor Class 12 [*mage armor* 15]

Hit Points 19 (3d8 + 6)

Speed 30 ft., fly 50 ft.

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

Saving Throws Dex +4, Cha +3

Skills Arcana +3, Deception +5, Perception +3, Performance +7, Sleight of Hand +4, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common, Lepidaii

Challenge 1 (200 XP) **Prof** +2

Jack of All Trades. The lepidaii adds 1 to all skill checks when using skills it is not proficient in.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Spellcasting. The lepidaii is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The lepidaii has the following Bard spells prepared:

Cantrips (at will): *chill touch*, *minor illusion*

1st level (4 slots): *disguise self*, *mage armor*, *sleep*, *thunderwave*

2nd level (2 slots): *blindness/deafness*, *detect thoughts*

Bonus Actions

Inspiration (3x/day). An ally within 60 feet gains a d6 bonus to add to an ability check, attack roll or saving throw within the next minute. The target can choose to add the bonus after the initial roll has been made. A creature cannot benefit from this ability again until it has used any previous inspiration benefits it has already received.

Reactions

Evil Eye (1x/day). After being hit by an attack, the attacker must make a DC 13 Wisdom save. On a failure, for the next minute – including the attack just made – the target takes ½ the damage the lepidaii suffers from the target's attacks.

Mothfolk, or the Lepidaii, are often described as the most dreamy – or vacant – race of insectoids. Little captures their attention for long, and they have soft, singsong voices that sound as if their minds have been dulled by some sort of mind-altering drug.



Despite their near-constant daydreaming, lepidaii are quite astute. Unlike many of the other insectoid races, they retain their multifaceted eyes, allowing them to see things in greater detail, but bright areas create a kaleidoscopic shimmer that somewhat dazzles them. Bright, colorful lights can easily entrance or befuddle them.

The Lepidaii language is a purely visual sort of sign language where the Lepidaii use the position and glint from their wings to communicate with each other. While it can be understood by non-lepidaii with some difficulty, only those with lepidaii moth-like wings can use it to communicate.

Combat

Lepidaii avoid combat, as they do not usually have the strength or numbers to bring down foes. They are primarily defensive and will generally only attack in self-defense.

If threatened, lepidaii will generally warn aggressors about their evil eye ability to ward off attack.

Society

Lepidaii are typically nomadic and migrate in family bands known as Vardi. These Vardi make a living trading handmade wares and selling the use of their magical abilities to those they encounter in their travels.

Young lepidaii live a large part of their early life in a mindless caterpillar-like stage carried and cared for by their Vardi. When a lepidaii reaches maturity – after six weeks – they actually molt, bursting out of the caterpillar form and rising as true winged lepidaii children.

With their new sentience, the young lepidaii children are given names and taught the ways of their Vardi.

After a period of 3-7 years of growth, the young lepidaii are presented at yearly Vardi gatherings where they undergo a

Bestiary Nefarious

right of passage into adulthood. At these times, young lepidaii are expected to find a mate and start their own family. In some cases, new groups of ascended lepidaii may form their own Vardi – who bond themselves together as a spiritual family - and begin travelling in their own new group.

Lepidaii Elder

Medium monstrosity (lepidaii), usually neutral

Armor Class 12 [*mage armor* 15]

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 50 ft.

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

Saving Throws Dex +4, Cha +3

Skills Arcana +3, Deception +5, Perception +3, Performance +7, Sleight of Hand +4, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common, Lepidaii

Challenge 2 (450 XP) **Prof** +2

Jack of All Trades. The lepidaii adds 1 to all skill checks when using skills it is not proficient in.

Actions

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Countercharm. The lepidaii grants advantage to all allies on saving throws against charm or frightened until the end of its next turn.

Spellcasting. The lepidaii is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The lepidaii has the following Bard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, vicious mockery*
1st level (4 slots): *disguise self, mage armor, sleep, thunderwave*
2nd level (3 slots): *blindness/deafness, detect thoughts, heat metal*
3rd level (3 slots): *bestow curse, fear, major image*
4th level (2 slots): *greater invisibility, polymorph*

Bonus Actions

Inspiration (5x/short rest). An ally within 60 feet gains a d8 bonus to add to an ability check, attack roll or saving throw within the next minute. The target can choose to add the bonus after the initial roll has been made. A creature cannot benefit from this ability again until it has used any previous inspiration benefits it has already received.

Reactions

Evil Eye (2x/day). After being hit by an attack, the attacker must make a DC 15 Wisdom save. On a failure, for the next minute – including the attack just made - the target takes ½ the damage the lepidaii suffers from the target's attacks.

Lepidaii Soothsayer

Medium monstrosity (lepidaii), usually neutral

Armor Class 12 [*mage armor* 15]

Hit Points 39 (12d8 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	19 (+4)

Saving Throws Wis+3, Cha +6

Skills Arcana +2, Deception +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Lepidaii

Challenge 3 (700 XP) **Prof** +2

Actions

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

Beguiling Presence (1x/short rest). All creatures within 10 feet must make a DC 14 Wisdom save. On a failure, the target is charmed or frightened until the end of the lepidaii's next turn.

Innate Spellcasting. The lepidaii's spellcasting ability is Charisma (spell save DC 14). The lepidaii can innately cast the following spells, requiring no material components.

At Will: *detect magic, disguise self, mage armor* (self only)

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

Cantrips (at will): *eldritch blast, mage hand, prestidigitation*

3rd level (2 slots): *blink, calm emotions, charm person, enthrall, faerie fire, hypnotic pattern, major image, phantasmal force, plant growth, sleep, suggestion, unseen servant, witch bolt*

Reactions

Evil Eye (4x/day). After being hit by an attack, the attacker must make a DC 15 Wisdom save. On a failure, for the next minute – including the attack just made – the target takes ½ the damage the lepidaii suffers from the target's attacks.

Misty Escape (1x/day). After taking damage, the lepidaii turns invisible until the start of its next turn and teleports 60 feet.

Hymenopti Soldier

Medium monstrosity (hymenopti), usually lawful evil

Armor Class 16 (natural armor + shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 2 (450 XP) **Prof** +2

Actions

Multiattack. The hymenopti makes two longsword or javelin attacks.

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

Javelin. *Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 4 piercing damage, and the target must make a DC 12 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Battlecry (1x/short rest). The hymenopti makes a longsword attack with advantage.

Hymenopti, also known as the Hymenopti, are a structured, war-like race of insectoids. The hymenopti live to conquer and fight. They often battle against antfolk and absolutely despise apoidaii as passive weaklings. In some cases, hymenopti have dominated other communities and enslaved the populace to serve the whims of the hymenopti – including as sport in their combat arenas.

Combat

Hymenopti are cunning warriors. They prefer striking opponents with skirmishing groups, employing traps and hit-and-run tactics when possible. In large numbers they use superior maneuverability and small squads to wear enemies down.

In single combat, hymenopti fight for personal prestige. They care nothing for honorable combat; winning is the only



concern, though personally dispatching foes garners the most prestige.

At the same time, hymenopti highly prize slaves, and will seek to incapacitate or force the surrender of those who cannot hope to match them in combat. Hymenopti are loath to capture foes who prove skilled or are stubborn, as they realize such opponents are much more likely to rebel against them at a later date.

Hymenopti Society

Hymenopti congregate in large hives built from natural materials – mud and processed wood tend to be favorites. Hives are usually built in inaccessible areas, and comprise domed structures with complex, winding passages that extend as far down into the ground as well as high into the rounded top of the complex.

All hymenopti are trained in the art of war and can be called to fight at any time. However, the needs of the community often require hymenopti to know secondary skills ranging from carpentry, butchering “cattle” to bureaucratic administration. Hymenopti see these skills as necessary evils and will relegate such tasks to slaves or inferiors wherever possible.

There is a well-defined pecking order in hymenopti society, based directly on the number of kills a hymenopti has earned as well as the number of slaves they have acquired through conquests. However, it is not unknown for hymenopti to challenge higher-ranking hymenopti in an effort to kill the hymenopti and acquire their prestige, wealth and slaves. Such challenges have strict rules for when a challenge may be given to prevent dissent among the ranks.

Hymenopti do not have royal families who rule over successive generations. Instead, hymenopti royalty emerges from families who have managed to accrue large number of

Bestiary Nefarious

combat kills and ability to bully other hymenopti into doing as they bid. When a hymenopti king or queen dies, there is much internal strife as those of the lower echelons issue challenges and battle one another to replace the fallen royalty. For the most part, a living monarch is immune to direct challenges, though treachery, poisoning and backstabbing has been the downfall of more than one monarch.

Hymenopti On Amöeros

Hymenopti are primarily found deep in the Yaz forest and among the Shafra hills. The largest hive of hymenopti, Urenth'kraa, is even recognized by the Skienlands as a city-state separate from the rule of the Skienlands.

Hymenopti worship Titanicus, the Lord of Battle and make regular sacrifices to their god through combat with slaves or other prey they face in their bloody arenas.

Hymenopti Captain

Medium monstrosity (hymenopti), usually lawful evil

Armor Class 16 (natural armor + shield)

Hit Points 67 (9d8 + 27)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 5 (1,800 XP) **Prof** +3

Actions

Multiattack. The hymenopti makes three longsword or javelin attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 9 (1d8 + 5) slashing damage, plus the target must make a DC 14 Constitution save. On a failure, the target takes 4 (1d8) poison damage and is paralyzed until the end of its next turn.

Javelin. *Ranged Weapon Attack:* +8 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage, plus the target must make a DC 14 Constitution save. On a failure, the target takes 4 (1d8) poison damage and is paralyzed until the end of its next turn..

Bonus Actions

Sting. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 4 piercing damage, and the target must make a DC 14 Constitution save. On a failure, the target takes 4 (1d8) poison damage and is paralyzed until the end of its next turn.

Battlecry (1x/short rest). The hymenopti makes an attack with advantage.

Hymenopti Warmonger

Medium monstrosity (hymenopti), usually lawful evil

Armor Class 16 (natural armor + shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 50 ft.

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

Saving Throws Str +5, Con +4

Skills Athletics +5, Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 4 (1,100 XP) **Prof** +2

Smite (recharge 5+). When the hymenopti hits with a melee weapon, it adds 9 (2d8) radiant damage.

Actions

Multiattack. The hymenopti makes two longsword or javelin attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 9 (1d8 + 5) slashing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 4 (1d8) poison damage and is paralyzed until the end of its next turn.

Javelin. *Ranged Weapon Attack:* +7 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 4 (1d8) poison damage and is paralyzed until the end of its next turn.

Innate Spellcasting. The hymenopti's spellcasting ability is Charisma (spell save DC 12). The hymenopti can innately cast the following spells, requiring no material components.

At Will: *guidance, resistance, thaumaturgy*

1x/day: *bless, command, aid*

Bonus Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 4 piercing damage, and the target must make a DC 12 Constitution save. On a failure, the target takes 4 (1d8) poison damage and is paralyzed until the end of its next turn.



Ister-suul Chosen One

The Ister-suul are a race of scaly amphibians who have dedicated themselves to the Old ones. Their once-powerful race was corrupted by their devotions to the madness of the Old ones, and their island-cities disappeared beneath the waves of the oceans many eons ago.

However, the Ister-suul never gave up the desire to conquer, and even now they still strive to rebuild their fallen empires to conquer the watery lands they inhabit and the dry lands above.

The Old ones have gifted their race with bizarre and powerful abilities to fulfill their twisted missions and bring the other races closer into their diabolical web.

Ister-suul chosen ones have taken a pilgrimage to the Realm of Madness and returned as leaders for the Ister-suul community.

Chosen ones are clearly insane in the minds of all but the Ister-suul. They feast on the flesh of their own kind, or that of any other race they encounter.

The chosen ones are exceptionally crafty, vicious and power-hungry. They will use their resources (usually other

Ister-Suul Chosen One

Medium aberration (amphibian), neutral evil

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Wis +6

Skills Intimidation +8, Religion +7

Damage Resistances bludgeoning, piercing or slashing non-magical weapons; psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages Common, Isterain

Challenge 10 (5,900 XP) **Prof** +4

Amphibian. An ister-suul can breathe water or air freely.

Blood Scent. The ister-suul gains advantage on attacks against opponents it damaged the previous turn.

Magic Resistance. The ister-suul gains advantage on saving throws against spells or similar magical effects.

Regeneration. At the start of its turn, if the ister-suul has not taken fire or acid damage since its last turn, it heals 5 hit points.

Actions

Multiattack. The ister-suul makes two claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 11 (2d6 + 4) slashing damage.

Channel Divinity (2x/short rest). The ister-suul can use one of the following two abilities.

Touch of Death (free action). On a melee weapon hit, The ister-suul deals an additional 19 necrotic damage.

Turn Undead. Undead that can see and hear the ister-suul within 30 feet must make a DC 16 Wisdom save. On a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

Spellcasting. The ister-suul is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The creature has the following Warlock spells prepared:

Cantrips (at will): *chill touch, minor illusion, thaumaturgy*

1st level (4 slots): *arms of hadar, dissonant whispers, expeditious retreat, hellish rebuke, Tasha's hideous laughter*

2nd level (3 slots): *crown of madness, darkness, detect thoughts, phantasmal force, ray of enfeeblement*

3rd level (3 slots): *clairvoyance, fear, major image, sending, vampiric touch*

4th level (3 slots): *banishment, blight, dimension door, dominate beast, Evard's black tentacles*

Bonus Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage and the target cannot regain hit points until the end of its next turn.

Reactions

Death Throes. If the ister-suul is reduced to 0 hit points, it immediately makes a claw attack with advantage against all targets in reach. It repeats this action for three rounds, moving up to 15 feet before the attack each round, before expiring. During these three rounds, the ister-suul ignores all damage, but cannot regenerate or otherwise regain hit points.

Bestiary Nefarious

Ister-suul) to the best of their ability to bring them more power, glory and food.

Comðac

Chosen ones relish engaging foes in one-on-one combat, but are intelligent enough to realize that it is generally better to soften up foes by using their minions before allowing themselves to become involved in a fight. A chosen one will use every advantage it has available and tends to concentrate its attacks on one opponent at a time to bring foes low. Chosen ones usually strike at priests first, then wizard-types, followed by warrior-types and rogues. They will flee (usually via flight) a combat that is going against them, though they will often later return to harass or slay their opponents after they have healed and gained sufficient minions to complete the task.

Becoming A Chosen One

Chosen One are elevated from the ranks of common and high Ister-Suul; generally speaking, there are far more common Ister-Suul who become Chosen Ones than high Ister-Suul who desire to become chosen ones.

To become a Chosen One, an Ister-Suul must first become a priest of Nazgaduum. After serving as a priest for at least five years, a deserving priest may receive a vision quest from Nazgaduum himself.

The vision quest usually involves a trek of the priest and a handful of retainers to an area far from the Ister-Suul homeland to an area somewhere on dry land. There, the recipient of the vision quest is usually tasked with the destruction of some settlement, and the enslavement or sacrifice of its members. When performed properly, with a sacrifice of no less than 25 individuals, the rite opens a rift to the Realm of Madness, which devours the sacrifice and the priest as well. The priest is instantly consumed and spat back to the Mortal Realm as a hunk of dying flesh.

However, three days after the priest is spat back to the mortal realm, a worm-like creature emerges from the husk of flesh, devouring it. Within hours, the creature molts and becomes a Chosen One. The new Chosen One retains the name and some of the physical characteristics of the old body, but has almost none of the memories of the old Ister-Suul, and is slovenly devoted to Nazgaduum, even more so than in his previous incarnation.

The new chosen one normally does not return to its homeland, but instead strikes out to start a new community of Ister-Suul, as supposedly directed by Nazgaduum.



Ister-Suul Chosen Ones on Amberos

On Amberos, the Old Ones were cast into the Realm of Madness before any of the mortal races awakened in the world. The Ister-Suul were the spawn of the subsequent sea-titans of the Ancient Ones who won the battle against the Old Ones, and the Ister-Suul built a thriving kingdom under the seas that traded with the early titan races.

When the great cataclysm that broke open Tsre Vestu occurred, several ancient portals to the Old One's realms were revealed as they arose from the depths of the ocean. The undersea kingdom of the Ister-Suul was nearly destroyed by the rise of these portals in the form of the continent of Hadjpt-Tuu. The survivors of the Ister-Suul investigated these portals, and the awakened Old Ones captured their race and began to subvert it.

The Ister-Suul can be found on Amberos off the east coast. They often come into conflict with Nydonna's Sea Kingdom, and many Randu legends speak of their raids of the eastern coast. The race has even at one point made an attempt to destroy the Answan Suwat, which would allow them to flood into the Forna Sea.

Bestiary Nefarious

Ister-Suul Lord of Nightmares

Large aberration (amphibian), neutral evil

Armor Class 18 (natural armor)

Hit Points 272 (32d10 + 96)

Speed 30 ft., passwall 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	19 (+4)	19 (+4)	23 (+6)

Saving Throws Wis +10

Skills Deception +12, Insight +10, Intimidation +12, Investigation +10

Damage Resistances acid, cold, psychic

Damage Immunities bludgeoning, piercing and slashing non-magical weapons that aren't made of cold iron

Condition Immunities charm, confusion

Senses darkvision 60 ft., passive Perception 14

Languages Common, Isterian, any language its hears for 1 minute

Challenge 19 (22,000 XP) **Prof** +6

Amphibian. An ister-suul can breathe water or air freely.

Aura of Unreality. The area around the ister-suul warps into sinister shapes, creating a 30 foot radius of difficult terrain around the ister-suul. The ister-suul is unaffected by this ability.

Blood Scent. The ister-suul gains advantage on attacks against opponents it damaged the previous turn.

Magic Resistance. The ister-suul gains advantage on saving throws against spells or similar magical effects.

Regeneration. At the start of its turn, if the ister-suul has not taken fire or acid damage since its last turn, it heals 10 hit points.

Actions

Multiattack. The ister-suul makes three attacks; two with its mace and one with its bite.

Mace of Madness +3. *Melee Weapon Attack:* +15 to hit, reach 10 ft. *Hit:* 18 (2d8 + 9) magical bludgeoning damage, and the target must make a DC 18 Wisdom save. On a failure, the target's Wisdom is reduced by 2 (1d4) and the target is stunned until the end of its next turn.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft. *Hit:* 13 (2d6 + 6) piercing damage, and the target must make a DC 20 Constitution save. On a failure, the target takes 9 (2d8) poison damage. A target reduced to 0 hit points by this attack must make a DC 20 Constitution save. On a failure, it dies and is replaced with a common ister-suul thrall with no memories of its past and friendly to the Lord of Nightmares.

Channel Divinity (2x/short rest). The ister-suul can use one of the following two abilities.

Touch of Death (free action). On a melee weapon hit, The ister-suul deals an additional 33 necrotic damage.

Turn Undead. Undead that can see and hear the ister-suul within 30 feet must make a DC 20 Wisdom save. On a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

Spellcasting. The ister-suul is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The creature has the following Warlock spells prepared:

Cantrips (at will): *chill touch, guidance, minor illusion, sacred flame, thaumaturgy*

1st level (4 slots): *arms of Hadar, dissonant whispers, expeditious retreat, hellish rebuke, Tasha's hideous laughter*

2nd level (3 slots): *crown of madness, darkness, detect thoughts, phantasmal force, ray of enfeeblement*

3rd level (3 slots): *clairvoyance, fear, major image, sending, vampiric touch*

4th level (3 slots): *banishment, blight, dimension door, dominate beast, Evard's black tentacles*

5th level (2 slots): *contact other plane, dominate person, dream, seeming*

6th level (1 slots): *flesh to stone, planar ally*

7th level (1 slot): *plane shift*

Reactions

Death Throes. If the ister-suul is reduced to 0 hit points, it immediately makes a claw attack with advantage against all targets in reach. It repeats this action for three rounds, moving up to 15 feet before the attack each round, before expiring. During these three rounds, the ister-suul ignores all damage, but cannot regenerate or otherwise regain hit points.

Legendary Actions

The ister-suul 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 ister-suul regains spent legendary actions at the start of its turn.

Cast Spell (uses 2 actions). The ister-suul casts a 1st-4th level spell.

Slip Through Space. The ister-suul teleports 60 feet to an unoccupied space.

Deadly Unreality. A target within 30 feet must make a DC 20 Dexterity save. On a failure, the target takes 9 (2d8) psychic damage.



Bestiary Nefarious



The Ister-Suul Lord of Nightmares is the smallest sliver of the foul sentience of the Realm of Madness made flesh. A Lord of Nightmares only occurs in areas where the Ister-Suul congregate and are able to open a fissure to the Realm of Madness. As part of the creation of a Lord of Nightmares, an Ister-Suul Chosen One sacrifices its soul to become the vessel for the Lord of Madness.

The Lord of Madness has but one goal; to bend reality to suit the spawning of creatures of the Realm of Madness. Their very presence warps reality and those around them, making it deadly and hostile to mortal creatures not aligned with their home realm.

Combat

The Lord of Nightmares does not so much fight as convert those it opposes to pliable matter suitable for use to expand the Realm of Madness into the mortal world. Those who oppose the Lord of Nightmares are literally torn to shreds either by its magical might and/or its physical fury.

The Lord of Nightmares is surprisingly cunning and crafty. While physically capable of rendering its foes into pliable matter with its poisonous bite, its mad mind dreams up schemes to draw unsuspecting victims to their dooms in terrifying and gruesome manners. It is not uncommon for a Lord of Nightmare to kill a single individual and replace them, only to later strike against the original victim's allies as they rest or sleep.

Ister-Suul Lord of Nightmares on Amberos

There is no known permanent Lord of Nightmares on Amberos or in the deep Ister-Suul empire to the north. Nydonna's Sea Kingdom has recorded three great wars against Lord of Nightmares in the past, but only with great sacrifice has the Nydonnans stopped and destroyed each incarnation to date.

However, the rising and sinking of the continent of Hadjpt-Tuu is rumored to be the lone prison of a sole Lord of Nightmares who acts at the beckons of the 13 Progenitors as an instrument of destruction against rivals to the Progenitor's power or influence.

Ister-Suul, Common

Ister-suul Thrall

Medium aberration (amphibian), usually neutral evil

Armor Class 15 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Saving Throws Wis +2

Skills Deception +4, Stealth +4

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 10

Languages Isterain

Challenge 1 (200 XP) **Prof** +2

Amphibian. An ister-suul can breathe water or air freely.

Magic Resistance. An ister-suul gains advantage on saves against spells and other magical effects.

Actions

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

Innate Spellcasting. The ister-suul's spellcasting ability is Charisma (spell save DC 12). The ister-suul can innately cast the following spells, requiring no material components.

At Will: *dancing lights, detect magic, minor illusion*

1x/day: *cause fear*

Bonus Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Reactions

Death Throes. When reduced to 0 hit points, the ister-suul makes a claw attack against each target in range, then dies.

Ister-suul thralls are the rank and file of the Ister-suul war machine. Part sorcerer and part warrior, they are bred to labor for their otherworldly masters and bring this world under their rule.



Combat

Ister-suul thralls are poor fighters, but will attack if pressed, cornered or otherwise threatened. Though weak individually, they tend to swarm foes, using their numbers to bring down their opponents with sheer savagery.

Society

From the time they hatch in small clusters of 3-5 eggs their undersea caves, Ister-suul are bathed in the bloody and subservient society of their kind. Hatchlings are forced to fight for the right to survive, and those that excel are quickly inducted into the local warrior house and trained in Ister-suul fighting arts and their demented theology.

Many Ister-suul bear scars or mutations from their association with the denizens of the Realm of Madness, and nearly all are insanely “enlightened” about their dark purpose through contact with the Realm of Madness itself.

Ister-suul care little for gender, and Ister-suul seem only to care that an individual is tough enough to survive and aid in bringing dominion to the lands around them. A sense of family does not exist among the Ister-suul, each Ister-suul is a cog in bringing the rule of the Old ones to the lands, and they are only valuable when they can contribute to this end.

Ister-suul are infused with raw and strange magic, and spontaneously unleash their magical ability for little readily apparent reason. Many marvel at the strange magics they create – whose form they often have little control over – but at the same time they fear their own power. It is known that those among their kind who use their magic too freely – or too little – may explode, melt or otherwise be destroyed in a chaotic flare of magic.

Bestiary Nefarious

Ister-suul tend to have horribly short lives, almost always either dying at the hands of an enemy or by coming into contact with the Realm of Madness itself - the latter being a highly prized death among the Ister-suul, reserved for the greatest of heroes. However, there are some among the Ister-suul who survive the contact with the Realm of Madness and become something even greater - a Chosen one - which is considered a heartbeat's step away from the Old Ones themselves.



Ister-suul Acolyte

Medium aberration (amphibian), usually neutral evil

Armor Class 15 (natural armor)

Hit Points 22 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2

Skills Deception +5, Insight +2, Persuasion +5, Stealth +4

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 10

Languages Isterain, telepathy 30 ft.

Challenge 2 (450 XP) **Prof** +2

Amphibian. An ister-suul can breathe water or air freely.

Magic Resistance. An ister-suul gains advantage on saves against spells and other magical effects.

Actions

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

Innate Spellcasting. The ister-suul's spellcasting ability is Charisma (spell save DC 12). The ister-suul can innately cast the following spells, requiring no material components.

At Will: *dancing lights, detect magic, minor illusion*

1x/day: *cause fear*

Spellcasting. The ister-suul is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The ister-suul has the following Warlock spells prepared:

Cantrips (at will): *eldritch blast, mage hand, prestidigitation*

3rd level (3 slots): *arms of hadar, clairvoyance, crown of madness, detect thoughts, dissonant whispers, fly, hex, mirror image, phantasmal force, sending, Tasha's hideous laughter, vampiric touch, witch bolt*

Bonus Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Reactions

Death Throes. When reduced to 0 hit points, the ister-suul makes a claw attack against each target in range, then dies.

Entropic Ward (1x/short rest). When attacked, the ister-suul imposes disadvantage on the target. If the attack misses, the Ister-suul gains advantage on its next attack roll.

High Ister-suul

The high Ister-suul are the nobility of their bizarre race, born of the unholy union of a common ister-suul and a Chosen One. Each is born insane, with knowledge of many generations before it, and a perverse understanding of the Realm of Madness and the desires of the races masters.

The high Ister-suul cruelly drive their race to conquer others, while at the same time feeding on their own race. They engage in the most horrific practices - cannibalism, blood sacrifices and the wearing of robes made of the hair of their humanoid victims - along with skulls, ribs and other bones of those they have conquered.

Combat

High Ister-suul generally depend on its lessers to fight to protect them, while they hang back and either observe the combat or toss spells into the fray. They have no compunction about tossing area effect spells into the middle of their own



High Ister-Suul

Medium aberration (amphibian), usually neutral evil

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., swim 60 ft.

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

Saving Throws Wis +4

Skills Deception +6, Stealth +4

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 10

Languages Isterian, telepathy 120 ft.

Challenge 4 (1,100 XP) **Prof** +2

Amphibian. An ister-suul can breathe water or air freely.

Insanity. Any creature who contacts the mind (including telepathy) or reads the thoughts of the ister-suul must make a DC 13 Wisdom save or have its Intelligence reduced by 2 (1d4). A long rest restores 1 point of Intelligence, but plagues the target with unsettling dreams.

Magic Resistance. An ister-suul gains advantage on saves against spells and other magical effects.

Actions

Multiattack. The ister-suul makes two claw attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage.

Innate Spellcasting. The ister-suul's spellcasting ability is Charisma (spell save DC 14). The ister-suul can innately cast the following spells, requiring no material components.

At Will: *dancing lights, resistance, chill touch*

1x/day: *cause fear*

Spellcasting. The ister-suul is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The ister-suul has the following Warlock spells prepared:

Cantrips (at will): *chill touch, eldritch blast, minor illusion*

4th level (3 slots): *arms of Hadar, clairvoyance, crown of madness, detect thoughts, dimension door, dissonant whispers, fly, hallucinatory terrain, hellish rebuke, mirror image, sending, Tasha's hideous laughter, phantasmal force, vampiric touch, witch bolt*

Bonus Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Reactions

Entropic Ward (1x/short rest). When attacked, the ister-suul imposes disadvantage on the target. If the attack misses, the Ister-suul gains advantage on its next attack roll.

Bestiary Nefarious

kind, nor do they hold forces back in an attack or are likely to grant mercy to a foe.

High Ister-suul will defer to the will of a Chosen one, and have been known to be forced into combat by their kind. If a combat goes against a high one, they will often retreat, to later regroup or otherwise seek revenge against their assailants.

Society

It is the high Ister-suul who conducts the day-to-day ruling of an Ister-suul community. Many high ones are drunk with power, and they generally engage themselves in watching common Ister-suul fight for their benefit or conduct petty raids against nearby settlements for pleasure. The high Ister-Suul actually fear and loathe their mad gods, and secretly curse their god's existence. Most Ister-Suul are proud and insane enough to believe themselves better than the deities who watch over their race, and will even take opportunities to interfere with or discredit their deities or the Chosen Ones who have allied themselves with the deities.

Most high ones are in direct competition with each other as well, and there tends to be an unspoken hierarchy among them, based on how much individual power each wields. It is not uncommon for the various high ones to test each other's power and resolve, and the weak are quickly removed and their bones turned into trophies for the winners.

Unlike the common Ister-suul, high ones generally congregate in family-like groups along blood relations. Each family is horribly inbred due to their fear of other family groups, and mutations abound among their kind. After their death, a high Ister-suul is reincarnated in the next family birth back into the same family group, creating an odd familiarity and deference among the groups. Generally, any family member disposed by others within its group are not reborn into the same family, and may, in fact, be reborn into a family inimical to the former family. Family groups tend to stick together and support each other to a point; however, any high Ister-suul that is perceived as weak or as a liability is quickly removed from the

High Ister-suul Elder

Medium aberration (amphibian), always neutral evil

Armor Class 15 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	15 (+2)	13 (+1)	21 (+5)

Saving Throws Wis +5

Skills Deception +8, Stealth +5

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 11

Languages Isterian, telepathy 120 ft.

Challenge 6 (2,300 XP) **Prof** +3

Amphibian. An ister-suul can breathe water or air freely.

Insanity. Any creature who contacts the mind (including telepathy) or reads the thoughts of the ister-suul must make a DC 16 Wisdom save or have its Intelligence reduced by 3 (1d6). A long rest restores 1 point of Intelligence, but plagues the target with unsettling dreams.

Magic Resistance. An ister-suul gains advantage on saves against spells and other magical effects.

Actions

Multiattack. The ister-suul makes two claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage.

Innate Spellcasting. The ister-suul's spellcasting ability is Charisma (spell save DC 16). The ister-suul can innately cast the following spells, requiring no material components.

At Will: *dancing lights, resistance, chill touch, levitate, polymorph*
1x/day: *cause fear, feeblemind, finger of death, mass suggestion*

Spellcasting. The ister-suul is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). The ister-suul has the following Warlock spells prepared:

Cantrips (at will): *chill touch, eldritch blast, minor illusion*

5th level (3 slots): *arms of Hadar, clairvoyance, contact other plane, crown of madness, detect thoughts, dimension door, dissonant whispers, dream, fly, hallucinatory terrain, hellish rebuke, mirror image, sending, Tasha's hideous laughter, phantasmal force, vampiric touch, witch bolt*

Bonus Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 12 Constitution save. On a failure, the target takes 7 (2d8) poison damage.

Reactions

Entropic Ward (1x/short rest). When attacked, the ister-suul imposes disadvantage on the target. If the attack misses, the Ister-suul gains advantage on its next attack roll.

Bestiary Nefarious

group, and a special rite is conducted that removes the offender from the reincarnation pool.

The rarest of all high Ister-Suul is the legendary progenitors – said to be the first Ister-Suul of the race who contacted the Realm of Madness and spawned the first highborn families. According to Ister-Suul legend, there are 13 such progenitors, one for each of the great families found among all Ister-Suul clans. In rare instances, these progenitors manifest on the Mortal plane and direct their children to some mad scheme of their mad gods. While they can be slain on the Mortal plane, such death only returns the progenitor howling back to the Realm of Madness until they can gather enough strength to return again – usually a process that takes no less than one hundred years.

High Ister-Suul on Amóeros

It is the high ister-suul who rule the chaotic realm of their kind in the sinking lands of Hadjpt-Tuu. The ratio of high ister-suul to common ister-suul is about fifty to one, and the high ister-suul fill ranks from as lowly as the equivalent of mayor up to that of princeps (the equivalent of a prince or princess, but genderless). They are only outranked by a rare few chosen ones who directly answer to Nazgaduum and his cabinet of 13 Progenitors.

High Ister-Suul worship Nazgaduum out of fear that if they did not, their souls would be consumed upon death. High Ister-Suul fear Nazgaduum and his gift of madness greatly and never willingly become clerics for fear of being mentally consumed by the mad god.



Low Ister-suul

Low Ister-suul

Medium aberration (amphibian), usually neutral evil

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 30 ft., swim 30 ft.

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

Saving Throws Wis +2

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 10

Languages Isterian

Challenge 2 (450 XP) **Prof** +2

Amphibian. An ister-suul can breathe water or air freely.

Actions

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

Innate Spellcasting. The ister-suul's spellcasting ability is Charisma (spell save DC 10). The ister-suul can innately cast the following spells, requiring no material components.

At Will: *chill touch*, *prestidigitation*

1x/day: *hex*

Bonus Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 11 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Reactions

Entropic Ward (1x/short rest). When attacked, the ister-suul imposes disadvantage on the target. If the attack misses, the Ister-suul gains advantage on its next attack roll.

Low Ister-Suul are the enslaved labor force of the Ister empires. They rarely exhibit the mutations of the other classes, and tend to be less insane than their brethren. However, they fear the ruler of the other Ister, and cower before their masters, and are often the prey of the cannibalistic desires of their nobility and the Chosen Ones.

Combat

Ister-suul tend to focus on a single target, using its *hex* to improve its combat ability before attacking. Generally, low

ister-suul are intelligent enough to gang up on an enemy and will seek to flank enemies where possible.

Society

Low Ister-suul are on the bottommost rung of Ister-suul society, with strong social stigmas due to their lack of mutations from their deities. Perhaps one of the most curious aspects about the low Ister-suul is the fact that their kind does not reincarnate back into their race upon death. Thus, when a low Ister-suul dies, it is dead to the race, and will not return. This is part of the reason for the social stigma attached to them, and why they do not reincarnate like the others is thought to be somehow related to a lack of favor by the ister-suul's god.

It is possible, though rare, for a low Ister-suul to be elevated to a higher caste. This only occurs in a yearly ceremony when a high one eats the proffered limb of a candidate, uplifting it to the ranks of a common ister-suul. Though a dreadful disfiguration, many low Ister-suul compete for the honor to rise in the ranks thusly. Chosen one perform a similar yearly ceremony, but in this case the entire low ister-suul is consumed, to reputedly be reborn as a high ister-suul.

The low Ister-suul replenish their number through normal reproduction, and low females are encouraged to produce clusters of eggs to keep the Ister-suul machine working - without new clutches, the Ister-suul would simply eat their society from the inside out. In lean times, sometimes the low ones will be allowed to raid local settlements, and breeding with the women of those settlements. The resulting child is always a low Ister-suul, which will be driven by instinct to launch itself into the sea and seek out the community it was bred from. In most cases, the Ister-suul keep close eyes on these communities until the young return to the community.



Jakken

Jakken

Large elemental (shapechanger), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 40 ft., burrow 30 ft., fly 50 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	22 (+6)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Str +8, Dex +7, Con +10, Wis +7, Cha +7

Skills Acrobatics +7, Deception +7, Perception +6, Persuasion +7, Stealth +7, Jeweler's Tools, Smith's Tools, Tinker's Tools

Damage Resistances bludgeoning, piercing and slashing non-magical weapons that aren't cold iron

Damage Immunities thunder

Condition Immunities polymorphed

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Aquan, Auran Ignan, Common, Infernal, Terran

Challenge 11 (7,200 XP) **Prof** +4

Magic Resistance. The jakken has advantage on saving throws against spells and similar magical effects.

Actions

Multiattack. The jakken makes two iron claw attacks.

Iron claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 17 (2d12 + 4) magical slashing damage.

Innate Spellcasting. The jakken's spellcasting ability is Charisma (spell save DC 15). The jakken can innately cast the following spells, requiring no material components.

At Will: *firebolt, disguise self, pass without trace*

3x/day: *creation, polymorph (others only), protection from energy*

1x/day: *call lightning, expeditious retreat, meld into stone*

Whirlwind Strike (recharge 5+). The jakken makes an iron claw attack against all opponents in reach.

Jakken are a race of fierce genies that have the appearance of a humanoid with leopard features. There are fierce warriors and craftsmen, as well as skilled mercenaries and arms traders. They normally engage themselves in the wars between the genie races, both working for and against the other genies for their own profit.

Jakken are untrustworthy and will always attempt to manipulate events to their profits. They are not beneath setting up raids to steal from an individual while masquerading as another being or race, only to show up to sell replacements back

to the former owner and negotiate to act as bodyguards against future attacks or thefts.

Combat

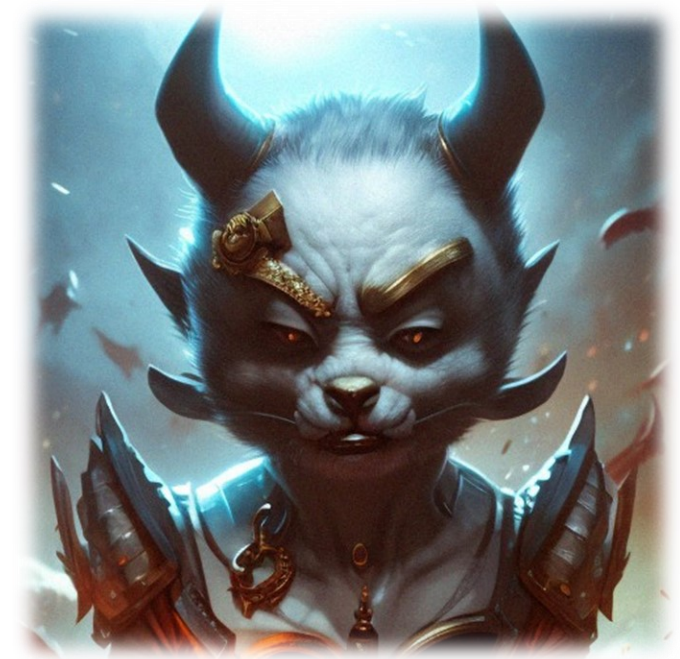
Jakken are fierce fighters who bravely leap into a combat. However, when losing, they have been know to flee, regardless of how their employers might object.

Normally, a Jakken will wade into the thick of a group of opponents and unleash their whirlwind strike. Against a singular opponent, jakken will use their *disguise self* to take the form of a frightening and powerful creature and overwhelm their foe.

Jakken are fond of taking slaves and will usually spare any individual who begs for mercy or attempts to flee a combat. Jakken normally keep an enslaved individual for one year of service, then release them with the promise they will not turn upon their master for a like amount of time (1 year).

Jakken on Amberos

Jakken are very rarely encountered on Amberos, though the Wa-Atari witches of Randu have in the past used Jakken mercenaries to protect during the Randu Wars. Some Wa-Atari still keep the unreliable genies as bodyguards, often strengthening the jakken's loyalty through magic coercion or threat.



Jaqai

Jaqai

Tiny monstrosity (reptile), any alignment

Armor Class 13 [*mage armor* 16]

Hit Points 67 (15d4 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-3)	17 (+3)	15 (+2)	19 (+4)	13 (+1)	16 (+3)

Saving Throws Int +7

Skills Arcana +7, Stealth +6

Damage Immunities bludgeoning, piercing or slashing non-magical weapons

Senses darkvision 60 ft., passive Perception 11

Languages Common, druidic, jaqai

Challenge 7 (2,900 XP) **Prof** +3

Focused. The jaqai has advantage on concentration and *counterspell* checks.

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 0 ft. *Hit:* 4 piercing damage.

Steal Spell. The jaqai selects a target within 30 feet must make a DC 14 Charisma save. On a failure, the target loses its highest unused spell slot of 6th level or lower, and the jaqai regains an expended spell slot of the same level.

Spellcasting. The jaqai is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The jaqai has the following Wizard spells prepared:

Cantrips (at will): *acid splash*, *dancing lights*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *color spray*, *identify*, *obscuring mist*, *magic missile*, *unseen servant*

2nd level (3 slots): *blur*, *invisibility*, *rope trick*, *web*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *confusion*, *dimension door*, *Evard's black tentacles*

5th level (2 slots): *cone of cold*, *hold monster*

6th level (1 slot): *eyebite*, *flesh to stone*



Jaqai are magical lizards who are master spellcasters. They are often found in deep deserts or in the canopy of wild jungles, watching for spellcasters. When they discover the presence of a spellcaster, they will watch and observe the individual for some time.

If the individual proves to be one who appears civil and that talking to the spellcaster would not prove fatal, the Jaqai will generally approach and offer an exchange of magic items or spells.

If the individual proves himself or herself to be destructive (regardless of being good or evil), the Jaqai will wait until an opportunity to ambush the individual presents itself, and then it will attempt to use its Steal spell ability to render the individual harmless.

Combat

If Jaqai are forced to fight, they attempt to stay out of the range of melee combat and use their magical ability to goad and suck up magic from an opponent. Once it has drained a foe dry of spells or other forms of magical attacks, it will slink away and hide.

Jaqai on Amberos

These creatures often make themselves home in the Yaz Jungle or can be found in the wilderness areas of Llannhanex or Iiannhanex. However, at least one colony of Jaqai is known to also inhabit Arocnek.

Javelin Snake

Javelin Snake

Small beast (reptile), unaligned

Armor Class 15

Hit Points 19 (3d6 + 9)

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	21 (+5)	17 (+3)	2 (-3)	15 (+2)	13 (+1)

Skills Stealth +7, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Prof +2

Ammunition. Allies can use the javelin snake as a thrown weapon (treat as a javelin) or fire the javelin snake as an arrow. After being used in this fashion, the javelin snake occupies the space where it lands – adjacent to the enemy struck after a hit.

Actions

Poison bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 9 (1d8 + 5) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 9 (2d8) poison damage.

Death Strike (1x/short rest). *Ranged Weapon Attack:* +7 to hit, range 90 ft. *Hit:* 22 (5d6 + 5) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 9 (2d8) poison damage. This attack can only be made against opponents who have not acted in combat yet.

Reactions

Poison. When used as ammunition, on a hit the target must make a DC 13 Constitution save. On a failure, the target takes 9 (2d8) poison damage.

Javelin snakes are deadly predators that prefer to strike from the canopy of trees. Their heads are long and sharp like a spearhead, and their body has the amazing ability to become rigid like a shaft of a spear. Coupled with their ability to leap great distances they have a deadly attack that grants them their name.

Oddly, javelin snakes have a love of wine, and will often attack those bearing wine in preference to all others. Once they have dispatched with their foes, the snakes often indulge themselves in a drink of the victim's wine.



Combat

Javelin snakes strike by first hiding among tree limbs above an opponent and waiting for the opponent to close. As the opponent nears, the snake coils up then spring out of the branches, becoming as strait and rigid as a spear shaft. They aim for the heart or other vital organs of their foe, and the force with which they hit usually pierces deep into the victim, where the snake injects its venom into the wound before pulling out. The effect is usually an almost instantaneous kill.

Javelin Snakes on Amberos

These deadly snakes seem to thrive in the wilderness around Nyrr Ryann and in larger forests such as Kennestone woods and the Yaz forest. They seem to be rarer in the west than the east.

Some of the more radical druids have charmed or otherwise befriended javelin snakes to use them as weapons against their enemies.

Kafurii

Kafurii

Large elemental, chaotic evil

Armor Class 18 (natural armor)

Hit Points 51 (7d10 + 21)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	11 (+0)	11 (+0)	13 (+1)

Damage Vulnerability cold

Damage Immunities fire, poison

Condition Immunities exhausted, grappled, poisoned, polymorphed, prone

Senses blindsense 30 ft., darkvision 60 ft., passive Perception 10

Languages Common, ignan, infernal

Challenge 3 (700 XP) **Prof** +2

Fire Aura. Creatures that start their turn or move within 20 feet of the kafurii take 4 (1d8) fire damage.

Actions

Multiattack. The kafurii makes two fiery claw attacks.

Fiery claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft. *Hit:* 9 (1d8 + 5) slashing damage, plus 7 (2d6) fire damage.

Fire Breath (*recharge 6*). The kafurii breathes a cone of flame 20 feet wide and long. Targets in the area of effect must make a DC 13 Dexterity save. On a failure, the target takes 28 (8d6) fire damage, half on a successful save.

Reactions

Fiery Retribution. When hit by a melee attack, the target must make a DC 13 Dexterity save. On a failure the target takes 7 (2d6) fire damage.

Vengeful fire spirits that are the enemies of all things combustible, kafurii roam the world looking for items to set ablaze and for living things to torture and kill.

While kafurii are extraplanar beings, they are almost never found on their home plane, instead preferring to cause havoc on the Mortal Realm. If encountered in their birth plane, they can be found in the City of Brass on the Elemental Plane of Fire.

Combat

When a kafurii makes itself known, it will generally rush enemies, slashing and burning all in sight. As it fights, it often jeers and taunts its opponent, attempting to lull them into overextending them in a fit of rage.

However, kafurii fear ice, and will flee if subjected to cold attacks or effects. Once they flee an opponent, they rarely return to settle the score, instead seeking easier prey elsewhere.

Kafurii on Amberos

For many years just prior to the Dark Age, the kafurii were a plague on the east of Amberos, ruling the lands from what is now Jsarath east and north to the border of Simera. Ghan and his warriors battled with the kafurii for many years, and Ghan eventually bested their ruler and toppled their empire, taking the lands as his own. Most kafurii now encountered are loners traveling from the elemental plane of fire to the lands of their old empire. They tend to attack Ghan on sight.



Kali-born

Kali-born are amoral children of a deity of death and the earth. Kali-born can be male or female, though females tend to be more predominant. The tattoos a Kali-born adorn themselves with marks of rank and skill, with more successful Kali-born having bodies that are almost literally covered from head to toe in gruesome tattoos.



Combat

Kali-born enjoy wading into melee combat, but usually will soften up masses of foes by peppering them with poison arrows first. Kali-born have been known to ride nightmares or other dire beasts into battle.

Kali-Born Society

Kali-born tend to live in small communities hidden from other races. In these places, the kali-born revel in their hedonistic practices, with a great love of shedding blood – their own if not that of others.

Bored or curious Kali-born may leave their community to travel the world abroad, often hiring themselves out as mercenaries, assassins or engaging in acts of banditry. A few rare kali-born are drawn to the larger cities of other races, where they may indulge themselves in every experience, they can involve themselves in.

Kali-Born on Amberos

Referred to as the Daughters of Titanicus, he often uses Kali-born to head those armies of Randu that he personally favors. They also have appeared in several places across the Skienlands, acting as assassins for the various Rajahs and Rhuks of the lands who are foul enough to deal with them.

Kali-born

Medium fiend, usually neutral evil

Armor Class 19 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Str +7, Dex +7, Con +7

Skills Acrobatics +7, Athletics +7, Perception +5, Stealth +7

Damage Resistances bludgeoning and piercing non-magical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, Common, Infernal, Terran

Challenge 1 (2,900 XP) **Prof** +3

Multitasker. The kali-born takes three actions during its turn. It takes its first action (and movement) at its normal initiative, its second action (and movement) at its initiative – 5, and its third action (and movement) at its initiative -10. It can only take one bonus action and reaction a turn.

Actions

Multitattack. The kali-born makes two attacks, using any combination of claw or scimitar attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 6 (1d4 +4) slashing damage and the target must make a DC 15 Constitution save. On a failure, the target's Strength is reduced by 2 (1d4). Lost Strength is regained after a long rest or upon receipt of a *greater restoration* spell.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range X/Y ft. *Hit:* 8 (1d8 + 4) piercing damage and the target must make a DC 15 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Bonus Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 6 (1d4 + 4) piercing damage and the target's maximum hit points is reduced by the same amount. The kali-born gains temporary hit points equal to the damage it deals. This effect ends after a long rest or upon receipt of a *greater restoration* spell.

Reactions

Fast Healing. The kali-born regains 5 hit points.

Koskie

Koskies (pro. Kawz-keez) are demon sorcerers who often cavort with evil beings from the Mortal Realm. They seem to be attracted to those with great magical power and seem somehow able to make their presence known in the dreams of those they wish to summon them. Over a period of one to three weeks, these beings will reveal a spell to their target, allowing them to be summoned to the Mortal Realm.

Once summoned, koskie attempt to engage their target in magical dance, encouraging the spellcaster to use his magic as part of the dance. If the individual performs well, the koskie will, as part of the dance, reveal new spells to the caster. Koskies generally reveal one spell per day of dancing.

Combat

Koskies caper and dance about their opponent, weaving spells into their odd dance. They rarely strike in melee combat, and if they do engage in melee, they almost always do so fighting defensively to make it much harder for them to be hit, while slowly whittling away at their foe.

Koskie Society

Koskies are loners who disdain others of their own kind. They prefer to dwell in ruins or other structures abandoned by the original inhabitants.

Though koskies avoid their own kind, they will associated with other evil beings freely, and may attract a following of evil humanoids who double as apprentices, dancing nightly with the koskie to learn the koskie's magic.

Koskie on Ambros

Koskies are primarily found in Nauwflouwd, usually dwelling in so called "witches circles" in the high mountains during the summer months and moving down into the forested areas during winter.



Koskie

Medium fiend, chaotic evil

Armor Class 14

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	13 (+1)	15 (+2)	13 (+1)	17 (+3)

Saving Throws Con +3, Wis +3

Skills Arcana +4, Insight +3, Performance +5

Damage Resistances slashing non-magical weapons

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 2 (450 XP) **Prof** +2

Airwalk. A koskie can walk on air as if it were solid ground. It can ascend or descend one foot for each foot it travels horizontally.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage.

Fevered Dance. If the koskie moves at least 15 feet, it can compel all onlookers within 30 feet to make a DC 12 Wisdom save. On a failure, the target must spend its action to dance, moving at least half its movement rate towards the koskie. The save can be repeated each round at the end of the target's turn. For every minute of dancing, the target gains one level of exhaustion. If the target dances for at least 1 minute, it can add one spell the koskie knows (target's choice) to their prepared spell list. If the target cannot normally cast spells, it gains the ability to cast the spell once per day, using Charisma. The gained prepared spell is lost after a long rest.

Spellcasting. The koskie is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The koskie has the following Sorcerer spells prepared:

Cantrips (at will): *fire bolt, dancing lights, friends, message, minor illusion*

1st level (4 slots): *charm person, color spray, disguise self, expeditious retreat, shield*

2nd level (3 slots): *enhance ability, mirror image, misty step, suggestion*

3rd level (4 slots): *blink, haste, hypnotic pattern, major image*

Reactions

Fast Healing. The koskie heals 5 hit points.

Bestiary Nefarious

Kraken-Li

Kraken-Li are dangerous, intelligent and malevolent cousins to Kraken.

These creatures live in the ocean, but often foray onto land seeking prey to devour and demanding tribute from coastal villages lest they destroy said villages. Worst of all, Kraken-Li sometimes work together for a common goal.

Combat

Kraken-Li tend to sweep down on foes, snatching them up in their barbed tentacles and crushing them, draining the victim's blood as they do so.

On land, a Kraken-Li skuttles along as a mass of whipping tentacles as it pursues prey. In the ocean, they are patient hunters and lie motionless for hours before darting forth or creeping tentacles outward to snatch unwary prey.

Kraken-Li on Amöeros

Most Kraken-Li started their lives out as wereoctopus priests to M'Kree Malka. When the priest proves himself to be

ruthless and powerful within the hierarchy of M'kree's priesthood, the god blesses the priest with a transformation into a Kraken-Li. If the priest does well in his new form (i.e., survives), he will eventually be transformed into a full-blown Kraken. The latter process usually takes a hundred years or more.

While extremely rare, Kraken-Li have been reported appearing in the western sea, including making landfall on Arocnek and the Shovnov Coast.



Kraken-Li

Large monstrosity (aquatic), lawful evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	17 (+3)	19 (+4)	13 (+1)	15 (+2)	21 (+5)

Saving Throws Con +8, Wis +6

Skills Persuasion +9, Religion +5

Damage Resistances bludgeoning, piercing and slashing non-magical weapons that aren't silvered; cold

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal

Challenge 9 (5,000 XP) **Prof** +4

Amphibious. The kraken-li can breathe air and water.

