

Bestiary

Malfeasious

CREATURES
of the West

Bestiary Malfeasious

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Special Thanks

To the many players in my D&D games for putting up with me unleashing these creatures on their unsuspecting adventurers.

Compatible with the 5th version of the world's most popular fantasy roleplaying game.

Introduction

Here we go again.

It took twenty years to create the first iteration of the work currently in your hands. Of course, this wasn't continuous work. The first few ideas for monsters came from short stories I wrote in my youth – namely the ideas for the baetle, sand dwarves, the arctic-fire dragon and skelekings (at that time called skelatons – I had a penchant for misspelling things on purpose to make new monsters). Back even before this, I had creatures that might only be now expressed as template creatures – a fiendish half-gold red dragon named Dreadful Nightmares, to name one. One of those stories that spawned these creatures, about two sslaunn, a dwarf and a demigod named Tuma, even won me a local writing award.

Back then, I had little knowledge about D&D® – yeah, I had been playing it since about '79, but I knew nothing of an “advanced version” during my formative years of play. Most of the games I ran were free form, since I couldn't take the dice to school, and we only had about an hour at most to play at any given time. This all started back around 1981, and in 1985 or so, something miraculous came about – the Monster Manual II®. Within its hallow pages was a single shining statement that birthed these very creatures. The idea that one day, there may be more books on monsters.

I so wanted to be involved in that process. It was then, on a single sheet of loose-leaf paper that I started to write down names for creatures I wanted to make. Some of them were just names. Some were creatures I had already used either in my story writings or in my games.

In my spare time – which I had more of in my younger years – I worked on fleshing out each creature. Some, which had merely been a name scratched onto paper, taunted me to produce something inspiring enough to fit their odd names. Others just came into being unbidden, as if they had just been waiting for the chance to see the light of day. As the editions of D&D® marched on, so too did my list, though with each edition change, I didn't seem to get as far along in my list of monsters.

I was finally able to muddle through getting this book together and released for the 3.5 edition of the game, but soon another edition was on its heels. Life and other concerns put this book on the back burner for an update until recently, and after over a year of reworking the stats, it is now finally ready to put into your hands.

Hopefully, this isn't the last word on the creatures of Amberos – there's another book, Bestiary Nefarious – Creatures of the East, to work through. A third book was planned (Bestiary Onerous – Creatures beyond Amberos), but never received an actual write-up – though a list of the creatures for that book has been drawn up. Time permitting, I hope to be able to have all three available at some point in time.

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Monsters by Type

The monsters are listed below according to their type or subtype – with subtypes in red. In addition, creatures from other official publications are listed in the appropriate subtype group in italics.

Aberration: Adaptoid, enforcer (Menten), great tau (K'less Tau), javana, K'less tau, mandragon, massmorpher, menten, menten eldritch brain (Menten), mugetet, rebel dancer, oculus, star spore, tyrannosphere, wargog, Zootholinic

Acid: Acidion, acidion miner, acidion taskmaster

Air: Blue goss (Goss), elder goss (Goss), Makalk Mereka, Methane Shark, Sleipnir, Storm Dragon (Dragon), stormbringer, wind giant (Giant)

Amphibious: *Frog, giant frog, giant toad, kuo-toa, merfolk, merrow, mokappin*

Animalfolk: Badgerfolk (Animalfolk), sipchloras

Aquatic: Asqua, bachantail, pearl dragon (Dragon), surf elf (Elf)

Arachnid: *Drider, giant scorpion, giant spider, giant wolf spider, phase spider, scorpion, spider, swarm of spiders, trapdoor spider, werespider* (Lycanthrope)

Avian: *Axe beak, blood hawk*, Devoted cardinal (Bird of renown), *eagle*, falcon elf (Elf), falconi, flame-ingo, *giant eagle, giant owl, giant vulture*, harmonic nightingale (Bird of renown), *harpy, hawk*, iron eagle, ironclad falcon, ket-tet-kneck, makalk mereka, owl of wisdom (Bird of renown), *peryton, raven, roc*, rogue raven (Bird of renown), swashbuckler sparrow (Bird of renown), *swarm of ravens, vulture*, wareagle (Bird of renown), wereowl (Lycanthrope), wereraven (Lycanthrope), werethrush (Lycanthrope), wizjay (Bird of renown)