Actions

Multiattack. The kraken-li can make two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 15 ft. *Hit:* 14 (2d6 + 7) bludgeoning damage, and if the hit exceeds the target's AC by 4 or more, the kraken-li starts a grapple (escape DC 17). The kraken-li has ten tentacles, each of which can grapple one target.

Channel Divinity (2x/short rest). The kraken-li can use one of the following ability.

Destructive Wrath . The kraken-li deals maximum damage with attacks that deal lightning or thunder damage. This does not take an action.

Spellcasting. The kraken-li is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The kraken-li has the following Cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, inflict wounds, fog cloud, thunderwave*

2nd level (3 slots): *blindness/deafness, gust of wind, hold person, shatter*

3rd level (3 slots): *call lightning, bestow curse, protection from energy, sleet storm*

4th level (3 slots): *control water, death ward, freedom of movement, ice storm*

5th level (1 slot): *destructive wave, insect plague, planar binding*

Bonus Actions

Blood Drain. A target that starts the turn grappled takes 9 (2d8) necrotic damage.

Reactions

Thunderous Rebuke. When hit by a melee attack, the target must make a DC 17 Dexterity save. On a failure, the target takes 9 (2d8) lightning or thunder damage, and half as much on a success.

Kren'an'thor

Kren'an'thor, or the “Devil in the Dark” are creatures from the plane of shadow. It is whispered that they were masters of shadow magic and taught its secret to mortals in dark dreams and portents. It has been claimed by certain Kren'an'thor, for example, that they are ones summoned to the minds of victims when the spell *Phantasmal Killer* is used.

Kren'an'thor mostly keep to themselves and normally remain on the Plane of Shadow. However, during certain nights of the new moon, these creatures can step from dark corners into the Mortal Realm. Following their own desire to torment others, these fiends stalk the dark stretches of the world seeking victims until slain or forced back to their dark home.

Kren'an'thor slain on the Mortal Realm are not truly dead. Their essence slips back to the plane of shadow, where over the next 30 days they reform. Most Kren'an'thor, once reformed, seek elaborate revenge against those who thwarted them in the first place.

Combat

Kren'an'thor delight in ambush and striking from unprotected quarters. They prefer to overwhelm the sense of their opponent, preventing them from properly counterattacking or defending themselves. If faced with determined or prepared foes, most Kren'an'thor quickly slip away to plot another avenue to attack their prey from. Fighting fair simply does not enter into the mind of a Kren'an'thor, and any cause is rarely worth their own deaths.

Kren'an'thor

Large fiend (shapechanger), neutral evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	19 (+4)

Skills Deception +14, Stealth +12

Damage Resistances acid, fire, lightning, psychic

Damage Immunities bludgeoning, piercing and slashing non-magical weapons that aren't cold iron; necrotic, radiant

Condition Immunities exhausted, petrified, stunned

Senses darkvision 60 ft., passive Perception 11

Languages Telepathy 120 ft.

Challenge 14 (11,500 XP) **Prof** +5

Grappler. The kren'an'thor can grapple up to five medium-sized or smaller targets at one time.

Legendary Resistance (3x/long rest). If the kren'an'thor fails a saving throw, it can choose to succeed instead.

Nightmarish. The kren'an'thor appearance matches that of the target's greatest fear. Any target viewing the kren'an'thor must make a DC 17 Wisdom save. On a failure, the target is frightened until the start of its next turn. On a successful save, the target is immune to the effect for 24 hours.

Actions

Flurry of blows. *Melee Weapon Attack:* +10 to hit, reach 5 ft., all creatures in reach. *Hit:* 10 (1d10 + 5) force damage, and the target must make a DC 15 Constitution save. On a failure, the target takes 9 (2d8) necrotic damage.

Glare (recharge 5+). One target the kren'an'thor can see within 30 feet must make a DC 17 Wisdom save. On a failure, the target is reduced to 0 hit points. A target that makes its save cannot be affected again for 24 hours.

Haunt Dreams (1x/month). One sleeping target known to the kren'an'thor who is on the mortal plane must make a DC 17 Wisdom save. On a failure, the target's dreams are nightmarish and the target takes 10 (3d6) psychic damage. Upon waking, the kren'an'thor is teleported to within 15 feet of the target, even if the kren'an'thor is on a different plane.

Plane Shift (1x/month). The kren'an'thor and any grappled target are transported to the kren'an'thor's lair on the plane of shadow.

Legendary Actions

The kren'an'thor 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 kren'an'thor regains spent legendary actions at the start of its turn.

Pummel. The kren'an'thor uses its Flurry of Blows, targeting one creature.

Reposition. The kren'an'thor teleports 15 feet.

Glare (uses 2 actions). The kren'an'thor uses its glare ability.

Summon Shadow (uses 2 actions). The kren'an'thor summons a **Shadow**. The shadow is friendly to the kren'an'thor and acts on its own initiative. The kren'an'thor cannot summon more than one shadow at a time.

Bestiary Nefarious

Kren'an'thor on Amderos

Kren'an'thor cannot survive for long on the Mortal Realm. They are mostly found deep in the plane of shadow, or sometimes leak into the dream realm of Aurora during its dark night period.



Lamentor

Lamentor

Medium undead, neutral evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	14 (+2)	11 (+0)	13 (+1)	17 (+3)

Skills Deception +5, Investigation +2, Perception +3, Stealth +6

Damage Vulnerability psychic

Damage Resistances bludgeoning, piercing and slashing non-magical weapons that aren't silver

Condition Immunities exhausted, poisoned, prone, stunned

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP) **Prof** +2

Incorporeal. The lamentor can pass through solid objects as if they were not there, and is unaffected by difficult terrain. If it ends its turn in a solid object, it takes 5 (1d10) force damage.

Sunlight Weakness. In bright light or sunlight, a lamentor cannot hide its undead nature and has disadvantage on Stealth checks.

Actions

Mind Drain. All living targets within 15 feet must make a DC 13 Wisdom save. On a failure, the target takes 11 (2d10) psychic damage. On a successful save, the target takes half damage. The lamentor gains half the damage inflicted as temporary hit points.

Reactions

Vanish (Recharge 5+). When hit by an attack, the attack misses and the lamentor becomes invisible until the start of its next turn. It may also immediately fly 20 feet to an unoccupied space.

Lamentors are individuals who died alone with feelings of self-loathing and worthlessness. They return to the land of the living to spread woe and drain the life of others, thriving by inflicting their pain on others.

While lamentors are spirits, they attempt to disguise their true nature by attempting to pass as living beings. This tactic usually only works in areas of dusk or night as full sunlight gives away their opaque forms.

Most lamentors are tied to the area in which they died and will not leave its confines by more than about 500 feet. Mourners, however, are strong-willed enough that they are not so bound, and have been known to wander lonely roads or

strong-willed enough to establish kingdoms with shadows and ghosts under their rule.

A lamentor is only destroyed if it is slain while bathed in bright light (such as from *continual light*) or sunlight. Otherwise, it reforms in 1-3 days to again haunt the area once again.

Combat

Lamentors linger in dark, abandoned areas, remaining just out of lighted areas until they are ready to attack. Once they have resolved to attack, they rush into the midst of their enemy and begin to rapidly drain away the victim's life force, making themselves stronger as they do so.

If overpowered and near defeat, they will generally withdrawn and hide until it is safe for them to return to feed once again on the attackers, or seek out easier prey.

Lamentors on Ambros

Lamentors tend to congregate near areas where pain and suffering created great tragedies, such as those places that were besieged for years upon end or where plague and pestilence decimated the population. In Misake, there are many abandoned haunts to be found in ruins of ancient, abandoned towns that were long ago razed by the infamous Necromancer Black Marentail and his ravenous zombie legions.



Lamentor Mourner

Medium undead, neutral evil

Armor Class 14

Hit Points 78 (12d8 + 24)

Speed fly 40 ft. (hover)

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

Saves Cha +7

Skills Deception +10, Investigation +3, Perception +4, Stealth +10

Damage Vulnerability psychic

Damage Resistances bludgeoning, piercing and slashing non-magical weapons that aren't silver

Condition Immunities exhausted, poisoned, prone, stunned

Senses darkvision 120 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP) **Prof** +3

Incorporeal. The lamentor can pass through solid objects as if they were not there, and is unaffected by difficult terrain. If it ends its turn in a solid object, it takes 5 (1d10) force damage.

Turn Resistance. A lamentor gains advantage on saving throws against being turned, commanded or destroyed by channel divinity, and uses its Charisma save instead of its Wisdom save against such attempts.

Actions

Mind Drain. All living targets within 15 feet must make a DC 15 Wisdom save. On a failure, the target takes 16 (3d10) psychic damage and is stunned until the end of its next turn. On a successful save, the target takes half damage. The lamentor gains half the damage inflicted as temporary hit points.

Reactions

Vanish (Recharge 5+). When hit by an attack, the attack misses and the lamentor becomes invisible until the start of its next turn. It may also immediately fly 20 feet to an unoccupied space.

Lull

Lull

Medium monstrosity (avian), unaligned

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	15 (+2)	6 (-2)	12 (+1)	11 (+0)

Saving Throws Dex +3

Skills Perception +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Can haltingly speak Common, but cannot read

Challenge 2 (450 XP) **Prof** +2

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

Actions

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

Time Stop (1x/long rest or 1x/week). The lull stops time for itself and up to one creature it is touching. The time stop lasts for 2 (1d4) rounds (1x/long rest) or 1 minute (1x/week). While time is stopped, all other creatures cannot take actions or reactions, are immune to damage, and are frozen in place and considered restrained. If the lull uses the long time stop ability, the lull gains two levels of exhaustion when the effect ends.

Reactions

Counterspell. When a spell or magic item is activated within 30 feet of the lull, the lull makes a caster check of +2 versus the effects DC. On a success, the spell is negated and lost or the magic item fails to function until the start of the lull's next turn.

Lulls are strange avians that have the natural ability to suppress magic around them. They seem to have an instinctive dislike of spellcasters, and sometimes congregate in areas where magic is strong, nesting in the area and suppressing the magical presence around them.

Nobles who seek protection from enemy spellcasters have been known to buy or raise these birds to protect from such threats.

Lulls know that others greatly prize their time stop ability, and they are loathe to use it except in times of desperation. If another being ever forces them to use their time

stop abilities via force or coercion, the lull will become thereafter forever hostile towards that individual.

Training a Lull

Lulls can be trained or negotiated with to use their abilities to suppress nearby magic. Domesticating a lull takes 1-2 weeks, and they can be purchased for 5,000 gp apiece.

Combat

Lulls are not aggressive creatures and generally only attack prey they intend to eat - which is usually vermin. If threatened, most lull will flee, except if they are nesting or if they face a spellcaster. In such cases, the lull strikes with its claws, seeking to drive away intruders more so than harm them.

Lull Society

Lulls enjoy gathering in small flocks in oases or other out-of-the way places with good food stocks, plenty of water and protected nesting grounds. Such flocks tend to move monthly or quarterly between well-established areas, lingering longest in spring when chicks are born and raised.

Lulls keep an oral history, of which they are quite proud. They are also fond of stories of all sorts, and will happily trade feathers, droppings, or nail clippings (all useful in the creation of items to suppress or dispel magic) for a good tale, poem or song that they greatly enjoy.

Lull flocks disdain slavery of any sort, and if wild flocks learn of other lulls being kept against their will, they will hunt down the oppressors and do their best to antagonize the offenders until their brethren are freed.

Lull on Amberos

Thankfully, lulls are extremely rare on Amberos. They seem to congregate in the Hold of Severn but are hunted down and killed in all other areas they encountered.



Lycanthrope, General

Lycanthropes are humanoids or giants who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy can be spread like a disease. Sometimes a lycanthrope begins life as a normal humanoid or giant who subsequently contracts lycanthropy after being wounded by a lycanthrope. Such a creature is called an afflicted lycanthrope.

Other lycanthropes are born as lycanthropes, and are known as natural lycanthropes.

Lycanthropy on Amberos

Lycanthropy on Amberos traces back to a curse laid upon Urdeus, the Twin of Night, and his followers by the malevolent goddess Ziga and the god of disease, Lepornunse. Originally, lycanthropes were gifted by the nature god Belli as a balance to elven abilities. Ziga, seeking to corrupt Urdeus's zealotry, bound a curse into a golden apple fed to him by his wife Luna, resulting in madness and the spread of lycanthropy. Hunted by the races of Amberos, a group of werebears, guided by visions from Opheus, acquired an artifact to purge evil. Urdeus, cured with Opheus's aid, released lycanthropes from mindless evil, but the Curse of Lycanthropy persisted. Despite cures, spells, and superstitions, lycanthropes faced prejudice until after the fall of the Empire of Swordfall. Sarve of the Wilderlands, a powerful werewolf and sorcerer, emerged as a heroic figure among lycanthropes, enduring trials to create a kingdom where they could live in peace.

Bestiary Nefarious

Werelion

Medium humanoid (human, shapechanger), usually lawful good

Armor Class 15 (half plate) [lion form 12]

Hit Points 44 (8d8 + 8)

Speed 30 ft. (40 ft. in lion form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Con +3

Skills Perception +3, Persuasion +2, Stealth +6

Damage Immunities bludgeoning, piercing and slashing non-magical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP) **Prof** +2

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

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

Pounce (hybrid and lion form only). If the lion 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 13 Strength saving throw or be knocked prone. If the target

is prone, the lion can make one bite attack against it as a bonus action.

Running Leap (hybrid and lion form only). With a 10-foot running start, the werelion can long jump up to 25 feet.

Shapechanger. The werelion can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. 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

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the werelion makes two greatsword attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks. In lion form, it makes two claw attacks.

Bite (hybrid and lion form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) piercing damage.

Claw (hybrid and lion form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage.

Greatsword (hybrid and humanoid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage.

Longbow (hybrid and humanoid form only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Werelions are noble creatures who constantly seek out evils to right and hunt down creatures of avarice and evil to bring to justice.

A werelion in humanoid form tends to have a noble quality to them and often has a warrior's training and instincts. They are often unafraid of even the staunchest opponent, and do not take insults lightly or kindly.

Combat

Werelions are skilled and powerful, striking with determination and fury. They prefer to quickly close



and chop an opponent down in melee, usually transforming into hybrid form to rip an opponent apart while striking fear into any ally the opponent may have.

Despite their righteous fury against evil, werelions are careful to avoid harming innocents, and will often accept the surrender of a foe in the hopes of redeeming the individual. Against foes they consider irredeemable, however, a werelion is utterly merciless.

Werelion Society

Werelions are sociable creatures, though they place great import on personal deeds and responsibility. Though they work easily with others, they do so with the idea that everyone has

Bestiary Nefarious

assigned duties and will pull their own weight. They quickly grow annoyed at free thinkers and others who question the order and necessity of duty and ritual. They become most aggravated by those they feel who do not put forth their best effort in any endeavor put before them.

Most werelions have a strong faith that drives their ideals of right and wrong, as well as a firm belief in divinely inspired justice for all. They tend to think little of those who do not express similar ideals, and have been known to drive out unfaithful individuals who are unwilling to see the errors of their ways.

Werelions on Ambros

Like most lycanthropes, the werelions are descendants of those who were loyal to Opheus, the daytime guardian. Werelions are mostly found in Chiamung, where they live in tribes separate, but protective of, the natives of that land.



Werelion Champion

Medium humanoid (shapechanger), usually lawful good

Armor Class 15 (half plate) [lion form 12]

Hit Points 44 (14d8 + 28)

Speed 30 ft. (40 ft. in lion form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	12 (+1)	12 (+1)	19 (+4)

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

Skills Perception +3, Persuasion +6, Stealth +6

Damage Immunities bludgeoning, piercing and slashing non-magical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP) **Prof** +2

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

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

Pounce (hybrid and lion form only). If the lion 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 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap (hybrid and lion form only). With a 10-foot running start, the werelion can long jump up to 25 feet.

Shapechanger. The werelion can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. 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.

Smite. Once per round, when the werelion hits an enemy with a melee attack, it deals an additional 9 (2d8) radiant damage.

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the werelion makes two greatsword attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks. In lion form, it makes two claw attacks.

Bite (hybrid and lion form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) piercing damage.

Claw (hybrid and lion form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage.

Greatsword (hybrid and humanoid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage.

Longbow (hybrid and humanoid form only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Innate Spellcasting. The werelion's spellcasting ability is Charisma (spell save DC 11). The werelion can innately cast the following spells, requiring no material components.

At Will: *detect evil*

1x/day: *bless, healing word*

Wereoctopus Devoted

Medium humanoid (shapechanger), usually neutral evil

Armor Class 17 (scale mail + shield) [octopus form 11]

Hit Points 104 (16d8 + 32)

Speed 30 ft. (hybrid 30 ft., swim 60 ft.; octopus 10 ft., swim 60 ft.)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	11 (+0)	19 (+4)	12 (+1)

Saving Throws Wis +6, Cha +3

Skills Perception +6, Persuasion +3, Religion +2, Stealth +5

Damage Immunities bludgeoning, piercing and slashing non-magical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 16

Languages Aquan, Common

Challenge 7 (2,900 XP) **Prof** +2

Blessing of the Trickster. The wereoctopus has advantage on Stealth (Dexterity) skill checks.

Shapechanger. The wereoctopus can use its action to polymorph into an octopus-humanoid hybrid or into a Large giant octopus, 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 it dies.

Underwater Camouflage. The wereoctopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The wereoctopus can breathe air or water.

Actions

Multiattack. In hybrid form, the wereoctopus makes two tentacle attacks. In octopus form it makes six tentacle attacks and a beak attack.

Spear (humanoid or hybrid only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing, plus 4 (1d8) poison damage.

Tentacles (hybrid and octopus only). *Melee Weapon Attack:* +5 to hit, reach 15 ft. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple

ends, the target is restrained, and the wereoctopus can't use its tentacle on another target.

Beak (octopus only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage.

Ink Cloud (hybrid and octopus only; *Recharges after a Short or Long Rest*). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the wereoctopus can use the Dash action as a bonus action.

Channel Divinity (2x/short rest). The wereoctopus can use one of the following two abilities.

Invoke Duplicity. The wereoctopus creates an illusionary duplicate of itself in an unoccupied square within 30 feet. As a bonus action, the wereoctopus can move the illusion up to 30 feet, but not more than 120 feet away from itself. The wereoctopus can use the illusion as a point of origin for its spells, and when the illusion and the wereoctopus are within 5 feet of an opponent, the wereoctopus's attacks have advantage. The illusion lasts for 1 minute and consumes the wereoctopus's concentration.

Cloak of Shadows. The wereoctopus becomes invisible until the end of its next turn. The wereoctopus becomes visible if it attacks or cast a spell.

Spellcasting. The wereoctopus is a 8th-level spellcaster. Its spellcasting ability is wereoctopus (spell save DC 14, +6 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *spells*

1st level (4 slots): *bane, charm person, command, disguise self, sanctuary, shield of faith*

2nd level (3 slots): *blindness/deafness, hold person, mirror image, pass without trace, spiritual weapon*

3rd level (3 slots): *bestow curse, blink, dispel magic, spirit guardians*

4th level (3 slots): *control water, dimension door, divination, polymorph*

In its humanoid form, wereoctopi seem to gain a rubbery skin and tend to be incredibly flexible, to the point of being double-jointed. Many also develop dark splotches on their skin, somewhat akin of an octopus's natural coloration.

In hybrid form, a wereoctopus's limbs stretch to become tentacles, and the creature moves about in an upright

fashion, it's thrashing tentacles doubling as legs to move it about.

Wereoctopi in their natural form prefer living near coastal areas tend to be canny creatures. They are prone to worshipping sea deities, and many attract "flocks" of followers who sooner or later become prey for the wereoctopus.

Bestiary Nefarious

The most common races who become wereoctopi are humans, locathah, sea elves and mermen. Sahuagin occasionally produce wereoctopi, but they are seen as aberrations among the sahuagin who are hunted down and/or driven out.

Comðac

Wereoctopi prefer to fight in hybrid form, where they can fight on land or in water without penalty. They tend to enjoy grappling and crushing multiple prey at one time. They will often attempt to lure victims to watery areas where they can be easily drowned or are isolated from summoning help.

Wereoctopuses on Amðeros

Wereoctopi are a “divine gift” to many priests who have devoted themselves to M’kree Malka.

Where becoming a wereshark is something M’Kree often afflicts non-worshippers with to “spread the faith”, becoming a wereoctopus is generally only bestowed upon those who willingly become priests of Malka. Unlike most other lycanthropes, those inflicted with lycanthropy from these priests become weresharks instead of wereoctopi.



Wereshark

Medium humanoid (human, shapechanger), usually chaotic evil

Armor Class 11 [hybrid and shark 12]

Hit Points 65 (10d8 + 20)

Speed 30 ft. (hybrid and shark swim 40 ft.)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3

Damage Immunities bludgeoning, piercing and slashing non-magical weapons that aren't silvered

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP) **Prof** +2

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

Shapechanger. The wereshark can use its action to polymorph into a shark-humanoid hybrid or into a reef shark 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 it dies.

Water Breathing. The wereshark can breath underwater.

Actions

Multiattack. The wereshark makes two attacks in any combination of bite or spear appropriate to its current form.

Bite (hybrid or shark only). *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Spear (humanoid or hybrid only). *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, or two-handed 6 (1d8 + 2) piercing damage.

Weresharks are vicious predators preying on anything they can get their mouth wrapped around. Luckily, both their bipedal form and shark form require them to be in the water, so those far from a large body of water tend to be relatively safe.

In humanoid form, weresharks have a sharp, long nose and watery-looking eyes. They often have a streak of white hair along their sideburns and have thuggish dispositions. A wereshark in bipedal form has the body of a humanoid covered in sharkskin, with the head of a shark, gill-like slits in the neck, a prominent dorsal fin and webbed hands and feet that allow it to move swiftly in water.

Combat

Weresharks rush to bite their opponent, tearing huge chunks out of their foe as they swim. Only when on land will a wereshark resort to using weaponry, but so vicious is their bite they often forego the use of anything that does not cause as much damage as their bite.

Weresharks on Amberos

Weresharks are the divine minions of M'Kree, chosen by his "touch" to do his bidding on Amberos. Whether willing or unwilling, weresharks exist to do the will of M'Kree. Generally speaking, even unwilling weresharks eventually turn to worship M'Kree as their chaotic and evil side slowly takes over.

M'Kree prefers strong, combat-capable individuals for the transformation, and has been known to cause those he deems weak that contract wereshark lycanthropy to be feasted upon by other weresharks directed by M'Kree to kill the weakling.

Like wereoctopi, the change a wereshark undergoes is tied to the lunar cycle of the moon Triton, instead of Luna.



Bestiary Nefarious

Wereshark Hunter

Medium humanoid (human, shapechanger), usually chaotic evil

Armor Class 11 [hybrid and shark 12]

Hit Points 104 (16d8 + 32)

Speed 30 ft. (hybrid and shark swim 40 ft.)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing and slashing non-magical weapons that aren't silvered

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages Common

Challenge 7 (2,900 XP) **Prof** +4

Blood Frenzy. The wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Shapechanger. The wereshark can use its action to polymorph into a Large shark-humanoid hybrid or into a Large hunter shark 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 it dies.

Water Breathing. The wereshark can breath underwater.

Actions

Multiattack. The wereshark makes two attacks in any combination of bite or spear, appropriate to its current form.

Bite (hybrid or shark only). *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 11 (2d8 + 2) piercing damage.

Spear (humanoid or hybrid only). *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) piercing damage, or two-handed 8 (1d8 + 4) piercing damage.

Wereshark Deep Terror

Medium humanoid (human, shapechanger), usually chaotic evil

Armor Class 11 [hybrid and shark 13]

Hit Points 177 (25d8 + 65)

Speed 30 ft. (hybrid and shark swim 40 ft.)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +7

Damage Immunities bludgeoning, piercing and slashing non-magical weapons that aren't silvered

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 17

Languages Common

Challenge 17 (18,000 XP) **Prof** +6

Blood Frenzy. The wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Shapechanger. The wereshark can use its action to polymorph into a Large shark-humanoid hybrid or into a Huge giant shark 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 it dies.

Water Breathing. The wereshark can breath underwater.

Actions

Multiattack. The wereshark in hybrid form three attacks in any combination of bite or spear, appropriate to its current form.

Bite (hybrid only). *Melee Weapon Attack:* +12 to hit, reach 5 ft. *Hit:* 15 (2d8 + 6) piercing damage.

Bite (shark only). *Melee Weapon Attack:* +12 to hit, reach 5 ft. *Hit:* 22 (3d10 + 6) piercing damage.

Spear (humanoid or hybrid only). *Melee Weapon Attack:* +12 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) piercing damage, or two-handed 8 (1d8 + 4) piercing damage.

Weresnake Constrictor

Medium humanoid (shapechanger), usually neutral

Armor Class 13 (unarmored defense)

Hit Points 55 (10d8 + 10)

Speed 40 ft. (hybrid and snake 40 ft, swim 30 ft.)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Str+5, Con +3

Skills Athletics +5, Perception +3

Damage Resistances non-psycic damage (while raging)

Damage Immunities bludgeoning, piercing and slashing non-magic weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP) **Prof** +2

Shapechanger. The weresnake can use its action to polymorph into a Large snake-humanoid hybrid or into a Large giant constrictor snake, 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 it dies.

Actions

Multiattack. The weresnake makes a combination of any two bite, constrict or maul attacks appropriate to its current form. It may instead make two longbow attacks if in hybrid or humanoid form.

Bite (hybrid and snake only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage.

Constrict (hybrid and snake only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Maul (humanoid or hybrid only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Longbow (humanoid or hybrid only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Rage (4x/long rest). The weresnake gains advantage on Strength checks and Strength saving throws. The weresnake also deals 2 additional damage on attacks. The rage lasts for 1 minute or until the weresnake is rendered unconscious.

Giant constrictor weresnakes are cautious and calculating predators. They have a taste for the flesh of sentient beings, and tend to be greedy and ever hungry.

In humanoid form, weresnakes tend to be muscular, but with an oily slickness to their skin. They often have dark colored splotches on their skin, especially on the back.

In hybrid form, a weresnake has the lower half of a great boa constrictor and appears humanoid from the torso up, except for the head, which is serpentine. They have yellow, slitted eyes.

Combat

Giant constrictor weresnakes prefer to attack from ambush, using their strength to quickly overcome and crush an opponent. They often hide above or beneath an opponent's line of sight, whether dropping down from above or striking from a hidden position underfoot.

If badly injured, most weresnakes will retreat and seek easier prey; only if starving will a weresnake usually continue fighting when the odds are against it.

Giant Constrictor Wersnakes on Amberos

Wersnakes are the creation of Aspus as a boon to his human worshippers and those he wishes to make thralls. Afflicted weresnakes who have offspring always generate natural weresnake offspring. Generally speaking, when natural weresnakes mate, there are no second or successive generations of weresnakes – instead, such offspring are aspii.

Giant constrictor weresnakes seem to be more common in mountainous southern lands as well as forests, such as the Yaz.



Bestiary Nefarious



Deadly and conniving, viper weresnakes hide their true intentions until they have cornered or otherwise placed their victim in a position with no escape. They often are con artists or other slick-tongued individuals willing to part a fool and his money. A weresnake tends to abhor outright thuggery, and uses implied threats and cunning social maneuvering to take down prey, only striking with a hidden, envenomed dagger when all else fails.

In humanoid form, a viper weresnake often sports a widow's peak and is very lithe – almost double-jointed. In hybrid form, a viper weresnake has the lower half a sinuous serpent, and the upper torso of a humanoid, though covered in glistening scales. The head is always serpentine and often sports a cobra-like hood. In some cases, instead of a hood, the viper weresnake may sport a loud rattle at the tip of its tail. A small number of viper weresnakes sport neither a cobra's hood nor a rattle, tending to have bright-colored scales that are almost hypnotic in nature.

Weresnake Viper

Medium humanoid (human, shapechanger), usually neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Dex +7, Int +4

Skills Deception +5, Perception +6, Sleight of Hand +10, Stealth +10

Damage Immunities bludgeoning, piercing and slashing non-magical weapons that aren't silvered

Condition Immunities type

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Common

Challenge 6 (2,300 XP) **Prof** +3

Shapechanger. The weresnake can use its action to polymorph into a Large snake-humanoid hybrid or into a Large giant constrictor snake, 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 it dies.

Swift Strike. If the weresnake hits with its bite attack, it deals and additional 10 (3d6) damage.

Actions

Bite (hybrid or snake only). *Melee Weapon Attack:* +7 to hit, reach 10 ft. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Scimitar (humanoid or hybrid only). *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Shortbow (humanoid or hybrid only). *Ranged Weapon Attack:* +7 to hit, range 80/320 ft. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Cunning Action. The weresnake can take the Dash, Disengage or Hide action.

Reactions

Uncanny Dodge. When hit by an attack, the weresnake takes half damage.




Bestiary Nefarious



Combat

Unless forced into direct confrontation, weresnakes prefer to overpower others through social manipulation. However, on nights of the full moon a viper weresnake is often overcome with the desire to kill, and they will seek out gullible prey to isolate and kill, using their snake form to strike.

Viper weresnakes often milk and store their own poison for use on their weapons, either using cunningly crafted sheathes to keep weapons envenomed or keeping the poison in vials that they then use upon their weapons.



Maiden of Nature

A maiden of nature is a female humanoid being infused with a powerful connection to the Beastlands. Their connection to the plane grants them the ability to communicate with wild animals, to transform into an animal with which they have a strong bond, and they even have the ability to transform other humanoids into the animal to which they have their unusual connection.

It is not known exactly what causes a maiden of nature to be “created”, but there are several qualities associated with all maidens of nature. First and foremost, maidens have a strong bond of friendship to a particular animal type, and often grow up treating or keeping many wild animals as friends or companions. Most maidens are charismatic individuals, and while they may not make many friends among others of their own type, they seem to be well liked by animals. At some point, usually just as the female reaches puberty, the plane reaches out and invests the maiden with magical powers.

Three sample maidens of nature are described below. There are many, many more types, though most maidens are

linked to animals that are naturally inoffensive or harmless. That is not to say that there cannot be maidens of wolves, lions or other aggressive creatures, only that they are much more rare, as the maiden must have been able to spend many hours with such creatures unharmed before they gain their special abilities.

A maiden of nature is a template that can be applied to a female humanoid or female fey creature.

Size and Type: The maiden of nature’s size does not change. However, the maiden of nature’s type changes to Fey and gains the shapechanger subtype.

Armor Class: Same as the base creature, modified by Unearthly grace (see below).

Hit Dice: If the base creature’s hit dice is less than five, increase to 8 HD. If the base creature already has hit dice, increase it by 5.

Speed: Same as the base creature. If the affiliated animal has a fly, swim, burrow or climb speed, the maiden gains the same means of locomotion with a speed equal to their base speed.

Skills. The maiden gains proficiency in Perception and expertise (double proficiency bonus) in Persuasion, in addition to any skills of the base creature.

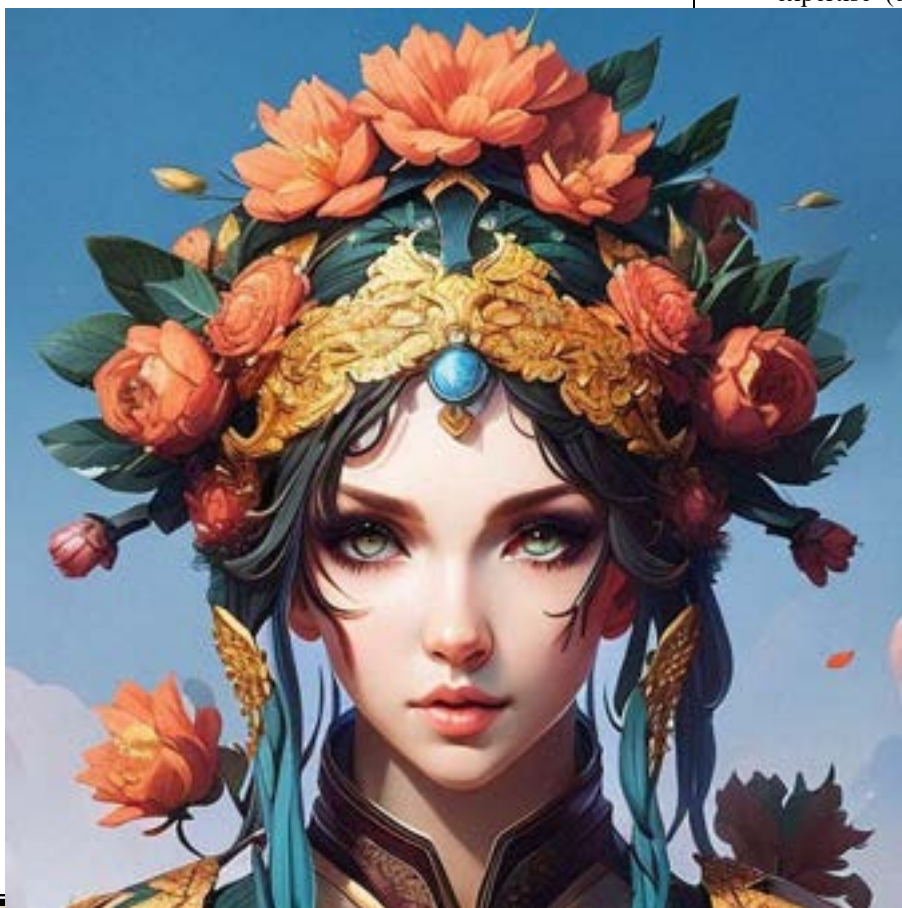
Traits: The maiden gains the following special traits.

Animal Empathy. The maiden can speak with animals similar to her animal association. Any associated beast of the same type of the maiden’s empathy that attempts to harm the maiden must make a successful Wisdom save of DC 8 + maiden’s proficiency bonus + Charisma modifier.

Unearthly Grace. The maiden adds her Charisma modifier to AC and saving throws. She uses her Charisma modifier when making melee or ranged attacks to hit and damage.

Actions: The maiden gains the following special action.

Transforming Touch: This is a melee attack, using Charisma to hit. On a hit, the target must make a Charisma save, with a DC equal to 8 + proficiency bonus + Charisma modifier. On a failure, the target is transformed into a common specimen of the animal the maiden is associated with.



Using Maidens of Nature

Maidens of nature are not designed to be used as roleplaying encounters, not primarily combat encounters. Maidens of Nature work best as helpful NPCs or a taunting/seductive assistant to a mastermind behind a bigger problem. They can also make an interesting plot: For example, a maiden may have transformed an important NPC or PC into an animal, and the fastest (or only) way to get the person back to normal is to convince the maiden to lift the curse or perhaps marry the maiden off...

On a success, the target takes 6 (1d6 + Charisma modifier) psychic damage. The transformation lasts for 1 day.

Innate Spellcasting. The maiden's spellcasting ability is Charisma (spell save DC 8 + proficiency bonus + Charisma modifier). The maiden can innately cast the following spells, requiring no material components.

At Will: beast sense (affiliated animal only), druidcraft

1x/day: animal friendship (affiliated only), conjure animals (affiliated animal only)

Popular Maiden Types

Besides the three types of maidens listed in this book, the following types of maidens are most commonly found. Other maiden types are possible, but tend to be rarer.

Camel Maiden
Cat Maiden
Dog Maiden
Elephant Maiden
Frog Maiden
Hawk Maiden
Horse Maiden
Leopard Maiden
Mouse Maiden
Owl Maiden
Porpoise Maiden
Rat Maiden
Snake Maiden
Wolf Maiden

Maidens of Nature on Amberos

Maidens of nature are lesser wielders of the Aunn power of Amberos. While a rarity, the mantle of maiden of nature seems to fall most easily on elvin, halfling and human females of virtue, grace and gentleness. For reasons unknown, this ability never manifests in males.

Ex-Maidens of Nature

It is possible for a Maiden of Nature to lose her granted abilities by at least two known methods.

First, if a maiden ever marries, she loses all of her special abilities and those transformed to animal by her touch are released from the transformation to return to their natural form. Any animals she has attracted revert to their natural instincts, though they generally leave the maiden in peace.

If a maiden ever purposely causes harm or abuses an animal to which she can transform into, she immediately loses all of her abilities and those transformed to animal form by her touch are released from their transformation. Furthermore, any future encounter with animals of the type she could transform

into is automatically hostile, including any such animals present at the time of her being stripped of abilities.

Once a Maiden of Nature has lost her abilities, she can never again regain them. If she has gained the enmity of an animal type, the enmity can only be negated by performing an *atonement*.

Bestiary Nefarious

Bat maidens are usually attracted to the darker side of nature, and it is not unknown for them to use their powers for dubious means. In rare cases, they may become infatuated with necromancers, vampires and other evil beings of the underworld.

Combat

Bat maidens are not powerful fighters and generally instead attempt to talk their way out of a bad situation. If forced into defending themselves, they prefer to allow their bat allies

to defend them, only lashing out when a threatening opponent gets too close.

Bat Maidens on Amöeros

Bat maidens are exceptionally rare, and usually only found in caverns within mountainous areas such as in the Crystalmire mountains. There is, however, a well known half-elvin bat maiden of some sorcerous skill who guards the entrance to Centerworld in the capital of Vall Vege, though tales vary whether she is High elf or Drow.

Bat Maiden

Medium fey (dwarf, shapechanger), usually chaotic good

Armor Class 14 (unearthly grace)

Hit Points 60 (8d8 + 24)

Speed 25 ft., fly 30 ft.

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

Saving Throws Con +5

Skills Perception +3, Persuasion +7; Smith's tools

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarven

Challenge 1 (200 XP) **Prof** +2

Bat Empathy. The maiden can speak with bats. Any bat that attempts to harm the maiden must make a successful DC 13 Wisdom save to do so.

Unearthly Grace. The maiden adds her Charisma modifier to AC and saving throws. She uses her Charisma modifier when making melee or ranged attacks to hit and damage.

Actions

Transforming Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* The target must make a DC 13 Charisma save. On a failure, the target is transformed into a Tiny bat. On a success, the target takes 6 (1d6 +3) psychic damage. At the end of each day, the target may repeat the saving throw to end the condition. A *remove curse* or *greater restoration* spell can also end the effect, or the maiden can choose to end the curse with another subsequent use of this ability to reverse the effect.

Innate Spellcasting. The maiden's spellcasting ability is Charisma (spell save DC 13). The maiden can innately cast the following spells, requiring no material components.

At Will: *beast sense (bats only), druidcraft*

1x/day: *animal friendship (bats only), conjure animals (bats and bat swarms only)*

Legendary Actions

The maiden 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 maiden regains spent legendary actions at the start of its turn.

Rebuke (*takes 2 actions*). An allied bat can move up to 15 feet and attacks an enemy of the maiden's choosing.

Reposition. The maiden moves half her speed without provoking opportunity attacks.

Heal Ally (*1x/turn*). The maiden heals an ally within 15 feet for 5 hit points.

Bestiary Nefarious

Bird Maidens tend to be charming females of superior voice. They are often surrounded by a throng of songbirds, and usually singing some tune or song.

Comðac

Most bird maidens are kind hearted and would not fight, even if pressed. However, the throng of birds that usually surrounds such females will often defend her from attack, swarming an enemy to drive them away from their companion.

Bird Maidens on Amðeros

Bird maidens are usually found in places such as the small communities near Kennestone Forest and in both Alusti and Alusti Sath Tusko. In a manner of speaking, being a bird maiden in Alusti is akin to a death sentence, for the druids of Alusti sacrifice a single unmarried maiden over the age of 18 on Maiden Day, and maidens of nature are always at the top of the list, for they are assumed to be blessed for the sacred sacrifice.

Bird Maiden

Medium fey (halfling, shapechanger), usually chaotic good

Armor Class 14 (unearthly grace)

Hit Points 44 (8d8 + 8)

Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	18 (+4)

Saving Throws Con +3

Skills Perception +3, Persuasion +8, Stealth +5

Senses low-light vision, passive Perception 13

Languages Common, Halfling

Challenge 2 (450 XP) **Prof** +2

Bird Empathy. The maiden can speak with birds. Any bird that attempts to harm the maiden must make a successful DC 13 Wisdom save to do so.

Unearthly Grace. The maiden adds her Charisma modifier to AC and saving throws. She uses her Charisma modifier when making melee or ranged attacks to hit and damage.

Actions

Transforming Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* The target must make a DC 14 Charisma save. On a failure, the target is transformed into a Tiny songbird. On a success, the target takes 7 (1d6 + 4) psychic damage. At the end of each day, the target may repeat the saving throw to end the condition. A *remove curse* or *greater restoration* spell can also end the effect, or the maiden can choose to end the curse with another subsequent use of this ability to reverse the effect.

Innate Spellcasting. The maiden's spellcasting ability is Charisma (spell save DC 14). The maiden can innately cast the following spells, requiring no material components.

At Will: *beast sense (birds only), druidcraft*

1x/day: *animal friendship (birds only), conjure animals (birds and bird swarms only)*

Legendary Actions

The maiden 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 maiden regains spent legendary actions at the start of its turn.

Rebuke (*takes 2 actions*). An allied bird can move up to 15 feet and attacks an enemy of the maiden's choosing.

Reposition. The maiden moves half her speed without provoking opportunity attacks.

Heal Ally (*1x/turn*). The maiden heals an ally within 15 feet for 5 hit points.

Bestiary Nefarious

Fish Maidens are always found near rivers or seas. While they will never eat of those animals, they have an empathy to, many delight in seafood such as clams, lobsters, seaweed or other such fare.

While fish maidens can call many creatures of the sea their friend, they have no power over such entities such as krakens, leviathans and other supernatural creatures of the deep seas.

Combat

Most fish maidens are kindhearted and would not fight, even if pressed. However, they can call on swarms of fish to

prevent their escape and carry them to safety or for sharks, dolphins and whales to dissuade attacks against their being.

Fish Maidens on Amöeros

Fish maidens seem most populous among the baquada in areas of the Skienlands and Randu, or among sea elves of Nydonna's Sea Kingdom. There, they are greatly respected, and may become speakers or wise women for their community.

Fish Maiden

Medium fey (elf, shapechanger), usually chaotic good

Armor Class 14 (unearthly grace)

Hit Points 44 (8d8 + 8)

Speed 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	13 (+1)	17 (+3)

Saving Throws Con +3

Skills Athletics +2, Perception +3, Persuasion +8

Senses low-light vision, passive Perception 13

Languages Common, Elvin, Aquan

Challenge 2 (450 XP) **Prof** +2

Aquatic Beast Empathy. The maiden can speak with aquatic beasts. Any aquatic beast that attempts to harm the maiden must make a successful DC 13 Wisdom save to do so.

Unearthly Grace. The maiden adds her Charisma modifier to AC and saving throws. She uses her Charisma modifier when making melee or ranged attacks to hit and damage.

Actions

Transforming Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* The target must make a DC 14 Charisma save. On a failure, the target is transformed into a Tiny fish. On a success, the target takes 7 (1d6 + 4) psychic damage. At the end of each day, the target may repeat the saving throw to end the condition. A *remove curse* or *greater restoration* spell can also end the effect, or the maiden can choose to end the curse with another subsequent use of this ability to reverse the effect.

Innate Spellcasting. The maiden's spellcasting ability is Charisma (spell save DC 14). The maiden can innately cast the following spells, requiring no material components.

At Will: *beast sense (aquatic beasts only), druidcraft*

1x/day: *animal friendship (sea beasts only), conjure animals (sea beasts and sea beast swarms only)*

Legendary Actions

The maiden 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 maiden regains spent legendary actions at the start of its turn.

Rebuke (*takes 2 actions*). An allied aquatic beast can move up to 15 feet and attacks an enemy of the maiden's choosing.

Reposition. The maiden moves half her speed without provoking opportunity attacks.

Heal Ally (*1x/turn*). The maiden heals an ally within 15 feet for 5 hit points.

Fish

Tiny beast (aquatic), unaligned

Armor Class 12

Hit Points 1 (1d4 -1)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	1 (-5)	12 (+1)	4 (-3)

Senses low-light vision, passive Perception 11

Languages —

Challenge 0 (10 XP) **Prof** +2

Water Breathing. A fish can only breathe water

Actions

Scuttle. The fish swims 30 ft. and increases its AC by 2.



Mameluke

Mameluke Defender

Medium humanoid (canine), usually neutral good

Armor Class 16 (chain shirt + shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	11 (+0)

Skills Athletics +4, Perception +1

Senses low-light vision, passive Perception 13

Languages Common

Challenge ½ (100 XP) **Prof** +2

Alert. The mameluke can't be surprised while conscious and not deafened.

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

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

Mamelukes are a dog-like people created to defend their human masters. The mamelukes generally contend that they were at one time, mere dogs and guardians for humanity. However, after many centuries of their outstanding work defending humanity, they were given human shape and intelligence as gift for fulfilling their duties so well.

Combat

Most mamelukes fight side by side, generally using weapon and shield. A mameluke is trained to fight as a unified unit, and will often coordinate its attack with other members to take down a single opponent.

Society

Initially, mamelukes dwelt in human society, though they were often considered outsiders. As centuries passed, the mamelukes formed their own communities, though usually at the outskirts of human cities or towns. The structure of mameluke society often mimics that of the human community to which they are attached. Rarely do they have any leaders with true political power; most at general have



a spokesperson for their kind or some sort of "wise one" who is deferred to in times of need.

Mamelukes on Amberos

Mamelukes can be found in Llannhanex and portions of Iiannhanex. There are rumors of tribes that dwell in Ulanst, Simera and Lanster and dread tales among the mamelukes of the Randese taking their kind as prisoner to train to become vicious, human-killing berserkers. Most of these rumors unknowingly speak of annikan, not mamelukes.

Mameluke as Characters

Mamelukes often venture out from their communities in the aid of those whom they find in need. They are quick to make friends, and defend such allies unto their own death, if need be.

A mameluke gains the following abilities

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

Age. Mamelukes grow quickly, reaching maturity in a mere seven years. They live to be about 100 years.

Size. Mamelukes are on the taller side, averaging about 7 feet tall, though slender of build. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Low-light Vision. A mameluke can see in dim light as if it were bright light.

Keen Senses. You have proficiency in the Perception skill.

Alert. You cannot be surprised while conscious and not deafened.

Bite. You have a natural bite attack. It deals 1d6 piercing damage on a hit and has the light and finesse property.

Languages. You can speak, read and write Common.

Bestiary Nefarious

Mamelukes on Amðeros

Mamelukes worship Shame, the goddess of the Shames people. They dwell primarily in the low mountainous area of Misake and the Misake Barbarians.

Mamelake Outrider

Medium humanoid (canine), usually neutral good

Armor Class 16 (chain shirt + shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	11 (+0)

Skills Athletics +4, Perception +3

Senses low-light vision, passive Perception 13

Languages Common

Challenge 1 (200 XP) **Prof** +2

Alert. The mameluke can't be surprised while conscious and not deafened.

Inspiring (2x/short rest). After the mameluke successfully hits an opponent, all allies within 30 feet add 2 (1d4) to their attack rolls and saving throws. This bonus lasts for 1 minute or until the mameluke drops below 18 hit points.

Actions

Multiattack. The mameluke makes two longsword or javelin attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

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

Mamelake Scion

Medium humanoid (canine), usually neutral good

Armor Class 17 (chain shirt + shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	11 (+0)

Skills Athletics +4, Perception +3

Senses low-light vision, passive Perception 13

Languages Common

Challenge 3 (700 XP) **Prof** +2

Alert. The mameluke can't be surprised while conscious and not deafened.

Fierce. The mameluke deals an extra 7 (2d6) damage to opponents when not at full hit points, but at or above 19 hit points.

Actions

Multiattack. The mameluke makes three longsword or javelin attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

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

Manti

Manti

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., fly 70 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	4 (-3)	13 (+1)	10 (+0)

Senses darkvision 60 ft., passive Perception 11

Languages Can't speak, but can learn to understand one language

Challenge 3 (700 XP) **Prof** +2

Flyby Attack. The manti does not provoke opportunity attacks when using its flying movement.

Water Breathing. The manti can breathe underwater.

Actions

Follow-up Attack. If the manti hits a target with its poison stinger, it can make a bite attack against the same target.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Poison Stinger. *Melee Weapon Attack:* +4 to hit, reach 10 ft. *Hit:* 5 (1d6 + 2) piercing damage and the target must make a DC 13 Constitution save. On a failure the target takes 4 (1d8) poison damage.

Sonic Scream (*Recharge 5+*). The manti unleashes an ear-piercing screech in a 15 foot long cone. Targets in the area of effect must make a DC 13 Constitution save. On a failure, the target takes 13 (3d8) thunder damage, half that on a successful save.

Manti are magical crossbreeds created as an all-purpose sort of steed. They are hardy and quick, capable of moving equally well underwater, on land or in the sky.

Combat

Manti attack by stinging and biting opponents. They prefer to use their poison to weaken foes before moving in to bite. They can be trained to coordinate their attack with their rider or owner, but they have little understanding of tactics beyond gaining higher ground or flanking opponents. They certainly cannot grasp following complex plans or orders.

Training A Manti

Manti can be easily trained if taken in while young. Most trainers of good alignment remove the poison stinger from the Manti, as the creature has been known to lash out with the attack against riders, trainers or others if agitated or bothered.

Training a Manti for combat riding requires 6 weeks of training if the creature retains its poison attack. A Manti that has had its poison stinger removed can be trained in 5 weeks. A trained Manti with poison attack can usually be purchased for 750 gp. Without the poison attack, a trained Manti usually sells for 600 gp.

Manti On Amberos

Manti are actually creations of the sorcerers of Nydonna's Sea Kingdom, used by the merfolk of that realm as battle mounts for the army. The manti's ability to also travel on land and in air has not been used in a large scale as of yet, but the ability was bred in case of danger from either the sky realms above or from the war-like folk of the land should they decide to attack the Sea Kingdom.



Mantícora

Mantícora

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	13 (+1)	15 (+2)	12 (+1)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons that aren't cold iron

Senses darkvision 120 ft., passive Perception 12

Languages Common

Challenge 12 (8,400 XP) **Prof** +4

Regeneration. If the manticora has not taken fire or acid damage since its last turn, it heals 5 hit points.

Tail Spike Regrowth. The manticora has thirty-six tail spikes. Used spikes regrow when the manticora finishes a long rest.

Actions

Multiattack. The manticora makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 9 (2d8) poison damage, half on a successful save.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage.

Poisoned Tail Spike. *Ranged Weapon Attack:* +8 to hit, range 120/240 ft. *Hit:* 8 (1d8 + 4) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 4 (1d8) poison damage, half on a successful save.

Bonus Actions

Tail Flick. If the manticora does not move during its turn, it may make a tail spike attack.

Reactions

Evasive. If the manticora is missed by an attack, it can fly half its movement rate without provoking an opportunity attack.

unusual appetite for knowledge as well as glittering treasure. They have been known to torture prey by attempting to force them to answer laborious riddles or attempt to glean unusual information the individual may possess. Regardless of where the victim cooperates and is successful or not, the manticora still intends to kill its victim once it bores of the situation.

Combat

Manticora prefer to snipe targets from ambush, only willingly closing into melee range to finish off a foe. If approached, they will reposition to keep their distance from an attacker.

A manticora will generally focus its attacks on a single foe, and once that foe has been dropped, it will swoop in to grasp the body and fly away where it can feast on the flesh at its leisure.



Manticora on Amócoros

Natives of the mountains of the Skienlands, manticora often demand tribute and sacrifices from settlements near to their lair. manticora who find food scarce or depleted of wealth often will move to more plentiful areas of their own accord. This has sometimes sparked war among different prides, which in turn has sometimes allowed intrepid Skierians to finish the creatures off.

Manticora are cousins to manticores, but far eviler and more ruthless. They prey on the weak and loners and have an

Melusinae

Melusinae

Large dragon (shapeshifter), usually neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Str +7, Dex +3, Con +6, Wis +4, Cha +4

Skills Deception +6, Perception +6, Stealth +3

Damage Resistances fire

Senses blindsense 60 ft., darkvision 60 ft., passive Perception 16

Languages Common, Elvin, Draconic

Challenge 4 (1,100 XP) **Prof** +2

Water Breathing. The melusinae can breathe underwater.

Actions

Multiattack. The melusinae makes three attacks; two claws and one bite.

Bite (dragon only). *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft. *Hit:* 9 (1d8 + 5) slashing damage.

Shapeshift. The melusinae can transform into a Medium humanoid form or back to its original form.

Steam Breath (dragon only, recharge 5+). The melusinae breathes boiling steam in a 30 ft. cone. Targets in the area of effect must make a DC 14 Dexterity save. On a failure, the target takes 13 (3d8) fire damage, half on a successful save.

Melusinae are predators of the seas that take the shape of merfolk to lure prey to them. They devour all sorts of intelligent sea races ranging from merfolk, sea elves, triton and even locathah and sahuagin.

Combat

Melusinae usually approach in their humanoid form, acting friendly or in distress to attract prey and lower their guard. If attempting to attract sahuagin, for example, they may feign weakness, fright or injury to draw the sahuagin close.

Once the enemy is within breath range, the Melusinae transforms to its powerful draconic form and attacks.

Society

At birth, a melusinae is trapped in its humanoid form until it learns to control its shape, which usually occurs within the first year following birth. It is common for the parents to abandon their young early on, often leaving them where they can be found and raised by nearby humanoids.

Once a melusinae masters its ability to transform, the melusinae's primary form becomes its draconic version, and a loathing and hunger to devour other humanoids innately begins to pervade the melusinae's consciousness. Likewise, a thirst to collect treasure comes to the fore, possibly driving the melusinae to acts of theft as they begin to covet precious objects. As soon as possible, they will leave any humanoid community they once belonged to, taking their treasures with them.

Mature melusinae gather in small hunting packs roaming the sea lanes for food. They have been known to establish their own lairs to hoard their ill-gotten treasures, but often take up dwelling in undersea caverns or sunken ruins rather than build or craft their own residences.

Melusinae on Amberos

It is not known how melusinae came to be; many sages believe they may be some sort of result of Ziga's attempted corruption of a clan of merfolk or may have been merfolk tainted with the blood of Guaradrell when the great dragon fell into the sea.

Most melusinae plague the area around Nydonna's Sea Kingdom, though there have been reports of the creatures around the Ksiki Colonies in the south.



Mir'jalla

The mir'jalla is a mischievous desert fey that enjoys playing pranks on travelers. It has the ability to create oases out of thin air and to create mirages to benefit or play pranks on travelers.

The attitude of a mir'jalla is difficult to predict; it might openly welcome travelers to an oasis it has created and drink and dine with them; or it might lure them into the same setting to rob them; or it engage the travelers to drink too much and while the travelers sleep off the drink, disappear into the night with all of their supplies and making the oasis disappear, stranding the travelers in the middle of the desert.

Also, a mir'jalla may attack travelers visiting its oasis for seemingly no good reason, or at least play cruel pranks. Finally, a mir'jalla might attempt to lure travelers deeper into the desert with illusions meant to confuse and confound travelers.

Combat

mir'jalla rarely enter physical combat, preferring to use their illusions to lure foes into traps or other dangers. If caught unprepared and enraged however, they often fly in a rage at their opponents, clawing and biting until beaten off or slain. Most mir'jalla are cowards, and if faced with the real possibility of being seriously harmed or killed will surrender, if such is feasible, or run away.

Mir'jalla Society

Mir'jalla are found in small family groups, leading a nomadic life underneath the desert floor. It is common for the mir'jalla clan to create an oasis and stay at the location for 3 days before unmaking the oasis and moving on again to a new location.

Mir'jalla

Medium fey, chaotic neutral

Armor Class 17 (tricksey)

Hit Points 22 (4d8 + 4)

Speed 30 ft., burrow 30 ft., fly 30 ft. (hover)

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

Saving Throws Con +3

Skills Deception +5, Handle Animal +4, Perception +4, Insight +4, Sleight of Hand +6

Damage Resistances slashing non-magical weapons that aren't cold iron

Condition Immunities charmed

Senses true sight 30 ft., darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 4 (700 XP) **Prof** +2

Deceptively Strong. The mir'jalla is treated as Large for the purposes of determining its carrying capacity.

Tricksy. The mir'jalla adds its Charisma modifier to its AC.

Actions

Multiattack. The mir'jalla makes three attacks; two claw and one bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 11 Constitution save. On a failure, the target falls asleep for 1 minute. The target can repeat the saving throw at the end of its turn to negate the condition, and the condition ends if the target takes any damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage.

Create Oasis (1x/3 days). The mir'jalla transforms an undeveloped area 100 ft. diameter area into a lush area of vegetation, including plants or trees that can provide food for up to 8 individuals, and fresh drinking water. The food and water replenish daily while the oasis persists. If the mir'jalla is slain, the oasis fades back to its original contents one round later.

Innate Spellcasting. The mir'jalla's spellcasting ability is Charisma (spell save DC 13). The mir'jalla can innately cast the following spells, requiring no material components.

At Will: *minor illusion, disguise self, reduce*

1x/day: *hallucinatory terrain, hypnotic pattern, invisibility, misdirection, mirror image*

Reactions

Jape. If the mir'jalla is targeted by an attack, the attack suffers disadvantage. If the attack misses or the mir'jalla makes a successful save against the attack, the attacker suffers 7 (2d6) psychic damage.

Bestiary Nefarious

As an act of worship, a mir'jalla will create a permanent oasis somewhere along their regular migration path; this oasis tends to last for about a year before drying out and being reabsorbed by the desert completely. The mir'jalla jealously protect the oasis and will become furious if a nonmember of their clan invades or takes food and water from such holy shrines.

Among their own kind, mir'jalla tend to stay with their family until they reach adolescence, at which time they are encouraged to strike out on their own. Most mir'jalla teens remain alone for only a couple of years before finding a mate of their own and starting their own family. In some cases, the mir'jalla might return to live with its original family, and in other cases, some mir'jalla prefer to remain alone in the desert.

When traveling long distances, mir'jalla usually do so by burrowing under the sand. They leave no visible surface trace when doing this.

Mir'jalla enjoy attracting and befriending both large versions of desert creatures and unusually large specimens of venomous snakes, which they keep as pets and companions. However, these creatures are mostly still wild and untamed, and though they are unlikely to hurt mir'jalla, they might attack travelers or visitors of the mir'jalla – sometimes without provocation.

The mir'jalla, though mischievous, are a social race for the most part, and enjoy company – even if it is to make fun of them or pull lavish pranks on them. mir'jalla respect those who can turn the tables on the mir'jalla and catch them in some sort of non-harmful prank and have been known to reward such insightful individuals with some small trinket of magic or of monetary value.

Travelers who can get on the good side of a mir'jalla can enjoy the benefits of good food, fresh water and information about the desert around them and the dangers within. Those who injure a mir'jalla or otherwise upset these finicky fey creatures can expect a rough – if not deadly – trip through the desert.

Dir'jalla on Amberos

The mir'jalla were one of the few fey races that refused to join the Evan Cordum of the Elvin Golden Age. They remained in the desert lands near Llannhanex and Iannhanex.

They have been blamed for the creation of the Blue Desert by the Llannians, but the mir'jalla are silent on whether or not they had a hand in the creation of the deadly desert but do seem to be immune to its transforming abilities.



Mockery

Mockery

Medium aberration, any evil

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	9 (-1)	13 (+1)	15 (+2)

Saving Throws Con +4

Skills Stealth +4

Damage Resistances cold, psychic

Senses darkvision 60 ft., passive Perception 11

Languages Common, Eldritch

Challenge 1 (200 XP) **Prof** +2

Actions

Multiattack. The mockery makes two attacks; one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution save. On a failure, the target is diseased, losing 1 Wisdom every 24 hours. After a long rest, the target make another save to attempt to end the condition. Lost Wisdom is regained at the rate of 1 point per day or via a *greater restoration* spell.

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

Bonus Actions

Fast Healing. The mockery heals 5 hit points

Mockeries are the demented spawn of humanoids who have spent too much time in the presence of creatures of the Realm of Madness. While the presence of a Realm of Madness creature might not twist the shape of the parent, the weird laws of the Realm of Madness's intrusion into the mortal plane can twist the shape and mind of the unborn, bringing hideous progeny to life even years later.

Mockeries are savage creatures, with little thought for more than causing misery. They are destructive, evil and delight in causing fear and torturing those they meet.

Society

Mockeries are usually loners or join small groups of their own kind. In rare cases, they may flock to an area where the

weird energies of the Realm of Madness leak into the Mortal Realm.

Mockeries can build their own equipment or buildings, though they generally prefer to loot the ruins of abandoned civilizations or steal what they need.

A mockery lives its life devoid of morals, preferring to seek its own counsel for how to act. Most mockeries gain a perverse pleasure from the pain and misery of others, and may perform acts of self-mutilation to gain a sort of blissful surge from the infliction of such wounds.



Combat

Mockeries are aggressive and attack without provocation, but prefer to play with and torture opponents. They are generally fearless but will avoid large or powerful groups they do not believe they can beat.

Mockeries gather and attack in packs, but rarely use group tactics, fighting individuals and ignoring the state of other members of their pack – sometimes even fighting each other for the opportunity to terrorize their prey.

Mockeries are capable of laying primitive traps or luring opponents into ambushes or obstacles, though they are rarely patient enough to do so.

Mockeries on Amberos

In many of the dark corners of Amberos, handfuls of mockeries exist, hiding from society and unleashing unspeakable horrors on lone or foolish humanoids wherever they might. Surprisingly, there are few to be found in the Glacier of Seasons, and there seems to be more in the eastern half of Amberos than in the western half.

Murderwort

Murderwort

Huge plant, unaligned

Armor Class 13

Hit Points 168 (16d12 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	3 (-4)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities paralyzed, poisoned, polymorphed, stunned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 5 (1,800 XP) **Prof** +3

Natural Camouflage. A murderwort that has not moved or taken an action is indistinguishable from a normal tree.

Plant Traits. The murderwort does not need to breathe, eat, drink or sleep.

Actions

Multiattack. The murderwort makes three attacks; one bite and two slam attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 13 (2d6 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Dominate Avian. All birds within 120 feet of the murderwort must make a DC 14 Wisdom save. On a failure, the bird is dominated by the murderwort for 1 minute.

Reactions

Direct Avian (4x/round). When a bird that is dominated by the murderwort starts its turn, the bird uses its action to fly their speed and attack a target of the murderwort's choice.

Murderworts are magical trees that mentally enslave birds to their will - which is to kill other beings and bring them the carcass to devour. For the most part, until it is threatened, a murderwort masquerades as a tree the best it can. However, those who know what to look for (rust-colored leaves, even appearing in winter and barbed tree limbs) can usually identify it quickly.

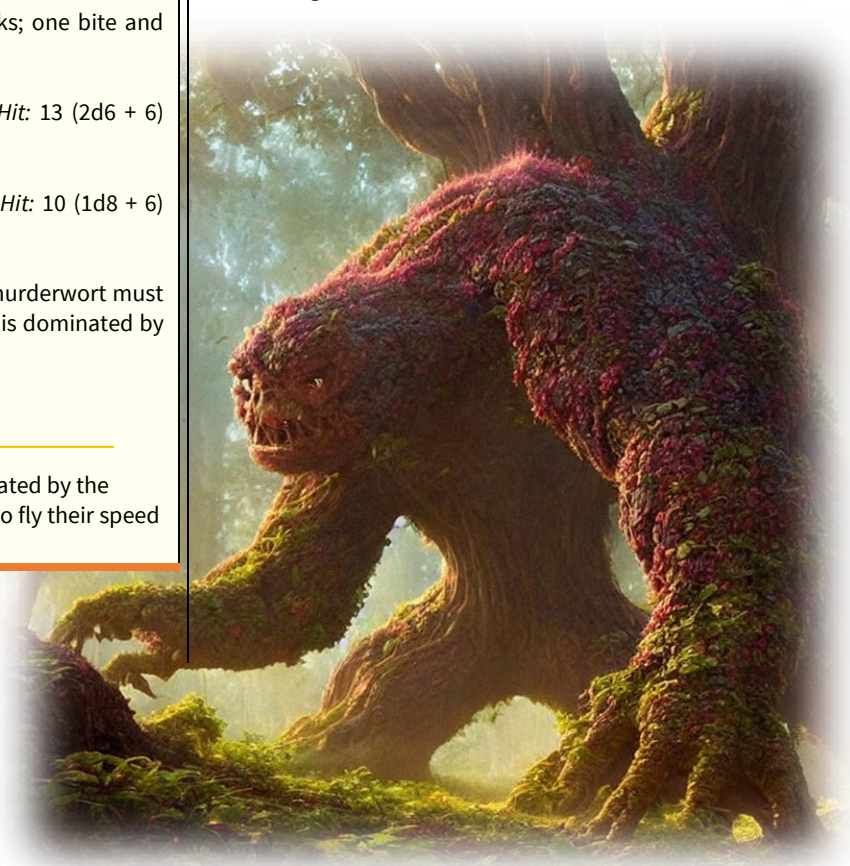
Combat

Murderworts attack by releasing their mentally enslaved bird flock onto opponents, who attack until they have slain enough food for the murderwort. If physically attacked, a Murderwort responds by using its barbed limbs to strike foes, or biting them.

Murderworts are intelligent enough that if foes escape them, they will generally move to a new location a mile or two distant from their current location to avoid being hunted down and destroyed.

Murderwort on Amderos

Yet another manifestation of the curse of the Living Forest in the Kingdom of Vall Vega, these trees are primarily encountered in the Living Forest, but seem to have actually managed to migrate out into the lands of Misake. There are also versions of the tree that dwell in Kennestone forest and the Yaz forest, though these species dwelled in these lands long before the Living Forest came to be.



Naga, general

Sometimes referred to as the Children of Aspus, the nagas of Amberos hold a position similar to that of the archons and angels of the upper planes. Most reptilian creatures – including the Aspii, various snakes and even creatures such as crocodads, tend to defer to these creatures as divine or sacred beings.

The naga of Amberos are immortal beings and will not die of natural causes, much like dragons and elves. If slain, however, they return to the cave of Aspus, where he creates a new naga from the remains and sends them out into the world again.

Naga of Amberos tend to be reclusive creatures, preferring their own company and disdaining that of others. The exception to this seem to be the Haneru Naga and the Sumii Naga, who often find themselves sought out by the humanoid races. The Haneru are generally venerated as masters of the art of the katana, and the Sumii are often sought out by those desiring to seek the self-enlightenment so many Sumii are reputed to reached. While the Haneru tend to openly welcome those who come to train with them, the Sumii seem merely to tolerate those who seek their advice.



Balii Naga

Large monstrosity (naga), neutral evil

Armor Class 15 (natural armor)

Hit Points 180 (24d10 + 48)

Speed 40 ft., swim 40 ft.

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

Saving Throws Wis +6

Skills Intimidation +8, Perception +8

Damage Immunities necrotic

Senses darkvision 60 ft., passive Perception 18

Languages Common, Infernal

Challenge 10 (5,900 XP) **Prof** +4

Snake Affinity. The naga can converse with snakes. Furthermore, snakes are automatically friendly towards the naga, unless it directly harms them.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make a DC 12 Constitution save. On a failure, the target takes 36 (8d8) poison damage, half on a successful save.

Charm Gaze: A target that the naga can see and that can see it and is within 30 feet must make a DC 16 Wisdom save. On a failure, the target is charmed for 10 minutes. If the target is harmed, it makes another saving throw to end the condition.

Spellcasting. The naga is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The naga has the following Wizard and Cleric spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, resistance*
1st level (4 slots): *bane, command, false life, inflict wounds, magic missile, sanctuary*

2nd level (3 slots): *blur, crown of madness, hold person, silence, suggestion*

3rd level (3 slots): *animate dead, bestow curse, lightning bolt, speak with dead, vampiric touch*

4th level (3 slots): *charm monster, blight, guardian of faith, phantasmal killer*

5th level (2 slots): *cloudkill, danse macabre (XGE), flame strike*

6th level (1 slot): *create undead, harm, mass suggestion*

The Balii naga is a dangerous, necromantic spell-casting naga. They are usually found near graves or other ruins where ample bodies can be raised or summoned.

Balii nagas mostly keep to themselves and while away the hours speaking with the dead, determined to learn secrets for which they can gain more power over others. They rarely



venture into civilized areas, and prefer to be left alone. They take interruptions of their communions poorly, and are more than willing to add others to the dead around them.

Combat

Balii nagas disdain physical combat and prefer to summon undead to fight for them. If caught unprepared, they will strike with their venomous fangs hoping to kill prey and then animate it to fight any other opponents it is facing.

Balii Naga on Amberos

The Balii Naga are feared creatures of the Skienlands and Ulanst. They are sometimes found in Simera and Lanster, and there are rumors of the Balii Naga haunting ancient battlefields in Randu.

Haneru Naga

Large monstrosity (naga), lawful neutral

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft., swim 30 ft.

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

Saving Throws Wis +4

Skills Arcana +7, Insight +4, Perception +4, Persuasion +5, Religion +7

Condition Immunities charmed, prone

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, Common

Challenge 5 (1,100 XP) **Prof** +3

Actions

Tail Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (1d8+3) bludgeoning damage and if the attack hit the target's AC by 4 or more, the naga starts a grapple (escape DC 14). The naga cannot use its tail slam against another opponent while grappling.

Spellcasting. The naga is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The naga has the following Wizard and Cleric spells prepared:

Cantrips (at will): *blade ward, mage hand, resistance*

1st level (4 slots): *cure wounds, bless, obscuring mist, sanctuary, shield, true strike*

2nd level (3 slots): *aid, blur, invisibility, misty step, web*

3rd level (2 slots): *counterspell, fly, haste, protection from energy*

Bonus Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 9 (2d8) poison damage, half on a successful save.

Spirit Strike. *Melee Spell Attack:* +5 to hit, reach 15 ft. *Hit:* 11 (2d8 + 2) magical slashing damage.

Haneru naga are powerful warriors-philosophers of the naga race, often found defending other nagas from harm. Sometimes they are pressed into service by magical means to protect treasures or other places of value either for the naga or by arcane casters powerful enough to summon and bind them to service.

Combat

Haneru naga are physical combatants, and prefer to melee their opponents. Any spells they possess are generally to augment their ability to melee opponents. Haneru are fearless in combat and generally once they are engaged, they will fight to the death. They are, however, intelligent opponents, and will use their wits to gain as much as an advantage against opponents as they can.

Haneru Naga on Amberos

The Haneru nagas seem only to be found in Chiamung. They are highly thought of, and it is claimed they were the first to teach the martial arts to the warriors of that realm. At least one haneru naga is part of the Emperor's court, who advises and trains the Emperor's elite guard.



Sumii Naga

Large monstrosity (naga), neutral

Armor Class 17 (unarmored defense)

Hit Points 114 (12d8 + 48)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	19 (+4)	15 (+2)	21 (+5)	16 (+3)

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

Skills History +10, Perception +9, Religion +10

Damage Immunities poison

Condition Immunities charmed, diseased, poisoned, prone

Senses darkvision 60 ft., passive Perception 19

Languages Common, Celestial

Challenge 11 (7,200 XP) **Prof** +4

Regenerate. If the naga has not taken acid or fire damage since its last turn, it heals 5 hit points at the start of its turn.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 15 ft. *Hit:* 9 (2d6 + 2) piercing damage, and the target must make a DC 16 Constitution save. On a failure, the target takes 18 (4d8) poison damage and is stunned until the end of their next turn. On a successful save, the target takes half damage.

Innate Spellcasting. The naga's spellcasting ability is Charisma (spell save DC 15). The naga can innately cast the following spells, requiring no material components.

At Will: *blade ward, misty step*

3x/day: *healing word, hold person*

1x/day: *divination, freedom of movement, globe of invulnerability*

Bonus Actions

Slippery. The naga takes the dash, disengage or dodge action.

Reactions

Instinctive Warding. If targeted by a weapon attack, the naga casts the *blade ward* cantrip.

Sumii nagas are quiet creatures of contemplation and introspection. Though the smallest of the naga, they are often considered the wisest and the most approachable.

Combat

A Sumii naga refrains from combat unless it is unavoidable, and will generally seek to turn an opponent's advantages against itself.

If forced to fight, they are agile melee opponents, and their bevy of abilities can allow them to avoid most harm directed towards them. Sumii naga often use their venom when they do not wish to kill a foe, but merely impair them.

Once engaged in combat, a Sumii naga will fight as long and as hard as its opponent; many Sumii nagas will break off hostilities as quickly as an opponent tire of the fight. However, if forced to fight to the death, the Sumii naga will oblige to deliver death to its opponent.

Sumii Nagas on Amöeros

Sumii nagas are primarily found in ancient Chiamung, Dishnu, the Skienlands and Spi Dak Su. There are ancient tales of encounters with Sumii nagas among the Randese, but these are very rare occurrences.



Nemmick

Nemmick

Large dragon, neutral

Armor Class 16 (natural armor)

Hit Points 237 (25d10 + 60)

Speed 40 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	11 (+0)	15 (+2)	17 (+3)

Saving Throws Str +11, Dex +5, Con +9, Wis +7, Cha +8

Skills Acrobatics +5, Perception +12, Stealth +5, Survival +7

Damage Immunities acid, fire

Condition Immunities paralyzed, sleep

Senses darkvision 60 ft., passive Perception 22

Languages Common, Infernal

Challenge 13 (10,000 XP) **Prof** +5

Magic Resistant. The nemmick has advantage on saving throws against spells and other magical effects.

Rake. If a nemmick hits a single target with both claws, the nemmick deals an additional 15 (2d8 + 6) slashing damage.

Regeneration. If the nemmick did not take cold or thunder damage since it's last turn, it heals 10 hit points. The nemmick can reconnect lost limbs by holding them to the stump for one action, with the exception of its head. Beheading the nemmick does not kill it until it is reduced to 0 hit points.

Actions

Multiattack. The nemmick makes three attacks; two claw attacks and a bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft. *Hit:* 15 (2d8 + 6) piercing damage. If the nemmick hits the target's AC by 4 or more, the target is engulfed. An engulfed target takes 5 (2d4) acid damage at the start of its turn until it is freed.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft. *Hit:* 10 (1d8 + 6) slashing damage.

Flaming Acid Breath (*Recharge 5+*). The nemmick breathes fills a 20 foot diameter sphere up to 60 feet away with flaming acid. Targets in the area of effect must make a DC 14 Dexterity saving throw. On a failure, the target takes 17 (5d6) fire and 17 (5d6) acid damage, half that on a successful save.

The Nemmick is a feral dragon that subsists on necromantic energy and dead flesh. It cannot fly, but generally



lives by burrowing underground in graveyards or other areas thick with dead bodies or necromantic or negative energy.

Combat

A Nemmick often attempts to strike from ambush, hiding in the ground under opponents and attempting to drag foes under the earth where it can devour them at leisure. Against weak or isolated foes, it will usually burst from the ground, breath on the foe, and then melee with opponents until they are slain.

If faced with a superior foe, a Nemmick usually breathes its putrid breath weapon, then flees underground. Some Nemmick have been known to lead foes into the hands of other undead, and then later turn on the undead to feed once healed.

Nemmick on Amberos

These fearsome beasts can be found practically anywhere in Amberos. They often take up residences beneath ancient cemeteries or forgotten battlefields, feasting on the old corpses buried there.

Nikhon-Urda

Nikhon-Urda

Small fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 18 (5d6)

Speed 30 ft., fly 30 ft.

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

Skills Deception +3, Perception +3, Stealth +6

Damage Resistances bludgeoning, piercing or slashing weapons that aren't magical

Damage Immunities fire, poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Infernal

Challenge 1 (200 XP) **Prof** +2

Hatred (1x/turn). The nikhon-urda deals an extra 7 (2d6) damage to a target on a hit.

Actions

Multiattack. The nikhon-urda makes two attacks; one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 10 Constitution save. On a failure, the target loses 1 point of Strength. If the target is reduced to 0 Strength, is it rendered unconscious. Lost Strength can be regained by 1 point per long rest or with a *greater restoration* spell.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 10 Constitution save. On a failure, the target takes 4 (1d8) poison damage, half on a successful save.

Bonus Actions

Haste (Recharge 4+). The nikhon-urda doubles its movement rate and can make a single bite attack.

Invisibility. If the nikhon-urda is hiding, it can turn invisible for 1 minute. This invisibility ends if it attacks or moves into direct sunlight.

Nikhon-Urda are the souls of the dead who betrayed their family in one fashion or another. Having escaped the afterlife to return to the mortal world, they seek to wreak havoc on the lives of their former family members, or failing to find them,



wreak havoc on whomever they can find. These creatures are not undead; they are instead planar petitioners that have fled the realm of Hades. They will often sabotage items to cause them to fail at a critical moment, and seem to take great delight in setting up gruesome strings of malfunctions that cause no end of trouble or danger for others.

Combat

Nikhon-Urda never fight fair and prefer to strike from ambush or when opponents are least capable of defending themselves. They are masters of hit and run attacks and take great joy in leading infuriated opponents into traps and other pitfalls.

Nikhon-Urda on Amōcros

Nikhon-Urda comprise the souls of former humanoids who escaped their imprisonment to Hades for their betrayals and flaunting of divine law. Their name is derived from the first soul to escape - Nikhon-Urda, who managed to escape Hades in the first place, and his dark treatise on the subject was copied and sought out by those seeking a similar fate in Hades.

Nissus

Nissus

Large ooze, neutral evil

Armor Class 9

Hit Points 184 (16d10 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	23 (+6)	1 (-5)	8 (-1)	1 (-5)

Saving Throws Con +9, Dex +2

Damage Resistances piercing or slashing weapons; force

Damage Immunities bludgeoning weapons ; fire, poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 7 (2,900 XP) **Prof** +3

Body of Fire. Targets starting their turn within 5 feet of the nissus take 7 (2d6) fire damage.

Actions

Multiattack. The nissus makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 15 ft. *Hit:* 12 (1d8 + 8) bludgeoning damage, plus 7 (2d6) fire damage. If the attack hits the target's AC by more than 4, it starts a grapple. A nissus can still make slam attacks against other targets while grappling.

Hurl. The nissus hurls itself up to 60 feet away. Targets in the 10 ft. diameter area where it lands must make a DC 19 Dexterity save. On a failure, the target is knocked prone, is grappled (escape DC 19) and takes 10 (3d6) fire damage. The target takes half damage on a successful save. In either case, the nissus moves to the target space.

Engulf. If the nissus starts its turn grappling a Medium or smaller target, the target is engulfed (escape DC 19). Engulfed targets take 10 (3d6) fire damage at the start of its turn until it is freed. While engulfing a target, the nissus cannot use its hurl ability.

Nissus are dreadful oozes found in the hells. They delight in devouring the flesh of devils and petitioners, and are often used to torture petitioners, though they can get unruly and have been known to attack the devilish torturers with equal glee. They are a constant plague on the 7th circle of hell, where the oozes constantly threaten to overwhelm the inhabitants there.

Combat

Nissus are simple combatants - they quickly flow towards an opponent and simply overwhelm them, attempting to swallow their foes as quickly as possible. Many a devil has been

surprised when the ooze leaps into the air after its prey, and the ooze will continue attacking until its opponent is engulfed or the ooze is destroyed.

Nissus on Am̄eros

Nissus are creatures of hell, where they are sometimes used by devils to torture prisoners of the plane. Devils enjoy dipping prisoners into pits filled with a nissus. Even if fire resistant, the nissus squeezes and otherwise attempts to drown such victims.



Orev

Orev Clubber

Medium humanoid (orev), usually chaotic neutral

Armor Class 16 (elvin chain shirt)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Saving Throws Con +3

Skills Athletics +5, Intimidate +2, Survival +3

Damage Resistances bludgeoning non-magical weapons

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Goblinoid

Challenge 1 (200 XP) **Prof** +2

Mighty. The orev counts as Large when calculating its carrying capacity and has advantage on Strength-based checks.

Actions

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft. *Hit:* 8 (1d10 + 3) bludgeoning damage. The orev carries 5 rocks.

Oreves are the ungainly offspring of goblins and elves. They have bred as a true race in ancient days

Combat

Oreves fight as individuals for their own glory. Though they may travel in bands, oreves rarely employ group tactics and fight as individuals, often competing with one another for the most kills. They are intelligent enough to spring ambushes and lead foes into traps, but generally prefer a face-to-face fight.

Society

Oreves live in small clans in wilderness areas away from civilized lands. They often raid humanoid settlements - including other orc clans for goods and their own glory. Some clans prefer isolation and shun contact - either peaceful or by war - other races.

Oreves are independent spirits, and often require a wide range of skills to successfully survive on their own. Orev bands usually congregate for company, goods or mutual protection, though most bands are led either by the wisest, strongest and/or the most devout among their kind. Oreves rarely follow one leader for long, and as the Oreves mood change, so often does their allegiance.

Mated oreves rarely stay together longer than required to have children and raise them to an age that they can begin to care for themselves - a situation rarely lasting longer than 15 years at a stretch. There are orev tales of mated oreves staying together until their deaths in old age, but these legends rarely ever match the reality of changing orev social groups.

Oreves on Amðeros

Before and during the elvin golden age, it was not uncommon for goblinoids and elves to mingle together, and



many marriages were arranged between the races to solidify power between the Evan Cordum and the Golgoloth Empire. After the transformation of the goblinoids by Ziga, Greensbeech Earthlayer - the Great Ymin of the elves - used powerful magic to ensure that elves and goblinoids could never again consort with one another to produce offspring.

Oreves have taken to worshipping Belli, the Lord of the Earth and spurn worship of Ziga.

Orev Scout

Medium humanoid (orev), usually chaotic neutral

Armor Class 16 (elvin chain shirt)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Con +3

Skills Athletics +6, Intimidate +2, Survival +3

Damage Resistances bludgeoning non-magical weapons

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Goblinoid

Challenge 3 (700 XP) **Prof** +2

Enraged (1x/short rest). The orev gains a +2 bonus to hit and deals an extra 4 damage on a hit. This ability lasts for 1 minute.

Mighty. The orev counts as Large when calculating its carrying capacity and has advantage on Strength-based checks.

Actions

Multiattack. The orev makes two greatclub or rock attacks.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft. *Hit:* 9 (1d10 + 4) bludgeoning damage. The orev carries 5 rocks.

Bonus Actions

Evil Eye (Recharge 5+). The orev glares at a target it can see within 60 feet. The orev gains advantage on its next attack roll against the target.

Reactions

Evil Eye. A target within 60 feet that targets the orev with an attack suffers disadvantage on the attack roll.



Bestiary Nefarious

Orev Warlock

Medium humanoid (orev), usually chaotic neutral

Armor Class 13 [*mage armor* 16]

Hit Points 55 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+3)	18 (+4)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Con +3

Skills Athletics +2, Intimidate +3, Survival +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Goblinoid

Challenge 3 (700 XP) **Prof** +2

Pact Weapon. The orev uses its Charisma to hit and damage with its greatclub.

Mighty. The orev counts as Large when calculating its carrying capacity and has advantage on Strength-based checks.

Actions

Multiattack. The orev makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +4 to hit, reach 10 ft. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +2 to hit, range 30/90 ft. *Hit:* 5 (1d10) bludgeoning damage. The orev carries 5 rocks.

Innate Spellcasting. The orev's spellcasting ability is Constitution (spell save DC 14). The orev can innately cast the following spells as 5th level spells, requiring no material components.

At Will: *blade ward, detect magic, friends, false life (self only), hex, mage armor (self only), true strike*

1x/day: *blink, mislead, sleep*

Bonus Actions

Evil Eye (Recharge 5+). The orev glares at a target it can see within 60 feet. The orev gains advantage on its next attack roll against the target.

Reactions

Evil Eye. A target within 60 feet that targets the orev with an attack suffers disadvantage on the attack roll.

Misty Escape (1x/short rest). When damaged, the orev turns invisible until the start of its next turn and teleports 60 feet.

Orev Champion

Medium humanoid (orev), usually chaotic neutral

Armor Class 16 (*elvin chain shirt*)

Hit Points 104 (16d8 + 32)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	15 (+2)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Con +5

Skills Athletics +8, Intimidate +3, Survival +4

Damage Resistances bludgeoning non-magical weapons

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Goblinoid

Challenge 7 (2,900 XP) **Prof** +3

Deathless (1x/short rest). When the orev is below 52 hit points or is reduced to 0 hit points, it can heal itself for 27 (6d8) hit points.

Enraged (1x/short rest). The orev gains a +2 bonus to hit and deals an extra 4 damage on a hit. This ability lasts for 1 minute.

Mighty. The orev counts as Large when calculating its carrying capacity and has advantage on Strength-based checks.

Actions

Multiattack. The orev makes three greatclub or rock attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 30/90 ft. *Hit:* 10 (1d10 + 5) bludgeoning damage. The orev carries 5 rocks.

Bonus Actions

Evil Eye (Recharge 5+). The orev glares at a target it can see within 60 feet. The orev gains advantage on its next attack roll against the target.

Reactions

Evil Eye. A target within 60 feet that targets the orev with an attack suffers disadvantage on the attack roll.

Paddler

Paddler

Large aberration, unaligned

Armor Class 13 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft., climb 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	15 (+2)	13 (+1)	13 (+1)	9 (-1)

Damage Immunities fire

Condition Immunities exhausted

Senses tremorsense 10 ft., darkvision 60 ft., passive Perception 10

Languages Telepathy 60 ft.

Challenge 2 (450 XP) **Prof** +2

Sink. Paddlers cannot swim, and immediately sink if immersed in water.

Unusual Metabolism. Paddlers do not need to eat, drink or sleep.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 9 (1d8 + 5) piercing damage.

Bonus Actions

Dash. The paddler takes the dash action.

Paddlers are intelligent dwellers of the desert, who travel to and from across the sands at lightning speed. They are peaceful creatures who will often take travelers across the desert for little or no payment at all. Paddlers have an amazing knowledge of practically any area in a given desert, and though they do not speak about their travels, will willingly take anyone to any place they know of - if asked to go there. The only thing a paddler fears is water, and they will not willingly go near a body of water in which they can be immersed.

Combat

Paddlers are generally too quick to be caught up in combat, but if forced into a corner will use their beak-like maws to snap at opponents.

Society

Paddlers travel alone or in small groups of immediate family or friends during the day and, if not taking passengers from one place to another, seek refuge in caves or under the sand at night.

These creatures claim to feed on curiosity, and will happily take passengers to locations the individual has never visited or to go to places they have never visited before themselves.

Paddlers avoid populated areas, preferring to stop just outside of such areas. They claim the clamor of thoughts in such areas overfeed them, and it can be seen to physically cause them discomfort if they are forced into such places, though it will not cause them permanent harm.

Paddlers on Amðeros

Most paddlers are found in the desert areas of Llannhanex and the surrounding area. There are herds of roaming paddlers reputed to have been seen in the deep deserts of Randu, but these paddlers avoid outsiders, often diving into the deep sands if approached.



Bestiary Nefarious

Perii

Perii are the foul offspring of demons from the abyss and hill giants. Though they are only slightly taller than a human, they possess many demonic abilities that make them difficult to defeat.

Perii take great delight in fighting and spreading mischief or woe wherever they pass. Some Perii hire themselves out as mercenaries to evil humanoid bands in return for treasure or the thrill of killing.

Combat

Perii will attack individuals in melee, often throwing a javelin first and charging singular foes and hoping for a fast kill. Against multiple enemies, most Perii will take to the sky and rain down javelins or rocks on their foes before engaging in melee. Once engaged, Perii usually become so driven by bloodlust that they will not cease fighting until they have killed everything within reach - even if doing so might cause their own death.

Perii on Amderos

Perii are found mostly in the wilderness of Randu and the Skienlands. They often have relations with the Shafra, but tend to fight with all other races.

As demonspawn, most Perii revere and fear Ziga, the Mistress of Corruption and dedicate their carnage to her name.



Perii

Large giant (demon), chaotic evil

Armor Class 21 (natural armor + shield)

Hit Points 123 (13d10 + 52)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Str +10, Con +8, Wis +4

Damage Resistances fire, thunder

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, giant, goblinoid

Challenge 11 (7,200 XP) **Prof** +4

Favored Foe (2x/long rest). The perii marks a target for 1 minute. Thereafter, the first time the perii hits the target in a round, it takes an additional 4 (1d8) damage.

Actions

Multiattack. The perii uses its frightful presence, then makes three longsword or longbow attacks.

Flaming Acidic Longsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 15 (2d8 + 6) slashing damage, plus 4 (1d8) fire and 4 (1d8) acid damage.

Thunderous Longbow. *Ranged Weapon Attack:* +7 to hit, range X/Y ft. *Hit:* 12 (2d8 + 3) piercing damage, plus 4 (1d8) lightning and 4 (1d8) thunder damage.

Frightful Presence. All creatures that are aware of the perii and within 30 feet must make a DC 13 Wisdom save. On a failure, the target is frightened for 1 minute. At the end of each subsequent turn the target make another save to end the condition. A target that is not the perii's marked target that makes a successful saving throw against this ability is immune to the effect for 24 hours.

Screech (Recharge 5+). The perii unleashes a thunderous screech in a 60 ft. cone 30 ft. wide. Targets in the area of effect must make a DC 16 Constitution save. On a failure, the target is deafened for one minute and take 45 (10d8) thunder damage. On a successful save, the target takes half damage.

Bonus Actions

Fast Healer. The perii heals 5 hit points.

Reactions

Tough. When hit by an attack, the perii takes half damage.

Peridoom

Peridoom

Gargantuan monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 290 (20d20 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	19 (+4)	8 (-1)	15 (+2)	13 (+1)

Saving Throws Con +10

Skills Perception +8

Damage Immunities necrotic

Senses darkvision 60 ft., passive Perception 16

Languages Peridoom

Challenge 17 (18,000 XP) **Prof** +6

Fascinating Flight. A creature that sees a peridoom in flight must make a DC 15 Wisdom save at the start of its turn or be charmed and incapacitated for one minute. The target can make a subsequent save at the end of its turn to end the effect. If the target takes damage, the effect ends immediately. A target that makes a successful save is immune to this ability for 24 hours.

Flyby Attack. The peridoom does not provoke opportunity attacks when flying.

Heavy Flyer. When the peridoom grapples a target, its speed is not reduced.

Swoop. If the peridoom flies at least 50 feet and hits with a claw attack, it can also make a bite attack.

Actions

Multiattack. The peridoom makes two claw attacks.

Claw. *Melee Weapon Attack:* +13 to hit, reach 15 ft. *Hit:* 14 (2d6 + 7) slashing damage, plus 9 (2d8) necrotic damage and the target's maximum hit points is reduced by the same amount. The peridoom gains temporary hit points equal to the damage it causes. If the attack hits the target's AC by more than 4, it starts a grapple for free. A claw that is grappling a target cannot be used to make an attack against a different foe.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft. *Hit:* 16 (2d8 + 7) slashing damage.

have sharp vision and will often swoop down from their perches to attack foes below.

While they only eat dead animals, their negative energy sheath allows them to speed the process by grasping live opponents and holding them until they expire.

Unmated peridooms can sometimes be dealt with peacefully if the negotiators offer garish and shiny trinkets to the bird, and the bird is in the mood to trade.

Combat

A Peridoom usually swoops down on opponents with a shrill screech, attempting to grasp up victims and hold them until they expire from its energy-draining attack. Held opponents who fight back are often bashed against rocks or dropped from considerable heights to take the fight out of them.

Most peridooms reduced to half hit points or less by a foe will generally flee to find easier pickings elsewhere, especially if the foe is much smaller than themselves. However, peridooms defending their nests will generally fight to the death rather than flee.

Peridoom on Amberos

Peridooms can be found in nearly any mountain range on Amberos, though they seem to have the largest concentrations in the Skataski mountains in the Skienlands. There are tales of sorcerous versions of these birds dwelling in the Twilight Mountains, though these reports remained unconfirmed.



Peridooms are thankfully rare carrion creatures that live in mountainous reaches. They

Persí Bull

Persí Bull

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 47 (5d10 + 20)

Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +4

Skills Perception +5, Religion +2

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison

Condition Immunities diseased, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, Common, Infernal

Challenge 4 (1,100 XP) **Prof** +2

Powerful Charge. If the persi bull moves at least 40 feet in a straight line, it makes a gore attack against all targets in its path. If a foe is hit by the gore attack, it must make a DC 15 Strength check or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 9 (1d8 + 5) piercing damage, plus 4 (1d8) radiant damage.

Breath of the Hurricane (Recharge 5+). The persi breathes a gust of stormy wind that fills a 30 ft. cone. Targets in the area of effect must make a DC 14 Strength saving throw. On a failure, the target is knocked prone, pushed 15 feet and takes 10 (3d6) thunder damage. On a successful save, the target takes half damage.

Bonus Actions

Dash. The persi bull moves its speed.

Persi Bulls are powerful champions send by the divine for various missions. They are creatures of destruction, but care for neither law no chaos, good nor evil. Persi Bull are as intelligent as humans - a fact that often surprises their attackers. They are canny as well, and have been know to outmaneuver or outwit opponents when attempting to fulfill their goal.

Combat

Persi bull usually engage an opponent by charging an opponent, goring them, and then trodden them underfoot. With its ability to fly, there are few opponents that are out of their reach.



Persi bull are usually on a mission to attack a specific person or destroy a specific target. Though brutish with its attacks, it will use its intelligence to the best of its ability to

Persi Bull on Amðeros

Once, the Hapi and Persi Bull were of the same race, but an argument between the Egyptian and Babylonian pantheon over the race ended in the race being split in two.

While the Ancients gods now sleep, the Persi Bull follow dream visions they attribute to the will of the sleeping Babylonian gods. The greatest of the Persi Bull – the Bull of Heaven – arbitrates any matters of discontent for the Persi Bull.

Most Persi Bull on Amðeros can be found in hidden enclaves near the mountainous border between Simera and Llannhanex. The Persi Bull despise liannians, and the Bull of Heaven often plots against that nation.

Bull of Heaven

Huge monstrosity, neutral

Armor Class 19 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +6

Skills Perception +7, Religion +5

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison

Condition Immunities diseased, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Understands and can speak all languages it has heard

Challenge 14 (10,500 XP) **Prof** +5

Powerful Charge. If the persi bull moves at least 40 feet in a straight line, it makes a gore attack against all targets in its path. If a foe is hit by the gore attack, it must make a DC 19 Strength check or be knocked prone.

Siege Weapon. The persi bull deals double damage to structures.

Actions

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft. *Hit:* 14 (2d8 + 5) piercing damage, plus 9 (2d8) radiant damage.

Breath of the Hurricane (Recharge 5+). The persi breathes a gust of stormy wind that fills a 60 ft. cone. Targets in the area of effect must make a DC 19 Strength saving throw. On a failure, the target is knocked prone, pushed 15 feet and takes 31 (9d6) thunder damage. On a successful save, the target takes half damage.

Innate Spellcasting. The persi bull's spellcasting ability is Wisdom (spell save DC 15). The persi bull can innately cast the following spells, requiring no material components.

At Will: *bane, bless, fog cloud, resistance*

1x/day: *bestow curse, freedom of movement, true seeing, zone of truth*

Bonus Actions

Dash. The persi bull moves its speed.

The Bull of Heaven is a creature that is the manifest wrath of the upper planes. It is usually sent out from the celestial realms to pronounce judgment on a society that has grievously broken the commandments of the gods it serves. In this role, the Bull of Heaven tramples all in its path, knocking down



buildings and seeking out citizens of the offending community and trampling them underfoot. It saves its gore attack against the leaders of the community and has been known to strike such leaders first, carrying the bloody, gored bodies of the community leaders upon its horns to let all the citizenry know that the failure of their leaders to follow the tenets of the celestial realms has brought their doom upon them.

On extremely rare occasions, the Bull of Heaven is sent to temples of the faithful to bless those who have followed the will of the gods.

In even more rare occasions, those who have been faithful to the gods of good and are facing imminent attack may draw the attention of the Bull of Heaven to their side. The Bull of Heaven only remains for the length of a given battle against evil, though it will fully use its abilities to defeat whatever evil it faces while not harming the faithful.

Combat

A Bull of Heaven usually starts combat from within the concealment of obscuring mist, making its initial charge especially shocking.

Bull of Heaven on Amberos

There are tales that the Bull of Heaven has appeared briefly in courts of Ran Da Khan and Lacosis to try tricky cases. The Randu have a legend that the Bull of Heaven preceded the hero Rand in his final battle to unite the Ghan clans under his banner, but most scholars think the story no more than a fable.

Beyond these sightings, there are many legends of the Bull of Heaven appearing on Amberos, either to destroy an aberrant community that had scorned the gods or to assist a singular, devoted servant of good escape those who sought to do harm to the individual merely because of his faith.

Phaergrinn

Phaergrinn

Tiny aberration, neutral evil

Armor Class 16

Hit Points 88 (16d6 + 32)

Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	23 (+6)	15 (+2)	19 (+4)	15 (+2)	25 (+7)

Saving Throws Wis +5

Skills Arcana +7, Deception +10, Investigate +7, Perception +5, Persuasion +10, Stealth +9

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities psychic

Condition Immunities charmed, stunned

Senses darkvision 60 ft., passive Perception 15

Languages Telepathy 120 ft.

Challenge 5 (1,800 XP) **Prof** +3

Pool of Wisdom. The phaergrinn stores the Wisdom it absorbs. When the phaergrinn absorbs 100 points or more of Wisdom, it implodes and is replaced with a Huge two-way portal to the Realm of Madness. The portal remains for 1 minute. If the phaergrinn is slain and consumed within 1 minute of its death, the consumer permanently gains 1 point of Wisdom for every 10 points in the pool. If the consumer gains more than 2 points of Wisdom this way, it is driven permanently Insane.

Regeneration. If the phaergrinn did not take fire or acid damage since its last turn, it regains 5 hit points. It can reattach limbs by holding them to the stump.

Actions

Multiattack. The phaergrinn makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 9 (1d6 + 6) bludgeoning damage, and if the phaergrinn beats the target's AC by 4 or more, it starts a grapple (escape DC 12).

Mind Drain. If the phaergrinn starts its turn grappling a target, the target loses 1 point of Wisdom and must make a DC 18 Wisdom save or be charmed. A charmed target remains charmed until it takes a long rest. Lost Wisdom is restored at the rate of 1 point per long rest or using a *greater restoration* spell.

Phaergrinn are the evil manifestations of the powerful entities of the Realm of Madness. They seek out mortals to bend to their will in the hopes of tricking

these beings into opening the doorway between their own bizarre realms and the mortal realms.

These creatures do their best to appear unassuming to potential allies, sharing their bizarre and vast knowledge in arcane rituals that will allow mortals to open the gulfs between their own realm and the Realm of Madness. They promise, cajole, lie, cheat and will even steal to gain a victim's trust, but in truth care nothing for any being they associate with; they are merely tools by which the Phaergrinn can allow itself to gain full access to the mortal realm to wreck its evil.

Though they are not themselves chaotic of alignment, the mere nature of their existence requires the creatures of the Realm of Madness to draw on the power of chaos to create these tiny, yet powerful entities. Thus, charms against chaos, and spells that affect chaotic matter can manipulate the tiny forms that these beings have taken.

It should be noted that the Phaergrinn only represents the smallest sliver of the power of the Realm of Madness creature it represents. It is, in many ways, nothing more than a mere puppet manipulated by the invisible strings of the Realm of Madness master that controls it. If the Realm of Madness creature that controls a Phaergrinn ever manifests itself on the mortal plane, it will discard the Phaergrinn "puppet", killing it. A slain Phaergrinn dissolves into a puddle of greenish goo after a minute.

Combat

Phaergrinn keep a low presence and avoid fighting whenever possible. If they can take out a lone foe, they may strike, but will avoid large groups unless their final manifestation on the mortal plane is in jeopardy. A phaergrinn can fight with surprising ferocity and will do whatever it takes



Bestiary Nefarious

to protect and ensure the arrival of its true form on the mortal realm.

Phaergrinn on Amëros

Extremely rare, only two accounts of phaergrinn have ever been recorded in Amëros's history. The first occurred just after the fall of the Elvin Golden Age, and the death of the king of the elves seemed to have stirred some wakefulness in the

Realm of Madness. Another record of a phaergrinn occurred at the tail end of the Dark Age, after the defeat of the Dark One by the Circle of Good. Again, the stirrings on the continent seemed to have drawn the eyes of the Realm of Madness to the mortal lands. Since then, there has been no tales of phaergrinn on Amëros, but considering their secretive nature, this is not surprising.



Píscí

Píscí

Small beast (aquatic), unaligned

Armor Class 13 (natural armor)

Hit Points 7 (2d6)

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	3 (-4)	10 (+0)	5 (-3)

Skills Perception +4

Senses low-light vision, passive Perception 14

Languages —

Challenge 1 (200 XP)

Prof +2

Swim-by Attack. The píscí does not provoke opportunity attacks when it moves.

Water breathing. The píscí can breathe underwater.

Actions

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

Bonus Actions

Dodge. The píscí takes the dodge action.

Reactions

Fast Healing. The píscí heals 3 hit points.

Píscí are salt-water creatures that are mix of barracuda, piranha and a bit of magic. They are normally encountered in large groups, and their ability to strip flesh off victims in a matter of seconds is legendary. They have been known to hunt large sea animals, and there are even tales of swarms of the beasts taking on leviathans.

Píscí have enough intelligence they can be trained as pets by the undersea races – usually for hunting or to protect an area or person.

Combat

Píscí swim at their opponent, tear off a hunk of flesh or brush foes with their abrasive scales and move away. Individually, they can be easily frightened, but in droves, they are utterly fearless and ruthless.

Píscí on Amðeros

These fish plague the Alusti Ocean of northern Amðeros. They are rarely found less than 25 miles from the coast, and some unknown force of the depths has apparently kept the population of this fish in check – by devouring them in the droves. Rumors are that the culprit is a leviathan, who has taken it upon itself to avenge the death of its mate by these creatures.



Pisci Swarm

Huge swarm of Small beasts (aquatic), unaligned

Armor Class 13 (natural armor)

Hit Points 195 (30d12)

Speed swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	3 (-4)	10 (+0)	5 (-3)

Skills Perception +5

Damage Resistances bludgeoning, piercing and slashing weapons

Senses low-light vision, passive Perception 15

Languages —

Challenge 5 (1,800 XP) **Prof** +3

Swim-by Attack. The pisci does not provoke opportunity attacks when it moves.

Water breathing. The pisci can breathe underwater.

Actions

Swarm of Bites. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 31 (9d6 + 2) piercing damage.

Bonus Actions

Dodge. The pisci swarm takes the dodge action.

Reactions

Fast Healing. The pisci swarm heals 3 hit points.

A pisci swarm consists of a school of approximately sixty pisci. They will attack any swimming target they encounter, attempting to tear it to shreds.

Combat

A pisci swarm confidently and aggressively moves towards prey, nipping and biting a foe as the swarm encircles the target. They are quickly driven off with area attacks, but otherwise will continue to feed on targets until the swarm has eaten its fill, after which it will race off to digest its meal.

Po-peí

Po-peí Warrior

Medium humanoid (ape), usually chaotic evil

Armor Class 15 (studded leather + shield)

Hit Points 22 (5d8)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	11 (+0)	9 (-1)	11 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Po-peí

Challenge 2 (450 XP) **Prof** +2

Whirlwind of Blows (2x/long rest). The po-peí makes four javelin and two claw attacks.

Actions

Multiattack. The po-peí makes three attacks; two with its javelin and one with its claws.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range X/Y. *Hit:* 6 (1d6 + 3) piercing damage.

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

Bonus Actions

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

Po-peí are foul flesh-eating six-armed creatures who feast on the flesh of others. They seem to be driven by a never-ending hunger and while intelligent, rarely see others as more than a source of food.

Combat

Po-peí savagely attack foes, concentrating on rending one foe apart before even considering moving on to another. Usually, Po-peí strike take down a lone individual, and then drag them off to a quiet spot to devour. They often employ hit and run tactics when doing so, and greatly enjoy inspiring fear in their victims before striking.

Society

Po-peí have a stone age culture, often living in huts or other crude shelters in small tribes. They disdain using weapons in combat, though they have mastered how to create fire as well as simple structures. The Po-peí have also mastered the art of



preserving meat, as well as the concept of keeping prisoners for lean times to feed on.

The strongest individual, who generally leads the Po-peí in raids for food, rules a tribe of Po-peí. A leader who is unable to fend off attacks from other Po-peí usually finds itself dethroned quite quickly - as well as part of their rival's lunch as well.

Po-peí on Amberos

Native to the marshy Golens, Po-peí has also been encountered in the Skienlands at the feet of the Skataski mountains.

Bestiary Nefarious

Po-peí Marauder

Medium humanoid (ape), usually chaotic evil

Armor Class 15 (studded leather + shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	15 (+2)	10 (+0)	12 (+1)	7 (-2)

Skills Athletics +12, Perception +4, Stealth +9

Senses darkvision 60 ft., passive Perception 13

Languages Po-peí

Challenge 7 (5,900 XP) **Prof** +3

Favored Foe (2x/long rest). The po-peí marks a target for 1 minute. Thereafter, the first time the po-peí hits the target in a round, it takes an additional 3 (1d6) damage.