Beast: bachantail, blackmount, butcher bat (Bat), devoted cardinal (Bird of renown), harmonic nightingale (Bird of renown), cobra dragon, crocdad, dire chicken, duvapolus, eye salamander, falconi, furcap, goblin boar, methane shark, plainsrunner, rhutha, rogue raven (Bird of renown), swashbuckler sparrow (Bird of renown), wareagle (Bird of renown), wizjay (Bird of renown)

Burglarcat: Burglarcat

Canine: *Blink dog, death dog, dire wolf, giant hyena, gnoll, hell hound, hyena, jackal, mundog, shadow mastiff, warg, wavewoulf, werewolf, winter wolf, wolf, warg*

Celestial: Light elf (Elf), golden unicorn, demiguad elf (Elf), gleaming guadwarrior (Guad), pegicorn, spirid guad (Guad)

Chita: Chita

Construct: Adamantine warriorkin (Warriorkin), Apollo avatech (Avatech), aunto, automatia minotaur (Automatia), bearded warriorkin (Warriorkin), black warriorkin (Warriorkin), bone warriorkin (Warriorkin), bronze lion, crystal warriorkin (Warriorkin), dooms skull, fistor, gold warriorkin (Warriorkin), id beast, leather warriorkin (Warriorkin), longeared warriorkin (Warriorkin), metal black panther, pharaoh's guard, quilted warriorkin (Warriorkin), rockmorph, siege knight, steel warriorkin (Warriorkin), technogolem (Golem, Technological), technowarhorse (Technobeast), tin warriorkin (Warriorkin), wood warriorkin (Warriorkin)

Demon: Black infernix (Demon), common infernix (Demon), green infernix (Demon), infernix lord (Demon), leppon (Demon), paugguard (Demon), red infernix (Demon), silver infernix (Demon)

Devil: Devilbloom, infernus mantis

Dragon: Amber dragon (Dragon), archer dragon (Dragon), arctic-fire dragon (Dragon), banshee beast, black drake (Drake), black shadow dragon (Dragon), blood orm (Orm), blue drake (Drake), ceramic dragon (Dragon), corragon, dragonsnail, fire orm (Orm), frost orm (Orm), goane doua, gray dragon (Dragon), green drake (Drake), lancor dragon (Dragon), orange dragon (Dragon), paper dragon (Dragon), pearl dragon (Dragon), purple dragon (Dragon), red drake (Drake), sky dragon (Dragon), storm dragon (Dragon), tundrabeast, tyrannodragon (Dragon), White Drake (Drake), yellow dragon (Dragon), xaven dragon (Dragon)

Dragonborn: Al'galue (Dragonborn), tyres haul (Dragonborn)

Dwarf: coral dwarf (Dwarf), desert dwarf (Dwarf), ice dwarf (Dwarf), sand dwarf (Dwarf), werebadger (Lycanthrope)

Earth: Crystal bat (Bat), elemental earthquake lord (Elemental Lord), elder goss (Goss), ghargoyle, lava blob, Mugetet, Pharaoh's Guard, rock giant (Giant), rockmorph, rubbulsion, uniterea

Elemental: Blaze bat (Bat), Blue Goss (Goss), crystal bat (Bat), earthquake lord (Elemental Lord), inferno lord (Elemental Lord), riptide lord (Elemental Lord), tornado lord (Elemental Lord), goss, plant elemental (Elemental, Plant), stormbringer, uniterea

Elf: Ash elf (Elf), demiguad elf (Guad), falcon elf (Elf), light elf (Elf), surf elf (Elf), shadow elf (Elf), wereeagle (Lycanthrope), werespider (Lycanthrope)

Equine: *Draft horse, mule, nightmare, pony, riding horse, sleipner, technowarhorse* (Technobeast), *war horse*, werehorse (Lycanthrope)

Feline: Cadriff, *cat*, chita, *displacer beast*, displacer kitten, dreader, leodusa, *lion, panther, saber-tooth tiger, tiger, weretiger*

Fey: Animalfolk, badgerfolk wanderer (animalfolk), badgerfolk mercenary (animalfolk), badgerfolk beserker (animalfolk), Asqua, dread fey, dryad sslaunn (Sslaunn), glemlis, khao toji, miankin, miniezye, mixie, n'rad, shrubfolk.