Untrackable. The po-peí cannot be tracked by non-magical means.

Whirlwind of Blows (2x/long rest). The po-peí makes six javelin and two claw attacks.

Actions

Multiattack. The po-peí makes four attacks; three with its javelins and one with its claws.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range X/Y. *Hit:* 9 (1d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 9 (1d6 + 6) slashing damage.

Bonus Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 9 (1d6 + 6) piercing damage.

Po-peí Stalker

Medium humanoid (ape), usually chaotic evil

Armor Class 15 (studded leather)

Hit Points 71 (11d8 + 22)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	10 (+0)	12 (+1)	15 (+2)

Skills Intimidation +4, Nature +2

Senses darkvision 60 ft., passive Perception 11

Languages Po-peí

Challenge 3 (700 XP) **Prof** +2

Dark Luck (1x/short rest). The po-peí adds 1d10 to an ability check, spell DC or saving throw.

Hex (2x/long rest). The po-peí marks a target for 1 minute. Thereafter, the first time the po-peí hits the target in a round, it takes an additional 3 (1d6) damage.

Untrackable. The po-peí cannot be tracked by non-magical means.

Actions

Multiattack. The po-peí makes three attacks; two with its javelins and one with its claws.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range X/Y. *Hit:* 6 (1d6 + 3) piercing damage.

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

Spellcasting. The po-peí is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The po-peí has the following Warlock spells prepared:

Cantrips (at will): *blade ward, poison spray, prestidigitation*

3rd level (2 slots): *blindness/deafness, burning hands, command, darkness, expeditious retreat, fear, fireball, fly, mirror image, protection from evil and good, scorching ray, stinking cloud, witch bolt*

Bonus Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 9 (1d6 + 6) piercing damage.

Ptasha

The ptasha (TAA-shaw) are particularly evil spirits who have returned to torment the living. They are not undead, but instead inhabit a living, breathing body that can be killed. They are, in fact, on the run from the punishments of the afterlife, seeking to fulfill their base desires while they still live. Killing them sends them back to the afterlife to endure the punishments they escaped, so they are very careful and fearful of any situation that puts their bodies at risk.

A ptasha can assume one of three shapes of a beast of CR ½ or less. A ptasha can only change into one of the three forms, and any distinctive physical markings it may possess (such as scars and tattoos) are visible on its animal form.

Combat

A ptasha often attempts to catch a victim by surprise, making it much easier to *haste* itself before attacking, and then drain their life. If forced into extended combat, they will use their spells to enhance their physical form and attack. Because



Ptasha

Medium fiend (shapeshifter), neutral evil

Armor Class 13

Hit Points 77 (14d8 + 14)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	10 (+0)	11 (+0)	17 (+3)

Saving Throws Con +3, Wis +2

Skills Perception +4, Religion +2

Damage Resistances bludgeoning, piercing or slashing non-magical weapons that aren't silver

Damage Immunities poison

Condition Immunities exhaustion, poisoned, stunned

Senses darkvision 120 ft., passive Perception 14

Languages Common

Challenge 4 (1,100 XP) **Prof** +2

Forsaken (1x/short rest). If the ptasha misses an attack roll or fails a saving throw, it can add 5 (2d4) to the total.

Undead traits. A ptasha does not need to eat, drink or sleep.

Actions

Claw (animal or hybrid form only). **Melee Weapon Attack:** +5 to hit, reach 5 ft. **Hit:** 10 (2d6 + 3) slashing damage.

Shapechanger. In dim light or darkness, the ptasha can use its action to polymorph into a beast-humanoid hybrid or into a Medium or Small beast 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 becomes part of its new form. It reverts to its true form if it dies or is exposed to direct sunlight.

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

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

Cantrips (at will): *chill touch*, *guidance*, *message*, *minor image*, *prestidigitation*

1st level (5 slots): *bane*, *inflict wounds*, *sanctuary*, *shield of faith*

2nd level (3 slots): *hold person*, *shatter*

3rd level (4 slots): *bestow curse*, *haste*

Bonus Actions

Bite (animal or hybrid form only). **Melee Weapon Attack:** +5 to hit, reach 5 ft. **Hit:** 5 (1d6 + 2) piercing damage, and the target's maximum hit points are reduced by a like amount. Lost hit points are regained after a long rest or with a *greater restoration* spell.

Reactions

Avoidance. When hit by an attack, the ptasha takes half damage.

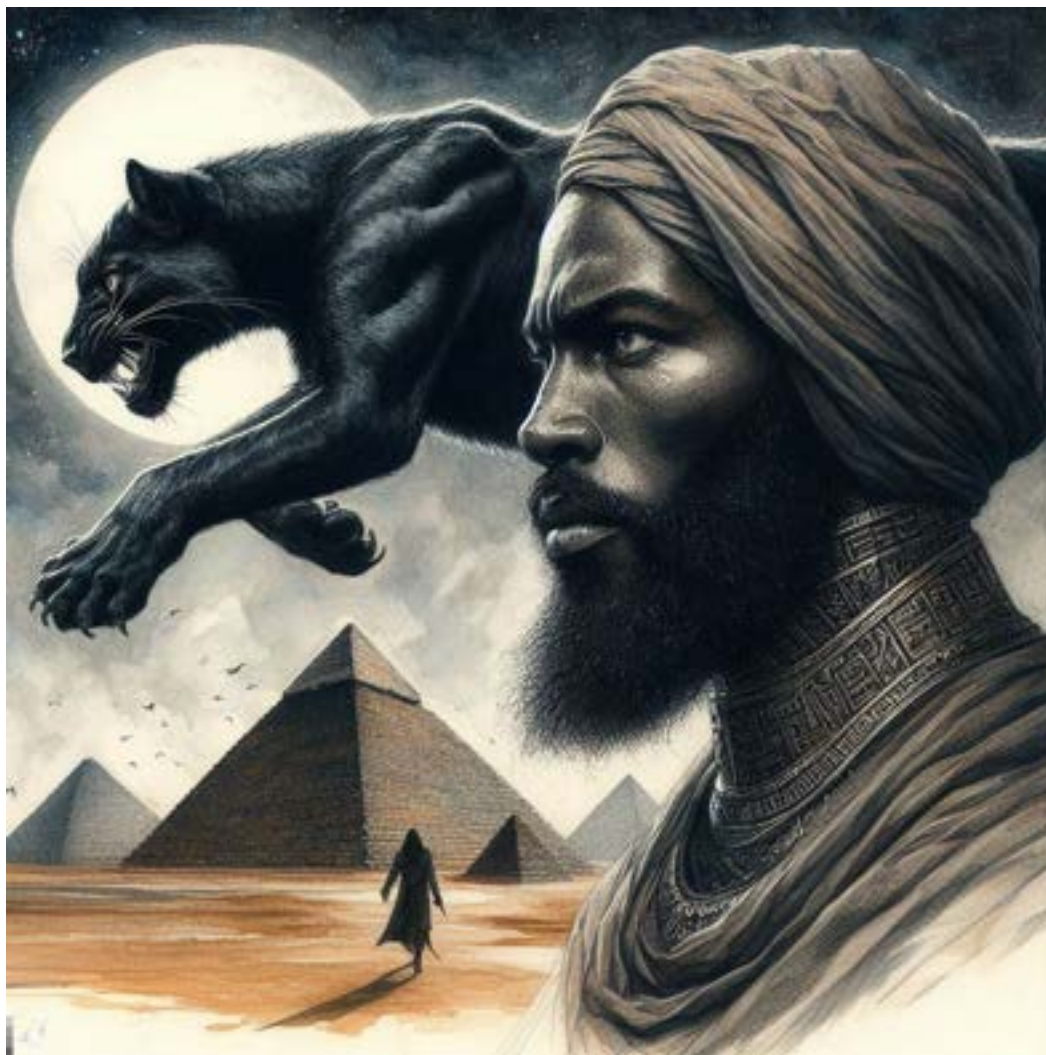
Bestiary Nefarious

they fear death so, they will often flee an opponent when combat does not go their way.

Ptasha on Amberos

Ptasha seem to be more numerous in Llannhanex and Iiannhanex, with some spillover into surrounding countries. They are exceptionally rare, and usually only encountered at night. Many sages believe that Ptasha spawn from a secret shrine hidden in the Pandemonium that the dead manage to reach, and perform the necessary rituals to return to life.

Of note, the most powerful Ptasha known on Amberos is the former first pharaoh of Llannhanex/Iiannhanex, known as Atosha. Sages believe it was Atosha who may have erected the shrine in the Pandemonium and created the process by which ptasha are spawned – with the aid of Set of the Egyptian pantheon.



Quadikhan

Quadiakhan

Large celestial, lawful neutral

Armor Class 20 (unarmored defense)

Hit Points 133 (14d10 + 56)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	19 (+4)	25 (+7)	19 (+4)

Saving Throws Con +8, Wis +11

Skills Investigate +8, Perception +11, Persuasion +8, Insight +12

Damage Resistances acid, cold, fire, lightning

Damage Immunities bludgeoning, piercing and slashing non-magical weapons; necrotic, psychic, radiant

Condition Immunities petrified, polymorphed

Senses darkvision 60 ft., passive Perception 21

Languages All languages

Challenge 12 (8,400 XP) **Prof** +4

Greater Spell Immunity. A quadikhan has advantage on saving throws against all spells. It automatically succeeds on a saving throw against spells of 1st – 3rd level. If the quadikhan makes a saving throw and would still suffer damage, it instead suffers none.

Zone of Truth. Any creature that comes within 30 feet of a quadikhan has disadvantage on Deception (Charisma) skill checks. Furthermore, on a failed Deception (Charisma) skill check, the target is compelled to speak the truth.

Actions

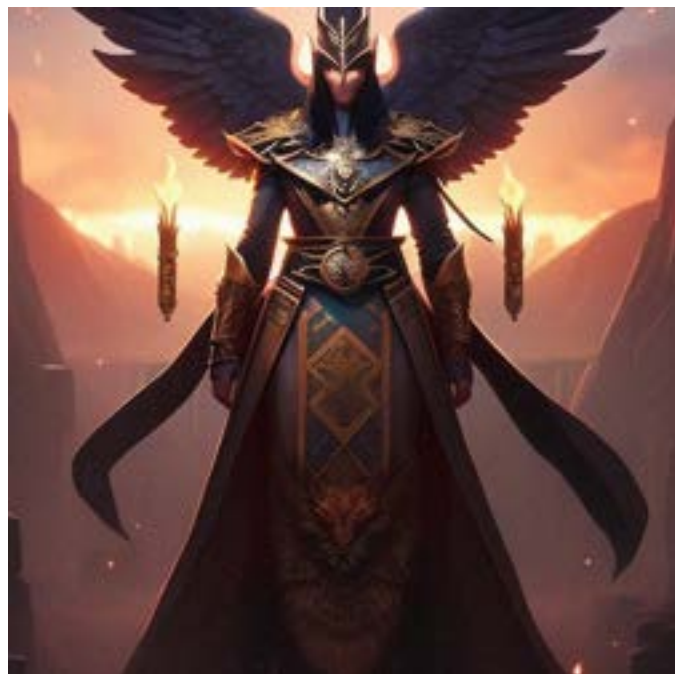
Multiattack. The quadikhan makes two longsword attacks.

Flaming Longsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 13 (2d8 + 4) slashing damage or two-handed 18 (4d6 + 4) slashing damage, plus 7 (2d6) fire damage.

Summary Judgement (3x/day). Up to four targets within 60 feet of the quadikhan must make a DC 16 Charisma save. On a failure, the target takes 21 (6d6) psychic damage and suffers disadvantage to ability checks, saves and attack rolls for one day. On a successful save, the target takes half damage.

Summon Inevitable (1x/day). The quadikhan summons a Kolyarut, Marut or Zelehut to an empty space within 60 feet. The summoned creature is friendly to the quadikhan and acts on its own initiative. The summoned creature remains for 10 minutes or until reduced to 0 hit points.

Quadikhan (Kuu-wa-dee-kan) are extraplanar judges whom are sometimes summoned to arbitrate cases lesser



individuals cannot seem to resolve. Quadikhan appear of their own free will and leave of their own free will; however, they always seem to appear where most needed to resolve cases of great import when justice is required.

Quadikhan are incorruptible and inscrutable. They know even the minutest laws of the land they arrive in, and always interpret to the letter of the law. They seem to have intimate knowledge of the case and its details, even without the need for witnesses, though they will allow such individuals testify - even if to just to debunk their tales. Luckily for many, a Quadikhan never accuses an individual of a crime; they only arrive to resolve the guilt or innocence of those already accused of a crime.

Combat

Quadikhan are not executioners; they only fight to restrain loosed prisoners or to defend themselves. However, they have a mighty arsenal at their disposal to tend to disruptive prisoners or mobs if the need arises. If threatened, they prefer to fall back on their ability to summon an inevitable to bring order back to any situation.

However, in cases where they are called to preside over a crime or other breach of law, at the conclusion of the trial a quadikhan may utilize its summary judgement ability to punish the transgressors, if such acts warrant it. They have also been known to carry out executions for heinous crimes themselves, or summon an inevitable to deal with the law breaker.

Summoning a Quadikhan

A quadikhan can be summoned with *Summon Monster IX* spell. If summoned by a *Planar Ally* spell, a quadikhan always demands payment for its services as a judge.



Bestiary Nefarious



Quadikhan on Amberos

The judges of Ran Da Khan have all been secretly instructed in an incantation that allows them to summon a quadikhan at will, though they tend to reserve its use for matters of treason or tricky cases where the penalty is death. Randu is reputed to invoke quadikhan from time to time, but do not seem to have a reliable incantation from which to summon quadikhan to serve like the judges of Ran Da Khan. Quadikhan can appear in any other nation when they so choose, though they are not usually purposely invoked outside of the lands of Randu, Ran Da Khan, Simera and the Skienlands.

Quadikhan are the servants of Zzadasa, the Lawyer, and there are legends of a cabal of quadikhan who defected with Tuma following the elvin golden age. These rogue quadikhan supposedly set themselves up as accusers, judge and jury over Amberos. According to legend, those brought into the court of these rogue quadikhan are never seen again, for the quadikhan can find even the most innocent guilty of some violation of a law.

Quintarran

Quintarran

Huge giant, neutral

Armor Class 13 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 40 ft., climb 40 ft., burrow 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	19 (+4)	13 (+1)	13 (+1)	13 (+1)

Skills Deception +3

Senses darkvision 90 ft., passive Perception 11

Languages Giantish, Common

Challenge 19 (22,000 XP) **Prof** +6

Water breathing. The quintarran can breathe underwater.

Actions

Multiattack. The quintarran makes three attacks; two claws and a bite. If not grappling, it may make two rock attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft. *Hit:* 10 (3d6) piercing damage and the target must make a DC 18 Constitution save. On a failure, the target is paralyzed for 1 minute. The target may make another save at the end of its turn to end the condition. Targets immune to poison are unaffected.

Claws. *Melee Weapon Attack:* +13 to hit, reach 15 ft. *Hit:* 28 (6d6 + 7) slashing damage. If the quintarran hits the target's AC by 4 or more, it starts a grapple. A quintarran can grapple one Huge, two Large or up to five Medium or smaller sized targets. Its claw damage is reduced by 3 (1d6) for each Medium target it grapples, and 7 (2d6) for each Large target. If it grapples a Huge target, it cannot attack other opponents with its claw attack.

Rock. *Ranged Weapon Attack:* +13 to hit, range 30/120 ft. *Hit:* 27 (3d10 + 7) bludgeoning damage. If the quintarran hits the target's AC by 4 or more, the target is knocked prone.

Bonus Actions

Constrict. If the quintarran starts its turn grappling a target, its claw attacks automatically hit.

Reactions

Living Shield. If the quintarran is hit by an attack and is grappling a Large or smaller target, the grappled target takes the damage instead of the quintarran.

Quintarran (pron. Kwin-taur-ann) are a race of reclusive giantspawn that favor mountainous regions. They have a taste for flesh and enjoy collecting trinkets taken or made from their victims.

Combat

A quintarran attacks by slashing at opponents with its clawed hands. They are capable of tearing huge gouges out of the earth with the sharp nails to get at prey hiding from them. Quintarrans will often use victims to shield themselves from opponent's attacks, and will carry off victims to feast on later.

Quintarran Society

Living in small families in the wilderness, the Quintarran make homes in caves with a large body of nearby water and rarely join together in groups larger than a family unit, with long-distance interactions with their extended relatives. They engage in herding animals, but gather wild plants for food instead of growing their own gardens.

Quintarran on Amöeros

Found in Erakatuo, Simera and Ulanst, most quintarran have been driven to the hills or mountains by humans who fear them. Most quintarran have retreated willingly, not wishing to reduce their own numbers through needless war.



Quizzit

Quizzit

Medium aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	13 (+1)	21 (+5)	15 (+2)	15 (+2)

Skills History +7, Investigation +9, Perception +4

Condition Immunities confused

Senses darkvision 60 ft., passive Perception 14

Languages Telepathy 120 ft.

Challenge 3 (700 XP) **Prof** +2

Regeneration. If the quizzit has not taken acid or fire damage since its last turn, it heals 3 hit points.

Storehouse of Knowledge. The quizzit can recall any fact it heard with unerring accuracy. If there is a question if the quizzit would know an answer to a factual question, it makes a History skill check with advantage to recall the information.

Actions

Multiattack. The quizzit makes three attacks; one with its claws, one with its bite and one with its tail.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (3d4 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d10 + 1) slashing damage. If the quizzit exceeds the target's AC by 4 or more against a Small or Tiny target, the target is engulfed. An engulfed target takes 2 (1d4) acid damage at the start of its turn.

Chilling Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage, plus 4 (1d8) necrotic damage and the target cannot take reactions.

Overwhelming Gaze. The quizzit can telepathically overwhelm a target that it can see within 30 feet with a sudden rush of information. The target must make DC 12 Intelligence save. On a failure, the target is Confused for 1 minute. At the end of each of its turns, the target may make another save to end the condition. If the target makes the save, it gains advantage on the next Intelligence based skill check it makes.

A quizzit (pron. Kwiz-it) is an odd creature whose mind is filled with mundane, strange, and trivial facts. They thrive on constantly expanding their knowledge, by any means necessary.



Combat

Despite their knowledge and sage-like skills, the quizzit enjoys tests of arms as well as riddle challenges and logic-based games.

Those who sometimes seek a quizzit out for its knowledge find themselves challenged to a duel for the information. If the quizzit wins, it generally demands some form of significant information from the loser. If the opponent wins, the quizzit will divulge the agreed-upon information. It should be noted that quizzits are terse when supplying information, and greatly enjoy forcing opponents into another battle of wits for additional information, always hoping to come out on top.

Losers of these contests who are unable to supply new knowledge to the quizzit generally are slain by the quizzit as “unworthy” beings.

Quizzit on Amberos

Quizzits can be found primarily in Riddlekill, Vilalance and the Kirranays. There are tales of them in Ran Da Khan, but no known quizzit has been encountered there for at least a hundred years.

Quuran

Quuran

Medium humanoid (shapechanger), any evil

Armor Class 14

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	11 (+0)	19 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Cha +8

Skills Deception +11, Insight +6, Investigation +7, Persuasion +11

Senses darkvision 60 ft., passive Perception 13

Languages Common and any language it has heard for at least one minute in the past 24 hours

Challenge 5 (1,800 XP) **Prof** +3

Friendly Face. A quuran always appears to others as a perfect specimen of the target's race, though the quuran can choose the gender it assumes. Each target sees the quuran as its own race. This gives the quuran advantage on any interactions with a target.

Silver Tongue. The quuran has advantage on Deception (Charisma) skill checks and is unaffected by a *Zone of Truth* or *True Seeing* spell.

Weightless. A quuran has no weight and can pass horizontally over open spaces or fluids without falling or sinking.

Actions

Multiattack. The quuran makes two knife attacks.

Poisoned Knife. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 6 (1d4 + 4) piercing damage, plus the target must make a DC 16 Constitution save, taking 18 (4d8) poison damage on a failure, half that on a success.

Charm Gaze. A target that the quuran can see within 30 feet must make a DC 16 Wisdom save. On a failure, the target is charmed for 1 day. If the target takes damage, it may make another save with advantage to end the condition.

Reactions

Uncanny Dodge. If the quuran is hit by an attack, it takes half damage.

A quuran (KOO-ran) is a curious creature known also as a false prophet. They are capable of masquerading as nearly any humanoid race with their magical powers. Likewise, they



use their magical powers to fool others into believing they are the messengers of gods, goading people into vile and evil acts. A quuran is not defenseless though; it is also as quick with a blade as quick as its wit.

Comðac

It is not common for a quuran to enter combat, preferring to talk their way out of a bad situation, or having their thralls or sycophants fight for them.

If forced to fight, they do so with guile to catch an enemy as unprepared as possible. Even though they strike swiftly when so moved, they prefer to spare an opponent in the hopes of turning them into a thrall under their control.

Quuran on Æmðeros

Found almost exclusively in Randu and the Skienlands, quuran are such a danger to these people that both countries have a special requirement of their priests and judges – in the Skienlands, any preaching priest or judge on a pulpit must remain seated in a specially made scale to prove they are not weightless – and thus quuran. In Randu, priests performing sermons normally place their finger in a merchant's scale during their sermon, proving they are not weightless. Randese judges wear an ornamental warhammer around their necks, proving that they have “weight”. In both countries, a common insult is to state that one's argument “carries no weight” – thus insinuating that the person is lying like a quuran.

Raatori

Raatori (pron. Raw-tor-ee) are a psionic race of shapechangers, capable of assuming the form of a giant bird. They are a warrior race, though they have a philosophical bend; they seek the means to become the ultimate fighting machines, and to be the very best at what they do.

Raatori are not mindless fighters, however. They choose their opponents wisely, and only pick fight against those they feel would challenge their abilities. Even then, they are prone to only start a fight with those who are willing to do battle with them, or prove themselves to be honorless lawbreakers who deserve a good drubbing.

Combat

A Raatori prefers ritualized combat, which generally allows them a round or two to set up their psionic focus and prepare their attack. If forced into fighting without time to prepare ahead of time, they will usually attempt to beat the opponent back to give them a moment or two to psionically focus for an attack. Failing that, they fight to the best of their



Raatori

Large monstrosity (shapechanger), usually lawful neutral

Armor Class 13 (natural armor) [mage armor 15]

Hit Points 78 (12d8 + 24)

Speed 30 ft., (animal form 10 ft., fly 80 ft.)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	15 (+2)	12 (+1)	13 (+1)	15 (+2)

Skills Perception +6

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 16

Languages Common, Raatori

Challenge 6 (2,300 XP) **Prof** +3

Psionic Resistance. The raatori has advantage on saves that target Intelligence or Wisdom.

Actions

Multiattack. The raatori makes two attacks; two glaive attacks or two claw attacks or one radiant blast and a claw attack.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 14 (2d8 + 5) slashing damage.

Glaive (Humanoid only). *Melee Weapon Attack:* +8 to hit, reach 15 ft. *Hit:* 18 (2d12 + 5) slashing damage.

Radiant Blast. *Ranged Spell Attack:* +5 to hit, range 120 ft. *Hit:* 17 (3d10 + 1) radiant damage.

Shapechange. The raatori can assume the shape of a giant eagle or change back to its humanoid form. Its statistics do not change and any gear is unaffected by the change.

Spellcasting. The raatori is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The raatori has the following sorcerer spells prepared:

Cantrips (at will): *friends, light, mage hand, message, minor illusion, shocking grasp*

1st level (4 slots): *charm person, comprehend languages, mage armor, witch bolt*

2nd level (3 slots): *blur, calm emotions, detect thoughts, enhance ability*

3rd level (3 slots): *clairvoyance, haste, protection from energy, sending*

4th level (3 slots): *arcane eye, confusion, dominate beast, greater invisibility*

5th level (2 slots): *dominate person, Rary's telepathic bond, seeming, telekinesis*

6th level (1 slots): *eyebite, mass suggestion*

Bonus Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 12 (2d6 + 5) piercing damage.



Bestiary Nefarious

skill and ability. If the fight was spontaneous and they are losing, Raatori will shift to bird form and attempt to put some distance between themselves and their opponent before regrouping to return to the combat.

If the Raatori willingly initiated a ritualistic combat, they will abide by the rules set down for the fight.

Raatori Society

Raatori live in small groups known as cloisters. Each cloister is led by a single master of the combat form all members of the Raatori use in combat. Cloisters are often in competition with each, though in a friendly sort of matter, each attempting to prove their style of combat is superior to all others.

Raatori cloisters usually base themselves in out-of-the-way areas that allow them to focus on their martial arts and meditation, but still close enough to travel forth to test their battle skills against others.

Cloisters rarely trade with other communities and produce their own food and goods for personal use. While a cloister will contain males and females, they are generally segregated except for short windows of interaction. Like in all things, the two genders engage in ritual combat for the right to mate and only remain together long enough for any offspring to reach an age at which it can join its members to learn the fighting styles of its cloister.

Raatori on Amberos

Raatori are natives of Ulanst, Lanster and Erakatuo. They can be found sometimes in Simera but are unknown in other nearby areas such as Kennestone.

Ramudí

Ramudí

Medium monstrosity, unaligned

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 40 ft., teleport 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	15 (+2)	6 (-2)	19 (+4)	16 (+3)

Saving Throws Dex +5

Skills Acrobatics +5, Athletics +6, Perception +6

Condition Immunities immobilized

Senses darkvision 60 ft., passive Perception 16

Languages Auran, Sylvan

Challenge 3 (700 XP) **Prof** +2

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Blink. When targeted by an attack, the ramudi teleports 30 ft. The attack is then resolved.

Sometimes referred to as the hunter's bane, ramudi (pro. Raw-mood-ee) are strange beasts that seem to haunt the thickest of forests. Swift and nearly impossible to catch, they are prized by hunters as one of the most elusive and exotic animals that tests a hunter's ability to bag.

However, as elusive as ramudi are, they can be very dangerous - more than one hunter who has gone out to seek this elusive prey has instead ended up gored on the creature's horns.

Combat

Ramudi use their ability to move effortlessly from one place to another to evade or close with an opponent. They generally prefer to avoid combat, but in the rutting season (usually the summertime), Ramudi can become quite aggressive and have been known to turn on hunters.

A Ramudi reduced to half hit points or less will usually break off from any combat and attempt to flee as fast as it can away from its attackers.

Ramudi on Amōeros

Ramudi haunt the forests of Kennestone and areas east, even into the Demon Jungle in Lanster. Randese nobles often organize large hunting groups to attempt to bag a single ramudi;



only a handful through the centuries has managed to succeed without resorting to magical means to capture the elusive beast.

Razorthorn Assassin

Razorthorn Assassin

Medium plant, neutral evil

Armor Class 13

Hit Points 52 (7d8 + 21)

Speed 30 ft.

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

Skills Stealth +7

Damage Vulnerability cold, fire

Damage Resistances bludgeoning weapons

Condition Immunities deafened, exhaustion

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

Languages Sign language

Challenge 2 (450 XP) **Prof** +2

Camouflaged. A razorthorn assassin that has not moved or taken an action is indistinguishable from normal vines and other overgrowth.

Trackless. A razorthorn assassin leaves no trace when moving through an area and cannot be tracked by non-magical means.

Actions

Multiattack. The razorthorn assassin makes two barbed vine attacks.

Thorn Caltrops (Recharge 5+). The razorthorn assassin seeds a 30 ft. area within 15 feet with caltrops. The seeded area is considered difficult terrain and if the target fails a DC 15 Dexterity check when entering or moving through the area, they take 1 piercing damage and their walking speed is reduced by 10 ft until they receive some form of healing.

Barbed vine. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 6 (1d6 + 3) piercing damage, plus 4 (1d8) poison damage. If the razorthorn assassin exceeds the target's AC by 4 or more, it starts a grapple and the target cannot breathe until it is free.

Razorthorn assassins are foul plants with one purpose in mind: the death of sentient creatures that intrude into its domain. They have an utter disdain for any form of bipedal creature, and attack it without mercy or provocation. This includes even fey creatures such as dryads, nixies and other denizens of the forest.



Combat

Razorthorn assassins prefer to strike from ambush, using their ability to blend into their surroundings to attack foes. Just before striking, they will seed the area with thorn caltrops to make the target's escape difficult. If they meet strong resistance, they usually slink back into the woods and attempt to find another spot to ambush from.

Razorthorn assassins are cunning enough to create and use traps made from natural materials, and seem to prefer ones that sever limbs, perforate foes or crush their prey.

Razorthorn Assassins on Ambecros

These deadly creatures are found primarily in the Living Forest of the Kingdom of Vall Vega. Occasionally, they have been encountered in the Kennestone Forest, but their origin in those woods is unknown.

Remnant Defender

Remnant Defenders are undead creatures that are the remains of those who were entrusted to protect or defend a specific area, even beyond death. Haunted by their undying need, they rise from the grave to continue protecting the area they guarded in life.

While many remnant defenders were good beings in life, in unlife they are hateful towards others who trespass into their protected area – especially those of a similar race and/or profession as their own. They often blame others for their own failures, and will attack such individuals as traitors of the worst sort.

A remnant defender is a template that can be applied to any humanoid. It gains the following abilities.

Ability Score Increase. The remnant defender increases its Strength or Dexterity by 2. It also increases its Constitution by 2.

Damage Immunities. Poison

Condition Immunities. Diseased, Frightened, Poisoned

Spell Resistance. A remnant defender has advantage on saving throws against spells and other magical effects.

Undead Traits. A remnant defender does not need to eat, drink or sleep.

Willful. A remnant defender is proficient in Wisdom saves and has advantage on Wisdom saving throws.



Elvin Guardian

Medium undead (elf), any alignment

Armor Class 18 (chain mail)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	15 (+2)	11 (+0)	12 (+0)

Saving Throws Wis +2

Skills Acrobatics +5, Arcana +4

Damage Immunities cold

Condition Immunities charmed, diseased, exhausted, poisoned, sleep

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvin

Challenge 1 (200 XP) **Prof** +2

Magic Resistance. The remnant defender has advantage on saving throws against spells and similar effects.

Undead traits. The remnant defender does not need to breathe, eat, drink or sleep.

Actions

Multiattack. The remnant defender makes two longsword or two longbow attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage or two-handed 7 (1d10 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range X/Y ft. *Hit:* 7 (1d8 + 3) piercing damage.

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

Cantrips (at will): *faerie fire, firebolt, mage hand, prestidigitation*

1st level (4 slots): *magic missile, misty escape, shield*

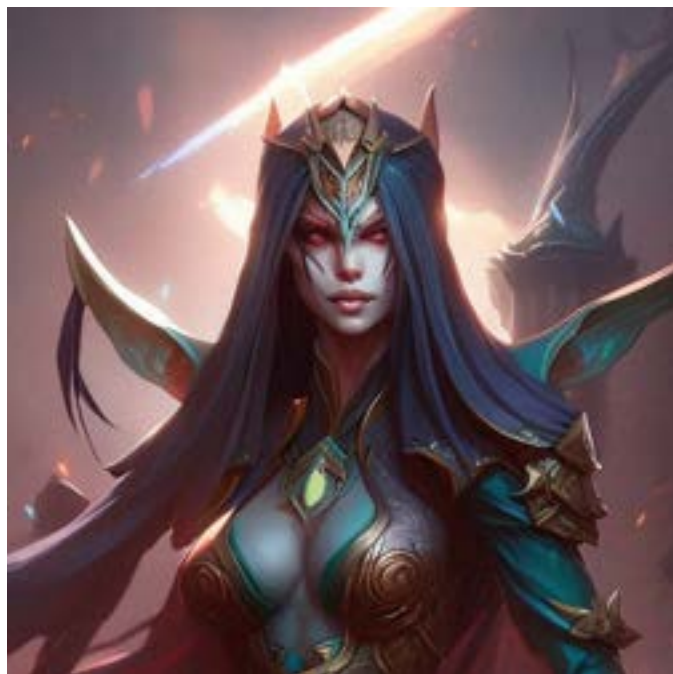
2nd level (3 slots): *invisibility, levitate*

3rd level (2 slots): *counterspell, fireball*

Remnant Defenders are the remains of warriors slain in battle while defending some location or item. So strong is their determination to defend the lost location that after death, their remains arise in a futile effort to defend what they could not in life.

Combat

Remnant defenders use their weapons and skills to the best of their ability. Enhanced by their own undead, remnant



defenders will never willingly flee and always fight to the death. Often remnant defenders will scorn members of their own race or former organization, feeling that they were betrayed or let down in their time of need by these beings - who now have the audacity to show up.

Remnant Defenders on Amberos

When Ziga turned to evil, she embarked on a campaign of terror against the elves of Amberos, and her various races and demons slew many elves before the tide was turned against her. There are many numerous lost and hidden enclaves across Amberos that once belonged to the elves that were plundered during or shortly after Ziga's betrayal. Several of these lost enclaves hold remnant defenders, still waiting after centuries for the elves to come and relieve them of their duties.

Elvin Remnant Champion

Medium undead (elf), any alignment

Armor Class 18 (chain mail)

Hit Points 32 (11d8 + 22)

Speed 30 ft.

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

Saving Throws Wis +3

Skills Acrobatics +6, Arcana +6

Damage Immunities cold, poison

Condition Immunities charmed, diseased, exhausted, poisoned, sleep

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvin

Challenge 7 (2,900 XP) **Prof** +3

Magic Resistance. The remnant defender has advantage on saving throws against spells and similar effects.

Undead traits. The remnant defender does not need to breathe, eat, drink or sleep.

Actions

Multiattack. The remnant defender makes three longsword or two longbow attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage or two-handed 7 (1d10 + 2) slashing damage, plus 9 (2d8) force damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range X/Y ft. *Hit:* 7 (1d8 + 3) piercing damage, plus 4 (1d8) force damage.

Spellcasting. The remnant defender is a 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The remnant defender has the following Wizard spells prepared:

Cantrips (at will): *faerie fire, firebolt, mage hand, prestidigitation*

1st level (4 slots): *magic missile, misty escape, shield*

2nd level (3 slots): *invisibility, levitate*

3rd level (3 slots): *counterspell, fireball*

4th level (3 slots): *fire shield, phantasmal killer*

5th level (2 slots): *animate objects, dominate person*

6th level (1 slots): *chain lightning*



Bestiary Nefarious

Dwarven Remnant Defender

Medium undead (dwarf), any alignment

Armor Class 18 (breastplate + shield)

Hit Points 47 (5d8 + 25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	20 (+5)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Con +7, Wis +3

Skills History +4, Smith's Tools

Damage Immunities cold, poison

Condition Immunities diseased, exhausted, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven

Challenge 1 (200 XP) **Prof** +2

Favored Foe (2x/long rest). The remnant defender marks a target for 1 minute. Thereafter, the first time the remnant defender hits the target in a round, it takes an additional 2 (1d4) damage.

Magic Resistance. The remnant defender has advantage on saving throws against spells and similar effects.

Undead traits. The remnant defender does not need to breathe, eat, drink or sleep.

Actions

Multiattack. The remnant defender makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 8 (1d12 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft. *Hit:* 6 (1d10 + 1) piercing damage.

Bonus Actions

Surge (Recharge 5+). The remnant defender makes a Greataxe attack.

Reactions

Combat Roll. If the remnant defender is targeted by an attack, it can move 15 feet before the attack is resolved. This move does not provoke opportunity attacks.

Dwarven remnant defenders are often the remains of defensive positions who died to the last dwarf. In death, they have become highly aggressive, moving forward from their defensive positions to meet the enemy on the field of battle.



Once engaged against a foe, usually only their own destruction will cause them cease pursuing a foe.

Combat

Dwarven remnant defenders attempt to close with their enemy quickly and hack them down. They fight without giving or expecting quarter from their enemies.

Dwarven Remnant Defenders on Amberos

Most dwarven remnant defenders are from the titanic battles between the Dwarven Dur-Wundar Empire and the Devilhands of Gehenna during the Dark Age. The dwarves were driven from their underground strongholds by the Devilhands, and now many of the ancient and abandoned underground structures have become the sole residents of contingents of dwarven defenders, returned to unholy life to defend the ancient halls of their despoiled ancestors.

Dwarven Remnant Defender Captain

Medium undead (dwarf), any alignment

Armor Class 18 (breastplate + shield) [Defensive stance 22]

Hit Points 104 (11d8 + 55)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Con +8, Wis +4

Skills History +5, Smith's Tools

Damage Immunities cold, poison

Condition Immunities diseased, exhausted, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven

Challenge 8 (3,900 XP) **Prof** +3

Favored Foe (2x/long rest). The remnant defender marks a target for 1 minute. Thereafter, the first time the remnant defender hits the target in a round, it takes an additional 3 (1d6) damage.

Magic Resistance. The remnant defender has advantage on saving throws against spells and similar effects.

Undead traits. The remnant defender does not need to breathe, eat, drink or sleep.

Actions

Multiattack. The remnant defender makes three greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d12 + 3) slashing damage plus 9 (2d8) fire damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft. *Hit:* 6 (1d10 + 1) piercing damage.

Bonus Actions

Defensive Stance(Recharge 5+). The remnant defender's Speed becomes 0 and cannot be modified. It gains a +4 bonus to AC, adds 1 to attack and damage rolls and adds 2 to all saving throws. The stance lasts for 3 rounds or the remnant defender chooses to end the stance.

Surge (Recharge 5+). The remnant defender makes a Greataxe attack.

Reactions

Combat Roll. If the remnant defender is targeted by an attack, it can move 15 feet before the attack is resolved. This move does not provoke opportunity attacks.



Bestiary Nefarious

Orc Remnant Defender

Medium humanoid (orc), usually chaotic evil

Armor Class 13 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +6, Con +5, Wis +3

Skills Intimidation +2, Perception +3

Damage Resistance bludgeoning, piercing and slashing damage (raging only)

Damage Immunities cold, poison

Condition Immunities charmed, diseased, exhausted, poisoned, sleep

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orcish

Challenge 1 (200 XP) **Prof** +2

Danger Sense. The remnant defender has advantage on Dexterity saving throws.

Powerful Build. The remnant defender is treated as Large for purposes of determining its carrying capacity

Rage (4x/long rest). The remnant defender gains advantage on Strength checks and Strength saving throws. It also adds +2 damage with melee weapons. This lasts for 1 minute.

Spell Resistance. The remnant defender has advantage on saving throws against spells and similar effects.

Undead traits. The remnant defender does not need to breathe, eat, drink or sleep.

Actions

Multiattack. The remnant defender makes two greataxe or javelin attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, range 30/120 ft., *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Aggressive. The remnant defender can move up to its speed towards a hostile creature that it can see.



creatures who are exceptionally dangerous and aggressive. Though capable of speaking, they prefer to defend their positions silently, letting their actions speak instead of any words or speeches.

Combat

Orc remnant defenders eagerly rush forward to battle whoever violates their sacred bastion. They fight without mercy or hesitation, slaying any last interlopers that trespass upon their charge. The one hope a victim has is to escape the area the orc remnant defender protects, for the creature is reluctant to leave the area it defends.

Orc Remnant Defenders on Amberos

There are tales of ancient citadels from the days of the Golgoth empire that are defended by these creatures. The most infamous of these has been dubbed the Keep of the Orcs in the wastes at the edge of Nauwflouwd, Barbed March and the Southern Kingdom. According to legend, they defied the traitorous call of Ziga and were cursed upon their death to still defend these chambers and vault against intrusion to this day.

Orc remnant defenders are a rarity for there are few causes that orcs will die to defend. This tends to make them solitary

Bestiary Nefarious

Orc Remnant Defender Scion

Medium humanoid (orc), usually chaotic evil

Armor Class 13 (hide armor)

Hit Points 102 (12d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +8, Con +7, Wis +4

Skills Intimidation +3, Perception +4

Damage Resistance bludgeoning, piercing and slashing damage (raging only)

Damage Immunities cold, poison

Condition Immunities charmed, diseased, exhausted, poisoned, sleep

Senses darkvision 60 ft., passive Perception 14

Languages Common, Orcish

Challenge 8 (3,900 XP) **Prof** +3

Brutal Strike. The remnant defender rolls an extra weapon damage die (2d12 greataxe or 2d6 javelin) when it moves at least 20 feet.

Danger Sense. The remnant defender has advantage on Dexterity saving throws.

Powerful Build. The remnant defender is treated as Large for purposes of determining its carrying capacity and ability to wield weapons.

Rage (5x/long rest). The remnant defender gains advantage on Strength checks and Strength saving throws. It also adds +3 damage with melee weapons. This lasts for 1 minute.

Relentless Rage. If the remnant defender drops to 0 hit points, it instead drops to 1 if it makes a DC 10 Constitution save. The DC for this save increases by 5 for each additional use of this ability.

Spell Resistance. The remnant defender has advantage on saving throws against spells and similar effects.

Undead traits. The remnant defender does not need to breathe, eat, drink or sleep.

Actions

Multiattack. The remnant defender makes two greataxe or javelin attacks.

Large Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 18 (2d12 + 5) slashing damage.

Large Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, range 30/120 ft., *Hit:* 12 (2d6 + 5) piercing damage.

Bonus Actions

Aggressive. The remnant defender can move up to its speed towards a hostile creature that it can see.



Rhudee

Rhudee

Small beast (insect), unaligned

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses Blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (100 XP) **Prof** +2

Actions

Multiattack. The rhudee makes two attacks; one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 6 (1d12 + 1) slashing damage.

Bite. *Melee Weapon Attack:* +1 to hit, reach 0 ft. *Hit:* 1 (1d4-1) slashing damage and the victim must make a DC 11 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Bonus Actions

Whip frond. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 3 (1d4 + 1) bludgeoning damage. If the rhudee hits a Medium or smaller target's AC by 4 or more, it starts a grapple.

Reactions

Rattle. If hit by an attack, the rhudee rattles its wings menacingly and moves 20 ft. This movement does not provoke opportunity attacks.

Rhudee (pron. Roo-dee) are large vermin that dwell in desert areas in towering mounds made from hardened mud. The mounds extend down into the earth, through mud-hardened tunnels with the rhudee queen at the very bottom of the nest. Though mindless, they are social creatures, using numbers to defend, cultivate and otherwise manage areas of their domain.

Rhudee swarms have been known to attack each other on occasion - especially if small group of Rhudees with their own new queen splinters off from the main swarm.

Training a Rhudee

Rhudees raised from infancy away from a hive queen can be trained as a sort of pet or guardian. Rhudees captured from

a hive will never submit to such training, however. It takes 6 weeks to train a rhudee, and a trained specimen fetches 50 gp.

Combat

Rhudees attack by lashing their victim and drawing them in closer, where they use their bladed limbs and poison mandibles to disassemble prey. Worse, rhudees tend to work in packs; one rhudee snares an opponent with it's whip fronds, while the others pounce on the victim to slash and bite at the prey.

Once engaged, rhudees rarely break off the attack until victorious or dead.

Rhudee on Amberos

Rhudees can usually be found in the wastes of Randu, though they are sometimes encountered in Llannhanex and Liannhanex. In Llannhanex, it is Common to mark an area known to be infested with Rhudee with red banners set atop man-sized poles.



Ridulya

Ridulya

Small fiend, chaotic evil

Armor Class 13 (natural armor)

Hit Points 91 (14d6 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +4

Skills Acrobatics +4, Athletics +7, Deception +8, Intimidate +6

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Draconic

Challenge 6 (1,800 XP) **Prof** +3

Jockey. If a target grappled by the ridulya fails a DC 14 Charisma save at the start of its turn, the ridulya can move the target its speed in a direction and distance the ridulya chooses.

Leap. The ridulya can high jump 15 ft. and long jump 30 ft. from a standing start.

Ride. If a ridulya grapples a target, it can use the target as if it were a mount under the ridulya's control (see Jockey), and the target's speed is not reduced to 0. Likewise, the target cannot attack the ridulya while grappled.

Actions

Multiattack. The ridulya makes two claw attacks.

Draining. If grappling a target, the target must make a DC 14 Wisdom saving throw. On a failure, the target gains a level of exhaustion. The exhaustion gained in this manner can be removed with a short rest.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) slashing damage. If the ridulya hits the target's AC by 4 or more, it starts a grapple.

Reactions

Redirect. If the ridulya is grappling a target and hit by an attack, the target takes half the attack's damage.

Ridulyas (pron. Rhy-duel-eez) are foul demons that use their pitiful appearance to lure humanoids into carrying them on their shoulders. Though they have human proportions, they lack any legs and walk on their hands. Once astride the



shoulders of a victim a Ridulya latches on with terrible strength and uses its wicked abilities to force the victim to perform all sorts of twisted deeds or suffer the wrath of its ability-draining touch.

Those whom are not fooled by the ridulyas pleas often find themselves under attack by the deceptively power demon, again with it attempting to leap atop the shoulders of its victims where it can attempt to "ride" the victim and force them to commit foul acts.

Ridulya rarely carry treasure on them; doing so would often spoil their disguise. However, a ridulya is rarely encountered far from its hoard, and enjoys adding new trinkets to its trove once it has dispatched a victim.

Combat

A ridulya feigns weakness to trick its opponent to pick it up and carry it - preferably on its shoulders. Once astride an opponent's shoulders, the ridulya seizes the victim with its powerful grip and threatens them with exhaustion to terrorize its victim and attempt to force them to comply. It then uses the threat of more exhaustion to attempt to persuade its victim to perform all manner of foul and evil acts for the creature's own amusement.

If an opponent resist picking up the ridulya, the creature flies into a maddened rage and attempts to grapple with the opponent and crawl up to the shoulders, or leap onto the opponent's shoulder and gain a firm grasp. Once it has a hold of an opponent it attempts to act as above, forcing the victim to perform all manner of vile acts until it tires of the victim or is somehow removed.

Bestiary Nefarious

Ridulya on Amberos

While not common, ridulya are primarily encountered in the Skienlands and the surrounding vicinity. They are virtually unknown on western Amberos.



Sesenti

Sesenti

Medium aberration (aquatic), any non-good alignment

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Con +4

Senses darkvision 120 ft., passive Perception 11

Languages Common, Sesenti

Challenge 2 (450 XP) **Prof** +2

Swim-by Attack. A sesenti does not provoke opportunity attacks when it moves.

Limited Amphibiousness. The sesenti can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Actions

Multiattack. The sesenti makes two attacks, using any combination of claws or trident.

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

Shock Field (Recharge 5+). All targets within 15 ft. of the sesenti must make a DC 12 Dexterity save. On a failure, the target takes 10 (3d6) lightning damage, half on a successful save. A sesenti can only use this ability underwater.

Trident. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (3d3 + 3) piercing damage or two-handed 10 (3d4 + 3) piercing damage.

Bonus Actions

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

Sesenti (pron. Sey-sin-tee) are strange creatures of the dark deep who prey on creatures that stray too close their hunting grounds. They avoid contact with other races, though they often live in fringe areas outside of undersea communities, preying on those unlucky enough to wander into their clutches. They have an unending hate of sahuagin and will attack such beings on sight. In turn, they are feared by sahuagin as a sort of “boogeyman”.



Combat

Sesenti prefer to hide from prey until they are close enough to strike. A sesenti will then usually rush from cover, attempting to overwhelm a target before it can effectively strike back. Against strong targets, they have been known to quickly move in, strike and then retreat to a safe distance to repeat the attack when the target is least expecting it.

If facing a large or superior enemy force, the sesenti will quickly make off with its prey before a counterattack can be organized.

Sesenti Society

While sesenti sometimes hunt in packs, they do not form strong social bonds nor build lasting social structures or edifices. They tend to rest in areas that naturally protect them, but do not call any place home.

Sesenti briefly meet to mate once a year, depositing egg sacs at their ancestral meeting places. Young sesenti grubs hatch within 3 days, hunting each other for food until only a handful remain to grow to maturity, and the surviving sesenti depart individually or in small hunting packs, to return yearly to repeat the process.

Sesenti on Amberos

Sesenti can be found in any of the four great oceans surrounding Amberos. They tend to have larger numbers in the east, thanks to the presence of prey available from Nydonna’s Sea Kingdom.

Bestiary Nefarious

Sesenti Devourer

Huge aberration (aquatic), usually neutral evil

Armor Class 15 (natural armor)

Hit Points 123 (13d12 + 39)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Con +6

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 11

Languages Common, Sesenti

Challenge 7 (2,900 XP) **Prof** +3

Swim-by Attack. A sesenti does not provoke opportunity attacks when it moves.

Water Breathing. A sesenti can breathe underwater. It cannot breathe air.

Actions

Multiattack. The sesenti makes two tentacle attacks.

Barbed Tentacles. *Melee Weapon Attack:* +7 to hit, reach 15 ft. *Hit:* 13 (2d8 + 4) piercing damage. If the sesenti hits the target's AC by 4 or more, it starts a grapple.

Consume. If the sesenti starts a turn grappling an opponent, the target must make a DC 15 Strength save or be engulfed. An engulfed target takes 5 (2d4) acid and 3 (1d6) lightning damage at the start of its turn while engulfed.

Shock Field (Recharge 5+). All targets within 15 ft. of the sesenti must make a DC 14 Dexterity save. On a failure, the target takes 20 (6d6) lightning damage, half on a successful save. A sesenti can only use this ability underwater.

Vortex (1x/day). The sesenti moves swiftly in a circular fashion, forming a whirlpool of water 40 ft. in diameter adjacent to its current location. The vortex is treated as obscured and difficult terrain, and those inside the vortex must make a DC 15 Strength save at the start of their turn. On a failure, the target's speed is reduced to 0 until the end of their next turn and they take 9 (2d8) bludgeoning damage. The sesenti can maintain the vortex for up to 1 minute, and it moves with the sesenti. If the sesenti's speed is reduced to 0 or it is otherwise prevented from moving, the vortex dissipates.

Bonus Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., *Hit:* 13 (2d8 + 4) piercing damage.

Sesenti devourers are ancient creatures that have lived for centuries in the dark depths of abysses and trenches deep in the ocean. Their many years in the dark depths twist their minds towards evil in a realm where only the strongest and smartest survive.

The sesenti devourer's long life and isolated existence has created a cruel intelligence and thirst to dominate its lesser offspring, using them to bring other beings to it to devour.

Sesenti watch their offspring very closely, and are careful to weed out those who show signs of enlarging and becoming devourers themselves.

Combat

Sesenti devourers usually attempt to baffle opponents with their illusions before moving in for the kill. They also often use their illusions to draw prey to their chasm, where they can be easily devoured. If facing a superior foe, sesenti will often flee the engagement – their long years of survival have taught them that it is better to run and live than to make a foolish last stand against a superior foe.

Sesenti Devourers on Amberos

Sesenti devourers are known to inhabit the Gate-caves of the Wyvern Sea and are also a menace found in deep trenches only a short distance from Nydonna's Sea Kingdom. Luckily for the sea kingdom, sesenti devourers are as likely to attack sahuagin and Ister-suul as they are to attempt to entrap the merfolk and aquatic elves of the Sea Kingdom.



Shaakasti

Shaakasti Reefer

Medium monstrosity (aquatic), any non-good

Armor Class 14 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	13 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Shaakasti

Challenge 1 (200 XP) **Prof** +2

Bloodthirst. The shaakasti deals an extra 3 (1d6) damage against targets that are not at full hit points.

Waterbound. If a shaakasti remains out of water for 1 minute or more, it must make a DC 15 Constitution save or gain a level of exhaustion. It repeats this save for every minute it is not submerged.

Water breathing. A shaakasti can breathe underwater.

Actions

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, or two-handed 6 (1d8+2) piercing damage.

Innate Spellcasting. The shaakasti's spellcasting ability is Intelligence (spell save DC 11). The shaakasti can innately cast the following spells, requiring no material components.

At Will: *detect magic, faerie fire, resistance*

1x/day: *command*

Bonus Actions

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

Shaakasti (pron. Shaw-kast-ee) are a race of shark folk that tend to live in the deep seas. Evil and carnivorous, they tend to hunt and enslave other races to keep for work and food stock. They are greatly feared by the many sea races, including the sea devils with which whom they often battle. They have been known to raid the surface worlds, sometimes just to spite their sea devil enemies.

Combat

Shaakasti are intelligent and often use weapons and ambush tactics against foes. They prefer to strike with



overwhelming force, and try to instill terror in their opponents to reduce their effectiveness in resisting.

Shaakasti, when fighting in groups, often lead the attack with runners holding wide nets to trap prey in. Once the prey is entangled, the other warriors rush to stab the entrapped victims. Shaakasti are quiet adept at working in tandem, often using the aid another action to bring down powerful foes.

Society

Shaakasti live in warrior clans, and when not fighting an enemy, these warrior clans are often ritualistically testing themselves against one another. Shaakasti clans can be simple affairs, but established Shaakasti communities and even cities are not unheard of.

Because Shaakasti are so constantly involved in keeping fit for battle, they have need for slaves to handle most of their other matters - from building homes to tending food and even making the shaakasti's weapons. Yet while the number of slaves in a Shaakasti community often outnumbers the Shaakasti themselves, the Shaakasti use terror tactics to keep the slaves in line - one such method is to threaten death not to just any slaves who misbehaves, but death to their companions as well - which are often family members or friends.

Shaakasti make no distinction between male or female; both sexes are expected to fight when the time arises, and both sexes fight with the same ferocity and skill. Shaakasti young are generally looked after by the slave populations Shaakasti keep. The young are taught and encouraged to look down upon and terrorized the slaves who raise them; in fact slaying one's caretaker when the Shaakasti comes of age is seen as a rite of passage into adulthood.

While Shaakasti do not have the natural ability to communicate with sharks as their sea devil enemies, they have a propensity to train and keep sharks near their communities.

Bestiary Nefarious

In any given community, there is generally at least one individual charged with this duty; the revered position is usually given to the eldest still-living warrior in the clan; usually the alternative to accepting the position is to “retire” – as food to younger and more capable Shaakasti.

Shaakasti on Amberos

Shaakasti are a huge threat to Nydonna’s Sea Kingdom, matched only by the danger of the sea devil’s empire. Luckily for the Sea Kingdom, the Shaakasti empire and the sahuagin empire seem more intent on wiping each other out first before turning on the Sea Kingdom.

Shaakasti worship M’kree Malka, the shark god.

Shaakasti Hunter

Medium monstrosity (aquatic), any non-good

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 10 ft., swim 40 ft.

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

Skills Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Shaakasti

Challenge 2 (450 XP) **Prof** +2

Bloodthirst. The shaakasti deals an extra 7 (2d6) damage against targets that are not at full hit points.

Waterbound. If a shaakasti remains out of water for 1 minute or more, it must make a DC 15 Constitution save or gain a level of exhaustion. It repeats this save for every minute it is not submerged.

Water breathing. A shaakasti can breathe underwater.

Actions

Multiattack. The shaakasti makes two spear attacks.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, or two-handed 6 (1d8+2) piercing damage.

Innate Spellcasting. The shaakasti’s spellcasting ability is Intelligence (spell save DC 11). The shaakasti can innately cast the following spells, requiring no material components.

At Will: *detect magic, faerie fire, false life, resistance*

1x/day: *command, enhance ability*

Bonus Actions

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

Bestiary Nefarious

Shaakasti Lurker

Medium monstrosity (aquatic), any non-good

Armor Class 14 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	18 (+4)	11 (+0)	10 (+0)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Shaakasti

Challenge 7 (2,900 XP) **Prof** +3

Bloodthirst. The shaakasti deals an extra 10 (3d6) damage against targets that are not at full hit points.

Waterbound. If a shaakasti remains out of water for 1 minute or more, it must make a DC 15 Constitution save or gain a level of exhaustion. It repeats this save for every minute it is not submerged.

Water breathing. A shaakasti can breathe underwater.

Actions

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage, or two-handed 6 (1d8+2) piercing damage.

Innate Spellcasting. The shaakasti's spellcasting ability is Intelligence (spell save DC 15). The shaakasti can innately cast the following spells, requiring no material components.

At Will: *detect magic, faerie fire, false life, resistance*

1x/day: *command, enhance ability*

Spellcasting. The shaakasti is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The shaakasti has the following Wizard spells prepared:

Cantrips (at will): *light, message, prestidigitation, ray of frost*

1st level (4 slots): *fog cloud, magic missile, shield*

2nd level (3 slots): *blindness/deafness, blur, cloud of daggers*

3rd level (3 slots): *dispel magic, fear, slow*

Bonus Actions

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



Shafra-li

Shafra-li (pron. Shaw-fa-ra-lee) are the result of the gods consorting with mortals. Born with the spark of divinity in them, they are more than human, but not quite divine beings. Many are forced to live among mortals, yet apart from them.

Shafra-li are generally amiable and caring, though their personalities differ as much as humanity's from which it came. Most Shafra-li find themselves isolated from human society even as many strive to become part of it.

Combat

While shafra-li are generally not aggressive, they often have had enough of a lifespan to have trained and mastered all sorts of weapons and forms of unarmed combat. They fight with all the intelligence and knowledge their long years have granted them, and they prefer not to strike with deadly force against other good beings, if they can help it.

When battling evil or undead, shafra-li can call on the divine energy of their deific parentage, allowing them blast said creatures with a holy ray of pure power.

If beset by opponents they cannot defeat, it is not uncommon for shafra-li to call on aid from their deific

Shafra-Li

Large celestial (demigod), any non-evil

Armor Class 16 (unarmored defense)

Hit Points 152 (16d10 + 64)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	17 (+3)	17 (+3)	19 (+4)

Saving Throws Int +8, Wis +8, Cha +9

Skills Insight +8, Medicine +8, Persuasion +11, Religion +8

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; cold, fire, lightning

Damage Immunities radiant

Condition Immunities charmed, stunned

Senses darkvision 60 ft., passive Perception 21

Languages Celestial, Common, Draconic, Elvin plus two additional languages

Challenge 16 (15,000 XP) **Prof** +5

Magic Resistance. A shafra-li has advantage on saving throws against spells or similar effects.

Actions

Multiattack. The shafra-li makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) radiant damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range X/Y ft. *Hit:* 12 (2d8 + 3) piercing damage, plus 7 (2d6) radiant damage.

Channel Divinity (3x/short rest). The shafra-li can use one of the following two abilities.

Radiance of the Dawn . Any magical darkness within 30 feet is dispelled. In addition, each hostile creature within 30 feet must make a DC 17 Constitution save. On a failure, the

target takes 20 (2d10+11) radiant damage, half on a successful save. A creature with total cover is unaffected.

Turn Undead. Undead that can see and hear the shafra-li within 30 feet must make a DC 17 Wisdom save. On a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

Spellcasting. The shafra-li is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The creature has the following Bard spells prepared:

Cantrips (at will): *dancing lights, mage hand, message, prestidigitation*

1st level (4 slots): *comprehend languages, detect evil and good, healing word, heroism, thunderwave*

2nd level (3 slots): *calm emotions, detect thoughts, enhance ability*

3rd level (3 slots): *bestow curse, nondetection, sending*

4th level (3 slots): *dimension door, polymorph*

5th level (3 slots): *awaken, seeming*

6th level (1 slot): *eyebite, true seeing*

Summon(1x/day). The shafra-li summons a Branlani (eladrin) with a 50% chance of success or two Hound Archons with a 75% chance of success

Bonus Actions

Flurry of Blows. The shafra-li makes two scimitar attacks.

Reactions

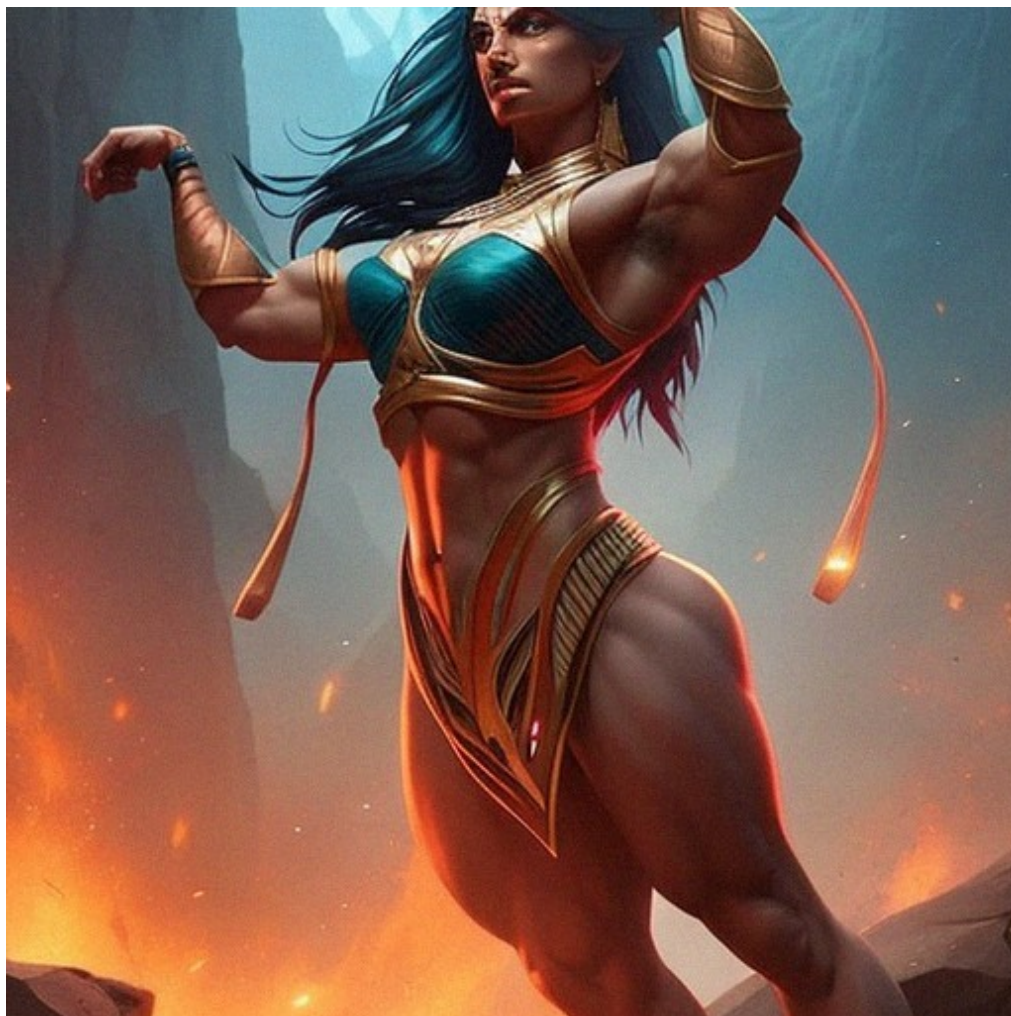
Spell Counter (Recharge 5+). The shafra-li counters a spell of 3rd level or less that is cast within 60 feet.

Bestiary Nefarious

parentage, which usually arrives in the form of one or more celestials to defend the shafra-li.

Shafra-li on Āmōcros

Shafra-li, and their cousins, the shafra-loa, can be found in the Shafra mountains of Skienlands. There, in the mountains, secreted away from humanity, the ancient Vedic gods built a city for the Shafra to dwell in. To this day, both the shafra-li and shafra-loa coexist in the city.



Shafra-loa

Shafra-Loa

Large celestial (demigod), any non-good

Armor Class 16 (unarmored defense)

Hit Points 152 (16d10 + 64)

Speed 45 ft., teleport 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	17 (+3)	19 (+4)	17 (+3)

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

Skills Deception +10, Persuasion +8, Religion +8, Survival +9

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, fire

Damage Immunities necrotic

Condition Immunities restrained

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 14

Languages Common, Draconic, Infernal plus two additional languages

Challenge 16 (15,000 XP) **Prof** +5

Spell Resistance. A shafra-loa has advantage on saving throws against spells or similar effects.

Actions

Multiattack. The shafra-loa makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) necrotic damage. If a target is reduced to 0 hit points by this attack, it dies and rises on its next turn as a zombie under the shafra-loa's control.

Longbow. *Ranged Weapon Attack:* +8 to hit, range X/Y ft. *Hit:* 12 (2d8 + 3) piercing damage, plus 7 (2d6) fire damage.

Channel Divinity (3x/short rest). The shafra-loa can use one of the following two abilities.

Fall of Darkness. Any magical light within 30 feet is dispelled. In addition, each hostile creature within 30 feet must make a DC 17 Constitution save. On a failure, the target takes 20 (2d10+11) necrotic damage, half on a successful save. A creature with total cover is unaffected.

Enslave Undead. Undead that can see and hear the shafra-loa within 30 feet must make a DC 17 Wisdom save. On a failure, the undead is charmed by the shafra-loa. This effect lasts for 1 minute or until the undead takes damage from the shafra-loa or its allies.

Spellcasting. The shafra-loa is a 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, thaumaturgy*

1st level (4 slots): *bane, command, inflict wounds, shield of faith*

2nd level (3 slots): *enhance ability, hold person, spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, meld into stone*

4th level (3 slots): *death ward, polymorph*

5th level (3 slots): *commune, flame strike*

6th level (1 slot): *blade barrier, true seeing*

Summon (1x/day). The shafra-li summons a chain devil (kyton) with a 50% chance of success or two bearded devils with a 75% chance of success

Bonus Actions

Flurry of Blows. The shafra-li makes two scimitar attacks.

Reactions

Spell Counter (Recharge 5+). The shafra-li counters a spell of 3rd level or less that is cast within 60 feet.

Shafra-loa (pron. Sha-fa-ra-low-aw) are the result of archfiends consorting with mortals. Born with the spark of infernal in them, they are more than human, but not quite divine beings. Many are forced to live among mortals, yet apart from them.

Shafra-loa are generally conniving and twisted, though their personalities differ as much as humanity's from which it came. Most shafra-loa find themselves isolated from human society and become spiteful of humanity as a whole.

Combat

Shafra-loa are aggressive and prone to cruelty. At the same time, they dislike risking their own lives for petty reasons, and will often ignore enemies they can simply outlive. They fight with all the intelligence and knowledge their long years have granted them, and they seem to gain a perverse pleasure inflicting torment on creatures of good alignment.

When battling powerful beings of good, shafra-loa tend to blast first with their infernal ray before closing to attack.

Bestiary Nefarious

If beset by opponents they cannot defeat, it is not uncommon for shafra-li to call on aid from their infernal parentage, which usually arrives in the form of one or more devils to defend the shafra-li.

Shafra-loa on Amöcros

While the shafra-loa live with their cousins, the shafra-li in the mountains of the Skienlands, the truce between the two is uneasy at best. While the shafra-li tend to hold the positions of power in the city, the shafra-loa make it clear that they can dispense with anyone whom consistently displeases them.



Shrieken

Shrieken

Huge dragon, usually neutral evil

Armor Class 16 (natural armor)

Hit Points 213 (19d12 + 90)

Speed 50 ft., climb 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	21 (+5)	15 (+2)	15 (+2)	16 (+3)

Saving Throws Str +11, Dex +6, Con +9, Wis +6, Cha +7

Skills Deception +7, Investigation +8, Perception +10, Stealth +6

Condition Immunities sleep

Senses blindsight 30 ft., darkvision 90 ft., passive Perception 20

Languages Common, Draconic, Dwarven

Challenge 11 (7,200 XP) **Prof** +4

Actions

Multiattack. The shrieken makes three attacks; one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft. *Hit:* 12 (1d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft. *Hit:* 11 (1d8 + 7) piercing damage.

Piercing Shriek (Recharge 5+). The shrieken unleashes an ear-piercing screech in a 60 ft. cone. Targets in the area of effect must make a DC 17 Constitution save. On a failure, the target take 27 (5d10) thunder damage and are deafened for 1 minute. On a successful save takes half damage.

Innate Spellcasting. The shrieken's spellcasting ability is Charisma (spell save DC 15). The shrieken can innately cast the following spells, requiring no material components.

At Will: *dancing lights, detect magic*

1x/day: *blur, detect thoughts, true polymorph (self only), wind wall*

Bonus Actions

Poison Stinger. *Melee Weapon Attack:* +9 to hit, reach 15 ft. *Hit:* 10 (1d6 + 7) piercing damage, plus the target must make a DC 17 Constitution save. On a failure, the target takes 18 (4d6) poison damage, half on a successful save.

Shrieken (pron. Shree-kin) are draconic aberrations that have an unnatural hatred of other dragons. For reasons unknown, shrieken wage a constant war against dragons. They

follow rumors and tales that lead them to dragon's lair, where they confront and fight these massive beasts, then take off with the dragon's hoard to add it to their own. Once they have done this, they then start a search for the next dragon they can find.

Shrieken have no regard for disposition of the dragon they are stalking; they are as happy to strike down a red dragon as hunt a silver dragon. They have been known to seek the aid of humanoids in their quests to kill dragons, and are often willing to share the spoils in return for capable companions.

Combat

Shrieken are powerful and intelligent opponents. They prefer to know their enemies capabilities and tactics before launching into a determined assault. They will often test an opponents resolve with feints and hit and run tactics. Once they feel confident they can predict an opponent's skill level and abilities, they will launch their real attack, employing tactics and equipment intended to minimize the opponent's strength and capitalizing on their weakness.

When fighting other dragons, shrieken always assume their natural draconic form, except in extremely rare cases when they are accompanied by a host of dragonslayers.

Society

Shrieken tend to be loners and rarely associate with their own kind, and rarely stay long in one place to establish a lair or home base.





Bestiary Nefarious



Shrieken oddly prefer to travel among other humanoid communities, seeking knowledge and aid in hunting down their dragon enemies. It is not uncommon for them to pose as actual dragonslayers and gather others of a like mindset to hunt down an enemy dragon. They prefer to keep their own draconic nature secret where possible, and if a companion might witness their transformation they will attempt to pass it off as some sort of “cursed form”.

Shrieken on *Amberos*

The first shrieken appeared during Gwieze’s Shadow Empire, appearing as elvin dragon slayers allied with the Lord of Shadows. After the Shadow Empire fell, the shrieken dispersed to become mercenaries continuing their war against dragons.

Several sages believe that shrieken may be creations of Gwieze himself, while others believe they may have been draconic nightmare shades that migrated from Aurora.

Unfortunately, the shrieken have been willing to promote both stories, as well as tales they were genetically created during the First Dragon War to hunt down dragons, but most such individual tales have turned out to be false and the truth is still unknown.

Singing Maiden

Singing Maiden

Medium fey (aquatic), neutral evil

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 20)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	18 (+4)	13 (+1)	15 (+2)	19 (+4)

Saving Throws Con +6

Skills Acrobatics +3, Performance +8

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1 (200 XP) **Prof** +2

Water breathing. The singing maiden can breathe underwater.

Actions

Multiattack. The singing maiden makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 10 ft. *Hit:* 6 (1d8 + 2) bludgeoning damage and if the singing maiden beats the target's AC by 4 or more, it starts a grapple. The singing maiden cannot use the grappling tentacle to attack a different opponent.

Charm Song. Any target within 120 feet that can hear the singing maiden must make a DC 16 Will save. On a failure, the target is charmed and on its turn must move towards the singing maiden at its full movement rate. The charm lasts as long as the maiden continues to sing. The target can make another saving throw if it cannot move towards the singing maiden or it takes damage.

Bonus Actions

Constrict. If the singing maiden is grappling a target, its tentacle attack automatically hits. If the singing maiden grapples an opponent with both tentacles, it has disadvantage to break the grapple.

Mask of Innocence. The singing maiden disguises its appearance with an illusion to appear as a beautiful humanoid of its choice. A target who takes an action to disbelieve can see through the illusion on a successful DC 14 Wisdom save.

Singing maidens are the plagues of the seas, using their melodic, charming voice to lure sailors to them, where they then kill and devour the crew.

Combat

Singing maidens use their charming song to draw prey to them, then drop the illusion when prey approaches so it can readily devour them and savor the fear it causes. Though animals, the creatures are intelligent enough to keep prey alive for lean times, and cunning enough to learn tactics and set traps and ambushes for prey.



Singing Maidens on Amöeros

Found primarily in the seas of the south and east of the continent, singing maidens are fairly static hazards that are marked on most nautical maps as areas to avoid. Of course, as the population of singing maiden grows and changes, so too do the areas of danger, and there are always new abodes of these creatures springing up as old ones are overtaken or abandoned in favor of more prey.

Sinister, General

Sinisters are a unique race of lower plane outsiders that act as spies and agents for the other lower planes. They are front men sent to worlds to probe and recruit for invasions from demons, devils or daemons. They are mercenaries, and officially they are not aligned with any of the three major factions of the lower planes. However, more often than not, particular sinisters develop profitable business relationships with certain underworld figures, and tend to act in a light more favoring their patron.

Sinisters have varying missions depending on their type; some are agents sent to foment evil acts, while others act as spies, observing organizations or structures for weaknesses their masters may exploit when the time for invasion comes. Others are secret assassins or warriors, tasked with taking out key figures before the invasion begins.

Generally speaking, once the invasion begins, most sinisters disappear from sight, moving on to new worlds to start the process all over again. Sometimes, certain sinisters are left behind on worlds following a demonic invasions as enforcers of their master's will.

Sinisters on Amberos

Originally, the Sinisters were agents to the Dark One, and helped the Lord of Evil to bring his minions to Amberos to spawn the Skyland Hold.

When the Dark One was defeated and retreated back to Hell, many sinisters remained behind in secret, hoping to one day help their master regain a foothold on Amberos.

However, both the Dark One's sealing off of Hell and the enticements that Ziga offered the sinisters remaining on Amberos caused them to become mercenary forces selling their services to the highest bidder.

By the time the portal to Hell finally reopened, the forces of Hell, the Abyss and Gehenna found themselves unable to freely travel to Amberos. Short of mortal summoning, the only way these evil outsiders could reach Amberos was through the callings of the Sinisters – who quickly moved to take advantage of their unique abilities.



Bestiary Nefarious

Sinister, Akasta

Large fiend (sinister), neutral evil

Armor Class 20 (unarmored defense)

Hit Points 209 (22d10 + 88)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	19 (+4)	17 (+3)	25 (+7)

Saving Throws Wis +8, Cha +12

Skills Arcana +9, Deception +17, History +9, Investigate +9, Persuasion +17, Insight +10

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, lightning

Damage Immunities cold, fire

Condition Immunities poisoned

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 13

Languages Telepathy 120 ft.

Challenge 13 (10,000 XP) **Prof** +5

Regeneration. If the sinister did not take radiant damage since its last turn, it regains 10 hit points. It can reattach lost limbs by holding them to the stump and is not killed by being beheaded.

Superior Magic Resistance. A sinister has advantage on saving throws against spells and similar effects, and always succeeds its saving throw against any spell of 5th level or less.

Unusual Nature. A sinister does not need to eat, drink or sleep.

Actions

Unholy Flail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., 3 targets. *Hit:* 14 (2d8 + 5) magical slashing damage, plus 7 (2d6) radiant damage.

Word of Death (1x/day). The sinister chooses a target within 60 feet, who must make a DC 20 Wisdom save. On a failure, the target is reduced to 0 hit points. On a success, the target loses half its maximum hit points.

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

At Will: *detect evil or good, magic missile (at 4th level)*

1x/day: *contact other plane, dream, true polymorph*

Summon: The sinister can summon a Pit Fiend or Balor with a 25% chance of success; a horned devil or maralith with a 50% chance of success; a ice devil or vroock with a 75% chance of success, or summon any two sinisters, 1d4 chain devils or 1d4 babau with 100% success. The summoned fiends appear within 120 feet, use their own initiative and remain for 10 minutes, dismissed or slain.



Akasta (pron Aw-kas-tah) are the nominal rulers of the sinisters – in as much as sinisters recognize leadership. They demand absolute loyalty from those who ally themselves to the akasta, threatening them with destruction or the transformation of their forms if they fail to bend to the Akasta's will.

Akasta rarely deal directly with mortals. They prefer to work through their agents and deal primarily with the forces of the underworld in collaborating sending information to their business partners in the lower planes and sending orders to various sinister in preparation for invasions.

Combat

Akasta prefer to use minions to fight for them, and to use threats, seduction or diplomacy from risking themselves in combat. If forced to fight, they usually open with a word of death, giving others one last chance to back down before decimating any opponent foolish enough to continue the attack.



Bestiary Nefarious



Akasta Lairs

Akasta rarely leave their throne rooms, and infuse much power into such areas. Their throne rooms tend to be cavernous, shaped of souls the Akasta has collected and infused into the very walls and furniture.


Lair Actions

On initiative count 20 (losing initiative ties), the sinister can take a lair action to cause one of the following magical effects; the sinister can't use the same effect two rounds in a row:

- The sinister regains 18 (4d8) hit points.
- The sinister targets a foe within 5 feet of a wall or piece of furniture, whose soulstuff reaches out to attack. The target must make a DC 20 Dexterity save, taking 22 (5d8) necrotic damage and being grappled (Escape DC 20). The target takes half damage on a success.
- The sinister chooses a target within 60 feet, who must make a DC 20 Wisdom save. On a failure, the target's soul is pulled into the lair. The target takes 52 (15d6) psychic damage and stunned until the end of its next turn. On a failure, the target takes half damage.

Akasta on Amöeros

Like other sinisters, Akasta cannot come to the Mortal plane without first being summoned there. However, their pride and secrecy rarely allow them to come into a position for others to summon them. They instead prefer to draw individuals to their realm and deal with them there.



Sinister, Barrash

Medium fiend (sinister), neutral evil

Armor Class 15 (natural armor)

Hit Points 76 (9d8 + 36)

Speed 40 ft., fly 50 ft.

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

Skills Athletics +7, Deception +4, Intimidation +4, Insight +4, Persuasion +4

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, cold, lightning

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 11

Languages Abyssal, Common, Infernal, Sinister.

Challenge 6 (2,300 XP) **Prof** +3

Magic Resistance. A sinister has advantage on saving throws against spells and similar effects.

Unusual Nature. A sinister does not need to eat, drink or sleep.

Actions

Multiattack. The sinister makes two double-bladed longsword attacks.

Souleating Double-bladed Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 13 (2d8 + 4) magical slashing damage, plus the target's maximum hit points is reduced by a like amount. If a target's maximum hit points is reduced to 0, it dies and its soul is whisked away to Gehenna and imprisoned.

Bonus Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 7 (1d6+4) piercing damage plus the target must make a DC 14 Constitution save. On a failure, the target takes 7 (2d8) poison damage.

Reactions

Parry. If the sinister is targeted by a melee attack, the attacker suffers disadvantage on the attack.

Barrash (pron. Baw-rash) are bodyguards and warriors for the sinister. They are often tasked with the defense of important sinisters, headquarters for the sinisters or other places of interest to the sinister.

They are sometimes "hired" as muscle by demons or devils, but their loyalty to anything other to the sinisters goes only as far as the gold flowing through their hands.



Combat

Barrash are easily bored and enjoy causing strife and grief, especially if it ends in bloodshed. They rarely initiate combat, preferring to goad others into striking first. However, once engaged they relish a conflict and may seek to continue a battle far beyond the initial combatants, taking on innocents or even other allies to quench their desire for conflict.

Barrash Sinisters on Amöcros

A Barrash can only exist on the Mortal plane when it is summoned, usually as a bodyguard or a guardian of a place or prized item.

Summon (1x/day). The sinister has a 50% chance to summon a bearded devil or babau, or a 75% chance to summon 1d4 lemures or 1d4 dretch. The summoned fiends appear within 120 feet, use their own initiative and remain for 10 minutes, dismissed or slain.

Sinister, Magdaga

Medium fiend (sinister), neutral evil

Armor Class 15

Hit Points 78 (12d8 + 24)

Speed 30 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	15 (+2)	17 (+3)	17 (+3)	21 (+5)

Saving Throws Wis +6

Skills Acrobatics +6, Deception +11, Investigate +9, Insight +6, Performance +8, Persuasion +8

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 13

Languages Abyssal, Common, Draconic, Infernal, Sinister; can speak a new language for 24 hours if it listens to it for 1 minute or more.

Challenge 7 (2,300 XP) **Prof** +3

Magic Resistance. A sinister has advantage on saving throws against spells and similar effects.

Unusual Nature. A sinister does not need to eat, drink or sleep.

Actions

Multiattack. The sinister makes two scimitar or two shortbow attacks.

Burning Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 8 (1d6 + 5) slashing damage, plus 7 (2d6) radiant damage.

Pestilance Shortbow. *Ranged Weapon Attack:* +8 to hit, range X/Y ft. *Hit:* 8 (1d6 + 5) piercing damage, plus 7 (2d6) necrotic damage.

Innate Spellcasting. The sinister's spellcasting ability is Charisma (spell save DC 16). The sinister can innately cast the following spells, requiring no material components.

At Will: *alter self, minor illusion, thaumaturgy*

3x/day: *suggestion*

1x/day: *feeblemind, true polymorph (self only)*

Bonus Actions

Song of Insanity. All creatures within 120 feet of the sinister who can hear it must make a DC 16 Wisdom save. On a failure, the target loses 2 points of Wisdom. If the target's Wisdom is reduced to 0, it is slain and replaced with a Dretch. Lost Wisdom can be regained at the rate of 1 point per long rest or with a *greater restoration* spell or *wish*.



Summon (1x/day). The sinister has a 50% chance to summon a shadaar, glabrezu or 1d4 erinyes, or a 75% chance to summon a Barrash, 2d4 dretch or 2d4 lemure. The summoned creatures appear within 120 feet, use their own initiative and remain for 10 minutes or until dismissed or slain.

Magdaga (pron. Maag-day-gaw) are spies for the Sinisters. They have a gift for song and often travel as wandering minstrels, seeking to Investigation as they travel.

They sometimes teach other mortals the finer arts of dance, song and other art, mixing it with their own brand of twisted evil in the process.

However, if revealed for what they truly are, Magdaga can be implacable foes. They will not hesitate to slaughter individuals to keep their identity secret or to return to their masters with any information they have uncovered.

Combat

Magdaga feign friendliness to lower the guard of their enemy before striking. They are fond of using their magical song to sow chaos prior to striking

Magdaga Sinisters on Amberos


Like other sinisters, most magdaga are remnants of those hellish forces that remained on the mortal plane after their



Bestiary Nefarious

master's departure. Left to their own devices, they attempt to seduce mortals and convince them to commit evil acts in return for lustful or favors or items that appeal to the victim's vanity.

Magdagass resent being in one place for long, and if tasked to guard a person or place, they will wander off as soon as they are able.



Bestiary Nefarious

Shadaar (pron. Shaw-dar) are the assassins of the sinister. They are used to rid the sinisters of troublesome opponents or obstacles - including celestial creatures and paladins.

Shadaar are cold and ruthless; they have no sense of honor and will gleefully turn on any promise or agreement that furthers their cause or mission. They revel in the hunt and destruction of their prey; once put on the hunt they absolutely refuse to give up their prey, even if ordered otherwise.

Combat

Shadaar prefer to strike from the shadows, and rarely remain in a stand-up fighting, preferring hit-and-run or guerrilla tactics. They will sometimes purposely disable or kidnap the companions of their target, using them to draw the target into situations it might not otherwise allow itself to be vulnerable to.

Shadaar Sinister on Amberos

Volk of the Skyland Hold delighted in using Shadaar to eliminate his enemies. There are rumors that King Bicard III of the Kingdom of Vall Vega secretly uses Shadaar to eliminate



Sinister, Shadaar

Medium fiend (sinister), neutral evil

Armor Class 19 (unarmored defense)

Hit Points 59 (7d8 + 28)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	23 (+6)	19 (+4)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Con +7

Skills Acrobatics +12, Deception +6, Perception +5, Stealth +12

Damage Resistances acid, cold, fire, lightning, necrotic, radiant, thunder

Damage Immunities bludgeoning, piercing and slashing non-magical weapons

Condition Immunities exhausted, poisoned, stunned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, Sinister

Challenge 7 (2,900 XP) **Prof** +3

Death Strike (1x/round). If a sinister hits a surprised target with an attack, the target must make a DC 17 Constitution save. On a failure, the target is dropped to 0 hit points.

Magic Resistance. A sinister has advantage on saving throws against spells and similar effects.

Precise Attack. If the sinister does not have disadvantage and no allies within 15 feet, it deals an additional 7 (2d6) damage on a hit.

Unusual Nature. The sinister does not need to breathe, eat, drink or sleep.

Actions

Multiattack. The sinister makes three claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft. *Hit:* 9 (1d6 + 6) magical slashing damage.

Innate Spellcasting. The sinister's spellcasting ability is Charisma (spell save DC 14). The sinister can innately cast the following spells, requiring no material components.

At Will: *disguise self, message, minor illusion, true strike*

1x/day: *dimension door, gaseous form, invisibility*

Bonus Actions

Poison Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft. *Hit:* 9 (1d6 + 6) magical slashing damage, plus the target must make a DC 15 Constitution save. On a failure, the target takes 9 (2d8) poison damage and is poisoned. The target takes half damage on a successful save.



Bestiary Nefarious

threats to his rule, but he strongly refutes the practice and anyone who plans to use one against another kingdom.



Sinister, Thoqandra

Large fiend (sinister), neutral evil

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	22 (+6)	17 (+3)	25 (+7)

Skills Deception +17, History +11, Perception +8, Persuasion +17, Religion +11

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, lightning

Damage Immunities cold, fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 18

Languages All languages

Challenge 13 (10,000 XP) **Prof** +5

Magic Resistance. A sinister has advantage on saving throws against spells and similar effects.

Unusual Nature. A sinister does not need to eat, drink or sleep.

Actions

Multiattack. The sinister makes any three combination of longspear and arcane blast attacks.

Frozen Longspear. *Melee Weapon Attack:* +9 to hit, reach 15 ft. *Hit:* 8 (1d8 + 4) magical piercing damage, plus 7 (2d6) cold damage and the target's speed is reduced by 10 feet until the end of its next turn.

Arcane Blast. *Ranged Weapon Attack:* +9 to hit, range 150 ft. *Hit:* 12 (1d10 + 7) force damage.

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

At Will: *command*

3x/day: *dominate person, hold monster*

1x/day: *circle of death, Evard's black tentacles, nondetection*

1x/week: *magic jar*

Thoqandra (pron. Thok-and-raa) are the planners and poisoners of the Sinisters. They work the rings of political intrigue, gathering information, blackmailing and poisoning those they come across. They revel in the secret machinations of power, and are only beholden to themselves and their sinister Akasta masters. Of all the sinisters, the Akasta trust the Thoqandra the least, but grant them the most leeway.



Thoqandra often use their non-threatening appearance and celestial likeness to gather the trust of mortals, yet slowly and surely poison both the minds and bodies of those they deal with, eventually ensuring they kill their acquaintances even as they help to deal with said acquaintance's foes.

Combat

Thoqandra find hand-to-hand combat disgusting, and prefer to immobilize or otherwise render a foe unable to act when they can.

If forced to fight alone, a Thoqandra is much more likely to surrender rather than attack. If it seems likely its opponents will not take prisoners, the Thoqandra will attempt to escape.

Thoqandra Sinister on Amberos

It is known that the Skyland Hold had a Thoqandra general during its existence, though the disposition and location of that Thoqandra is currently unknown. One conspiratorial rumor has the Thoqandra as the founder – and possibly secret mastermind – behind the Brotherhood of Glory.

Summon (1x/day). The sinister has a 50% chance to summon a magdaga, glabrezu or chain devil. It has a 75% chance to summon a barrash, babau or a barbed devil. The summoned creature appears within 120 feet, use their own initiative and remain for 10 minutes or until dismissed or slain.

Bestiary Nefarious

Sinister, Velundria

Small fiend (sinister), neutral evil

Armor Class 17 (natural armor)

Hit Points 123 (13d6 + 78)

Speed 30 ft., teleport 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	23 (+6)	19 (+4)	17 (+3)	18 (+4)

Skills Deception +14, Investigate +14, Perception +8, Persuasion +9

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, lightning

Damage Immunities cold, fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 18

Languages Abyssal, Celestial, Common, Infernal, telepathy 120 ft.

Challenge 16 (15,000 XP) **Prof** +5

Limited Precognition. The sinister has a sense of things to come and has advantage on all ability checks, saves and attack rolls.

Unusual Nature. A sinister does not need to eat, drink or sleep.

Actions

Multiattack. The sinister makes two claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 14 (3d6 + 4) slashing damage.

Possession (1x/day). The sinister chooses an ally within 30 feet. The target must make a DC 17 Wisdom save. On a failure, the Velundria merges with the target, dominating it. The target is incapacitated and loses control of its body. The target can repeat the save once per day, but after 7 days of uninterrupted possession, the victim only saves once per week. After a month of uninterrupted possession, the victim thereafter fails the saving throw automatically.

The sinister now controls the body and deprives the target of awareness. The sinister can't be targeted by any attack, spell, or other effect, except ones that affect fiends, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed. 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 sinister ends the possession or the sinister is forced out of the host body by an effect such as *dispel evil and good* spell. When the possession ends, the sinister reappears in an unoccupied space within 5 feet of the body. The target is immune to this sinister's possession for 24 hours after succeeding the saving throw.

Bonus Actions

Alternate Form (3x/day). The sinister takes the form of a Small monitor lizard or a Small human. It uses the stats of the new form while transformed. The sinister retains the shape for up to 4 hours, it is rendered unconscious or until it chooses to change back as a free action.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 14 (3d6 + 4) slashing damage and the target must make a DC 14 Wisdom save. On a failure, the target is charmed for 10 minutes. The target can make another save to end the condition if it takes damage after the bite.

Velundria (pron. Vel-und-reya) are the connivers and con artists of the Sinisters. They seek out mortals who desire power, wealth or knowledge, and tempt them with gifts of whatever they desire, in return for increasingly wicked deeds. They are the masters of fabricating a self-fulfilling prophecy, and greatly enjoy wrenching the proverbial rug out from under those they help obtain their greatest desires.

While Velundria tend to work openly with those they are corrupting, they prefer to stay out of sight of others, or to appear harmless and/or weak when forced to venture out among others.

Velundria seek those in prominent positions, worming their way into the good graces of such an individual by forecasting unfortunate events and guiding their charge away from tragedy. Once the Velundria has gained the victim's undying trust or gratitude, it takes possession of the victim and works to further the goals of the sinister overlords. This

possession is usually presaged by the gifting of a gemstone to the victim (worth at least 100 gp, usually a diamond). If the victim accepts the gemstone, it has disadvantage on the saving throw against possession.

Combat

Velundria prefer to remain mobile when fighting, often attempting to draw enemies to their own doom in traps or other obstacles. Because they prefer to appear defenseless when encountered, most Velundria do not carry weapons or wear armor, though they will certainly defer to such items if expecting combat. They tend to prefer light armor (especially mithril armor) and weapons with a large critical range.

Bestiary Nefarious

Summon (1x/day). The sinister has a 50% chance to summon a Magdaga, shadow demon or barbed devil. It has a 75% chance to summon a Barrash, babau or a bearded devil. The summoned creatures appear within 120 feet, use their own initiative and remain for 10 minutes or until dismissed or slain.

Velundria on Amberos

The few Velundria that exist remain in hiding in Western Amberos, disguising their presence in a humanoid shell of a being adjacent to prominent leadership positions. There is much conjecture that they were behind the corruption and fall of Swordfall and have infiltrated both the highest levels of Silkna Kingdom and the Kingdom of Vall Vega, though any such proof has been buried or purged.



Sinister, Walundria

Huge Fiend (sinister), neutral evil

Armor Class 17 (unarmored defense)

Hit Points 246 (17d12 + 136)

Speed 30 ft., burrow 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+15)	8 (-1)	27 (+8)	21 (+5)	13 (+1)	16 (+3)

Skills Arcana +11, Deception +15, History +17, Nature +11, Persuasion +9, Religion +11

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; acid, lightning

Damage Immunities cold, fire, poison

Condition Immunities diseased, poisoned

Senses blindsight 30 ft. (blind beyond that range), passive Perception 11

Languages Abyssal, Celestial, Common, Draconic, Giantish, Infernal

Challenge 21 (33,000 XP) **Prof** +6

Magic Resistance. A sinister has advantage on saving throws against spells and similar effects.

Perfect Memory. The sinister can recall any fact it has heard or the knowledge or memories of any item it has consumed.

Unusual Nature. A sinister does not need to eat, drink or sleep.

Unphased. The sinister can squeeze through gaps as small as ¼ of an inch or larger.

Actions

Multiattack. The sinister makes two claw attacks.

Rancid Claw. *Melee Weapon Attack:* +21 to hit, reach 10 ft. *Hit:* 20 (1d10 + 15) slashing damage, and the target must make a DC 22 Constitution save. On a failure, the target suffers 9 (2d8) necrotic damage is diseased. Every 24 hours while diseased, the target takes another 9 (2d8) necrotic damage.

Bonus Actions

Bite. *Melee Weapon Attack:* +21 to hit, reach 10 ft. *Hit:* 22 (2d6 + 15) slashing damage. If the sinister hits the opponent's AC by 4 or more and the target is Medium or smaller, it is engulfed. While engulfed, the target takes loses 2 Intelligence at the start of its turn. Lost Intelligence can be regained at the rate of 1 point per long rest, or with spells such as *greater restoration* or *wish*.

Walundria (pron. Waa-lund-reya) are the sinisters keepers of secrets and secret lore. They exist in dark and secluded areas, collecting knowledge from the creatures, books



and stories they consume. In return, they spout lies, falsehoods and rewrite history that distorts or corrupts true knowledge.

They are the banes of libraries and other repositories of knowledge, consuming the information (and inhabitants) within and keeping the absorbed knowledge for their own dark purposes, while replacing it with false information of their own writing.

Combat

A Walundria will quickly flee a superior force, but against a lesser enemy it simply moves towards a target and begins disassembling it with claws and fangs, gorging on whatever knowledge it can grab. They show no mercy and do not slow for any reason, though they move with a stony purpose in their attacks.

Walundria Sinisters on Amberos

Walundria haunt secret libraries in far-flung areas of Amberos, and generally only make themselves available to Akasta or Thoqandra who are willing to pay for their secret knowledge with rare books or other trinkets of knowledge.

Bestiary Nefarious



Summon (1x/day). The sinister can summon 2d12 manes, 2d12 lemures, 1d6 Barrash or 1 Shadaar or a 50% chance to summon any other one demon, devil or sinister of CR 10 or lower. The summoned creatures appear within 120 feet, use their own initiative and remain for 10 minutes or until dismissed or slain.

Yakuria (pron. Yaw-kur-ee-ya) are the generals of the great armies of the sinisters. They are prideful creatures who constantly plot wars and battles. They coordinate the activities of various sinisters, preparing for the inevitable invasion of demons and devils. They secretly employ humanoids on the Prime Material through their sinister aides. They use these humanoids to perform raids designed to test defenses or perform sabotage in preparation for assaults from the underworld. However, they are not above coordinating a raid or skirmish for the mere sake of bloodletting.

Yakuria are independent and headstrong, unwilling to bow to others. Thus, those who willingly pledge themselves to

Sinister, Yakuria

Medium fiend (sinister), neutral evil

Armor Class 18 (breast plate + shield)

Hit Points 231 (22d8 + 132)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	23 (+6)	21 (+5)	19 (+4)	17 (+3)

Saving Throws Str +14

Skills Deception +15, Intimidation +15, Perception +10, Persuasion +9, Stealth +9

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities bludgeoning, piercing and slashing non-magical weapons

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Common

Challenge 19 (22,000 XP) **Prof** +6

Favored Foe (2x/long rest). The sinister marks a target for 1 minute. Thereafter, the first time the sinister hits the target in a round, it takes an additional 4 (1d8) damage.

Magic Resistance. A sinister has advantage on saving throws against spells and similar effects.

Unusual Nature. A sinister does not need to eat, drink or sleep.

Actions

Multiattack. The sinister makes four longsword or longbow attacks.

Wounding Longsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft. *Hit:* 12 (1d8 + 8) magical slashing damage, and the target takes 3 (1d6) damage at the start of its turn for 1 minute or until an action is taken to bind the wound.

Poisoned Longbow. *Ranged Weapon Attack:* +9 to hit, range X/Y ft., all targets in a line in range, *Hit:* 7 (1d8 + 3) piercing damage, plus the target must make a DC 20 Constitution save. On a failure, the target takes 9 (2d8) poison damage, half on a successful save.

Innate Spellcasting. The sinister's spellcasting ability is Charisma (spell save DC 17). The sinister can innately cast the following spells, requiring no material components.

At Will: bane, bless, cause fear, fog cloud, true strike

1x/day: blade barrier, gate, hallucinatory terrain

1x/year: gate

Bonus Actions

Size Change (Recharge 5+). The sinister becomes Large size, dealing an extra 4 (1d8) damage will all weapon attacks, gains 10 ft. reach, and 22 temporary hit points. It returns to medium size once it has lost all its temporary hit points.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft. *Hit:* 12 (1d6 + 8) magical piercing damage, and the target must make a DC 20 Constitution saving throw. On a failure, the target is paralyzed and takes 9 (2d8) poison damage. The target takes half damage on a successful save. A paralyzed target can make saving throw at the end of its subsequent turns to end the condition.



Bestiary Nefarious



Akasta are highly prized, for they will remain loyal until slain or openly betrayed.

Comðac

Yakuria can usually depend on a score of lieutenants and other lesser beings to rush to their defense, and often do not need to enter combat themselves. However, they do enjoy being challenged in combat and getting the chance to prove their superior fighting skills.

When challenged Yakuria tend to fight honorably. They are willing to endure setbacks caused by such duels, but in cases where it looks like they will lose an important battle, the rules of engagement go out the window and the Yakuria fights with every dirty trick in the book - even bringing any allies it has into the combat to destroy the opponent.

Outside of the personal battlefield, Yakuria are deadliest due to the fact their cunning minds can devise all sorts of deadly battle plans and tactics to bring down a foe. On a battlefield of armies, Yakuria are skilled and cunning enough they are rarely defeated by anyone other than another Yakuria.

Yakurai Sinisters on Amðeros

The first thirteen Yakuria were purposely created by the Dark One as generals for the Skyland Hold, fashioned from the fallen and tortured souls of one of the White Councils illustrious paladins. When the Skyland Hold was defeated seven were slain, and the remaining Yakuria fled to what became the volcanic Smanvalla. Most turned their back on the failed leadership and became mercenaries for hire by demon or devil lords. Those that remained were jealously guarded by the Akasta, though over the surviving centuries the sinisters have found a method to fashion more Yakuria in the hellish furnaces of the Smoking Horns in Smanvalla.

Unlike other sinisters, Yakuria have the ability to tear holes open to the Mortal plane and transport their armies through the gate, but can only do so rarely – and generally do so with as much planning and foresight as possible. In fact, a Yakuria can only open an army-sized gate once every ten years, and only if it forgoes using its normal gate ability for those ten years.

Skurrier

Skurrier

Small beast, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	1 (-5)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP) **Prof** +2

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 2 (1d4) piercing damage, plus the target must make a DC 11 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Bonus Actions

Dash. The skurrier takes the dash action.

Skurriers are bizarre, desert-dwelling creatures that seem to aimlessly race across the desert sands. They tend to eat smaller creatures they encounter such as desert hares, snakes and the occasional bird. They will rarely bother prey larger than tiny size, but starving skurriers have been known to attack larger prey when desperate for food.

When resting, skurriers tend to completely bury themselves under the sand, retracting their eyestalk into their armored body. Creatures passing over them often end up with a nasty bite as the creature rises from its hiding spot to defend itself. Skurriers do not bury themselves as a hunting tactic; they only bury themselves to rest.

Skurriers are most dangerous when they travel in large gangs. In such gangs they will run down and overwhelm large prey. Such gangs are greatly feared by desert communities, as skurriers will rampage through an area. They will feed, breed, and devastate such communities – and do so quickly, before moving on.

It is extremely difficult to train these vermin for combat or riding. They only recognize their trainer, so they cannot be sold, given or used by others with any degree of safety. Even an aggressive skurrier does not distinguish between prey or trainer once it engages in combat.



Combat

A skurrier usually darts towards its prey and attempts to bite it, injecting it with venom. It then backs off and lets the poison run its course before returning to devour its prey or to bite again to finish it off.

Skurriers on Amðeros

Skurriers are often found in the lands of Iannhanex and Llannhanex, far from civilized areas. They are considered pests, but rarely invade humanoid inhabited regions as such surviving communities have learned to take measures to keep them at bay.

Slashleaf

Slashleaf

Large plant, unaligned

Armor Class 13

Hit Points 39 (6d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	8 (-1)	13 (+1)	6 (-2)

Skills Stealth +5

Damage Vulnerabilities fire

Damage Resistances lightning

Condition Immunities blinded, deafened, prone

Senses tremorsense 60 ft. (blind beyond that), passive Perception 10

Languages Common

Challenge 1 (200 XP) **Prof** +2

Camouflage. A slashleaf that has not taken an action is indistinguishable from natural flora.

Sharp Edges. A target grappling the slashleaf takes 7 (2d6) slashing damage at the start of its turn. Target starting or moving within 5 feet of the slashleaf must make a DC 11 Dexterity save. On a failure, the target takes 3 (1d6) slashing damage.

Actions

Multiattack. The slashleaf makes two Razorleaf slash attacks.

Razorleaf Slash. *Melee Weapon Attack:* +4 to hit, reach 10 ft. *Hit:* 8 (1d12 + 2) slashing damage.

Razorleaf Shurikens (*Recharge 5+*). *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., *Hit:* 4 (1d4 + 2) piercing damage.

Slashleaves are carnivorous plants that use their unusually sharp, wide leaves to attack prey. They have no discernable visual organs, and hunt by sensing nearby prey by their tremorsense.

Slashleaves fear fire and will avoid confronting opponents who brandish open flame.

Combat

Slashleaves attempt to hide their presence and strike as victims move with reach of the plant. They swing wildly at opponents, hoping the barrage of scything leaves will take down opponents. A slashleaf is straightforward while fighting and will not flee from combat unless it is set aflame.

Slashleaves on Amberos

Slashleaves are found primarily in the Living Forest of Vall Vega, though the druids of Kennestone have procured samples that they have bred as defenders of sacred sites in the Kennestone Forest and surrounding areas. The druids of Kennestone have somehow modified the plants so that they will not spread out of control, but how they managed to do this is unknown. Vall Vega has been attempting to learn the secret in the hope they might be able to use the knowledge to stem the tide of evil plants growing in the Living Forest, or to destroy them outright.



Somat

Somat

Large elemental, neutral

Armor Class 12 (unarmored defense)

Hit Points 67 (9d10 + 18)

Speed 50 ft., fly 80 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	6 (-2)	13 (+1)	11 (+0)

Saving Throws Con +4

Skills Perception +3

Damage Resistances acid, cold, fire, lightning, thunder

Condition Immunities exhausted

Senses darkvision 60 ft., passive Perception 13

Languages understands Auran, Aquan, Common, Ignan, Terran but can't speak

Challenge 4 (1,100 XP) **Prof** +2

Earth glide. The somat and one rider can pass through solid, unworked stone or dirt as if it were air. Neither the somat nor rider need to breathe while moving this way.

If a rider dismounts the somat while in stone or dirt, it is ejected to the nearest open area and takes 1d10 force damage per 30 feet it was moved in this manner. A successful DC 15 Constitution save halves this damage.

Elemental Aura. A creature starting or moving within 5 feet of the somat must make a DC 12 Dexterity save. On a failure, the target takes 10 (3d6) acid, cold, fire, lightning or thunder damage. A rider is unaffected by the elemental aura.

Water breathing. The somat and one rider can breathe underwater.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage, plus 7 (2d6) acid, cold, fire, lightning or thunder damage.

Plane Shift (1x/day). The somat and one rider can move to the elemental plane of Air, Earth, Fire or Water or transition from one of those planes back to the prime material plane.

Bonus Actions

Transform Rider. One ally touching or grappling the somat gains damage resistance to one element of acid, cold, fire, lightning or thunder. Also, the target does not need to breathe. This lasts for one day or until the ally is no longer in contact with the somat.



Somat (pron. Sow-maat) are horses composed of elemental matter. They are powerful steeds, swift, resilient and intelligent. They can easily travel from one elemental plane to another, and can take riders and their gear with them unharmed.

While it is difficult to capture and train a somat, they are highly prized as steeds; there are even paladins who prefer somat as mounts.

Combat

A somat usually flees from combat, but battle-trained somat will engage foes by kicking foes with their hooves or biting them with their fire-shrouded iron teeth. Somat are surprisingly intelligent, and if given the chance, can prepare ambushes or traps to catch unwary opponents.

Training a Somat

Somat are intelligent beasts, and can only be forcibly trained if captured as a youngling. Adult somats can only be trained for riding or combat riding with their consent, which they rarely give. Training a somat for combat riding takes 6 weeks. A somat trained for riding costs 6,000 gp, while one trained for combat riding costs 13,000 gp.