Fiend: Ash elf (Elf), asunder, baetle, bejorn, black infernix (Demon), common infernix (Demon), devilhand, green infernix (Demon), gripper guad (Guad), infernix lord (Demon), infernus mantis, leppon (Demon), meglass, nementor, paugguard (Demon), red infernix (Demon), silver infernix (Demon),

Fire: blaze bat (Bat), elder goss (Goss), flame-ingo, Forok, inferno lord (Elemental Lord), goss, lava blob, redbones

Fungus: Desert mold, *gas spore, myconid*, shriek horror, *shrieker, violet fungus*

Giant: Common troll (Troll), feral troll (Troll), forok, high troll (Troll), megaclops (Clops), mud troll (Troll), night troll (Troll), roarin (Troll), rock giant (Giant), shadow giant (Giant), tamani, triclops (Clops), uglama, wind giant (Giant)

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Goblinoid: Backknife, Common Troll (Troll), fauxfolk, Feral Troll (Troll), High Troll (Troll), Mud Troll (Troll), Night Troll (Troll), Roarin (Troll)

Gnome: Gnome, werethrush (Lycanthrope)

Halfling: Dwillow (Hillenaefy), hairfoot (Hillenaefy), stout (Hillenaefy), wereraven (Lycanthrope), werethrush (Lycanthrope)

Hauk: Hauk

Humanoid: Aharati human (Human), Al'galue (Dragonborn), Amazon, aztech human (Human), backknife, burglarcat, cadriff, chita, coral dwarf (Dwarf), dwillow hillenaefy (Hillenaefy), desert dwarf (Dwarf), dreader, dhoric human (Human), farian human (Human), fauxfolk, gauz de, ghan human (Human), ket-tet-kneck, ice dwarf (Dwarf), hairfoot hillenaefy (Hillenaefy), hauk, hermaphrodite, mageborn, mokappin, randese human (Human), sand dwarf (Dwarf), shamess human (Human), skierian human (Human), shadow elf (Elf), sipchloras, stout hillenaefy (Hillenaefy), surf elf (Elf), taurii, tiger lycan (Lycan), tyres haul (Dragonborn), ubelti human (Human), werebadger (Lycanthrope), wereeagle (Lycanthrope), werehorse (Lycanthrope), wereowl (Lycanthrope), wereraven (Lycanthrope), werespider (Lycanthrope), werethrush (Lycanthrope), zamadon, zend human (Human)

Human: Aharati human (Human), aztech human (Human), dhoric human (Human), farian human (Human), ghan human (Human), mageborn, randese human (Human), shamess human (Human), skierian human (Human), ubelti human (Human), werehorse (Lycanthrope), wereowl (Lycanthrope), zend human (Human)

Incorporeal: Black dragon shadow (Dragon), death beater, *ghost*, id beast, screeching Guadwarrior (Guadwarrior), *spectre*, tether ooze, void ooze, *will-o-wisp*, *wraith*

Lawful: Gleaming Guadwarrior (Guadwarrior), Light Elf (Elf)

Menten: Menten, menten eldritch brain (Menten), menten enforcer (Menten)

Monstrosity: Acid frog, albino guardian cobra, animix, borropi, Burglarcat, Butcher Bat (Bat, Ambersian), enfolder bat (Bat), dracogorgamira, flame-ingo, garagator, gorgona, hundra, iron eagle, monstrosity, javana, leodusa, magic monkey, makalk mereka, mandragon, mangycore, maughtley, mundog, olangeuso, uniceris, vergung, viperlisk, watcher in the woods, wavewoulf, zootholinic