Somat on Amberos

For reasons unknown, the Somat seem to favor appearing in the lands of Randu. The Saracens of Randu occasionally procure somat for their leaders and lieutenants, but their capture



Bestiary Nefarious



is so difficult that they are extremely rare – and considered a badge of honor for a leader to capture and train one themselves.

Lately, the Red Cabal has been attempting to aid the March Riders in procuring some somat as breeding stock for the March Riders stables. It is said that Red Dengal himself is interested in gaining a somat stallion for his own use.

Spirdent

Spirdent

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	17 (+3)	1 (-5)	12 (+1)	8 (+1)

Saving Throws Dex +4

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 10

Languages —

Challenge 2 (450 XP) **Prof** +2

Spider Climb. The spirident 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 spirident knows the exact location of any other creature in contact with the same web.

Web Walker. The spirident ignores movement restrictions caused by webbing.

Actions

Multiattack. The spirident makes two scything claw attacks.

Scything Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 7 (1d6 + 2) piercing damage.

Web (Recharge 5+). *Ranged Weapon Attack:* +4 to hit, range 30ft./60 ft. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 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)

Bonus Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 7 (1d10 + 2) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 9 (2d8) poison damage and is poisoned. While poisoned this way, the target is paralyzed. The target can repeat the saving throw at the end of its turn to end this condition.

The spirident (pron. speer-dent), also known as the spider serpent, has aspects of both a snake and a tarantella.

Spiridents tend to feed on small animals of the underdark, and rarely attempt to engage anything as large or larger than

themselves, unless there are a large number of their kind to assist taking down larger prey.

Combat

Spiridents weave webs with which to catch prey. Once prey has been caught firmly in a web, the spirident rushes to deliver a venomous bite before retreating back to wait for the venom to take effect. Once the victim has been totally incapacitated, the spirident will then wrap the victim to preserve them, and slowly drain the victim of vital fluids over a period of a few days and lay eggs in the corpse to produce more of its kind. It is not uncommon for spiridents to keep a stock of poisoned prey on hand in case of lean times; usually no more than two or three victims at a time.

Spider Serpent on Amberos

Spiridents can be found throughout Amberos in the dark underworld of the deepearth. Most intelligent creatures consider them pests, including the drow, who consider them to be abominations.



Spiderwolf

Spiderwolf

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 25 (3d8 + 12)

Speed 40 ft., climb 40 ft., jump 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	19 (+4)	6 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +3

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 13

Languages Common, Goblinoid

Challenge 1 (200 XP) **Prof** +2

Spider Climb. The spiderwolf 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 spiderwolf knows the exact location of any other creature in contact with the same web.

Web Walker. The spiderwolf ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 14 Constitution save. On a failure, the target takes 7 (2d6) poison damage, half on a successful save. 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. A hit target must also make a DC 13 Strength check. On a failure, the target is knocked prone.

A spiderwolf is a vicious and temperamental pack hunter with an endless appetite. They prefer to dwell in thick forests, caverns or rocky areas where they can string their webs to catch prey.

Common spiderwolves cannot throw webs like giant spiders, but they can take their time to web an area to catch unwary prey. Alpha spiderwolves – aka Den Mothers – have the ability to throw webs to ensnare enemies.

Den mothers tend to remain at the heart of the spiderwolves hunting ground, surrounded, and protected by her spawn. Spiderwolves do not lead prey to the mother's protected den, but will bring food to the mother's lair to eat.

Combat

Spiderwolves generally hunts as a pack, barking and chasing to drive prey into its web. Once a creature is caught in its webs, the victim is immobilized and fed on at the spiderwolves leisure. Spiderwolves are adept at cornering and capturing prey larger than themselves but tend to shy away from creatures bearing fire.

Spiderwolves on Amöros

Most spiderwolves can be found around the Demon jungle, where they tend to live in nests that trap and prey on those who wander too close to their homes.



Spiderwolf Den Mother

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 66 (7d8 + 28)

Speed 40 ft., climb 40 ft., jump 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	6 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +2

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 13

Languages Common, Goblinoid

Challenge 3 (700 XP) **Prof** +2

Spider Climb. The spiderwolf 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 spiderwolf knows the exact location of any other creature in contact with the same web.

Web Walker. The spiderwolf ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft. *Hit:* 14 (2d8 + 5) piercing damage, and the target must make a DC 14 Constitution save. On a failure, the target takes 14 (4d6) poison damage, half on a successful save. 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. A hit target must also make a DC 15 Strength check. On a failure, the target is knocked prone.

Web (Recharge 5+). *Ranged Weapon Attack:* +2 to hit, range 30ft./60 ft. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage)



Stoneroot

Stoneroot

Large plant, unaligned

Armor Class 12 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 10 ft., burrow 10 ft.

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

Saving Throws Str +8, Con +7

Skills Stealth +3

Damage Resistances bludgeoning and piercing weapons; fire

Condition Immunities blinded, deafened

Senses tremorsense 30 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 5 (1,800 XP) **Prof** +3

Camouflage. If the stoneroot has taken no actions, it is indistinguishable from a clump of tree roots.

Plant Traits. The stoneroot does not need to breathe or sleep.

Actions

Roots. *Melee Weapon Attack:* +8 to hit, reach 15 ft., all targets in reach. *Hit:* 8 (1d6 + 5) bludgeoning damage, and if the stoneroot beats a target's AC by 4 or more, it starts a grapple.

Bonus Actions

Constrict. If a stoneroot starts the turn grappling a target, it roots automatically hit and deal critical damage.

Reactions

Fast Healing. If a stoneroot has dealt any damage to a grappled target, at initiative 0 it heals 5 hit points.

Stoneroot is an unusual vine that grows low to the ground and penetrates the earth. It seeks to burrow into the roof of caverns and other underground areas, dangling its sensory tendrils into the cavern beneath it,

and waiting for prey to step under it. It then lashes out to capture and devour prey.

While normally the main body of the plant is exposed to the surface to gain supplemental nourishment from the sun, some species can be found in the deep earth living on cavern walls. Unless these versions of the plant are in areas to feed off the strange radiations of the deep earth, their diet is singularly carnivorous.

Combat

Stoneroot lower their sensory tendrils in caverns. These sensory tendrils are similar in appearance to plant roots, and may extend only a few inches below the roof or drag all the way to the floor. Once a stoneroot senses prey, it lashes out at it with its stronger vines, attempting to grab, constrict, then absorb prey into itself. They will attack just about any living or moving creature who comes into reach, though they instinctively avoid undead. Though they can't absorb constructs, they will attempt to disable and dismantle them - apparently believe the "real meal" must be somewhere inside.

Stoneroot on Amberos

Stoneroot can be found across most of Amberos, though it seems to be adverse to the cold clime near the Glacier of Seasons in the far west. The largest concentrations of stoneroot can be found in the Yaz forest, and there is a legend of a Skienlands city from the Dark Ages that was dragged into the earth by a colossal-sized colony of stoneroot, and its inhabitants devoured by the plant.



Tanglethorn

Tanglethorn

Small plant, unaligned

Armor Class 14 (natural armor)

Hit Points 13 (2d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	10 (+0)

Skills Survival +3

Damage Resistances bludgeoning and piercing weapons

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

Challenge 1/8 (25 XP) **Prof** +2

Camouflage. A tanglethorn that has not acted is indistinguishable from a thornbush.

Actions

Thorn Whip. *Melee Weapon Attack:* +4 to hit, reach 15 ft. *Hit:* 5 (1d6 + 2) piercing damage.

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

At Will: *druidcraft, guidance*

1x/day: *entangle*

A tanglethorn is a sentient, humanoid plant that resembles a walking, flowering thornbush. They are drawn to areas of natural wonder and power sustaining themselves on the abundant life of magic of the are.

During winter, tanglethorn bushes normally go into a torpor state and await for the coming of spring to become active again.

Combat

A tanglethorn bush normally waits dormant until a victim is practically in contact with it. It then lashes out with its many thorn-covered branches, trying to kill or maim the opponent. If it kills a victim, the plant normally draws it to its central mass, where it flays the body into fertilizer for itself, and then hides any remaining bones by burying them.

Tanglethorn Society

Though they are spontaneous creations, tanglethorn are socialable entities, quickly attaching to groups of others, whether it is their own, druids, rangers, or other humanoids. If

no other humanoids are present, tanglethorns have been known to befriend woodland creatures, treating them as equals.

Tanglethorns do not normally craft items or gear, nor do they create buildings or other structures. In the latter case, they may use natural wood boles, caves or other areas to protect themselves from predators or the elements.

Tanglethorn Bushes on Amöeros

Wild tanglethorn bushes can be found in the Living Forest of the Kingdom of Vall Vega, terrorizing those that run across it. At the same time, the druids of Kennestone have used tanglethorn bushes to protect their holiest of sites for centuries, and they can likewise be found used among the druids of Alura.



Bestiary Nefarious

Tanglethorn Avenger

Small plant, unaligned

Armor Class 15 (unarmored defense)

Hit Points 32 (5d6 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	10 (+0)

Skills Survival +3

Damage Resistances bludgeoning and piercing weapons

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

Challenge 3 (700 XP) **Prof** +2

Camouflage. A tanglethorn that has not acted is indistinguishable from a thornbush.

Actions

Multiattack. The tanglethorn makes two thorn whip attacks.

Thorn Whip. *Melee Weapon Attack:* +5 to hit, reach 15 ft. *Hit:* 6 (1d6 + 3) piercing damage.

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

At Will: *druidcraft, guidance*

1x/day: *entangle*

Bonus Actions

Nature's Might (2x/long rest). The tanglethorn gains 14 temporary hit points and deals an extra 2 (1d4) damage with its weapon attacks. This effect lasts for 1 minute.

Tanglethorn Woodcaller

Small plant, unaligned

Armor Class 13 (natural armor) [16 barkskin]

Hit Points 45 (7d6 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	12 (+1)	17 (+3)	11 (+0)

Skills Nature +3, Survival +3

Damage Resistances bludgeoning and piercing weapons

Senses darkvision 60 ft., passive Perception 13

Languages Druidic, Sylvan

Challenge 2 (450 XP) **Prof** +2

Camouflage. A tanglethorn that has not acted is indistinguishable from a thornbush.

Actions

Thorn Whip. *Melee Weapon Attack:* +4 to hit, reach 15 ft. *Hit:* 5 (1d6 + 2) piercing damage.

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

At Will: *druidcraft, guidance*

1x/day: *entangle, polymorph*

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

Cantrips (at will): *guidance, poison spray, produce flame*

1st level (4 slots): *faerie fire, fog cloud, goodberry*

2nd level (3 slots): *barkskin, heat metal, pass without trace, spider climb*

3rd level (3 slots): *call lightning, conjure animals, meld into stone, plant growth*

4th level (1 slots): *conjure woodland beings, divination, freedom of movement, wall of fire*

Thunder Tortoise

Thunder Tortoise

Large monstrosity (reptile), unaligned

Armor Class 19 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	15 (+2)	2 (-4)	12 (+1)	9 (-1)

Saving Throws Con +5

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP) **Prof** +3

Opportunist (1x/turn). If the thunder tortoise starts its turn adjacent to a prone target, it may make a free claw attack against that target.

Spiked Shell. Any creature starting its turn within 5 feet of the thunder tortoise must make a DC 16 Dexterity save. On a failure, the target takes 7 (2d6) piercing damage.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 12 (2d6 + 5) piercing damage. The target must make a DC 15 Strength save. On a failure, the target is knocked prone.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 14 (2d8 + 5) slashing damage.

Bonus Actions

Trample (Recharge 5+). The thunder tortoise moves twice its base movement rate in a straight line and makes a claw or bite attack against any Medium sized or smaller opponent it moves through. It cannot end its movement in an area occupied by another creature.

Reactions

Protective Shell. When hit by an attack, the thunder tortoise takes half damage.

Thunder tortoises are creatures often employed by the turkon as pets or attack beasts. These creatures are known for their aggressive nature and carnivorous habits. They are often eager to start a fight, and rarely allow the size of an opponent to deter them from attacking.

Combat

Thunder tortoises usually begin an assault by charging a foe and attempting to trample them. Once engaged, they will bite at an opponent, and have been known to attempt to trip opponents by rearing up to knock foes down or simply drag a foe down by biting and yanking the opponent off their feet. It is not unknown for thunder tortoises to attempt to pin a foe they have knocked down by standing on top of it, though they have no special skill in doing so.

Training a Thunder Tortoise

Thunder tortoises are large enough to be used for mounts, if the trainer takes care to remove certain armor spikes on the creature's back to allow it to be properly ridden. As mentioned above, the turkon trains the beast as an attack beast as well.

Training a thunder tortoise as a combat mount or an attack animal and takes 6 weeks. A trained thunder tortoise costs 2,500 gp.



Thunder Tortoises on Amberos

Native to the Elemental plane of Earth, thunder tortoises are one of the few creatures native to an elemental plane that is not in actuality an elemental. It is believed this is due to the fact the creature originally existed on the Mortal Realm and was somehow transported to the Elemental Earth plane.

On Amberos, thunder tortoises are usually found in the Skienlands and surrounding nations. They are almost always found as part of a turkon community or hunting party.

Tigerwaule

Tigerwaule

Large celestial (feline), unaligned

Armor Class 14 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	3 (-4)	13 (+1)	11 (+0)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Understands Common, but can only speak a handful of words

Challenge 2 (450 XP) **Prof** +2

Detect Evil and Good. The tigerwaule can automatically sense fiends, celestials and creatures of Good or Evil alignment within 60 feet.

Gift of Strength (Recharge 6+). The tigerwaule touches an ally and grants them advantage on Strength checks and saves, and doubles their carrying capacity. This lasts for one minute. The tigerwaule gains 1 level of exhaustion when it uses this ability.

Pounce. If a tigerwaule moves at least 20 feet in a straight line and hits with its claw attack, it can also make a bite attack.

Smite (1x/round). The tigerwaule deals an extra 9 (2d8) radiant damage on a hit to a non-good target.

Actions

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage.

Tigerwaules (pron. Ty-gur-waalz) are predatory animals thought to originally hail from the Beastlands. They stalk the wildernesses of the world seeking creatures of evil to prey upon. They have a bizarre intelligence slightly greater than that of most animals, and have sometimes been known to become companions to druids or rangers.

Combat

Tigerwaules will attack evil creatures or beings they encounter without question or respite. They are cautious around other beings and will only strike out against good beings or creatures if forced or attacked first.

Once a tigerwaule attacks, it will rush forward, attempting to pounce on and take down the foe as quickly as possible.

Badly injured tigerwaules (those down to ¼ normal hit points or less) will use their gift of Strength to impart to a willing ally all of their remaining Strength. Tigerwaules have been even known to impart their strength to their children or mates to defend their lairs against evil intruders.

Tigerwaule Society

Tigerwaules are normally loners, though they sometimes seek out mates in the winter months. If the union produces cubs, the mated tigerwaules will remain together until the young have reached maturity, and then will generally drift apart. There are a few ranger organizations that have, however, managed to raise and employ several generations of Tigerwaule families as companions and allies.

Tigerwaule on Amberos

Tigerwaules can be found prowling the deep jungle on the eastern half of Amberos. This includes Skienlands and Lanster. They are prowling and hunting for any evil that may lurk in the ancient and forgotten depths, while some protect the dead cities and ruins lost to overgrowth and time.



Tick, Monstrous

Giant Tick

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 7 (2d6)

Speed 15 ft., Spider climb 15 ft., Jump 15 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	11 (+0)	1 (-5)	10 (+0)	2 (-4)

Damage Resistances bludgeoning

Senses tremorsense 15 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP) **Prof** +2

Actions

Blood Drain. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 3 (1d6) piercing damage and the tick attaches to the target. While attached, the tick doesn't attack. Instead, at the start of each of the tick's turns, the target loses 3 (1d6) hit points due to blood loss.

The tick can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can take an action to make a DC 9 Strength check to detach the tick.

Monstrous ticks are blood-sucking vermin that prey on creatures, draining them of their blood. They are rarely dangerous on their own but tend to travel in swarms that can suck victims dry rather quickly.

Combat

A tick attempts to leap onto an opponent and latch onto the victim. Once attached, it begins drawing blood out of the victim.

Titankite

Titankite

Medium monstrosity (avian), unaligned

Armor Class 16

Hit Points 85 (10d8 + 40)

Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	23 (+6)	19 (+4)	7 (-2)	15 (+2)	14 (+2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Celestial

Challenge 3 (700 XP) **Prof** +2

Actions

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., *Hit:* 13 (2d6 + 6) slashing damage.

Transforming Peck. *Melee Weapon Attack:* +8 to hit, reach 5 ft., *Hit:* 9 (1d6 + 6) piercing damage and the target must make a DC 14 Charisma save. On a failure, the target is transformed into a Tiny snail. The target retains its current hit points, but AC becomes 5 and all ability scores become 1. The transformation lasts for 1 hour or until dispelled with *Dispel Magic*, *Greater Restoration* or *Wish*. If the target is slain in snail form, they do not transform back..

Innate Spellcasting. The titankite's spellcasting ability is Charisma (spell save DC 12). The titankite can innately cast the following spells, requiring no material components.

At Will: *message*

3x/day: *comprehend languages*, *Tenser's floating disk*, *magic circle*

1x/day: *dispel magic*, *hold person*, *misdirection*

Bonus Actions

Fast Healing. If the titankite is below half hit points, it heals 5 hit points.

The Titankite is a hunting bird created and used by titans and other creatures of Olympus as a pet or hunting animal. They have the unusual ability to transform their victims into snails so they can be more easily eaten or otherwise dealt with. It is because of this ability that their owners tend to use them to hunt or punish mortals that offend them.

Combat

A titankite swoops down on prey from above, attempting to grasp it in its talons and sweep it into the sky. As it ascends, the titankite pecks at the victim, attempting to transform the victim into a snail. If it is successful, the creature then lands and feasts on the transformed creature.

Titankites are intelligent, and wary of foes bearing weapons. They prefer to attack lone individuals, or to carry opponents out of the range of other's ability to help them. They can operate tools and traps, though they do not have the knowledge of how to create tools of their own.



Titankites on Amberos

Most titankites on Amberos were left behind from the Elvin Golden age when the Ancient Gods were awakened. Since the majority of titans had been cast to Tartarus, the titankites that are active have either renounced their titan masters or are seeking a way to extract the titan from Tartarus.

Tormentor

Tormentor

Large fiend (daemon), neutral evil

Armor Class 19 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	17 (+3)	19 (+4)	17 (+3)

Skills Deception +8, Investigation +6, Insight +7, Intimidation +9, Perception +7, Persuasion +6; Torturer's tools

Damage Resistances acid, fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Infernal, Ignan

Challenge 7 (2,900 XP) **Prof** +3

Regeneration. If the tormentor did not take acid or fire damage since its last action, at the start of its turn it heals 5 hit points.

Actions

Multiattack. The tormentor makes two spear attacks.

Barbed Spear. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 12 (2d6 + 5) piercing damage, and if the tormentor hits the target's AC by 4 or more, it starts a grapple (escape DC 16). The tormentor can thereafter only use its spear attack against the grappled target.

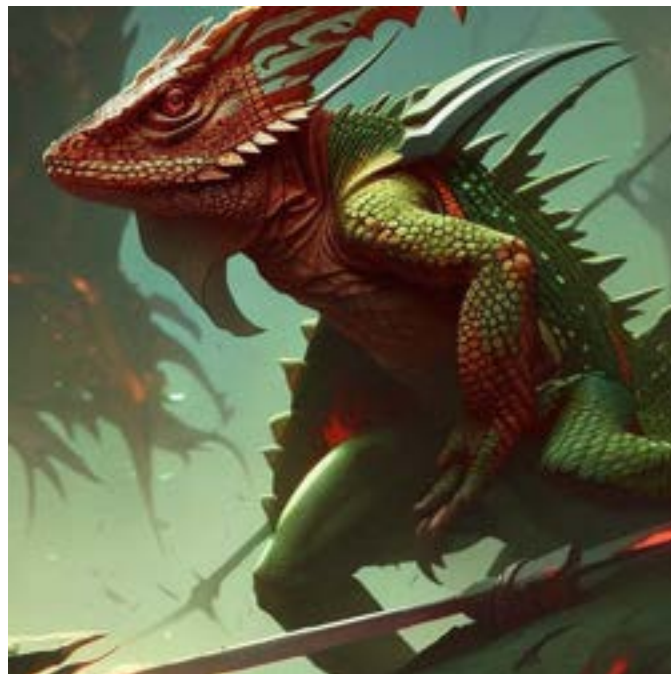
Shapeshift. The tormentor takes the appearance of a humanoid or beast of up to Large size that it is familiar with. While transformed, the tormentor uses the stats of the creature it becomes, but retains its Int, Wis, Cha and ability to detect thoughts. It can transform back as a free action, or if it is rendered unconscious or dead.

Bonus Actions

Detect Thoughts. If a target with an Intelligence of 3 or more that is within 30 feet fails a DC 15 Wisdom save, the tormentor reads the surface thoughts of the target. If the target has failed three or more successive saving throws, the tormentor can learn one piece of deep information of its choice. If the target is below half hit points, it has disadvantage on its saving throw.

Reactions

Torment. At the start of a target's turn that the tormentor is grappling, it deals 14 (4d6) psychic damage.



Tormentors are the creatures of the lower planes whose only job is to torment the souls trapped in that plane. The constantly assail victims with physical and mental tortures, wearing down their victim's will until they are destitute, and then continue to torture them beyond all hope.

Tormentors are well-known for stealing the treasures and wealth of those they torture. They do this primarily to prevent their victims from passing into any sort of reward or final rest in the afterlife.

When tormenting others or facing opponents, they usually first assume the form of a being the opponent knows and trusts. They are well-known for disassembling themselves in front of the victim, for the sheer horror it causes. They also tend to enjoy shifting from the friendly shape to a terrifying one – such as a giant spider or even their natural form, before starting an attack.

Combat

When tormentors encounter opponents who have not succumbed to their will-withering tortures, they immediately attack. If they can subdue an opponent for later torture, they will do so.

Tormentors on Amderos

Tormentors are never found on Amderos, unless somehow summoned by magical means. However, they are well-known in legends as tormentors of the dead, applying their tortures to those judged and found wanting in the dead courts of Jhalah. In some of these tales, tormentors have been known to imprison dead souls in the bowels of the Nightboat, to keep them from reaching the courts of Jhalah and moving on to their final rest.

Tree Strider

Tree Striders are the creation of druids, and are very rare indeed. They are often the last defense available to its forest protectors.

Normally, a tree strider appears as a huge, somewhat bent, hollow tree with minimal ability to move or act. Once bonded with a creature, it becomes an extension of the linked creature. When the tree strider and its linked creature are merged, they become a powerful force.

Some druids have created variants armed with weapons, better armored or possessing stranger and more powerful abilities, including the ability to channel a druid's spells

Combat

Since tree striders cannot act on their own, they depend on their controller to guide their attacks. Thus the battle strategy and skill with which they fight depends on who is controlling them. However, the design of the tree strider does grant the controller some additional options.

Tree Striders on Amberos

Druidus, the progenitor of druids on Amberos, vehemently opposed the creation of Tree striders by his followers, and had the original creators of the magics that produced the first tree strider put to death by burning. However, following the great druid's death, certain druidic circles began to experiment once again with creating tree striders. Though to this day they are still rare, the stigma of their creation is much lessened than in elder days.

Likewise, the elves of Amberos believe tree striders to be an abomination, and their natural druids refuse to create or use them.



Tree Strider

Huge plant, unaligned

Armor Class 16 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	19 (+4)	1 (-5)	10 (+0)	1 (-5)

Saving Throws Con +6

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Damage Immunities poison, psychic

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands druidic and sylvan, but can't speak

Challenge 4 (1,100 XP) **Prof** +2

Critical Vulnerability. If the tree strider suffers a critical hit, half the damage is taken by the tree strider and half is taken by its merged rider.

Link. If a tree strider does not already have a linked creature, a Medium or smaller humanoid with 6 or more Intelligence can spend one hour in meditation to attune with the tree strider. The link remains active as long as the creature remains within 120 feet, and can be broken as a free action.

Plant Traits. The tree strider does not need to eat, drink, breathe or sleep as long as it is exposed to sunlight for 4 hours every 24 hours. A creature merged with it gains the same traits.

Rider. As a bonus action, a merged creature within 5 feet of the tree strider can meld or unmeld with the tree strider. A melded rider's speed becomes one with the tree strider. Its speed is reduced to 0, it uses the tree strider's initiative, it can only take bonus actions and can redirect any non-psychic and non-critical damage or condition it would take to the tree strider. When the rider unmelds, it is returned to an unoccupied square adjacent to the tree strider.

Symbiote. When linked with a Medium or smaller creature, it uses the linked creature's Int, Wis, Cha. When merged, it can also use the merged creature's skills. It does not gain the use of any special abilities or spells of the linked creature.

Actions

Multiattack. The tree strider makes two slam attacks.

Slam (merged only). *Melee Weapon Attack:* +9 to hit, reach 15 ft. *Hit:* 21 (4d6 + 7) bludgeoning damage.

Tree Warrior, General

While treants are the caretakers and overseers of forests, tree warriors are the defenders of the woods. Unlike treants, tree warriors are proactive, seeking out threats to the forest and destroying them before they can cause the forest harm.

Few forests are privileged enough to contain tree warriors; they were created long ago by treants to protect forests when they themselves were incapable of defending a forest from destruction. Thus, only forests who in the past faced utter destruction at some point are likely to have access to tree warriors, and even the oldest forest is likely to have less than one hundred of these formidable beings to defend itself at any one time. When not needed, tree warriors take root and slumber, waiting for the call to arms to defend their woods from danger.

Some tree warriors may be dormant for ages before they are awakened from their slumber to sally forth and attack the forces that threaten their home woods. Yet even as they sleep, tree warriors grow and become hardier, much in a manner akin to dragonkind.

There are five different age groups that tree warriors pass through. Unlike immortal dragons, tree warriors eventually reach an age at which they drop seedlings and pass away (at the tail end of Forest Lord age). These seedlings then slowly grow into tree warriors themselves, becoming saplings in 1d4 years.

As tree warriors age, they tend to gain special abilities from their years of communion with the woods in which they have rested. While an active tree warrior may have gained several character levels from the first-hand combat it has seen, age grants the tree warriors insight, size and abilities no amount of fighting could ever grant it. If a tree warrior has gained levels and advances in an age category, it retains any class levels it may have gained from previous age categories.

The following table lists the different tree warrior ages

Age	Title
1 – 25 years	Sapling
26 – 75 years	Orchard Guardian
76 – 150 years	Grove Master
151 – 300 years	Forest Monarch

The entries for tree warriors mention specific weapons that the tree warrior employ (for example, Cedar tree warriors employ magic greataxes). All tree warriors have these listed items; they are in fact grown with the warrior. If lost, a tree warrior can generate a special seed that recreates the item in 1d4+1 days per age category (Thus for a Forest Lord to recover its special weapon it takes 5d4+5 days). A tree warrior will never generate a seed if it is currently in possession of its special weapon, and cannot generate more than one seed at a time, nor give the seed to others; the seed only grows if the tree warrior personally tends to the seed until it reaches maturity. If the tree warrior's special weapon is taken from a tree warrior, the item can possibly be kept and used by others, if they are of the

appropriate size to use them – however, tree warriors never give these items to others willingly and will go to great lengths to destroy or recover them. If a tree warrior loses an item to theft or other means, it can generate a seed to create a new weapon to replace the lost one. In such cases, the original, stolen item loses all its magical properties and becomes a worthless, twisted piece of dead wood when the new seed matures.

Tree Warriors on Amberos

During the Time of Technology, Belli worried that the rampant growth of cities and pollution caused by technological devices would devastate Amberos. To protect forests from lumbering for fuel and other products on a massive scale, Belli used his abilities to create the Tree Warriors to stave off harmful destruction of the natural environment. Following the end of the Technological Wars, many Tree Warriors went into hibernation, though some were active during the Dark Age and the First Dragon Wars. In the east, many Tree Warriors awoke and participated on one side or the other in the Randu Wars, especially in the Ranzana Jungle, where Tree Warriors fought against heavy lumbering by Randu forces.

Birch Tree Warrior

Medium plant, unaligned

Armor Class 16 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	13 (+1)	10 (+0)	15 (+2)

Saving Throws Dex +5

Skills Stealth +7, Survival +2

Damage Vulnerabilities fire

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giantish, Sylvan

Challenge 2 (450 XP) **Prof** +2

Slayer(1x/turn). On a hit, the tree warrior deals an additional 4 (1d8) damage.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Multiattack. The tree warrior makes two rapier or shortbow attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range X/Y ft., *Hit:* 6 (1d6 + 3) piercing damage.

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 12). The tree warrior can innately cast the following spells, requiring no material components.

At Will: *hunter's mark, true strike*

1x/day: *cordon of arrows, pass without trace*

Birch tree warriors are the “commando” units of tree warriors. Quick and dexterous, they rely on their speed and defensive combat feats to prevent themselves from being harmed, while dealing damage to their enemy.

Birch warriors are all business, but constantly watch the battlefield for superior foes to face off against. They will often engage foes in “honorable” one-on-one combat and are known for commenting on their opponent's style as they fight. They primarily make such comments to enrage or confuse their opponents and reduce their combat effectiveness – rather than point out flaws to improve it.

Outside of combat, birch tree warriors often retire to areas of serene beauty – lakes, quiet groves and the like, and remain

in a sort of sleep awaiting when they are next needed to defend their forest.

Combat

Birch tree warriors rely on their speed and skill to attack opponents. They are swift and deadly, fighting with finesse and skill. They tend to move rapidly about the battlefield, picking their opponents carefully and bringing them down before moving on to another. When in groups, birch tree warriors work together with deadly efficiency, and often one of the warriors will attempt to draw the attention of an opponent, use combat expertise to make itself harder to hit, as the others focus on bringing the foe down.



Birch Tree Warriors on Amberos

Birch tree warriors are usually found in Southwest Amberos, in the Southern Kingdom and Nauwflouwd. There are some to be found in Ksiki Con Corridon, but they are extremely rare. The most active birch tree warriors can actually be found in the Broken Woods, fighting against the corrupted rulership of the Duchy of Molvak.

Bestiary Nefarious

Birch Orchard Guardian

Medium plant, unaligned

Armor Class 17 (natural armor)

Hit Points 82 (15d8 + 15)

Speed 40 ft.

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

Saving Throws Dex +6

Skills Stealth +8, Survival +2

Damage Vulnerabilities fire

Condition Immunities exhaustion, frightened

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giantish, Sylvan

Challenge 3 (700 XP) **Prof** +2

Slayer (1x/turn). On a hit, the tree warrior deals an additional 4 (1d8) damage.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Multiattack. The tree warrior makes two rapier or shortbow attacks.

Whirlwind Attack. The tree warrior makes one attack against every creature within 5 feet.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range X/Y ft., *Hit:* 7 (1d6 + 4) piercing damage.

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 12). The tree warrior can innately cast the following spells, requiring no material components.

At Will: hunter's mark, true strike

1x/day: cordon of arrows, lightning arrow, nondetection, pass without trace

Birch Grove Master

Medium plant, unaligned

Armor Class 18 (natural armor)

Hit Points 115 (21d8 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	13 (+1)	13 (+1)	10 (+0)	17 (+3)

Saving Throws Dex +7

Skills Stealth +11, Survival +3

Damage Vulnerabilities fire

Damage Resistances poison

Condition Immunities exhaustion, frightened

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giantish, Sylvan

Challenge 5 (1,800 XP) **Prof** +3

Slayer (1x/turn). On a hit, the tree warrior deals an additional 4 (1d8) damage.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Multiattack. The tree warrior makes two rapier or shortbow attacks.

Whirlwind Attack. The tree warrior makes one attack against every creature within 5 feet.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft. *Hit:* 9 (1d8 + 5) magical piercing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range X/Y ft., *Hit:* 8 (1d6 + 5) magical piercing damage.

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 14). The tree warrior can innately cast the following spells, requiring no material components.

At Will: hunter's mark, true strike

1x/day: cordon of arrows, freedom of movement, invisibility, lightning arrow, nondetection, pass without trace, stoneskin

Reactions

Uncanny Dodge. The tree warrior takes half damage from an attack.

Birch Forest Monarch

Medium plant, unaligned

Armor Class 18 (natural armor)

Hit Points 148 (27d8 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	23 (+6)	13 (+1)	13 (+1)	10 (+0)	21 (+5)

Saving Throws Dex +9

Skills Stealth +12, Survival +3

Damage Vulnerabilities fire

Damage Immunity poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giantish, Sylvan

Challenge 7 (2,900 XP) **Prof** +3

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Multiattack. The tree warrior makes two rapier or shortbow attacks.

Whirlwind Attack. The tree warrior makes one attack against every creature within 5 feet.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 15 (1d8 + 6) magical piercing damage, plus 4 (1d8) force damage.

Shortbow. *Ranged Weapon Attack:* +9 to hit, range X/Y ft., *Hit:* 13 (1d6 + 6) magical piercing damage, plus 4 (1d8) force damage.

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 16). The tree warrior can innately cast the following spells, requiring no material components.

At Will: *hunter's mark, true strike*

1x/day: *cordon of arrows, freedom of movement, invisibility, lightning arrow, nondetection, pass without trace, stoneskin, swift quiver, tree stride*

Reactions

Uncanny Dodge. The tree warrior takes half damage from an attack.

Cedar Tree Warrior

Large plant, any non-evil

Armor Class 17 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	13 (+1)	10 (+0)	15 (+2)

Saving Throws Con +4

Damage Vulnerabilities fire

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Common, Druidic, Sylvan

Challenge 3 (700 XP) **Prof** +2

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Multiattack. The tree warrior makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit (crit 19-20), reach 10 ft. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 12). The tree warrior can innately cast the following spells, requiring no material components.

At Will: *blade ward, true strike*

1x/day: *enhance ability, heroism, plant growth*

Bonus Actions

Take Root. At the start of its turn, the tree warrior's speed is reduced to 0, but it gains immunity to being knocked prone and cannot be pushed. This ability lasts until the start of the tree warrior's next turn. While rooted, the tree warrior makes three slam attacks instead of two.

Cedar warriors are all business; when not fighting they tend to take root and sleep. They do not engage in idle chit-chat, and tend to frown on any being who seems to prefer talking to acting. They are not known for their patience when dealing with other races, and when they feel the time to act has come, they have been known to leave companions behind in their haste to act. Older warriors tend to be more patient, but not overly so.

Combat

Cedar warriors generally will quickly rush into melee range of opponents and begin swinging, attempting to down foes as quickly as possible. While capable of a wide variety of

tactics and excellent planning, most cedar warriors are only too happy to wade into the thick of things and start swinging at a foe with little regard for a plan. Even if overwhelmed, a cedar warrior rarely backs down, though they are not at all averse to calling in allies to help turn the tide of battle. If a cedar warrior is forced to back out of a combat, it will generally take the time to plan a counterattack at a later point against the same foe, seeking a way to turn the odds in its favor. Often, this may merely meaning backing off to allow its fast healing to take care of any wounds, then striking the enemy before they have time to recuperate themselves.



Cedar Tree Warriors on Amberos

Cedar tree warriors are found primarily in the Northlands of Amberos, with a large concentration in the Kennestone forest. Cedar tree warriors fought first against the druids of Kennestone, then later assisted them during the First Dragon Wars to drive green dragons from the area.

Bestiary Nefarious

Cedar Orchard Guardian

Large plant, any non-evil

Armor Class 17 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	15 (+2)	13 (+1)	10 (+0)	15 (+2)

Saving Throws Con +5

Damage Vulnerabilities fire

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Common, Druidic, Sylvan

Challenge 5 (1,800 XP) **Prof** +3

Indomitable (1x/day). If the tree warrior fails a saving throw, it reroll the save.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Multiattack. The tree warrior makes three slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit (crit 19-20), reach 10 ft. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 13). The tree warrior can innately cast the following spells, requiring no material components.

At Will: *blade ward, message, true strike*

1x/day: *dimension door, enhance ability, find the path, heroism, plant growth, seeming*

Bonus Actions

Take Root. At the start of its turn, the tree warrior's speed is reduced to 0, but it gains immunity to being knocked prone and cannot be pushed. This ability lasts until the start of the tree warrior's next turn. While rooted, the tree warrior makes four slam attacks instead of three.

Cedar Grove Master

Large plant, any non-evil

Armor Class 17 (natural armor)

Hit Points 178 (21d10 + 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	17 (+3)	13 (+1)	10 (+0)	15 (+2)

Saving Throws Con +6

Damage Vulnerabilities fire

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Common, Druidic, Sylvan

Challenge 8 (3,900 XP) **Prof** +3

Indomitable (2x/day). If the tree warrior fails a saving throw, it reroll the save.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Multiattack. The tree warrior makes four slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit (crit 18-20), reach 10 ft. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 13). The tree warrior can innately cast the following spells, requiring no material components.

At Will: *blade ward, message, true strike*

2x/day: *enhance ability, heroism*

1x/day: *dimension door, find the path, foresight, plant growth, power word stun, regenerate, seeming*

Bonus Actions

Take Root. At the start of its turn, the tree warrior's speed is reduced to 0, but it gains immunity to being knocked prone and cannot be pushed. This ability lasts until the start of the tree warrior's next turn. While rooted, the tree warrior makes five slam attacks instead of four.

Cedar Forest Monarch

Large plant, any non-evil

Armor Class 17 (natural armor)

Hit Points 256 (27d10 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	19 (+4)	13 (+1)	10 (+0)	15 (+2)

Saving Throws Con +6

Damage Vulnerabilities fire

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 10

Languages Common, Druidic, Sylvan

Challenge 9 (5,000 XP) **Prof** +4

Indomitable (3x/day). If the tree warrior fails a saving throw, it reroll the save.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Multiattack. The tree warrior makes five slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 14). The tree warrior can innately cast the following spells, requiring no material components.

At Will: *blade ward, message, true strike*

3x/day: *enhance ability, heroism*

2x/day: *dimension door, plant growth*

1x/day: *find the path, foresight, power word stun, regenerate, seeming*

Bonus Actions

Take Root. At the start of its turn, the tree warrior's speed is reduced to 0, but it gains immunity to being knocked prone and cannot be pushed. This ability lasts until the start of the tree warrior's next turn. While rooted, the tree warrior makes six slam attacks instead of five.



Cherry Tree Warrior

Medium plant, neutral

Armor Class 16 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 45 ft.

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

Saving Throws Wis +3

Skills Acrobatics +4, Athletics +4, Insight +3

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 11

Languages Common, Druidic

Challenge 2 (450 XP) **Prof** +2

Natural Talent. The tree warrior uses its Cha bonus instead of Str or Dex for saves, AC and skill checks.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

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

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 12). The tree warrior can innately cast the following spells, requiring no material components.

At Will: *guidance, resistance*

1x/day: *command, sanctuary*

Bonus Actions

Flurry of Blows (Recharge 5+). The tree warrior makes two slam attacks.

Reactions

Avoidance (2x/day). The tree warrior reduces the damage it takes from an attack by 10 (1d8 + 6).

Cherry tree warriors are contemplative warriors who spend nearly as much time communing with their natural surroundings as they do fighting. However, their contemplative nature focuses on their fighting ability, making them quick, resistant and deadly opponents.

Combat

Once engaged in combat, cherry tree warriors give no quarter and accept no quarter. They are not bound by human

morals however, and will use any tactic or skill at their disposal to ensure their victory. Cherry warriors have been known to lure opponents into ambushes, to strike foes unaware and to even feign surrendering to bring down the guard of their opponent. Though this has dismayed some students who have been taken in by cherry warriors, the tree warriors explain that the result – victory – justifies the use of any tactic.



Cherry Tree Warriors on Amderos

Cherry tree warriors are mostly found in Chiamung, with legends of cherry tree warriors skirmishing in the wilds of Dishnu. There is rumor that the Emperor of Spi Dak Su has a cherry tree forest lord that sleeps in the courtyard of the Emperor's palace, ready to act should the cherry wood buildings of the Emperor's palace ever be harmed. Many doubt the legend, but none have yet been willing to put it to the test.

Bestiary Nefarious

Cherry Orchard Guardian

Medium plant, neutral

Armor Class 17 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 60 ft.

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

Saving Throws Str +5, Dex +5, Wis +3

Skills Acrobatics +5, Athletics +5, Insight +3

Damage Immunities poison

Condition Immunities charmed, disease, exhaustion, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages Common, Druidic, Sylvan

Challenge 4 (1,100 XP) **Prof** +2

Evasion. If the tree warrior is forced to make a Dexterity saving throw and succeeds, it takes no damage, and only half damage on a failure.

Natural Talent. The tree warrior uses its Cha bonus instead of Str or Dex for saves, AC, melee attacks and skill checks. It has advantage on any such save or skill checks.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

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

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 13). The tree warrior can innately cast the following spells, requiring no material components.

At Will: *guidance, resistance*

1x/day: *calm emotions, command, meld into stone, sanctuary*

Bonus Actions

Flurry of Blows (Recharge 4+). The tree warrior makes two slam attacks.

Reactions

Avoidance (2x/day). The tree warrior reduces the damage it takes from an attack by 16 (1d8 + 12).

Cherry Grove Master

Medium plant, neutral

Armor Class 18 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 70 ft., water walk 70 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	17 (+3)	13 (+1)	12 (+1)	19 (+4)

Saving Throws Str +7, Dex +7, Con +6, Int +4, Wis +4, Cha +7

Skills Acrobatics +7, Athletics +7, Insight +4, Stealth +7

Damage Immunities poison

Condition Immunities charmed, disease, exhaustion, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages All languages

Challenge 7 (2,900 XP) **Prof** +3

Evasion. If the tree warrior is forced to make a Dexterity saving throw and succeeds, it takes no damage, and only half damage on a failure.

Natural Talent. The tree warrior uses its Cha bonus instead of Str or Dex for saves, AC, melee attacks and skill checks. It has advantage on any such saves or skill checks.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 9 (1d10 + 4) magical bludgeoning damage.

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 14). The tree warrior can innately cast the following spells, requiring no material components.

At Will: *guidance, resistance*

1x/day: *calm emotions, command, flame strike, guardian of faith, meld into stone, sanctuary*

Bonus Actions

Flurry of Blows (Recharge 3+). The tree warrior makes two slam attacks.

Reactions

Avoidance (2x/day). The tree warrior reduces the damage it takes from an attack by 22 (1d8 + 18).

Cherry Forest Monarch

Medium plant, neutral

Armor Class 18 (natural armor)

Hit Points 204 (24d8 + 96)

Speed 75 ft., air walk 35 ft., water walk 75 ft.

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

Saving Throws Str +12, Dex +12, Con +8, Int +5, Wis +5, Cha +8

Skills Acrobatics +12, Athletics +12, Insight +5, Stealth +12

Damage Immunities poison

Condition Immunities charmed, disease, exhaustion, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages All languages

Challenge 11 (7,200 XP) **Prof** +4

Evasion. If the tree warrior is forced to make a Dexterity saving throw and succeeds, it takes no damage, and only half damage on a failure.

Natural Talent. The tree warrior uses double its Cha bonus instead of Str or Dex for saves, AC, melee and skill checks. It has advantage on any such attack rolls, saves or skill checks.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft. *Hit:* 10 (1d12 + 4) magical bludgeoning damage.

Innate Spellcasting. The tree warrior's spellcasting ability is Charisma (spell save DC 16). The tree warrior can innately cast the following spells, requiring no material components.

At Will: *guidance, resistance*

1x/day: *calm emotions, command, flame strike, guardian of faith, harm, meld into stone, sanctuary*

Bonus Actions

Flurry of Blows (Recharge 2+). The tree warrior makes two slam attacks.

Reactions

Avoidance (2x/day). The tree warrior reduces the damage it takes from an attack by 28 (1d8 + 24).

Elm Tree Warrior

Medium plant, neutral

Armor Class 16 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

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

Saving Throws Int +4, Wis +3

Skills Arcana +4, Nature +4, Perception +3

Damage Resistances acid, cold, fire, lightning

Condition Immunities charmed, exhaustion, sleep

Senses darkvision 60 ft., passive Perception 13

Languages Common, Druidic, Elvin, Sylvan

Challenge 4 (1,100 XP) **Prof** +2

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Spellcasting. The tree warrior is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The tree warrior has the following Wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, message, true strike*

1st level (4 slots): *chromatic orb, detect magic, shield*

2nd level (3 slots): *blur, hold person*

3rd level (3 slots): *fly, lightning bolt*

Elm Tree Warriors are the magical artillery of the tree warrior race. They are rarely the only force available to a forest for protection, and instead tend to be a smaller part of a larger force - usually Cedar tree warriors. Sometimes, they may be the leader of such a force.

Elm Tree Warriors are thoughtful creatures, and rarely rush into combat. They plot, plan and prepare, striking only once they feel that they have appropriately sized up an enemy and taken the proper precautions to prevent their foe from obtaining a victory.

Combat

Elm Tree Warriors fight primarily with spell attacks, reserving their slam attacks for when they are out of spells or face an opponent resilient to their magic.

Elm Tree Warriors on Amberos

Belli did not create the elm tree warriors until the Elvin Golden Age to counter growing goblinoid destruction of



forests. Both decent warriors and powerful spellcasters, the only known remaining elm tree warriors sleep in the Groon forest. There are rumors of a psionic variant of elm tree warriors that have been created by the Twilight Forest, but no verifiable encounters with such beings have ever been documented.

Bestiary Nefarious

Elm Orchard Guardian

Medium plant, neutral

Armor Class 16 (natural armor)

Hit Points 82 (15d8 + 15)

Speed 30 ft.

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

Saving Throws Int +6, Wis +3

Skills Arcana +6, Nature +6, Perception +3

Damage Resistances acid, cold, fire, lightning

Condition Immunities charmed, exhaustion, sleep

Senses darkvision 60 ft., passive Perception 13

Languages Common, Druidic, Elvin, Sylvan

Challenge 9 (5,000 XP) **Prof** +2

Overchannel (1x/long rest). The tree warrior deals maximum damage with a spell. This damage ignores resistance and immunity.

Magic Resistance. The tree warrior gains advantage on saving throws against spells and similar effects.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Multiattack. The tree warrior makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) magical bludgeoning damage.

Spellcasting. The tree warrior is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The tree warrior has the following Wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, message, minor illusion, true strike*

1st level (4 slots): *chromatic orb, detect magic, shield, sleep*

2nd level (3 slots): *blur, hold person, web*

3rd level (3 slots): *fly, lightning bolt*

4th level (3 slots): *fire shield, greater invisibility*

5th level (2 slots): *conjure elemental, wall of stone*

6th level (1 slot): *chain lightning, globe of invulnerability*

Elm Grove Master

Medium plant, neutral

Armor Class 16 (natural armor)

Hit Points 82 (21d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	21 (+5)	12 (+1)	15 (+2)

Saving Throws Int +9, Wis +5

Skills Arcana +9, Nature +9, Perception +5

Damage Resistances acid, cold, fire, lightning

Condition Immunities charmed, exhaustion, sleep

Senses darkvision 60 ft., passive Perception 15

Languages Common, Druidic, Elvin, Sylvan

Challenge 12 (8,400 XP) **Prof** +4

Overchannel (1x/long rest). The tree warrior deals maximum damage with a spell. This damage ignores resistance and immunity.

Magic Resistance. The tree warrior gains advantage on saving throws against spells and similar effects.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Multiattack. The tree warrior makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) magical bludgeoning damage, plus 7 (2d6) force damage.

Spellcasting. The tree warrior is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The tree warrior has the following Wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, message, minor illusion, true strike*

1st level (4 slots): *chromatic orb, detect magic, shield, sleep*

2nd level (3 slots): *blur, hold person, web*

3rd level (3 slots): *fly, haste, lightning bolt*

4th level (3 slots): *fire shield, greater invisibility*

5th level (3 slots): *conjure elemental, wall of stone*

6th level (1 slot): *chain lightning, globe of invulnerability*

7th level (1 slot): *finger of death, reverse gravity*

8th level (1 slot): *control weather, power word stun*

9th level (1 slot): *foresight, meteor swarm*

Elm Forest Monarch

Medium plant, neutral

Armor Class 16 (natural armor)

Hit Points 143 (26d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	25 (+7)	12 (+1)	15 (+2)

Saving Throws Int +12, Wis +6

Skills Arcana +12, Nature +12, Perception +6

Damage Resistances acid, cold, fire, lightning

Condition Immunities charmed, exhaustion, sleep

Senses darkvision 60 ft., passive Perception 16

Languages Common, Druidic, Elvin, Sylvan

Challenge 15 (13,000 XP) **Prof** +5

Overchannel (2x/long rest). The tree warrior deals maximum damage with a spell. This damage ignores resistance and immunity.

Improved Magic Resistance. The tree warrior gains advantage on saving throws against spells and similar effects. If the tree warrior makes a successful save against a spell it takes no damage, and only half on a failure.

Plant Traits. The tree warrior does not need to eat, drink, breath or sleep as long as it gains 4 hours of sunlight every 24 hours.

Actions

Multiattack. The tree warrior makes three slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) magical bludgeoning damage, plus 7 (2d6) force damage.

Spellcasting. The tree warrior is a 22nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The tree warrior has the following Wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *message*, *minor illusion*, *true strike*

1st level (4 slots): *chromatic orb*, *detect magic*, *shield*, *sleep*

2nd level (3 slots): *blur*, *hold person*, *web*

3rd level (3 slots): *fly*, *haste*, *lightning bolt*

4th level (3 slots): *fire shield*, *greater invisibility*, *stoneskin*

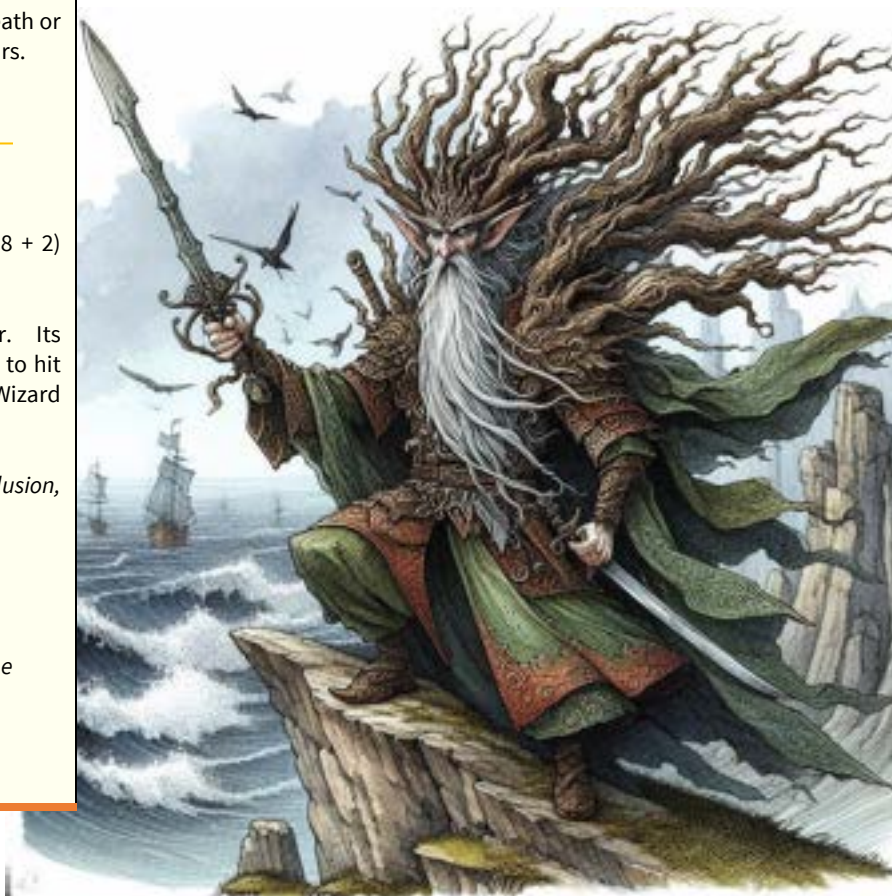
5th level (3 slots): *cone of cold*, *conjure elemental*, *wall of stone*

6th level (2 slots): *chain lightning*, *globe of invulnerability*

7th level (2 slots): *finger of death*, *reverse gravity*

8th level (2 slots): *control weather*, *power word stun*

9th level (2 slots): *foresight*, *meteor swarm*



Tumor

Tumors (pron. Tuu-moors) are frightening creatures drawn from the Realm of Madness for one purpose - to destroy. They are engines of destruction who hunt and chase living prey to destroy it. They do not negotiate, they show no mercy and make no bargains with their prey. Others can only nominally influence them with a promise of greater carnage.

Tumors speak their own language that consists of shrill screams and squeaks. They can mimic the tone of other voices, but only in screams or cries. They can however, understand any spoken language. They have no concept of written languages, and never trigger or are affected by magical glyphs, symbols or other forms of "written" magic.

Combat

When a Tumor spots a potential foe, it usually rushes forth to engage in combat, and will not cease fighting until all opponents are slain. They are surprisingly capable of using tactics and planning ambushes, but prefer to stage events allowing them to melee and maul opponents - they enjoy the sheer terror they inspire as they mangle a foe and wallow in the gore they create.

Tumors have been known to sometimes take prisoners for later use as sacrifices. They especially love to do so to wizards, and to elves in particular.

Tumors on Amberos

Tuma, the Destroyer, pulled tumors from the Realm of Madness before that god himself was destroyed. Since after the fall of the Elvin Golden Age, no new known tumors have been brought to Amberos; the only ones that exist on Amberos have survived from that ancient age. A handful of the surviving tumors lie in dark places on Amberos, often held in status awaiting to be awakened by a powerful member of Tuma's Waybreath or unsuspecting interlopers into their domain.



Bestiary Nefarious

Tumor

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 20 ft., spider climb 20 ft., fly 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	22 (+6)	19 (+4)	14 (+2)	15 (+2)

Saving Throws Str +14, Con +12, Wis 8

Skills Intimidate +7, Perception +8, Stealth +9

Damage Resistances bludgeoning, piercing and slashing non-magical weapons that aren't cold iron; psychic

Damage Immunities acid, cold, fire, lightning, necrotic, poison

Condition Immunities confused, paralyzed, petrified, poisoned

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 18

Languages Understands Common, but cannot speak

Challenge 20 (25,000 XP) **Prof** +6

Aura of Unreality. Attacks that require a line of sight to the tumor have disadvantage on the attack roll. On a natural roll of 1, the target is instead struck by the attack, and the tumor can choose to switch places with the attacker.

Charge. If the tumor takes the dash action, it can still use the attack action after it finishes moving.

Legendary Resistance (3x/day). If the tumor fails a saving throw, it succeeds instead.

Regenerate. If the tumor has not taken radiant damage since the end of its last turn, at the start of its turn it regains 10 hit points. It can reattach lost limbs by holding them to the stump.

Spell Immunity. The tumor automatically makes its save against any spell of 5th level or lower, and has advantage on all other saves against spells or similar effects. Any spell effect based on the written word (glyph of warding, symbol, etc.) has no effect on a tumor.

Actions

Multiattack. The tumor uses its fearful presence and then makes two claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit (crit 18-20), reach 5 ft. *Hit:* 12 (1d8 + 8) necrotic damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 15 ft. *Hit:* 13 (1d10 + 8) magical slashing damage.

Unsettling Presence. All creatures within 60 feet must make a DC 19 Wisdom saving throw. On a failure, the target is frightened for 1 minute. The target can make another save at the end of each of its turns to end the condition. A target who makes its saving throw is unaffected by this ability for 24 hours.

Bonus Actions

Poison Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft. *Hit:* 15 (2d6 + 8) magical piercing damage, plus the target must make a DC 20 Constitution save. On a failure, the target is poisoned and takes 28 (8d6) poison damage, half that on a successful save. While poisoned, the target is paralyzed. At the end of its subsequent turns, the target can make an additional saving throw to end the condition.

Legendary Actions

The tumor 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 tumor regains spent legendary actions at the start of its turn.

Bite. The tumor makes a bite attack.

Rend Reality. One target within 15 feet must make a DC 16 Wisdom save. On a failure, the target takes 17 (5d6) psychic damage and is randomly teleported 30 (1d6 x 10) feet in a random direction to an unoccupied space.

Warp. The tumor teleports 15 feet. This movement does not provoke opportunity attacks.

Unmake (costs 2 actions; 1x/day). If the tumor is under 80 hit points, it regains 30 hit points and every target in 30 feet takes 15 necrotic damage. It cannot use this ability if it has taken damage from cold iron weapons since its last turn.

Turkon

Turkon Challenger

Medium humanoid (turkon), any alignment

Armor Class 18 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +0 (disv)

Damage Resistances cold, fire

Senses low-light vision, passive Perception 14

Languages Turkon, can haltingly speak Common

Challenge 3 (700 XP) **Prof** +2

Magic Resistance. The turkon has advantage on any saving throw against spells or similar effects.

Weapon Mastery. The turkon gains a +1 bonus to hit and +2 bonus to damage with its greatsword.

Actions

Multiattack. The turkon makes two greatsword or shortbow attacks.

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

Power-Striking Greatsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 13 (2d6 + 6) slashing damage. The turkon may make this attack instead any time it could make a greatsword attack.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range X/Y ft., *Hit:* 3 (1d6) piercing damage.

Bonus Actions

Surge (1x/short rest). The turkon makes a greatsword or shortbow attack.

Reactions

Brace (1x/short rest). When hit by an attack, the turkon reduces the damage it takes by 14 (1d12 + 8).

Turkons (pron. Tuur-kawn) are a race of humanoids born with a turtle-shell like carapace that protects their back and limbs. The turkon are not overly bright, and prize martial prowess over all. Their race has many accomplished



metalsmiths, and they routinely send forth warriors bedecked in suits of plate armor to fight opponents to do battle with for the glory of their race.

Turkons disdain “lesser” races and only learn a few words in Common to speak to other races.

Combat

When a turkon encounters an individual that looks formidable, they generally issue a challenge to that individual to fight in honorable, one-on-one, to-the-death combat. Since turkon issue their challenges in their own language, many races misinterpret the challenge as a mere assault, and simply retaliate against the turkon's aggression. Turkons do not take prisoners or ask for mercy. Fleeing from combat shames them, and most turkon will willingly die before fleeing to save their own lives.

Turkon Society

Turkons generally live in small communities at the edges of swamps or marshes. The communities are generally controlled by the strongest warrior among the local turkons.

While adult turkon are powerful individuals, younger turkon are easy prey to disease, malnutrition or the abuse of their elders. Unlike most other races, the turkon do not actively go out of their way to defend their young until it grows its own protective shell. The turkon believe this aloofness results in the creation of strong, independent individuals who can weather nearly any hardship.

Young turkon males grow up constantly competing against each other for food, housing and goods. This competition among the turkon is generally of a friendly nature and non-combatic, as the turkon are generally unwilling to kill one another over communal matters.

Bestiary Nefarious

The communal leader is always on watch for troublesome or powerful turkons who have the ability to disrupt tribal life or seem to have the might to possibly dethrone the current leader. Such turkon are usually cast out into the larger world to make their own way. Some return, their urge to rebel sated. Others never return, becoming lone wanderers or seeking to found their own communities. In extremely rare cases a turkon returns to overthrow the provincial leader and take their place.

Turkon on Amberos

Turkons are inhabitants of the outlying regions of Chiamung. Sometimes, individual turkon can be found having wandered out beyond the Tuan hills. They are sometimes mistaken for kappa, though they have no relation to such creatures.

Turkon worship Ko Kassa, and make regular sacrifices of food and objects to him. Some evil clans make sacrifices of prisoners or slaves, and in lean times may even make sacrifices of their own kind.

Turkon Honorbound

Medium humanoid (turkon), any alignment

Armor Class 18 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +0 (disv)

Damage Resistances cold, fire

Senses low-light vision, passive Perception 15

Languages Turkon, can haltingly speak Common

Challenge 7 (2,900 XP) **Prof** +3

Magic Resistance. The turkon has advantage on any saving throw against spells or similar effects.

Weapon Mastery. The turkon gains a +1 bonus to hit and +3 bonus to damage with its greatsword.

Actions

Multiattack. The turkon makes three greatsword or shortbow attacks.

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

Power-Striking Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 20 (2d6 + 13) slashing damage. The turkon may make this attack instead any time it could make a greatsword attack.

Shortbow. *Ranged Weapon Attack:* +2 to hit, range X/Y ft., *Hit:* 3 (1d6) piercing damage.

Bonus Actions

Surge (1x/short rest). The turkon makes a greatsword or shortbow attack.

Reactions

Brace (1x/short rest). When hit by an attack, the turkon reduces the damage it takes by 14 (1d12 + 14).

Bestiary Nefarious

Turkon Mouth of Fire

Medium humanoid (turkon), any alignment

Armor Class 18 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	11 (+0)	15 (+2)	12 (+1)

Skills Perception +5, Religion +3, Stealth +0 (disv)

Damage Resistances cold, fire, thunder

Senses low-light vision, passive Perception 15

Languages Turkon, can haltingly speak Common

Challenge 5 (1,800 XP) **Prof** +3

Magic Resistance. The turkon has advantage on any saving throw against spells or similar effects.

Actions

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., *Hit:* 2 (1d4) bludgeoning damage.

Channel Divinity (2x/short rest). The turkon can use one of the following two abilities.

Guided Strike (free action). The turkon or one ally within 30 feet gains a +10 bonus to an attack roll. This can be added before or after the roll is made.

Turn Undead. Undead that can see and hear the turkon within 30 feet must make a DC 13 Wisdom save. On a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

Spellcasting. The turkon is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The turkon has the following Cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, command, divine favor, healing word, shield of faith*

2nd level (3 slots): *aid, enhance ability, hold person, magic weapon, spiritual weapon*

3rd level (3 slots): *bestow curse, crusader's mantle, dispel magic, spirit guardian*

Bonus Actions

War priest (2x/short rest). The turkon makes a mace attack.

Reactions

Brace (1x/short rest). When hit by an attack, the turkon reduces the damage it takes by 14 (1d12 + 8).

Unassuming

Unassuming

Small celestial, lawful neutral

Armor Class 17 (natural armor)

Hit Points 13 (3d6 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	12 (+1)	10 (+0)	11 (+0)	7 (-2)

Saving Throws Dex +4

Skills Stealth +6; two tool proficiencies

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 10

Languages Can speak, read and write the language of the one it is bound to

Challenge 1 (200 XP) **Prof** +2

Binding. The unassuming can bind itself to one willing creature within 30 feet with a ritual that takes 10 minutes. While bound, the unassuming can use whatever skills of the creature it is bound to, and the bound creature can transfer damage it takes to the unassuming, as long as the two are on the same plane. The bound creature can end the link at any time.

Mold Appearance. The unassuming resembles a miniature copy of the creature or an ally of the creature it is bound to.

Actions

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

Reactions

Explode. When reduced to 0 hit points, the unassuming shakes, screeches and then explodes. All creatures within 5 feet must make a DC 11 Dexterity save. On a failure the target takes 10 (3d6) radiant damage, half on a successful save.

Unassuming are small servant creatures from Nirvana, sent to the Mortal Realm to assist mortals and relieve them of mundane tasks.

These creatures gain their name from their rather plain natural plain looks, which can be molded by their master to suit whatever he or she desires - to a point. Their features can be remolded by a mere thought of the master - they often take on the shape of a beloved friend or past companion known to the master, or sometimes appear as children that could pass as offspring of their master.



Combat

Unassuming are not designed for combat and are very poor at such. If their master is in immediate danger of harm, unassuming will attempt to intervene if the master does not seem capable of defending or protecting himself; the unassuming has an innate sense of when it should interfere to help and when it should refrain. Unassuming can never be commanded to fight, even at the whim of the master; they only interfere when the master needs aid, and never beyond assistance to get the master to safety.

Unassuming on Amōeros

Most unassuming are encountered in the Skienlands, where the Brahman caste has long kept the secret of summoning these assistants a secret through the ages. In fact, some Brahman have kept their unassuming servant through several generations.

The Randese, who once ruled the Skienlands, have a few nobles who know the secret to summoning an unassuming, and have passed that knowledge down through their family lineage.

Urqí

Urqí

Medium undead (demon), chaotic evil

Armor Class 16 (chain shirt + shield)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	10 (+0)	13 (+1)	17 (+3)

Saving Throws Con +4, Wis +3

Skills Deception +3, Stealth +3

Damage Vulnerabilities psychic

Damage Resistances bludgeoning, piercing and slashing non-magical weapons from those who do not know their name

Damage Immunities poison

Condition Immunities exhausted, poisoned, sleep

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common

Challenge 2 (450 XP) **Prof** +2

Undead Traits. An urqí does not need to breathe, eat, drink or sleep.

Actions

Multiattack. The urqí makes two longsword attacks.

Chilling Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage, plus 7 (2d6) necrotic damage.

Bonus Actions

Draining Presence. The urqí chooses a living target within 30 feet that does not know its name. The target must make a DC 13 Wisdom save. On a failure, the target takes 7 (2d6) psychic damage, half on a successful save.

Reactions

Fear Inspiring. When hit by a melee attack, the urqí's appearance flashes to take on the ally's appearance. The target must make a DC 13 Intelligence save. On a failure, the target takes 7 (2d6) psychic damage and is frightened of the urqí for 1 minute, or the urqí attacks the target. A target may repeat the saving throw each round at the end of its turn. A creature that has made the save cannot be affected again for 24 hours.

Urqí (pron. Uur-kwee) are undead soldiers who betrayed their comrades and were slain in the combat that followed. Upon reaching the afterlife, they escaped to reanimate their bodies to prevent being punished for their crimes. They are



hateful and spiteful creatures who seek to slay any living opponent they meet.

Urqí are intelligent, retaining most of the mischievous memories of their old life. They have been known to use this knowledge to hunt down prey and to prepare against opponents they may face.

Combat

Urqí were former warriors, and fought with all the craft and skill they possessed in life. Though they have often been stripped of some of the more formidable abilities they had in life, they tend to make up for such losses with sheer ruthlessness in combat.

Urqí make full use of their intelligence and cunning. Their first act is taking revenge on whoever slew them. Many times, knowing that their opponent was more powerful than themselves, they will seek out friends or loved ones important to their opponent and use those emotional bonds to arrange the defeat of their opponent or vent their revenge upon such individuals.

Urqí on Amōeros

Many Randese soldiers during the Randu war were secretly worshippers of Titanicus who drove or tricked their companions into massacres. Some of these devout Titanicus followers even lead their comrades in suicidal attacks to further foment the war on both sides. These individuals committed crimes so foul that they arose as Urqí and haunt the desolate borders between Randu and other countries, looking to stir trouble wherever they can.

Vampire Rat

Vampire Rat

Tiny beast (rat), unaligned

Armor Class 13

Hit Points 5 (2d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	10 (+0)	2 (-4)	11 (+0)	6 (-2)

Skills Perception +2, Stealth +7

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1 (200 XP) **Prof** +2

Scent. The vampire rat has advantage on Perception (Wis) skill checks involving smell or sound.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage, and if the vampire rat hits the target's AC by 4 or more, it attaches to the target.

Attach. If a vampire rat grapples a target, it does not reduce the target's speed, though its own speed is 0. It can be removed with a successful DC 6 Strength check as an action.

Blood Drain. If the vampire rat starts its turn grappling a living opponent, the target takes 5 (1d4 + 3) piercing damage and the vampire rat gains half that amount as temporary hit points. Temporary hit points gained in this manner stack, up to 10 temporary hit points.

Bonus Actions

Flight. The vampire rat expends 1 temporary hit point to gain a fly speed of 30 feet until the start of its next turn.

Invisibility. The vampire rate expends 1 temporary hit point and becomes invisible until the end of its next turn.

Vampire rats are rats augmented by unnatural feeding on dead magical corpses. They live in underground areas, burrowing maze-like warrens and feeding off the blood of sleeping animals and humanoids they come across.

They are sometimes employed as a means of execution by certain underground races (such as Derro) or taken as familiars by necromancers or warlocks.



Combat

Vampire rats prefer to attack inert or sleeping targets when alone but have been known to swarm prey when in large numbers. If left undisturbed to feed, they will greedily exsanguinate a target before moving on.

Vampire rats are easily scared by bright lights or fire, and will often flee in panic (sometimes creating stampedes when in large numbers).

Vampire Rats on Amöeros

These beasties tend to be found mostly in the Crystalmire mountains and the surrounding lands. It is known that the Ghan filled the tomb of the tyrannical Huren with these creatures to destroy his coffin and effects for the afterlife, and as a result, they are sometimes encountered in areas of Randu and the east.

Valenca

The valenca (pron. Vaw-len-sa) is known as the vampire medusa, an abomination that feeds on the life energy of its prey and turning into an undead slave, or poisoning them and turning victims to stone.

Valenca prefer to live in isolated areas whose vegetation withers under their poisonous, life-draining presence. They have been known to take up residence in abandoned buildings in communities and use their powers to drive the inhabitants away or destroy them.

Generally, a valenca's only companion is the dead formed from its energy-draining abilities, and these husks are sent out to scout and collect treasures for the valenca's personal enjoyment.

Combat

The valenca opens up with its charm gaze and poisoning remaining enemies. Once its victims are charmed or restrained, it deals with them at its leisure, one victim at a time.

If overwhelmed, the valenca attempts to put distance between itself and its prey, fleeing if its opponent prove to more than it can handle.

Valenca

Medium monstrosity, any evil

Armor Class 14 (natural armor)

Hit Points 78 (12d8 + 36)

Speed 30 ft., climb 30 ft., fly 50 ft.

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

Skills Deception +6, Perception +3

Damage Resistances bludgeoning, piercing and slashing non-magical weapons; cold, lightning, psychic

Damage Immunities necrotic

Senses darkvision 90 ft., passive Perception 13

Languages Common

Challenge 8 (3,900 XP) **Prof** +3

Regeneration. The valenca regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or has taken radiant damage since its last turn.

Actions

Multiattack. The valenca uses its charm gaze and then makes three attacks; two claw and a bite attack. It may replace each of its claw attacks with a bow attack.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d8 + 1) bludgeoning damage. If the attack hits the target's AC by 4 or more, the valenca starts a grapple. While grappling the target, the valenca cannot use the claw attack to hit another target. It can grapple up to two targets at once.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 4 (1d6 + 1) piercing damage and the victim must make a DC 13 Constitution save. On a failure, the target is restrained and takes 9 (2d8) poison damage each round. The target must repeat the saving throw at the start of each subsequent round. On a successful

save, the condition ends and the target no longer takes damage. If the target is reduced to 0 hit points, it is petrified.

Charm Gaze. One target within 30 feet of the Valenca that can see it must make a DC 14 Wisdom save. On a failure of 5 or more, the target is petrified. Otherwise, the target is charmed by the Valenca for 10 minutes. If the Valenca harms the target, the target is immediately allowed another saving throw to break the charm.

Energy Drain. If a Valenca starts its turn with a grappled target, it may forfeit a claw attack the target automatically takes 5 (1d8 + 1) necrotic damage and its maximum hit points is reduced by a like amount. If a target is reduced to 0 hit points in this manner, it dies and raises the next night as a zombie under the Valenca's control. Maximum hit points are returned to normal after the victim takes a long rest.

Longbow. *Ranged Weapon Attack:* +3 to hit, range X/Y ft. *Hit:* 5 (1d8 + 1) piercing damage, plus the target must make a DC 14 Constitution save. On a failure, the target is restrained and takes 9 (2d8) poison damage at the start of each round. A subsequent saving throw ends the condition and ceases dealing damage. If the target is reduced to 0 hit points, it is petrified. The Valenca keeps a quiver with 20 such poisoned arrows. It can poison two additional arrows a round as a bonus action.

Bonus Actions

Tail. *Melee Weapon Attack:* +3 to hit, reach 10 ft. *Hit:* 7 (1d12 + 1) bludgeoning damage and the target must make a DC 11 Strength check. On a failure, the target is knocked prone.

Reactions

Control. On a charmed target's turn, the valenca chooses the target's movement and action(s).

Slither. If the Valenca is attacked, after the attack it makes a tail attack and then moves half its speed.

Bestiary Nefarious

Valenca on Amóceros

Valenca dwell in the depths of the Demon Jungle, sending their zombie husks out to raid for sacrifices and treasures. More than one powerful valenca has erected a city-state of the undead under their control and vie against nearby enemy valenca, attempting to steal the enemy's treasures and quash their rival.



Vaporshroud

A vaporshroud is an undead created when many individuals die an otherwise avoidable death in a single area. For example, those who die in a fire because the entrance was blocked, or sailors who die upon the reefs in a fog bank are prime candidates for creating a vaporshroud.

Vaporshroud are very shrewd, and often have a purpose in mind - often seeking to punish someone they feel to blame for their deaths. Some vaporshrouds have been known to the descendants of individuals that vaporshroud believed

responsible for their deaths, sometimes even centuries after their own deaths.

Vaporshrouds cannot speak directly, but those caught in their mists can sometimes hear the mutterings of the slain within its folds; it is not uncommon for the vaporshroud to deliver a message or repeat the last words on their dying lips to those they are about to consume.

Combat

Before attacking directly, a vaporshroud usually sends zombies ahead to seek out targets. Once the targets have been weakened or driven to despair, the vaporshroud moves in to

Vaporshroud

Gargantuan undead, lawful evil

Armor Class 11

Hit Points 216 (16d20 + 48)

Speed float 30 ft.

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

Saving Throws Wis +3

Skills Perception +3, Stealth +3

Damage Resistances cold

Damage Immunities bludgeoning, piercing or slashing non-magical weapons; acid, fire, poison, psychic

Condition Immunities exhausted, poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages Whispers in the languages the dead knew in life

Challenge 11 (7,200 XP) **Prof** +4

Cloud. The vaporshroud can share its space with other creatures. Creatures within its form are blinded beyond 5 feet. The vaporshroud can also pass through cracks $\frac{1}{4}$ of an inch or larger.

Legendary Resistance (3x/day). When the vaporshroud fails a saving throw, it can choose to succeed instead.

Undead Traits. The vaporshroud does not need to breathe, eat, drink or sleep.

Actions

Drain life. All creatures in the vaporshroud's space must make a DC 15 Constitution save. On a failure, the target takes 9 (2d8) necrotic damage and their maximum hit points are reduced by a similar amount. Maximum hit points can be restored with a *greater restoration* spell or a long rest. A victim reduced to 0 hit points by this manner evaporates into mist and its soul becomes part of the vaporshroud.

Corporeal Form. The vaporshroud creates two **zombies** under its control within its form. The zombies act on their own initiative and cannot willingly move more than 120 feet from the vaporshroud. If the zombie (or vaporshroud) is reduced to 0 hit points after *undead fortitude* fails or moved more than 120 feet away, the zombies evaporate into harmless mist. The vaporshroud cannot have in existence more than 16 zombies at one time.

Innate Spellcasting. The vaporshroud's spellcasting ability is Charisma (spell save DC 15). The vaporshroud can innately cast the following spells, requiring no material components.

At Will: *mage hand, minor illusion, thaumaturgy*

3x/day: *fog cloud*

1x/day: *gust of wind, knock, unseen servant*

Legendary Actions

The vaporshroud 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 vaporshroud regains spent legendary actions at the start of its turn.

Drift. The vaporshroud moves 30 feet. This move does not provoke opportunity attacks.

Direct the Dead. One of the zombies under the vaporshroud's command takes an action.

Summon the Dead (costs 2 actions). The vaporshroud uses its corporeal form ability.

Bestiary Nefarious

finish off the target(s), focusing on any being that wronged them in life.

Vaporshrouds slowly wind their way to their targets and enshroud them in mist. They cannot strike opponents directly, but their presence drains the life of those within their grasp.

Vaporshrouds on Amberos

Vaporshrouds are generally found around the Black Hills of Misake, where Black Marentail killed entire towns in his quest to master necromantic magic. Vaporshrouds can also be found in ancient battlefields where the soul-energy of the dead are not individually strong enough to form ghosts.



Vegerot

Vegerot

Small ooze, unaligned

Armor Class 9

Hit Points 27 (6d6 + 6)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Dex -3

Skills Stealth +1

Damage Resistances cold, bludgeoning, piercing

Damage Immunities psychic

Condition Immunities diseased, prone

Senses blindsight 60 ft. (blind beyond the radius), passive Perception 6

Languages —

Challenge ½ (100 XP) **Prof** +2

Actions

Slam. *Melee Weapon Attack:* -1 to hit, reach 5 ft. *Hit:* 2 (1d6 - 1) bludgeoning damage, plus 7 (2d6) acid damage and the target must make a DC 11 Constitution save. On a failure, the target is diseased, losing 1 Constitution once day and unable to regain spent hit dice. The target can repeat the save after a long rest to end the condition.

Vegerot is a dangerous living fungus-like slime that survives by consuming living matter. It primarily feeds off of plant leaves and grass but will attack living creatures without provocation if it senses them nearby.

Unlike most other slimes/oozes, vegerot does not use acid to digest its prey. Instead, it infects living matter with a disease that breaks down the prey's body for it.

Combat

Vegerot fears nothing and is drawn to the "smell" of living matter. It also can detect the presence of living creatures through the victim's motion. Vegerot is extremely straightforward - it will make a beeline for its prey, ignoring hazards, barriers, and possible pitfalls in its desire to reach its prey. It always moves towards the closest, largest living thing and is never seemingly sated.

Vegerot On Amderos

Found mostly in areas of the cursed Living Forest, there have also been reports of the substance being encountered in the Demon Jungle and remote portions of the Yaz Jungle, as well as in areas of the Golens and Kennestone Forest. The Twilight Forest seems to loathe vegerot, and uses its psionic ability to

destroy any trace of this substance before it can enter the mysterious woods.



Vengal

Vengal

Medium monstrosity (vengal), any alignment

Armor Class 15 (unarmored defense)

Hit Points 30 (4d8 + 12)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Str +6, Dex +4

Skills Perception +4

Senses low-light vision, passive Perception 14

Languages Common, Vengal

Challenge 2 (450 XP) **Prof** +2

Pounce (1x/short rest). The vengal moves its speed and makes a claw attack. This movement does not provoke opportunity attacks.

Powerful build. The vengal has advantage on Strength ability checks and saves. Its carrying capacity is double normal.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 11 (2d6 + 4) slashing damage.

Bonus Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage.

Vengal (pron. Ven-gawl) are powerful creatures that live in tropical lands and enjoy combat and hunting. They are sometimes mistaken for weretigers by those not familiar with them. They prefer to hunt other intelligent creatures, pitting their own wit against their prey. The more dangerous their opponent, the better thrill they gain from the hunt.

Vengal occasionally travel to civilized areas, looking for adventure or worthy prey. Few dare to oppose them when they happen into other races cities, and those who do usually end up skewered on the vengal's claws for their insolence.

Combat

Vengal are cunning and skillful fighters, preferring unarmed melee attacks with which to engage foes. Vengal prefer to observe their opponent for some time before striking, so as to best gauge their opponent's strength and weaknesses. When a vengal strikes, it is usually a swift and brutal attack, designed to bring their foe down quickly with minimal fuss.



Vengal rarely use weapons, and it is even rarer for them to ranged weapons or magic when chasing or facing prey. However, some vengals have taken up the use of weapons or spells in their hunt and feel no shame in doing so - the only thing that matters is the result.

Vengal Society

Vengal normally live in a tribal existence in small communities in the wild. These communities often hunt in one or more packs, both tracking prey required to keep their village alive and seeking out prey for the pleasure of hunting. Many communities are made up of one or more clans, with each clan containing blood relatives of a well-known lineage in the community. It is not uncommon for the various clans to have healthy rivalries against each other, and some clans have been known to exist in more than one community. In all cases, clan loyalties are considered to be stronger than community loyalties, though few vengal will act in a manner to harm their community for the sake of the clan.

Both sexes tend to be hunters, though hunter groups tend to be all one gender or the other. A singular individual who acts as the coordinator and leader leads all hunting groups. Often, this pack leader is the strongest and most skilled member in the group, though there are rare exceptions.

Vengal cubs are often attached to hunting groups - the cubs are expected to watch and learn until the pack leader feels the time has come for the cubs to fully join the group as a hunter.

While most vengal simply do not have the skill for magic, they see it as no more or less than a tool to aid in the hunt. Those few vengal who can wield magic are sometimes sought out because of their greater skills and the many trophies their kind can help acquire for the clan.

Bestiary Nefarious

Vengal on Amōeros

Vengals tribes are scattered through the Skienlands and Lanster. They are greatly feared by many Skierian citizens to the point that the government has created a special division of the army to hunt down troublesome vengal and kill them. However, the government takes care to keep its activities low-key, lest the individuals become the focus of hunts by other vengals or the vengal tribes unite against the threat.

Vengal worship nature and not any specific god, spurning Belli as a fraud and traitor. They have a great respect for the Cat Lord, though, and many make token sacrifices to the Cat Lord to improve their chances in a hunt.



Vengal Stalker

Medium monstrosity (vengal), any alignment

Armor Class 16 (unarmored defense)

Hit Points 75 (10d8 + 30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Str +7, Dex +6

Skills Athletics +7, Perception +5, Stealth +6

Damage Resistances bludgeoning, piercing and slashing (while raging)

Condition Immunities charmed, frightened (while raging)

Senses low-light vision, passive Perception 15

Languages Common, Vengal

Challenge 5 (1,800 XP) **Prof** +3

Danger Sense. The vengal has advantage on Dexterity saving throws.

Pounce (2x/short rest). The vengal moves its speed and makes a claw attack. This movement does not provoke opportunity attacks.

Powerful build. The vengal has advantage on Strength ability checks and saves. Its carrying capacity is double normal.

Rage (4x/long rest). The vengal adds 2 to its melee weapon attacks. This ability lasts for 1 minute.

Actions

Multiattack. The vengal makes two claw attacks.

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

Bonus Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage.

Vengal Huntmaster

Medium monstrosity (vengal), any alignment

Armor Class 15 (unarmored defense) [16 barkskin]

Hit Points 30 (10d8 + 12)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+0)	17 (+3)	12 (+1)

Saving Throws Str +7, Wis +6

Skills Nature +3, Perception +6, Survival +5

Senses low-light vision, passive Perception 16

Languages Common, Vengal

Challenge 5 (200 XP) **Prof** +3

Pounce (1x/short rest). The vengal moves its speed and makes a claw attack. This movement does not provoke opportunity attacks.

Powerful build. The vengal has advantage on Strength ability checks and saves. Its carrying capacity is double normal.

Actions

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

Channel Divinity (2x/short rest). The vengal can use the following ability.

Charm Animals and Plants. Each beast or plant creature within 30 ft. must make a DC 13 Wisdom save. On a failure, the target is charmed for 1 minute or it takes damage. While charmed, the target is friendly to the vengal and its allies.

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

Cantrips (at will): *guidance, light, sacred flame, thaumaturgy*

1st level (4 slots): *animal friendship, bless, guiding bolt, shield of faith, speak with animals*

2nd level (3 slots): *aid, augury, barkskin, locate object, spike growth*

3rd level (3 slots): *bestow curse, meld into stone, plant growth, protection from energy, wind wall*

Bonus Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage.



Whispling

Whispling

Medium plant, unaligned

Armor Class 14

Hit Points 18 (4d8)

Speed 10 ft., spider climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	10 (+0)	2 (-4)	13 (+1)	5 (-3)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge ½ (100 XP) **Prof** +2

Camouflage. When a whispling has not acted, it is indistinguishable from a clump of reeds.

Actions

Blood Drain. *Melee Weapon Attack:* +0 to hit, reach 5 ft. *Hit:* 1 (1d4 - 2) piercing damage, plus a living target loses 1 hit dice. If the target has no hit dice remaining, it takes 5 damage.

Poisoned Needle. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., *Hit:* 5 piercing damage, plus the target must make a DC 10 Constitution save. On a failure, the target is rendered unconscious for 1 minute. At the end of its turn, the target can repeat the saving throw to end the condition. A target immune to poison or the poisoned condition cannot be rendered unconscious.

Whisplings are carnivorous, semi-sentient plants that live on riverbanks in marshy areas. Using their natural concealment, they lie in wait for victims to pass near then bend their reed-like structures toward the victim and fire poisoned darts at their prey. Once the poison has incapacitated the prey, the plants move to feed off the victim's blood.

Combat

Whisplings remain fairly motionless, attempting to disguise themselves as or among normal marshy reeds. When prey comes within short range of their position, they bend their reed-like structures at the victim (in a manner akin to aiming a blowgun) and fire poisoned darts. Once the poison has incapacitated the victim, the plant moves to its prey and usually attempts to drown it before consuming its body mass, starting with draining the victim's blood.

Whispling on Ambros

Most whisplings are found along the marshy riverbeds in Llannhanex and Iiannhanex. A few of these creatures have

been encountered in Simera, and there are tales of the plants cropping up in the Golens.



Wodosen

Wodosen

Medium fey, neutral (evil tendencies)

Armor Class 17 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	8 (-1)	13 (+1)	15 (+2)

Skills Acrobatics +6, Performance +6, Stealth +6

Damage Vulnerabilities fire

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

Challenge 3 (700 XP) **Prof** +2

Wild Swing. The wodosen can subtract 2 from its hit modifier and add 4 damage on a hit.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Innate Spellcasting. The wodosen's spellcasting ability is Charisma (spell save DC 12). The wodosen can innately cast the following spells, requiring no material components.

At Will: *faerie fire, minor illusion*

1x/day: *enhance ability, heat metal, longstrider*

Reactions

Spell Reflection. If a cantrip attack misses the wodosen, the caster is affected instead.

Wodosen (pron. Woow-dow-sen) are malicious fey creatures that enjoy beating on things. In the wild, they spend their time cracking nuts and making music by beating on tree trunks or other objects. They are extremely strong creatures, but not too bright, and have little care beyond causing mischief and mayhem.

It is very rare for a wodosen to be lucid enough to listen to reason, but they have been known to on rare occasions to communicate with others. However, the quickest way to offend them is to attempt to offer them something that they must hold (such as money, food or even a document). They are very sensitive to their lack of hands, and such slights, even if unintentional, can send them into a berserk fury.

Wodosen rarely mince words and have no time for idle chat, but they will accompany any being who makes music within earshot by joining in on the performance.

When interacting with others outside of a musical performance, they tend to respond to intimidation better than diplomacy; attempts at diplomacy usually backfire as the Wodosen tends to see the speaker as an easy target to a good walloping.

Combat

Wodosen charge opponents with reckless abandon, swinging their mighty hammer-fists. They have a knack for destroying items via their improved sunder ability, and revel in the mayhem such actions cause.

Wodosen on Amderos

Thought to originally have been laborers crafted from the woods themselves by elves, these creatures are very rare in elvin forests. It is thought by many that at some point – perhaps after the fall of the Elvin Golden Age, that wodosen freed themselves from elvin slavery and retreated into those places in the world comfortable to them, but far away from elvinkind and other fey.



Xanthus

Xanthus

Large monstrosity (equine), neutral evil

Armor Class 13 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 60 ft., long jump 30 ft., high jump 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	8 (-1)	15 (+2)	12 (+1)

Saving Throws Wis +4

Skills Perception +4

Damage Resistances bludgeoning

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 14

Languages Common, Infernal

Challenge 2 (450 XP) **Prof** +2

Detect Good. A Xanthus can sense creatures of good alignment or celestials within 30 feet.

Powerful Build. A Xanthus can carry twice its normal carrying capacity and has advantage on Strength checks and saving throws.

Scent. The xanthus has advantage on Perception (Wis) checks dealing with smell.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 11 (2d6 + 4) slashing damage and the target must make a DC 14 Constitution save at the start of its turn. On a failure, the target takes 3 (1d6) slashing damage. If the target or an adjacent ally takes an action to bind the wound, the condition ends as well.

Bonus Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) piercing damage and the target must make a DC 14 Strength save or be knocked prone.

Xanthus (pron. zan-thus) are flesh-eating horses thought to be fiendish descendants of normal horses. They roam the wilderness and hills in small packs, hunting other creatures in a manner like that of a wolf pack. They seem to prefer humanoid flesh – the flesh of good creatures.

While most Xanthus are wild creatures, they can sometimes be captured and train as vicious riding and fighting beasts - though a humanoid rider should beware for they will often turn on a master at the first sign of weakness.

Combat

Xanthus often attempt to bull rush and trip an opponent, where it can crush and bite its foe to death. They dislike running prey to ground and prefer to ambush opponents and maim or hobble prey so that its victim cannot easily escape. Xanthus prefer their meals alive while they feast and have been known to torture prey before delivering a killing blow.

Training A Xanthus

It is practically impossible to train an adult xanthus to become a willing mount, though incredibly strong-willed and mean-spirited individuals have managed to do so (DC 25 minimum). Most xanthus mounts are captured and raised as colts away from the presence of others of their kind. Only once they reach adulthood are xanthus mounts allowed near other xanthus. Training a xanthus takes 6 weeks. Trained xanthus can be purchased for 250 gp.

Xanthus on Amōcros

Xanthus are only found in the wild steppes of the east, which is dominated by Randu. They can, on rare occasions, be found in the west (and are always imports from the east), but few would dare admit that they procured such an evil creature for their own use. Legend has it that evil Ghan in the employ of the Skyland Hold bred the first Xanthus, and they have become a symbol of ruthlessness among the Saracens of Randu. Most high-ranking officers in Randu's army use a xanthus as their mount; many of the crueler lords allow the xanthus to eat prisoners or hunt down and kill deserters from the ranks.



Xercean

Xercean

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	19 (+4)	6 (-2)	13 (+1)	7 (+2)

Saving Throws Wis +3

Skills Perception +3

Damage Resistances bludgeoning

Damage Immunities cold

Condition Immunities exhausted, poisoned, sleep

Senses lifesense 60 ft. (blind beyond this radius), passive Perception 13

Languages Understands Common, but can only speak one word phrases

Challenge 4 (1,100 XP) **Prof** +2

Lich-slaved. Xerceans cannot refuse the commands of a lich. If two or more liches issue conflicting commands, the liches make opposed Persuasion (Cha) checks. The xercean obeys the winner.

Undead Traits. The xercean does not need to breathe, eat, drink or sleep.

Actions

Multiattack. The xercean makes two claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage and if the xercean beats the target's AC by 4 or more, it starts a grapple (escape DC 14).

Bonus Actions

Consume Flesh. If the xercean is grappling a living target, the target loses 1 hit dice and the xercean regains an expended hit dice. If the xercean is injured, it may choose to instead heal 8 hit points.

Reactions

Undead Fortitude. If the xercean is reduced to 0 hit points, it can immediately expend hit dice (until it returns to at least 1 hit point.

Xerceans (pron. zuur-keen) are undead warriors for a long-fallen liche known as Xerces. They scour the land in search of prey to convert to their legion, in an unending tide of undeath.

Xerceans are often mistaken for zombies, until one sees the leech-like mouths on the creature's hands. They are also frightenly quick and strong, and dogged in their pursuit of the living. Few who have fled from a xercean has kept out of their clutch for long.

Combat

A xercean will rush opponents and attempt to overwhelm them as quickly as possible. They have little grasp of tactics, though given time they can figure out ways to circumvent obstacles or bypass obstructions. While they travel in packs, they do not form long-term plans or employ advanced tactics, though they seem to grasp enough to flank opponents or advance behind cover from ranged attacks. Xerceans have been known to sacrifice themselves to wear down foes or bridge obstacles to allow other members to advance upon the enemy.

Once a Xercean engages an enemy, it is to the death - either its own or the opponents, or both.

Xerceans on Amberos

Xerces was a powerful lich and head of the Animator cult in the years following the Dark Age. He was slain by the forces of the Kingdom of Swordfall and his undead routed to the Black Hills nears the ruins of Black Marentail's skullish keep. Since that time, the members of the Red Cabal have used powerful magics to keep the xercean population in check – often having to root out forces of the Black Cabal and other Animator cult leaders in the process.



Xlexí

Xlexí

Medium humanoid (goblin), usually lawful evil

Armor Class 17 (chain shirt + shield)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	19 (+4)	15 (+2)	21 (+5)

Saving Throws Wis +4

Skills Insight +4, Perception +4, Stealth +4

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 2 (450 XP) **Prof** +2

Closed Mind. A xlexi's thoughts cannot be read.

Actions

Multiattack. The xlexi makes two longsword attacks.

Annulus longsword. *Melee Weapon Attack:* +5 to hit (crit 19-20), reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage, plus 7 (2d6) psychic damage.

Psychic Crush. A target within 120 feet must make a DC 15 Wisdom save. On a failure, the target takes 14 (2d8 + 5) psychic damage, half on a successful save.

Bonus Actions

Detect Psionics. The xlexi can detect the use of spells or abilities that charm, dominate or read minds with 90 feet.

Xlexi (pron. ex-lee) are psychic holes who hunt down psionicists and slay them. They have an unnatural hatred and loathing of all things psionic.

Combat

A xlexi fights with great cunning and skill. They prefer to melee opponents and will always seek to battle those with psionic abilities or gear above all others. They rely on the annulus blade to help them thwart psionic attacks and bring down such foes.

Society

Xlexi live in small clans in out-of-the-way places. When clan members learn of the location of psychics or psionic items, they send one or more of their members to hunt down and

destroy the individual or item. The xlexi thus sent is not allowed to return to the clan until they fulfill their mission.

Xlexi clans sometimes arrange large gatherings where they swap stories, feast and otherwise carouse and enjoy themselves. This usually occurs at least once a year, and some clans meet biannually on a regular basis.

Xlexi have been known to organize psionic witch hunts at these clans meetings, descending on psionic organizations or strongholds in a mass battle to the death. However, such hunts tend to be rare as they tend to greatly reduce the strength and numbers of the xlexi clans.

Xlexi on Amðeros

Ziga managed to persuade several goblins during the Elvin Golden Age to be altered to become psionic hunters. She played on the goblinoids fears of a rebirth of the Time of Technology in the form of a psionic revolution. The goblinoids fell for the ploy, and Ziga worked her transformation on them. When the entire goblinoid race was transformed into their hideous shapes near the end of the Elvin Golden Age, the Xlexi were not left unscathed. However, their superior intellect allowed them to shrug off the yoke of becoming slaves to Ziga, though they are still slaves to their dark hunger to destroy psions.



Xlexi Seeker

Medium humanoid (goblin), usually lawful evil

Armor Class 17 (chain shirt + shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	19 (+4)	15 (+2)	22 (+6)

Saving Throws Wis +5

Skills Insight +5, Perception +5, Stealth +5

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

Challenge 8 (3,900 XP) **Prof** +3

Closed Mind. A xlexi's thoughts cannot be read.

Indomitable (1x/long rest). If the xlexi fails a saving throw, it can reroll the save.

Actions

Multiattack. The xlexi makes three longsword attacks.

Annulis longsword. *Melee Weapon Attack:* +6 to hit (crit 18-20), reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage, plus 7 (2d6) psychic damage.

Psychic Crush. A target within 120 feet must make a DC 17 Wisdom save. On a failure, the target takes 19 (3d8 + 6) psychic damage, half on a successful save.

Bonus Actions

Detect Psionics. The xlexi can detect the use of spells or abilities that charm, dominate or read minds with 90 feet.

Reactions

Counterstrike (Recharge 5+). When a xlexi is hit by an attack, if the attacker is within 60 feet it must make a DC 17 Wisdom save. On a failure, the attacker takes 11 (2d10) psychic damage, half on a successful save.

Xlexi Doomthinker

Medium humanoid (goblin), usually lawful evil

Armor Class 17 (chain shirt + shield)

Hit Points 122 (21d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	15 (+2)	19 (+4)	15 (+2)	22 (+6)

Saving Throws Wis +7

Skills Insight +7, Perception +7, Stealth +7

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 17

Languages Common, Goblin

Challenge 13 (10,000 XP) **Prof** +5

Closed Mind. A xlexi's thoughts cannot be read.

Indomitable (2x/long rest). If the xlexi fails a saving throw, it can reroll the save.

Actions

Multiattack. The xlexi makes four longsword attacks.

Annulis longsword. *Melee Weapon Attack:* +10 to hit (crit 18-20), reach 5 ft. *Hit:* 9 (1d8 + 5) slashing damage, plus 7 (2d6) psychic damage.

Psychic Crush. A target within 120 feet must make a DC 19 Wisdom save. On a failure, the target takes 19 (4d8 + 6) psychic damage, half on a successful save.

Bonus Actions

Detect Psionics. The xlexi can detect the use of spells or abilities that charm, dominate or read minds with 90 feet.

Reactions

Counterstrike (Recharge 5+). When a xlexi is hit by an attack, if the attacker is within 60 feet it must make a DC 19 Wisdom save. On a failure, the attacker takes 22 (4d10) psychic damage, half on a successful save.

Xuchard

Xuchard

Large aberration (shapeshifter), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 30 ft., fly 50 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+4)	15 (+2)	23 (+6)	23 (+6)	17 (+3)	21 (+5)

Saving Throws Int +9, Wis +6, Cha +8

Skills Deception +8, Insight +6, Investigate +9, Perception +9, Persuasion +8

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities poison

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 19

Languages Telepathy 120 ft.

Challenge 7 (2,900 XP) **Prof** +3

Pleasing Form. A xuchard can take the appearance of any humanoid or animal a creature that it has telepathically spoken to knows of as a free action. The transformation changes the xuchard's size, but none of its abilities.

Unusual Nature. A xuchard does not need to breathe, eat, drink or sleep.

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., all creatures in reach. *Hit:* 9 (1d10 + 4) bludgeoning damage and the target must make a DC 15 Strength check or is grappled (escape DC 15).

Suggestive Gaze. A target within 30 feet that can see the xuchard must make a DC 16 Wisdom save. On a failure, the target is charmed for 1 hour. If the target takes damage or can no longer see the xuchard, it can make another save to end the condition. A target that makes the save is immune to this ability for 1 hour.

Reactions

Feed on Emotion. If a charmed target within 120 feet takes an action, the xuchard heals 5 hit points.

Xuchard (pron. zew-kard) are hedonistic creatures that delight in morally depraved actions. They tend to dwell in civilized regions, feeding off the emotions of those nearby. The more extreme the emotions, the more "flavorful" the xuchard finds them. Unlike many creatures that feed off emotion,

xuchard prefer to feed off positive emotions and find negative emotions - hate, fear and such - as unappetizing.

While xuchard are not in of themselves dangerous, their desire to get others around them to experience positive emotions can cause many dangers - for example, they are not above addicting others to drugs to feed off the euphoria that such drugs produce.

Combat

Xuchard dislike combat, but if forced to defend themselves, they attack with tentacle strikes and a vicious bite. If possible, they will attempt to ensnare prey and charm them rather than kill them. They have even been known to incapacitate and tie up opponents instead of killing them, such is their aversion to the negative emotions combat causes. Sometimes even a nearby combat is enough to drive the creatures away, at least temporarily.

Xuchard on Amōcros

It is believed that Xuchard may be from the same Realm of Madness as the mentens. One deranged sage, whom first had been enslaved by Xuchard and then later spent his career studying them, has postulated that Xuchard are gnomes who somehow became entrapped on the Realm of Madness during the Elvin Golden Age. However, most reputable sages - and gnomes - scoff at this theory. The creatures infest areas under large cities and have been blamed for the corruption and degeneracy of several royal lineages over the ages.



Xunlard

The xunlard (pron. zun-lard) are an antagonistic race of giants who delight in mischief. They are more powerful cousins to ogre magi, and can often be found in many of the same areas as their magical brethren. They are fond of raiding settlements for food or tribute, and sometimes simple raid settlements for the sheer pleasure of tearing things apart.

Xunlard are rarely seen as they tend to travel by burrowing through solid earth. To burrow through earth, a xunlard spins its body, much like a living tornado, as it quickly tears through the earth. Xunlard enjoy using this ability to undermine buildings and other structures, or to come up from beneath their enemies to attack.

Luckily, many xunlard are arrogant, and it is not too difficult to trick them by challenging their strength and superiority in a contest. Witty heroes of smaller stature can often cow these brutes by managing to make it look like they are superior in strength, despite their size.

Combat

Xunlard often battle each other with their katanas, but against smaller foe, they prefer to hurl rocks or use their massive slam attacks against such foes. Though they travel in groups, xunlard prefer to fight for individual glory, and will demand some sort of payment for assistance when battling on behalf of their brothers or other beings. However, their loyalty only extends as far as what they gain out a conflict.

Xunlard

Huge Giant (shapechanger), chaotic evil

Armor Class 16 (breastplate)

Hit Points 199 (19d12 + 76)

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	19 (+4)	13 (+1)	15 (+2)	13 (+1)

Saving Throws Wis +7

Skills Athletics +12, Intimidate +6, Perception +7

Damage Resistances bludgeoning, piercing and slashing non-magical weapons that aren't cold iron

Damage Immunities cold, fire

Senses low-light vision, passive Perception 17

Languages Common, Infernal

Challenge 13 (10,000 XP) **Prof** +5

Poison Blood. If the xunlard takes slashing or piercing damage, creatures within 5 feet of the xunlard must make a DC 14 Dexterity save. On a failure, the target takes 9 (2d8) poison damage.

Actions

Multiattack. The xunlard makes two longsword or rock attacks.

Giant Longsword (*giant form only*). *Melee Weapon Attack:* +12 to hit (crit 19-20), reach 15 ft. *Hit:* 25 (4d8 + 7) slashing damage, or two-handed 29 (4d10 + 7) slashing damage.

Longsword (*humanoid form only*). *Melee Weapon Attack:* +12 to hit (crit 19-20), reach 5 ft., *Hit:* 11 (1d8 + 7) slashing damage, or two-handed 12 (1d10 + 7) slashing damage.

Rock (*giant form only*). *Ranged Weapon Attack:* +12 to hit, *Hit:* 21 (4d6 + 7) bludgeoning damage. The xunlard carries 8 rocks.

Bonus Actions

Envenom Weapon. The xunlard takes 4 points of slashing damage but adds 9 (2d8) poison damage to its next longsword attack.

Shapeshift. The xunlard and its gear shrinks to Medium size and assumes the disguise of a humanoid or returns to its normal size.

Reactions

Catch Rock. If attacked by a Large missile or larger, the xunlard makes a DC 15 Dexterity check. On a success, the xunlard takes no damage from the attack.

Bestiary Nefarious

Most xunlard are cowards at heart, and many will knuckle under to a foe (or plain run away) if the battle goes against them and things begin to look grim.

Xunlard on Amōeros

Xunlard are the servants of the oni who rule Dishnu. A few Xunlard have made their way to Chiamung, where they dwell in the isolated wilderness, causing trouble and havoc when encountered. The Xunlard of Chiamung avoid civilized areas and have an unnatural dislike of oni, having remained in Chiamung to escape the rule of oni.



Yale

Yale

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	2 (-4)	13 (+1)	8 (-1)

Saving Throws Dex +4, Con +4

Skills Perception +3

Senses low-light vision, passive Perception 13

Languages —

Challenge 2 (450 XP) **Prof** +2

Powerful Charge. If the yale moves at least 20 feet in a straight line, it deals double damage with its gore attack.

Scent. A yale has advantage on Perception (Wis) skill checks involving smell or hearing.

Actions

Gore. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 8 (1d10 + 3) piercing damage.

Bonus Actions

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

The yale is a powerful creature related to deer that grazes in wild plains. They are sometimes hunted for food or for their peculiar horns.

Yale are not aggressive creatures but will attack those that they see as threats to their territory, herd members or to itself.

Combat

Yale attack by charging an opponent, maneuvering the long, sharp horns to gore its foe. Once engaged, it can maneuver its horn almost like a rapier so that it can continue to gore its opponent.

Training a Yale as a mount

If captured while young, yale make excellent war mounts. They are more popular among horse archers and nobles..

Training a yale requires 6 weeks. A yale trained for combat sells for about 250 gp.

Yale on Amberos

Found mostly in the steppe lands on Randu, Lanster and Lacosis, these creatures are a familiar sight to the natives. Nobles often arrange hunts to try and capture these creatures (primarily for the horns, though the meat is considered a delicacy), and the common populace sometimes hunts them as well, though not as often as deer or other game.



Bestiary Nefarious

Yyaunn

Aunn (pron. awn) is a fey word that describes the most secret power of Nature itself. Only a few elves and other faerie creatures of the most ancient and wild forests, which keep it a secret from any who would attempt to steal or corrupt it, know the secret of the Aunn. Sometimes, the Aunn shows its mighty and terrible secrets to creatures that have lived in harmony with nature, granting the being with a powerful gift of nature itself. Any creature able to manipulate the power granted by the Aunn is known as a sslaunn.

However, there are those who have the will and learn the secrets to seize the destructive power of the Aunn. These powerful beings, which oddly tend to be reptilian, are known as the yyaunn (pron. hi-yawn).

Yyaunn is a template that may be applied to any humanoid, beast, monstrosity, dragon or fey being of Chaotic alignment. It gains the Shapechanger descriptor.