Ooze: Chamber pudding, lava blob, rubbulion, tether ooze, void ooze

Plant: Bladegrass behemoth, creepwood, desert mold, devilbloom, drakeroot, glitchen, humslayer, jungo, korax, mantrap, natu, plant elemental (Elemental), pummelwood, shriek horror, Shrubfolk, Space Spore, Space Spore Spawn

Primate: Javana, magic monkey

Psychic: Id beast

Reptilian: Albino guardian cobra, *constrictor snake*, *crocodile*, *crocdad*, *dinosaur*, *duvapolus*, garagator, *giant constrictor snake*, *giant crocodile*, *giant lizard*, *giant poisonous snake*, *lizard*, *lizardfolk*, *mugetet*, *poisonous snake*, *swarm of poisonous snakes*, *viperlisk*, *yuan-ti*

Shapechanger: Animix, dryad sslaunn (Sslaunn), fauxfolk, guaz de, massmorpher, rockmorph, tiger lycan

(Lycan), werebadger (Lycanthrope), wereeagle (Lycanthrope), werehorse (Lycanthrope), wereowl (Lycanthrope), wereraven (Lycanthrope), werespider (Lycanthrope), werethrush (Lycanthrope)

Swarm: Blaze bat swarm (Bat), crystal bat swarm (Swarm), space spore, swashbuckler sparrow swarm (Bird of Renown)

Titanspawn: Amazon, gleaming guadwarrior (Guad), gripper guad (Guad), hermaphrodite, spirit guad (Guad), zamadon

Troll: Common troll (Troll), feral troll (Troll), high troll (Troll), mud troll (Troll), night troll (Troll)

Undead: Cyberlich (Lich, Cyber), death beater, ghargoyle, karrock, keeper, living dead, redbones, screeching guad (Guad), skeleking, skulleon

Ursine: *Black bear*, *brown bear*, *cave bear*, *polar bear*, *werebear*

Vermin: Bat, Blaze bat (Bat), crystal bat (Bat), darknight bat (Bat), *giant bat*, *giant rat*, *rat*, *swarm of bats*, *swarm of blaze bats* (Bats), *wererat*

Water: Elder goss (Goss)

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 (arcane tricksters, eldritch knights, paladin & rangers). Creatures with a double-S (§) gain spellcasting levels by adding classes.

Arcane Spellcasting Creatures: Al'galue[§] (Dragonborn), amber dragon (Dragon), Apollo avatech (Avatech), ash elf[§] (Elf), asqua[§] (Asqua), aunto, aztech human[§] (Human), backknife^{§*}, black shadow dragon (Dragon), blue drake (Drake), borropi, burglarcat[§], corrigan, darknight bat[§] (Bat), demiguad^{§*} (Guad), dwillow (Halfling), earthquake lord (Elemental Lord), falcon elf[§] (Elf), fauxfolk^{§*}, forok[§], ghan human[§] (Human), glemlis[§], gnome[§], goblin[§], guaz de[§], golden unicorn, gray dragon (Dragon), green drake (Drake), harmonic nightingale[§] (Bird of Renown), hermaphrodite, high troll[§] (Troll), immortal warlock (Warlock, Immortal), infernix lord (Infernix), inferno lord (Elemental Lord), k'less tau, ket-tet-kneck^{§*}, light elf[§] (Elf), longeared warriorkin (Warriorkin), mageborn[§], makalk mereka[§], megaclops, meglass, nementor[§], olangeuso[§], paper dragon (Dragon), pearl dragon (Dragon), Pegicorn, red drake (Drake), riptide lord (Elemental Lord), rogue raven[§] (Bird of Renown), sand dwarf^{§*} (Dwarf), shadow elf[§] (Elf), shadow giant[§] (Giant), shamess human[§] (Human), shrubfolk[§], silver infernix (Infernix), skierian human[§] (Human), slugknife (Backknife)^{§*}, tamani, taurii[§], tornado lord (Elemental Lord), tyrannosphere, tyres haul[§] (Dragonborn), ubelti human[§] (Human), wereeagle[§] (Lycanthrope), wereowl[§] (Lycanthrope), werespider[§] (Lycanthrope), werethrush[§] (Lycanthrope), wind giant[§], wizjay[§] (Bird of Renown), xaven Dragon (Dragon), yellow dragon (Dragon)

Divine Spellcasting Creatures: aharati human[§] (Human), archer dragon^{*}, Apollo avatech (Avatar, Technological), borropi, burglarcat[§], cadriff^{§*}, common troll[§], desert dwarf^{§*} (Dwarf), devoted cardinal (Bird of

Bestiary Malfeasious

Renown), dhoric human^s (Human), dreader^{s*}, dryad
sslaunn^s (Sslaunn), enfolder bat^s (Bat), feral troll^s (Troll),
gleaming quadwarrior^{s*} (Guad), hairfoot hillenfaey
(Halfling), hauk, javana^{s*}, keeper, khao toji^{s*}, lycan^{s*}
(Lycan), mixie, mokappin, natu*, orange dragon (Dragon),
owl of wisdom^s (Bird of Renown), purple dragon (Dragon),
shadow elf^s (Elf), randese human^s (Human), shames
human^s (Human), sipchloras^s, skierian human^s (Human),
storm dragon (Dragon), surf elf^s (Elf), tiger lycan^{s*}
(Lycan), uglama, wareagle^{s*} (Bird of Renown),
werehorse^{s*} (Lycanthrope), zend human^{s*} (Human)

Psionic Creatures: black shadow dragon (Dragon),
enforcer menten (Menten), id beast, menten, menten
enforcer, mundog, wavewoulf

Technological Creatures: Apollo avatech (Avatar,
Technological), Automatia minotaur (Automatia),
cyberlich (Lich, Cyber), metal black panther,
Technological Golem (Golem), technowarhorse
(Technobeast)

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

Animal Companions: dire chicken, falconi, furcap,
plainswalker, rhutha

Characters: Acidion, aharati human (Human), Al'galue
(Dragonborn), amazon, animalfolk, aztech human
(Human), backknife, badgerfolk (Animalfolk), burglarcat,
cadriff, chita, coral dwarf (Dwarf), devoted cardinal (Bird
of Renown), dwillow (Halfling), desert dwarf (Dwarf),
dhoric human (Human), falcon elf (Elf), farian Human
(Human), ghan human (Human), glemlie, guaz de, hairfoot
hillenfaey (Halfling), harmonic nightingale (Bird of
Renown), hauk, hermaphrodite, ice dwarf (Dwarf), lycan,
mageborn, owl of wisdom (Bird of Renown), pirate parrot
(Bird of Renown), randese human (Human), rogue raven
(Bird of Renown), sand dwarf (Dwarf), shamess human
(Human), shrubfolk, sipchloras, skierian human (Human),
stout hillenfaey (Halfling), surf elf (Elf), swashbuckler
sparrow (Bird of Renown), taurii, tiger lycan (Lycan),
ubelti human (Human), Uglama, wareagle (Bird of
Renown), wizjay (Bird of Renown), Zamadon, zend human
(Human)

Constructible: bronze lion, dooms skull, fistor, metal black
panther, redbones, siege knight, skeleking, technological
golem (Golem), technowarhorse (Technobeast)

Familiars: blaze bat (Bat), crystal bat (Bat), displacer
kitten, eye salamander, harmonic nightingale (Bird of
Renown), javana, owl of wisdom (Bird of Renown), pirate
parrot (Bird of Renown), rogue raven (Bird of Renown),
swashbuckler sparrow (Bird of Renown), wareagle (Bird
of Renown), wizard jay (Bird of Renown), watcher in the
woods

Mounts: black drake (Drake), blackmount, blue drake
(Drake), dire chicken, goane doua, goblin boar (Goblin
Beast), green drake (Drake), ironclad falcon, plainsrunner,
red drake (Drake), rhutha, sleipner, technowarhorse
(Technobeast), white drake (Drake)

Summonables: plant elemental (Elemental), blue goss
(Goss), goss

Mounts, Constructs & Cost (riding/war)

Pets

Black drake	6,000 gp
Blackmount	2,000 gp
Blue Drake	9,000 gp
Bronze lion	1,500 gp
Dire chicken	350 gp
Doomskull	50 gp
Falconi	1,000 gp
Fistor	2,000 gp
Furcap	50 gp / 150 gp
Goane doua	14,250 gp
Goblin boar	750 gp
Green Drake	7,000 gp
Ironclad falcon	7,500 gp
Plainsrunner	3,000 gp / 7,500 gp
Metal black panther	2,500 gp
Red drake	10,000 gp
Rhutha	100 gp
Siege knight	25,000 gp
Sleipner	5,000 gp
Technogolem series A10	25,000 gp
TechnoWarhorse	2,500 gp
White drake	5,000 gp

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
Tarterus	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.

Overview

The paragraphs following the creature's stat block give an overview of the creatures and their 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 about 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 the life of adventurer. The 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.

Acid Frog

Acid Frog

Medium monstrosity (amphibious), unaligned

Armor Class 15 (natural armor)

Hit Points 11 hp (2d8+2)

Speed 40 ft., swim 20 ft.

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

Damage Immunities acid

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages --

Challenge ½ (100 XP)

Acid Skin. When grappled or struck in melee combat, the attacker must make a Dexterity save DC 12. On a failure, the target takes 1d6 acid damage.

Amphibious. An acid frog can breathe air and water.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4+3) slashing damage plus 3 (1d6) acid damage.

Tongue Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 3 (1d6) acid damage and target is grappled.

Acid Spit. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 8 (4d4) acid damage. If the target fails a Dexterity DC 13 save, it takes 4 (2d4) acid damage on its next turn.

Acid Frogs are aggressive denizens of the swamp and marshlands with a powerful natural defense - their bodies secrete acid that can eat through all materials. Acid frogs normally dine on smaller animals native to their habitat, and in scarce times have been known to become cannibalistic. All tadpoles and newt-frog stages are solid black.

Combat

Acid Frogs are unnaturally aggressive and will often attack opponents much larger than themselves. Only female acid frogs will shy from attacking other females. The acid frog strikes by thrusting itself upwards, making it appear to stand for a few seconds, in which it strikes with its three clawed arms. Acid frogs are well-known for using bull rushes.

Acid Frogs on Amöeros

Most acid frogs dwell deep in the Golens. During spawning season, travelers had best to beware the sound of croaking; the concentration of acid frogs is such that pools of near-pure acid exist in such areas, leading unwary travelers to their doom.



Acid Frog Alpha

Medium monstrosity (amphibious), unaligned

Armor Class 15 (natural armor)

Hit Points 33 hp (6d8+6)

Speed 40 ft., swim 20 ft.

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

Damage Immunities acid

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages --

Challenge 2 (450 XP)

Prof +2

Acid Skin. When grappled or struck in melee combat, the attacker must make a Dexterity save DC 12. On a failure, the target takes 1d6 acid damage.

Amphibious. An acid frog can breathe air and water.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d4+6) slashing damage plus 3 (1d6) acid damage.

Tongue Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 3 (1d6) acid damage and target is grappled.

Acid Spit. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 8 (4d4) acid damage. If the target fails a Dexterity DC 13 save, it takes 4 (2d4) acid damage on its next turn.

Acidion

Acidions appear as tapering humanoids made of a clear, glossy liquid. They have human-like eyes with multiple brilliant hues, often appearing to as a form of gemstone. Acidion young under the age of three have not yet mastered the ability to alter their body shape and appear as circular balls with golden or silver eyes.

Acidions seem to levitate wherever they desire to go, their form always remaining a few inches from the ground.

Acidions communicate by shifting shape and colors. They cannot speak and it is unknown how they are able to sense their surroundings.

Combat

Though acidions can be dangerous opponents, most have taken a passive lifestyle and avoid combat whenever they can. If forced to fight they will strike with acid-formed appendages that deals no physical damage, but burns the victim with acid.

Acidion Society

Acidions live in small clans inside caves or other underground areas, where they have easy access to the minerals they crave. Though they can subsist on rock or dirt, gemstones provide exceptional nourishment and have better “taste” to acidion palates.

Acidions are reclusive, though they are initially peaceable