Hit Dice. The creature's racial hit dice doubles. The creature gains any additional hit points due to it from its increased Constitution.

Speed. The yyaunn's base speed increases by 10 feet.

Innate Spellcasting. The yyaunn's spellcasting ability is Charisma (spell save DC 12). The dragon can innately cast the following spells, requiring no material components.

- **At Will:** polymorph (self only)
- **1x/day:** call lightning, creeping doom
- **1x/week:** earthquake, storm of vengeance

Damage Resistance acid, cold, fire, lightning and thunder.

Secrets of the Aunn. A Yyaunn can cast spells as if it were a druid of a level equal to one-half its hit dice or levels. Spell DC's are 8 + proficiency modifier + Wisdom modifier.

Ability Score Increase. A Yyaunn increases its Strength, Dexterity, and Constitution by 4.

Skills: The yyaunn gains proficiency in Nature and Survival.

Yyaunn on Amberos

Oddly, Belli has no control over the granting or removal of the Aunn's power. It seems that the Aunn is a presence separate from Belli himself, though it seems to have an intelligence and will of its own.

Yyaunn are extremely rare; the sheer will to control nature and bend it to one's will requires superhuman talent, concentration and an audacity not seen in many creatures.

As stated above, lizardfolk, drakes and creatures such as garagators seem to be more inclined to produce yyaunn.



Black Drake Yyaunn

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 50 ft., swim 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	23 (+6)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Dex +7, Con +9, Wis +5, Cha +3

Skills Nature +3, Perception +6, Stealth +7

Damage Resistance cold, fire, lightning, thunder

Damage Immunities acid

Senses blindsense 30 ft., darkvision 90 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP) **Prof** +3

Amphibious. The drake can breathe air and water.

Actions

Multiattack. The drake makes a bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature, *Hit:* 9 (2d4+4) slashing damage.

Acid Breath (Recharge 5+). The drake breathes a line of acid 60 ft. long. Targets in the area of effect must make a DC 16 Dexterity saving throw. On a failure, the target takes 36 (8d8) acid damage, half on a successful saving throw.

Innate Spellcasting. The drake's spellcasting ability is Charisma (spell save DC 12). The dragon can innately cast the following spells, requiring no material components.

At Will: *polymorph (self only)*

1x/day: *call lightning, creeping doom*

1x/week: *earthquake, storm of vengeance*

Spellcasting. The drake is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The drake has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance*

1st level (4 slots): *entangle, faerie fire, fog cloud*

2nd level (3 slots): *enhance ability, pass without trace, spike growth*

3rd level (3 slots): *conjure animals, speak with plants*

Black drake yyaunn are power hungry individuals far more powerful and deadly than their black drake peers. They feed on rot and corruption and will often ally themselves with

beings they perceive as being powerful but corrupted. Unlike black dragons, Drakes tend to make their lairs in the tree canopies of the swamp, often near areas of assassin vine or other such dangers to help protect the lair.

Combat

Black drake yyaunn prefer to use the swamp against their targets to mire, slow or even drown foes. Once the enemy is entangled, it will swoop in on a target, snatch them up and drop them from great heights or to breath a line of acid at targets as it flies by. They only fight in melee if forced to do so, and will flee any engagement they are losing.

Black Drake Yyaunn on Amderos

Deep in the heart of the Golens and the Deadgate Swamp, there are vast repositories of life energies that form the heart of the Aunn power. Some black drakes have learned to tap into this power source, corrupting it for their own use.

Strangely, true dragons seem either unable or unwilling to tap the Aunn for power like black drakes have done.



Zadoc

Zadoc

Large construct, unaligned

Armor Class 20 (natural armor + shield)

Hit Points 67 (9d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, petrified, poisoned, polymorphed, sleep

Senses darkvision 60 ft., passive Perception 10

Languages Can speak and understand the language of its creator

Challenge 7 (2,900 XP) **Prof** +3

Construct Traits. A zadoc does not need to breathe, eat, drink or sleep

Power Strike. The zadoc can subtract 3 to hit to add 6 damage.

Spell Storage. The zadoc can store 18 spell levels of spells in its body by its creator touching the zadoc and transferring the uncast spell levels to the zadoc. The creator can regain the spells normally. A *dispel magic* can dispel the stored spells at the rate of one spell per dispel cast.

Actions

Multiattack. The zadoc makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 14 (2d8 + 5) force damage.

Bonus Actions

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 10 ft. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Zadoc (pron. zay-dok) are constructs created to defend wizards. Similar to shield guardians, Zadoc are primarily defensive creatures, though they are also storehouses for a wizard's supplies and certain spells.

A zadoc is under the complete control of its creator but is capable of reasoning to better find methods to defend its creator.



Combat

A zadoc attempts to position itself between its creator and any assailants. It will often rush ranged attackers or hang back and bash opponents who attempt to melee with the creator.

Zadoc use any spells contained within themselves intelligent - unless told otherwise by their creator, they will employ any carried spells in a manner to best defend its creator.

Creating A Zadoc

Creating a zadoc requires 1,000 lbs. of black steel and 200 lbs. of dark wood. Crafting the body costs 7,500 gp and three months of work.

Zaramian

Zaramian Blooded

Medium humanoid (aquatic, human), usually lawful evil

Armor Class 17 (chain shirt)

Hit Points 16 (3d8 + 3)

Speed 30 ft., swim 30 ft.

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

Skills Perception +3

Senses blindsense 30 ft., darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP) **Prof** +2

Aquatic. The zaramian can breath underwater, but must hold its breath on dry land.

Actions

Trident. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (3d3 + 3) piercing damage, or two-handed 10 (3d4 + 3) piercing damage.

Bonus Actions

Alternate Form (1x/day). The zaramian transforms into a **reef shark** or back to its humanoid form. While in shark form, it uses the shark's stats, but retains its Intelligence and Charisma. If the shark form is reduced to 0 hit points, it returns to its humanoid form at its previous hit point total.

Zaramians (pron. zaar-ram-e-yins) are the descendants of humans who have been magically transformed by their close association with sharks. They are a murderous, yet intelligent lot who constantly hunger for battle.

Combat

Zaramians normally fight with their trident in humanoid form and tend to work well in groups attacking prey. They prefer to overwhelm an enemy, and once they have slain their first foe in combat, tend to become overcome with a blood frenzy and transform into shark form to continue the attack.

Society

Zaramians tend to dwell in the ruins of ancient civilizations that have sunk beneath the waves. They hunt for their food, and often war against other undersea races for places to live and for sources of food. zaramians have been known to take sea elves and merfolk as slaves, but have a great hatred for sea devils and will drive them off or kill them.



Zaramians divide their roles up equally, and the females are just as likely to be engaged in war as to take on household duties. Zaramians rarely marry for love, but instead plot and manipulate events to attract the mate they desire - even if the other is an unwilling. There is great shame to a Zaramian that is not wed by their twenty-first birthday, and they have been known to abduct sea elves or merfolk to avoid the utter shame of not having a method to continue their own line.

Zaramians on Amberos

Zaramians hail from the ruins of Zaram Kull, the ancient capital of Randu, which was swept beneath the waves at the end of the Randu Wars. M'Kree Malka, the shark god, saved the drowning inhabitants from their doom in return for their worship of him.

Bestiary Nefarious

Zaramians as Characters

While the transformation wrought by M'kree Malka makes it difficult for Zaramians to escape their tyrannical society, there are individuals whom are able to divest themselves from the oppressive rule under M'kree and strike out on their own. Zaramians have the following abilities.

Ability Score Increase. You increase your Strength by 2 and Dexterity by 1.

Size. Zaramians have the normal range of human height and weight. Your size is medium.

Speed. Your base walking speed is 30 feet. You have a swim speed of 50 ft.

Aquatic. You can breath underwater normally. However, you must hold its breath when out of water or you begin to drown.

Alternate Form. Your natural form is your humanoid form, but as an action, you can transform into a Medium reef shark. This ability works like *polymorph*, except that the creature is limited to the forms specified, and does not regain any hit points for changing its form. Once transformed, you can choose to change back, or change back when reduced to 0 hit points, as a free action.

Zaramians worship M'kree Malka exclusively.



Zaramian Sharktooth

Medium humanoid (human), usually lawful evil

Armor Class 17 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft., swim 30 ft.

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

Skills Perception +3, Religion +2

Senses blindsense 30 ft., darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP) **Prof** +2

Aquatic. The zaramian can breath underwater, but must hold its breath on dry land.

Actions

Trident. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (3d3 + 3) piercing damage, or two-handed 10 (3d4 + 3) piercing damage.

Channel Divinity (1x/short rest). The zaramian can use one of the following two abilities.

Destructive Wrath (free action). When rolling lightning or thunder damage, the zaramian deals maximum damage.

Turn Undead. Undead that can see and hear the zaramian within 30 feet must make a DC 12 Wisdom save. On a failure, the undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

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

Cantrips (at will): *guidance, resistance, sacred flame*

1st level (3 slots): *bless, bane, fog cloud, guiding bolt, shield of faith, thunderwave*

Bonus Actions

Alternate Form (2x/day). The zaramian transforms into a **reef shark** or back to its humanoid form. While in shark form, it uses the shark's stats, but retains its Intelligence and Charisma. If the shark form is reduced to 0 hit points, it returns to its humanoid form at its previous hit point total.

Reactions

Wrath of the Storm (2x/long rest). When an opponent within 5 feet hits the zaramian, the attacker must make a DC 12 Dexterity save. On a failure, the attacker takes 9 (2d8) lightning or thunder damage, half on a successful save.

Bestiary Nefarious

Zaramian Bloodtracker

Medium humanoid (human), usually lawful evil

Armor Class 17 (chain shirt)

Hit Points 82 (15d8 + 15)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	11 (+0)	18 (+4)	10 (+0)

Skills Perception +4, Religion +3

Senses blindsense 30 ft., darkvision 60 ft., passive Perception 14

Languages Common

Challenge 7 (2,900 XP) **Prof** +3

Aquatic. The zaramian can breath underwater, but must hold its breath on dry land.

Actions

Trident. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 7 (3d3 + 3) piercing damage, or two-handed 10 (3d4 + 3) piercing damage.

Channel Divinity (1x/short rest). The zaramian can use one of the following two abilities.

Destructive Wrath (free action). When rolling lightning or thunder damage, the zaramian deals maximum damage.

Turn Undead. Undead that can see and hear the zaramian within 30 feet must make a DC 15 Wisdom save. On a failure, the

undead moves away at its speed, can take no reactions and can only take the dash action or an action to escape confinement. If it cannot move, it Dodges. This effect lasts for 1 minute or until the undead takes damage.

Spellcasting. The zaramian is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The zaramian has the following Cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame*

1st level (4 slots): *bless, bane, fog cloud, guiding bolt, shield of faith, thunderwave*

2nd level (3 slots): *aid, augury, gust of wind, hold person, shatter*

3rd level (3 slots): *beacon of hope, call lightning, protection from energy, sleet storm*

4th level (3 slots): *control water, death ward, guardian of faith, ice storm*

Bonus Actions

Alternate Form (3x/day). The zaramian transforms into a **hunter shark** or back to its humanoid form. While in shark form, it uses the shark's stats, but retains its Intelligence and Charisma. If the shark form is reduced to 0 hit points, it returns to its humanoid form at its previous hit point total.

Reactions

Wrath of the Storm (4x/long rest). When an opponent within 5 feet hits the zaramian, the attacker must make a DC 14 Dexterity save.

Zerendiz

Zerendiz

Huge ooze, unaligned

Armor Class 10

Hit Points 152 (16d12 + 48)

Speed fly 30 ft.

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

Damage Vulnerabilities radiant

Damage Resistances cold, necrotic

Damage Immunities bludgeoning, piercing or slashing non-magical weapons; psychic

Condition Immunities exhausted, poisoned, polymorphed, prone, restrained

Senses darkvision 60 ft., lifesense 60 ft., passive Perception 9

Languages Common

Challenge 6 (2,300 XP) **Prof** +3

Magic Resistance. The zerendiz has advantage on saving throws against spells and similar effects.

Ooze Traits. A zerendiz does not need to breathe or sleep. It can pass through openings ¼ inch small or larger.

Permeable. Creatures can enter the zerendiz's space and vice versa. Targets starting their turn in the zerendiz's space take 9 (2d8) necrotic damage, and the zerendiz gains an equal number of temporary hit points.

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., all targets in reach *Hit:* 10 (1d10 + 4) bludgeoning damage, plus 7 (2d6) necrotic damage. If the zerendiz hits the target's AC by 4 or more, it starts a grapple (escape DC 15).

Necrotic Cloud (*Recharge 5+*). The zerendiz exhales a 30 foot sphere of life-sapping shadow up to 120 feet away. Targets in the area of effect must make a DC 14 Dexterity save. On a failure, the target takes 28 (8d6) necrotic damage and their speed is reduced by 10 feet for 1 minute. On a successful save, the target takes half damage.

Zerendiz (pron. zayr-end-is) are bizarre, mindless creatures that on first glance appear to be black puddings that can fly. However, zerendiz are partly composed of shadow and seem to have more in kin with shadows and wraiths than they do with a black pudding, though zerendiz are not undead.



Combat

Zerendiz are simple predators. They quickly move toward any target they sense and attack. They usually open their assault with their shadow breath, hoping to weaken or slow prey, then assault their opponent with their pseudopods, hoping to envelope and devour their prey. Zerendiz are relentless creatures, and will pursue potential prey without mercy. They only shy away from opponents that are capable of wielding radiant attacks or weapons.

Zerendiz on Amóceros

Created by Gwieze, Lord of Shadows, Zerendiz are essence pulled from the Shadow plane and infused with hunger and a touch of sentience. Gwieze uses these creatures as assassins, sending them to hunt down and consume hated foes.

Zithius

Zithius

Gargantuan Monstrosity (aquatic), unaligned

Armor Class 16 (natural armor)

Hit Points 620 (40d20 + 200)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	21 (+5)	2 (-4)	13 (+1)	8 (-1)

Saving Throws Str +16, Dex +6, Con +11

Skills Perception +7

Damage Resistances slashing

Damage Immunities bludgeoning

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 18 (20,000 XP) **Prof** +6

Water breathing. A zithius can breathe underwater.

Actions

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft. *Hit:* 36 (4d12 + 10) piercing damage. If the zithius beats the target's AC by 4 or more and the target is Large or smaller, it is engulfed.

Bash (*rush only*). *Melee Weapon Attack:* +16 to hit, reach 10 ft. *Hit:* 28 (4d8 + 10) bludgeoning damage and the target must make a DC 24 Strength save. On a failure, the target is knocked prone. This attack deals double damage to structures.

Rush (*Recharge 5+*). The zithius swims its speed in a straight line and makes a bash attack with advantage.

Bonus Actions

Tail Slam. *Melee Weapon Attack:* +16 to hit, reach 15 ft. *Hit:* 19 (2d8 + 10) bludgeoning damage and Large or smaller targets must make a DC 24 Strength save. On a failure the target is pushed 15 feet away from the zithius and knocked prone. This attack deals double damage to structures.

Zithius (pron. zith-e-us) are predatory sea creatures who prey on smaller creatures and have been known to attack sailing and fishing boats for their content. They are generally loners, only coming together for brief times to mate.

Sometimes, zithius have been known to even hunt sharks or other whales. Subadult zithius sometimes form hunting packs, and when they do so they can be utterly deadly.

Packs of zithius have reputed to even have attempted to take on kraken. In some cases, they have been known to

devour the corpses of their own dead, and even attacked elderly and/or ailing members of their own kind.

Combat

A zithius attacks by lunging at the target, hoping to swallow a foe as it rushes in. They have been known to charge ships, attempting to smash them in half or using their great bulk to capsize vessels to get at the fresh food within. They can be driven off if met with forceful, damaging resistance. When attacking as a pack, the zithius use their swim-by attack to make a pass at a foe and move quickly out of range. By means of such swooping attacks, they can take down prey even much larger than themselves.

Zithius on Amberos

Zithius inhabit the Forna sea and the Storm ocean off the east coast of Amberos, sometimes traveling in large herds in the Storm ocean. Tales have also placed zithius in the Serpentia, Tsre and Alusti oceans that surround Amberos, but these tales have not been confirmed.



Zuan de

Zuan de Skulken

Medium monstrosity, usually chaotic neutral (evil tendencies)

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., fly 30 ft.

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

Skills Deception +7, Survival +3, Stealth +5

Damage Vulnerabilities radiant

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP) **Prof** +2

Sneak Attack (1x/turn). If the zuan de has advantage or is has an ally adjacent to the target, it deals an extra 3 (1d6) damage on a hit.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage.

Innate Spellcasting. The zuan de's spellcasting ability is Charisma (spell save DC 13). The zuan de can innately cast the following spells, requiring no material components.

At Will: *dancing lights, prestidigitation*

1x/day: *charm person, disguise self, misty step*

Bonus Actions

Cunning Action. The zuan de takes the dash, disengage or hide action.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d4 + 2) piercing damage.

The offspring of the guaz de and infernal beings, the zuan de (pron. zon-dee) are dangerous, malicious and bloodthirsty. They use their magical abilities to deceive prey and lure them to their doom or into an embarrassing situation.

Zuan de often ally themselves with fiendish creatures summoned to the mortal plane. Either dominating weaker evils or serving under the stronger, they seek nothing more than an excuse to cause misery and suffering. Their allegiance is passing, as is their desire to cause woe - against one opponent they may simply plague the individual with harmless but embarrassing pranks, or they may lash out with cruel intent to maim, destroy or murder.

Combat

Zuan de, while strong, prefer to be flamboyant in combat. They prefer to face enemies one-on-one, using magic or guile to isolate opponents and dispense with them. They are very unpredictable creatures and are just as likely to play with an opponent as they are to outright kill them. They seem to prefer to toy with those they perceive less powerful than them and have even known to break off combat against those who surprise them with a flashy or well-placed blow. However, such showmanship is not only successful, nor does it save the victim from later deprivations by the zuan de, who may attempt to repeat the victim's former display themselves as part of the defeat of their former opponent.



Society

Zuan de prefer to be alone, but occasionally congregate into small groups for mutual entertainment and defense. These groups are usually little more than friendships culled around similar interests and rarely last past the lifespan of a single zuan de.

A zuan de community usually consists of the zuan de, perhaps a few infernal beings and a handful of the zuan de's servants or hanger-ons. Zuan de rarely perform work if they can get away with having their slaves do it, and spend of their time fulfilling their own dark interests.

Zuan de can mate with just about any species, including humanoids and demons or devils, and the result is always a zuan de child. Parents are woefully ignorant to their child's needs, but luckily even zuan de infants are born with the ability to charm others, and will quickly put the ability to use to obtain a caretaker for their own needs.

Bestiary Nefarious

Zuan Ōe on Amōeros

Zuan de can be found in the Skienlands and areas of the Shovnov coast. They have also been encountered in the Demon Jungle of Lanster, and according to tales, there are the ruins of a mighty city in the heart of the Demon Jungle that has been taken over by zuan de and turned into a sort of homeland for their kind.

Zuan de rarely worship gods. They have been known to become clerics of the Dark One.



Bestiary Nefarious

Zuan De as Characters

Wanderers and carefree spirits, it is not uncommon for zuan de to take up the mantle of an adventurer. However their independent spirit often dissuades them from joining an organized group or settling into a class that requires devotion or obedience (such as that of cleric, druid, knight, monk, or paladin).

Zuan de have the following abilities.

Ability Score Increase. Your Charisma increases by 2, and any other one ability score is increased by 1.

Age. Zuan de grow quickly, becoming adults in a mere 8 years. They live around 400 years, retaining a youthful appearance until less than a year before their death, in which they rapidly age and decline.

Size. Zuan de height varies widely, from a mere five feet to eight feet in height. Their magical nature affects their weight as well, ranging from a mere 65 lbs. to well over 400 lbs, averaging about 175 lbs. Your size is medium.

Speed. You base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light.

Radiant Vulnerability. You have a damage vulnerability to radiant damage, meaning you take double damage from radiant attacks.

Natural Attack. Your fingers end in sharp claws. You can use them as a one handed Light natural weapon attack that deals 1d4 damage or as a two-handed natural weapon attack that deals 1d8 damage. They have the Finesse property.

Mutable. Choose two abilities from the list below. At 5th level, you can make one additional choice.

- **Flight 30 feet.**
- **Devil Vision.** You can see in magical darkness as if it were dim light.
- **Natural Armor.** Your base AC is 13, to which you add your Dexterity modifier.
- **Spiked Tail.** As a bonus action, you can make a tail attack. This is a natural weapon that deals 1d4 piercing damage. It has the Finesse property.
- **Magic Resistance (5th level only).** You have advantage on saving throws against spells or similar effects.
- **Innate Spellcasting.** You can cast the following spells at ½ your character level (rounded up). The spell's DC is 8 + your proficiency modifier + your Charisma modifier.

At Will: dancing lights, prestidigitation

1x/long rest: you gain one of the following at 1st level, a second at 3rd level and the last at 5th level: charm person, disguise self, misty step

Zuan de Bonebreaker

Medium monstrosity, usually chaotic neutral (evil tendencies)

Armor Class 14 (natural armor)

Hit Points 19 (6d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	13 (+1)	12 (+1)	18 (+4)

Skills Arcana +3, Deception +5, History +3, Persuasion +6

Damage Vulnerabilities radiant

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 11

Languages Common, Infernal

Challenge 3 (700 XP) **Prof** +2

Dark One's Luck (1x/short rest). When the zuan de makes an ability check or saving throw, it can add 1d10 to the roll. It can add this bonus before or after the roll is made.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage.

Innate Spellcasting. The zuan de's spellcasting ability is Charisma (spell save DC 13). The zuan de can innately cast the following spells, requiring no material components.

At Will: dancing lights, detect magic, prestidigitation

1x/day: charm person, disguise self, misty step

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

Cantrips (at will): eldritch blast, friends, minor illusion

3rd level (2 slots): arms of hadar, blindness/deafness, burning hands, command, crown of madness, gaseous form, fireball, hellish rebuke, hex, invisibility, scorching ray, stinking cloud, vampiric touch

Bonus Actions

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d4 + 2) piercing damage.

Bestiary Nefarious

Monsters By CR

<i>Monster</i>	<i>CR</i>
Camille	0
Cobra Newt	0
Fish	0
Goldspinner Beetle (Beetle)	0
Honeybee	0
Baquada	1/8
Bloodmole	1/8
Bloodrose	1/8
Fettered	1/8
Holly Golem (Golem)	1/8
Ichneumon	1/8
Monstrous Tick	1/8
Rhudee	1/8
Tanglethorn	1/8
Auraling	¼
Cactori	¼
Death Dancer	¼
Spharon Beetle Swarm (Beetle)	¼
Dire Rabbit	½
ELOGRE	½
Geshara	½
Geth Shard	¼
Giant Ichneumon	½
Gore Wrench	½
Headhunter Beetle (Beetle)	½
Hurrene	½
Mamaluke Defender (Mamaluke)	½
Skurabia Lancer (Insectoid)	½
VEGEROT	½
Whispling	½
Baku-Shaksta	1
Bastuu-I Nubi	1
Bat Maiden (Maiden of Nature)	1
Capricornus	1
Cobracon	1
Common Ister-Suul (Ister-Suul)	1
Dwarven Remnant Defender (Remnant Defender)	1
Elvin Guardian (Remnant Defender)	1
Horesse	1
Kali-born	1
Lepidaii Traveler (Insectoid)	1
Mamaluke Outrider (Mamaluke)	1
Mockery	1

Nikhon-Urda	1
Orc Remnant Defender (Remnant Defender)	1
Orev Clubber (Orev)	1
Phomicus Beetle Swarm (Beetle)	1
Pisci	1
Shaakasti Reefer (Shaakasti)	1
Singing Maiden	1
Skurrier	1
Slashleaf	1
Spiderwolf	1
Unassuming	1
VAMPIRE RAT	1
ZARAMIAN BLOODED (ZARAMIAN)	1
ZUAN DE BONEBREAKER (ZAUN DE)	1
ZUAN DE SKULKER (ZAUN DE)	1
Accursed Rogue	2
Acephos	2
Annikan	2
Apoidaii Laborer (Insectoid)	2
Apolii	2
Birch Tree Warrior (Tree Warrior)	2
Bird Maiden (Maiden of Nature)	2
BLOODHOUND	2
Bloodseeker Beetle (Beetle)	2
Cactori Wanderer	2
CHERRY TREE WARRIOR (TREE WARRIOR)	2
Corrupted Soul Monk	2
Demon Flower	2
Ekimma	2
Elogre Forester	2
Envy Childe	2
Fish Maiden (Maiden of Nature)	2
Forest Runner	2
Forthemia Drone (Insectoid)	2
Horesse Trickster	2
Horesse Windwalker	2
Hymenopti Solider (Insectoid)	2
Ister-Suul Acolyte (Ister-Suul)	2
Javelin Snake	2
Koskie	2
Lepidaii Elder (Insectoid)	2
Low Ister-Suul (Ister-Suul)	2
Lull	2
Noble Capricornus	2
Paddler	2

Bestiary Nefarious

PO-PEI WARRIOR (PO-PEI)	2	Titankite	3
Razorthorn Assassin	2	TURKON CHALLENGER (TURKON)	3
Rope Golem (Golem)	2	Werelion (Lycanthrope)	3
Sesenti	2	Wereshark (Lycanthrope)	3
Shaakasti Hunter (Shaakasti)	2	Weresnake, Constrictor (Lycanthrope)	3
Skurabia Reaper (Insectoid)	2	Wodosen	3
Spirdent	2	ZUAN DE SORCERER	3
Tanglethorn Woodcaller (Tanglethorn)	2	Adamantine Beetle (Beetle)	4
Tar Golem (Golem)	2	Apoidaii Defender (Insectoid)	4
Tigerwaule	2	Auraling Hero	4
URQI	2	CHERRY ORCHARD GUARDIAN (TREE WARRIOR)	4
Vengal	2	Dreamslayer	4
Wax Golem (Golem)	2	ELM TREE WARRIOR (TREE WARRIOR)	4
Wolf Beetle (Beetle)	2	Fellroot Golem (Golem)	4
Xanthus	2	Forthemia Overseer (Insectoid)	4
XLEXI	2	Geshara Wild Thing (Geshara)	4
Yale	2	Giant Cobracon (Cobracon)	4
Annikan Alpha	3	Hellchilde Magus	4
Baquada Mariner	3	High Ister-Suul (Ister-Suul)	4
Bastuu-I Feline Matron	3	Hymenopti Warmonger (Insectoid)	4
Birch Orchard Guardian (Tree Warrior)	3	Melusinae	4
Briar Golem (Golem)	3	Memorizer Flesh Engine (Flesh Engine)	4
Brown Dragon Wyrmling	3	Mir'jalla	4
Cactori Conservator	3	Persi Bull	4
CEDAR TREE WARRIOR (TREE WARRIOR)	3	Ptasha	4
Dipterain (Insectoid)	3	Rose Demon (Demon)	4
Dire Turtle	3	Somat	4
Firebird	3	Tree Strider	4
Forthemia Myrmidon (Insectoid)	3	Werelion Champion (Lycanthrope)	4
Geshara Bully (Geshara)	3	XERCEAN	4
Geshara Thug (Geshara)	3	ZARAMIAN SHARKTOOTH (ZARAMIAN)	4
Gold Golem (Golem)	3	Accursed Murderer	5
Igana	3	Apoidaii Slumlord (Insectoid)	5
Kafurii	3	Birch Grove Master (Tree Warrior)	5
Lamentor	3	Burrow Worm	5
Lepidaii Soothsayer (Insectoid)	3	Cactori Dunelord	5
Mamaluke Scion (Mamaluke)	3	CEDAR ORCHARD GUARDIAN (TREE WARRIOR)	5
Manti	3	Dipterain Scoundrel (Insectoid)	5
Orev Scout (Orev)	3	Eeylene	5
Orev Warlock (Orev)	3	HANERU NAGA (NAGA)	5
Quizzit	3	Haraka	5
Ramudi	3	Hellwolf Beetle (Beetle)	5
Shell Golem (Golem)	3	Hymenopti Captain (Insectoid)	5
Skurabia Brawler (Insectoid)	3	Mouse Avenclaar (Avenclaar)	5
Spiderwolf Den Mother (Spiderwolf)	3		
Tanglethorn Avenger (Tanglethorn)	3		

Bestiary Nefarious

Murderwort	5	Sesenti Devourer (Sesenti)	7
Phaergrinn	5	Shaakasti Lurker (Shaakasti)	7
Pisci Swarm	5	Shadaar Sinister (Sinister)	7
Quuran	5	Sweeper Flesh Engine (Flesh Engine)	7
Stoneroot	5	Tormentor	7
Thunder Tortoise	5	TURKON HONORBOUND (TURKON)	7
TURKON MOUTH OF FIRE (TURKON)	5	Wereoctopus Devoted (Lycanthrope)	7
Vengal Huntmaster (Vengal)	5	Wereshark Hunter (Lycanthrope)	7
Vengal Stalker (Vengal)	5	WOLF AVENCLAAR (AVENCLAAR)	7
Annikan Jackal King	6	XUCHARD	7
Apolii Alpha	6	Young Brown Dragon	7
Argosi	6	ZADOC	7
Avangi Avenger	6	ZARAMIAN BLOODTRACKER (ZARAMIAN)	7
Baquada Seacaster	6	Accursed Slayer	8
Barrash Sinister (Sinister)	6	Apoidaii Hivelord (Insectoid)	8
Black Drake Yyaunn (Yyaunn)	6	Bastuu-I Princess	8
Black Drake Yyaunn (Yyaunn)	6	CEDAR GROVE MASTER (TREE WARRIOR)	8
Diterain Scrounger (Insectoid)	6	Dark Runner (Forest Runner)	8
Doppelganger Ooze	6	Dwarven Remnant Defender Captain (Remnant Defender)	8
Earth Lumberer	6	Forthemia Matriarch (Insectoid)	8
Godsteel Beetle (Beetle, Adamantine)	6	Hellchilde Silverblade	8
Hapi	6	Orc Remnant Defender Scion (Remnant Defender)	8
High Ister-Suul Elder (Ister-Suul)	6	VALENCA	8
Lamentor Mourner	6	Warrior Flesh Engine (Flesh Engine)	8
Raatori	6	XLEXI SEEKER (XLEXI)	8
Ridulya	6	Annikan Master of the Hunt	9
Skurabia Nomad (Insectoid)	6	Bedlam	9
Weresnake, Viper (Lycanthrope)	6	Cedar Forest Monarch (Tree Warrior)	9
ZERENDIZ	6	ELM ORCHARD GUARDIAN (TREE WARRIOR)	9
Auraling Champion	7	Kraken-Li	9
Baquada Corsair	7	Young Blood Dragon (Dragon)	9
Birch Forest Monarch (Tree Warrior)	7	Balii Naga (Naga)	10
CHERRY GROVE MASTER (TREE WARRIOR)	7	Bear Avenclaar (Avenclaar)	10
CHUUT-I	7	Cavern Crawler	10
Corrupted Soul Hand of Doom	7	Chuut-I Ankhbearer	10
Death Blossom	7	Cobra Avenclaar (Avenclaar)	10
Eagle Avenclaar (Avenclaar)	7	Engine of Hunger	10
Elogre Enchantress	7	Hapi Preserver	10
Elvin Remnant Champion (Remnant Defender)	7	Ister-Suul Chosen One (Ister-Suul)	10
Jaqai	7	Perii	10
Lion Avenclaar (Avenclaar)	7	CHERRY FOREST MONARCH (TREE WARRIOR)	11
Magdaga Sinister (Sinister)	7		
Nissus	7		
Orev Champion (Orev)	7		
Pazuzi Demon (Demon)	7		
Po-Pei Marauder (Po-peï)	7		
Po-Pei Stalker (Po-peï)	7		

Bestiary Nefarious

Haraka Deathwing	11	Imperial Dragon Scion (Dragon)	15
Hell Reaper	11	Aspidocoleon	16
Jakken	11	Corpseslayer	16
Shrieken	11	Shafra-Li	16
Sumii Naga (Naga)	11	Shafra-Loa	16
VANADAR DEMON (DEMON)	11	VELUNDRIA SINISTER (SINISTER)	16
Vaporshroud	11	Azura Demon (Demon)	17
ELM GROVE MASTER (TREE WARRIOR)	12	Peridoom	17
Geth	12	Wereshark Deep Hunter (Lycanthrope)	17
Manticora	12	ZITHIUS	18
Quadiakhan	12	Ancient Blood Dragon (Dragon)	19
Accursed Mythstalker	13	Carpetbagger Flesh Engine (Flesh Engine)	19
Akasta Sinister (Sinister)	13	Ister-Suul Lord of Nightmares (Ister-Suul)	19
Corrupted Soul Master Harvester	13	Quintarran	19
Crypt Wurm	13	YAKURIA SINISTER (SINISTER)	19
Nemmick	13	Imperial Dragon Governor (Dragon)	20
Thoqandra Sinister (Sinister)	13	Tumor	20
WHITE ELEPHANT (ELEPHANT, WHITE)	13	Ancient Brown Dragon (Dragon)	21
XLEXI DOOMTHINKER (XLEXI)	13	Colossus	21
XUNLARD	13	Drakkenwurm	21
Adult Blood Dragon (Dragon)	14	Flame Wurm	21
Adult Brown Dragon (Dragon)	14	Walundria Sinister (Sinister)	21
Bull of Heaven (Persi Bull)	14	Imperial Dragon Magistrate (Dragon)	25
Bull of Heaven (Persi Bull)	14	Dreadnought Flesh Engine (Flesh Engine)	26
Demon Knight	14	Flesh Engine Dreadnought (Flesh Engine)	26
Kren'an'thor	14	ATOSHA	30
Builder Flesh Engine (Flesh Engine)	15	Imperial Dragon Overlord (Dragon)	30
Elm Forest Monarch (Tree Warrior)	15		

Appendix

There's a lot of new items, spells and feats included in this book, scattered through multiple entries. To make things easier to locate, this appendix consolidates the spells, and items from entries in the book for easy reference. New weapons and general feats are located at the front of this book, under the "Attack" entry and "Feat" section, respectively.

New Spells

Become Chosen One

Conjuration (Calling)

Level: Clr 3

Components: V, S, DF,M ,XP

Casting Time: 1 hour

Range: 0

Target: You

Duration: Special

Saving Throw: Will Negates

Spell Resistance: Yes

Upon completion of this spell, you open a 10-foot diameter freestanding rift to the Realm of Madness, which proceeds to consume your sacrifices and yourself. If you are deemed worthy by your sacrifice (1% chance per sacrificed victim + caster's Charisma score), your remains are spat back as a hunk of chewed flesh and bone onto the Mortal Plane, where in 3 days you emerge as an Ister-Suul Chosen One. If you are not deemed worthy, your sacrifice and essence are consumed entirely. You cannot be brought back by any means, including a *Wish* or *Miracle*.

Regardless whether you are accepted as worthy or not, the rift to the Realm of Madness closes the round after this spell is cast.

Material Component: 25 or more sentient (Int 3+) creatures that are freshly slain and 1,000 gp in assorted gems.

XP Cost: 47,000 XP

This spell is only known to Ister-Suul. Other races cannot normally cast this spell without discovering it somehow.

Summon Camille

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft/2 levels)

Area of Effect: One or more Camille

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Upon casting this spell, one camille per caster level (max 10) appears at the desired location and acts as the caster directs. Summoned camille will not fight, though they can be used to distract opponents. If a camille dies due to actions or the task asked of the caster, the camille immediately stop their

activities, gather to collect the dead camille body and disappear. The spell can then never be used again until the caster atones for the camille's death.

This spell cannot be taught to others and can only be gained directly from a Camille. It cannot be chosen as a bonus spell when gaining a level.

Summon Dreamslayer

Conjuration (Calling) [Evil]

Level: Asn 2, Brd 3, Blk 2, Clr 3, Sor/Wiz 3

Components: V, S, F, XP

Casting Time: 8 hours

Range: Special

Target: Special

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

When this spell is cast, the caster falls into a deep sleep for eight hours and dreams of an enemy. Upon completion of the spell, a dreamslayer is brought into being which travels from the nightmare realm to the location of the victim. The victim may be an individual, a group or an organization. The dreamslayer immediately begins to stalk the victim, and will seek to destroy the victim before the spell duration expires. Once on the mortal plane, the dreamslayer is bound by its normal mode of movement to find and destroy its targets.

If slain, the spell instantly ends and the victim loses 50 XP from the death of the dreamslayer.

Focus: A small effigy of the victim the spell is directed against.

New Magic Items

Musical Instrument of the Master Musician

A musical instrument of the master musician appears as a masterwork version of a musical item, often beset with jewels or other precious metals that make it appear to be worth more than even a mundane masterwork version. When played, the magical tones that emanate from the item grant a +5, +10 or +15 bonus to Perform checks. Likewise, once per day per +5 bonus, the item can produce an effect that duplicates the spell *Hypnotism* (DC 11 for +5, DC 13 for +10, DC 18 for +15).

CL 5th/10th/15th; Craft Wondrous Item, *Summon Instrument*, *Ghost Sound*, *Hypnotic Pattern*, Heighten Spell (for +10 or +15) Caster's level must equal or exceed Perform bonus; Price 2,510 gp (+5), 10,600 gp (+10), 25,600 gp (+15). Creation: 1,255 gp and 100 xp (+5), 5,300 gp and 424 xp (+10), 12,800 gp and 1,024 xp (+15).

Shapeshifter Armor

This armor enhancement grants its full Armor Class bonus regardless of any form the wearer takes (with *polymorph*, *shapeshift*, *wild shape*, or similar abilities).



Bestiary Nefarious



CL: 10th; **Prerequisites:** Craft Magic Arms and Armor, *alter form* or *wild shape* ability; **Market Price:** +5 bonus

Staff of Thunder and Lightning

Crafted from elm with silver bindings, this staff allows use of the following spells:

- *Shocking grasp* (1 charge)
- *Lightning Bolt* (1 charge)
- *Chain Lightning* (2 charges)

Moderate evocation; CL 8th; Craft Staff, *shocking grasp*, *lightning bolt*, *chain lightning*; Price 17,750 gp.

New Conditions

Aflame

- An aflame creature takes fire damage at the end of its turn. Unless otherwise specified, this is 1d4 fire damage.
- An aflame creature suffers disadvantage on Skill checks and Attack rolls.
- As an action, an aflame creature can make a Dexterity saving throw to end the condition. The DC is equal to the original save that caused this effect. A creature can go prone as part of this action to gain advantage on ending the condition.

Confused

- A confused creature suffers disadvantage on Skill checks and Wisdom saving throws.
- A confused creature suffers disadvantage on Initiative checks and loses all ties to act first.
- When it comes time for a confused creature to take an action, roll on the table below.

Roll d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2 - 6	The creature doesn't move or take actions this turn
7 - 8	If threatened, the creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn. If not threatened, the creature takes no action
9 - 10	The creature moves and acts normally

Cursed

- A cursed creature suffer disadvantage on Skill checks and saving throws associated with one ability score (denoted when the curse is laid).
- Attacks made against the cursed creature have advantage.

Diseased

- A diseased creature has disadvantage on Strength, Dexterity and Charisma ability checks and Constitution saving throws.
- If a diseased creature remains within 5 feet of another creature for 1 minute or more, the other creature must make a Constitution save. Unless otherwise specified, the DC is 10. On a failure, the

other creature likewise become Diseased after its next long rest.

Distracted

- A distracted creature suffers disadvantage on Skill checks and Wisdom saving throws.

Doomed

- A doomed creature gains no temporary hit points nor regains hit points from spells or abilities.
- A doomed creature cannot expend hit dice to heal.

Engulfed

- The target is inside the creature, and moves when the creature moves.
- The target is blinded and restrained, has total cover against attacks and other effects outside the creature.
- If the engulfing creature takes damage in excess on the table below based on its size, the engulfing creature must make a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the engulfing creature.
- If the engulfing creature is slain, the swallowed creature is no longer restrained and can escape from the corpse by moving out of the creature's space, emerging prone. The area the dead creature takes up is treated as difficult terrain.

Creature Size	Damage to Expel	Capacity	Size
Tiny	1	1/8	1/4
Small	3	1/4	1/2
Medium	5	1/2	1
Large	10	1	3
Huge	20	2	5
Gargantuan	30	4	8

Capacity is the number of medium-sized targets the creature's gullet can hold.

Size determines the size of a creature for the purpose of being held in a creature's gullet (for example, a Small creature counts as 1/2 a medium creature)

Frozen

- A frozen creature takes ice damage at the end of its turn.
- Unless otherwise specified, this is 1d4 ice damage. A frozen creature that drops to 0 hit points does not make death saves until the condition ends.
- A frozen creature's speed is 0, it is unaware of its surroundings and it cannot take actions, reactions or concentrate on a spell.



Bestiary Nefarious



Insane

- An insane creature suffers disadvantage on Wisdom saving throws and Insight skill checks.
- When an insane creature wishes to take an action, it must make a Wisdom saving throw. Unless otherwise specified, the DC is 10. On a failure, the creature acts in a contrary manner, as decided by the DM.

Sleeping

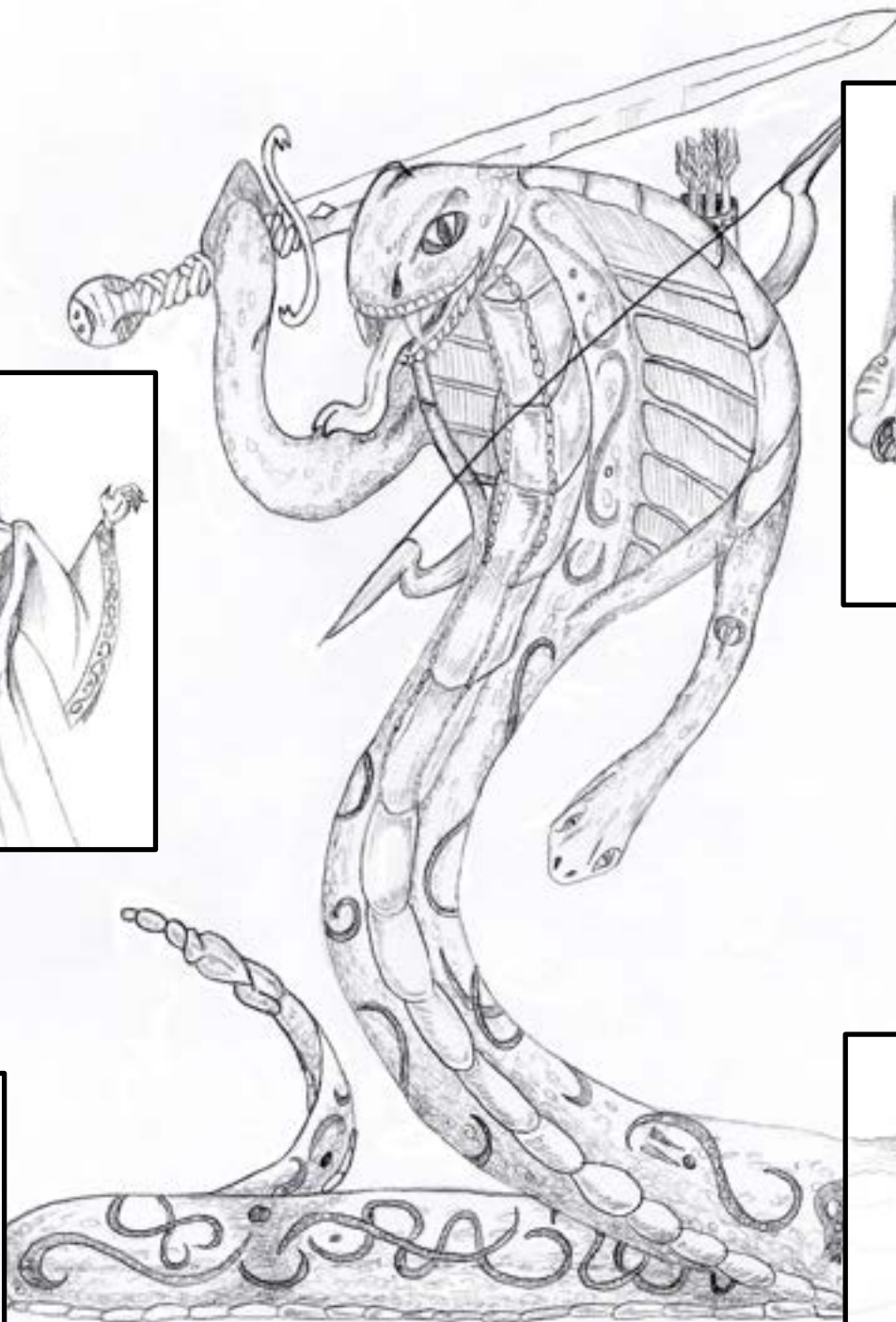
- The creature is unconscious, can't move or speak, and is unaware of its surroundings. However, unless

stated otherwise, shaking or striking the creature will awaken it, as will loud noises (such as combat) within 30 feet.

- The creature drops whatever it is holding, and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has disadvantage on Wisdom saving throws.
- Attack rolls against the creature has advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Customer Support

Help us to help you! While every effort went into ensuring the quality of this book, we know there are bound to be errors somewhere! If you spot a misprint, missing text, ambiguity or other error, e-mail the author at Stormonu@aol.com. We will send out updated and corrected copies on a monthly basis (or sooner, depending on the depth and volume of the corrections we receive).



Bestiary Nefarious

Atosha

Medium fiend (shapeshifter), neutral evil

Armor Class 20

Hit Points 165 (30d8 + 30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	30 (+10)	12 (+1)	15 (+2)	22 (+6)	20 (+5)

Saving Throws Con +10, Wis +15

Skills Perception +15, Religion +11, Stealth +19

Damage Resistances bludgeoning, piercing or slashing non-magical weapons that aren't silver

Damage Immunities poison

Condition Immunities exhaustion, poisoned, stunned

Senses darkvision 120 ft., passive Perception 25

Languages Common

Challenge 30 (155,000 XP) **Prof** +9

Empowered Spells. Atosha can reroll up to 5 damage dice when dealing damage with spells.

Forsaken (3x/short rest). If Atosha misses an attack roll or fails a saving throw, it can add 5 (2d4) to the total.

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

Legendary Resistance (3x/day). If Atosha fails a saving throw, he can choose to succeed instead.

Undead traits. Atosha does not need to eat, drink or sleep.

Actions

Multiattack. Atosha makes three khopesh attacks.

Claw (animal or hybrid form only). *Melee Weapon Attack:* +19 to hit, reach 5 ft. *Hit:* 17 (2d6 + 10) slashing damage and the target's maximum hit points are reduced by a like amount. Lost hit points are regained after a long rest or with a *greater restoration* spell. Atosha gains temporary hit points equal to half the damage he inflicts.

Khopesh of Speed. *Melee Weapon Attack:* +22 to hit, reach 5 ft. *Hit:* 17 (1d8 + 13) slashing damage, plus 14 (4d6) necrotic damage.

Shapechanger. In dim light or darkness, Atosha can use its action to polymorph into a beast-humanoid hybrid or into a Medium panther 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 becomes part of its new form. It reverts to its true form if it dies or is exposed to direct sunlight.

Spellcasting. Atosha is a 25th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). The creature has the following Sorcerer and Cleric spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *message*, *minor image*, *prestidigitation*

1st level (4 slots): *bane*, *inflict wounds*, *sanctuary*, *shield of faith*

2nd level (3 slots): *blur*, *detect thoughts*, *hold person*, *shatter*

3rd level (3 slots): *bestow curse*, *haste*, *major image*

4th level (4 slots): *death ward*, *dimension door*, *greater invisibility*

5th level (5 slots): *contagion*, *enervation*, *seeming*

6th level (3 slots): *circle of death*, *disintegrate*, *harm*

7th level (3 slots): *divine word*, *etherealness*, *regenerate*

8th level (3 slots): *Abi-Dalzim's horrid wilting*^{EEPC}, *earthquake*, *power word stun*

9th level (2 slots): *power word kill*, *psychic scream*^{XGE}

Bonus Actions

Bite (animal or hybrid form only). *Melee Weapon Attack:* +19 to hit, reach 5 ft. *Hit:* 13 (1d6 + 10) piercing damage, plus 7 (2d6) necrotic damage and the target's maximum hit points are reduced by a like amount. Lost hit points are regained after a long rest or with a *greater restoration* spell. Atosha gains temporary hit points equal to half the damage he inflicts.

Reactions

Avoidance. When hit by an attack, Atosha takes half damage.

Legendary Actions

Atosha 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. Atosha regains spent legendary actions at the start of its turn.

Lightning Movement. Atosha moves 40 feet. This movement does not provoke opportunity attacks.

Lightning Strike. Atosha makes a khopesh or claw attack.

Lightning Change. Atosha changes to beast-humanoid or panther form.

Recover Spell (takes 2 actions). Atosha recovers 2d4+1 expended spell levels.

Cast Spell (1x/round). Atosha casts a 1st – 3rd level spell.

EEPC = elemental evil's player companion

XGE = Xanthal's Guide to Everything

Bestiary Nefarious

Comðac

Atosha is sly and manipulative, and will never willingly risk his life to attack an opponent. When facing a group, his favorite tactic is to lure or wait until one of the group members is alone, and ambush them, either incapacitating or killing the individual. He then uses his ability to assume their form and infiltrate himself into the group and destroy the members when they are most vulnerable (asleep, alone, etc.).

When stalking an individual victim, Atosha uses his magic to “play” with his opponent, tricking them while invisible with use of *major image* or using hit and fade attacks to make the victim paranoid and careless. When he sees an opportunity to crush a weakened or distraught foe, he pounces on it utilizing *haste* to maximize his combat ability, though he has been known to suddenly back out of an engagement, leaving his victim helpless or mauled – only to start up after the victim has regained some of their strength.

History

Atosha was once a powerful Shames warrior who was born during the Elvin Golden Age. He came from a rich family, who for generations before, had already ruled several tribes of Shames. These tribes had managed to evade elvin enslavement following the War of Technology. Atosha proved to be a wise and stalwart leader even in his youth, and inherited rule of the tribe before his father passed on at the mere age of 16.

Atosha led several campaigns against his neighbors, eventually carving out an empire for himself by the time he was 30.

While Atosha was strongly religious, he did not put his faith in Shame, the traditional leader of the Shames people. He instead took up the banner of the Egyptian pantheon, blaming Shame for much of the initial Shames’s people enslavement to the elves following the Technological Wars.

Atosha persecuted anyone who still worshipped Shame or any of the Amberos gods over the Egyptian pantheon, and his cruel persecution of such a core belief of his people eventually led to rebellion amongst his own people – and an eventually assassination attempt against his personage by one of his own priests.

Angered and fearful of another attempt on his life, Atosha engaged in a cruel purge among his own people. He had entire temples scoured and torn down for the mere suspicion that they were secretly loyal to Shame, and he likewise razed several villages he believed to harbor Shames believers.

These acts only fueled the secret rebellion, eventually leading to the split of the Llannhanex and the Iannhanex along the lines of worship of Shame.

When Atosha passed away, several priests of his temple cursed his corpse, using magic to bind his soul to the

Mortal Realm and replacing his left hand with that of a panther’s hand (a symbol of alliance with Set, enemy of the Egyptian gods) should he manage to find a way to undo the curse holding him to the mortal realm – hoping to physically mar him and mark him as one of “Set’s own” to deny him entry into the afterlife.

Since his resurrection as a Ptasha, Atosha has secretly prowled the lands of Iannhanex (and Llannhanex), hunting down worshippers of Shame and “corrupt” priests, punishing them with a mauling of body or soul.

According to legend, Atosha’s home lair is in the sunken ruins of a temple of Ra somewhere in the blue desert of Llannhanex, and because of his unnatural status is somehow immune to the blue sands of that desert. It is said that the passages beneath the temple lead directly into the screaming halls of Pandemonium.



Questions and Answers

- Q) Since the baquada has the Shapechanger subtype, can they transform back into human form while in water?**
- A)** No, it is true that while on land, if they are struck by any spell or effect that would change their shape they can change back to their human form in a single round (see Shapechanger subtype in the SRD), the divine curse that transforms them into fish only activates when they contact sea water, and the baquada cannot control the transformation.
- Q) Can the baquada use *Remove Curse* to get rid of the shapechanging curse?**
- A)** Not normally. The DM *may* allow a level check against a 31st level casting or allow *Wish* or *Miracle* to negate the curse. Removing the curse from all baquada would be an Epic level spell at the least.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE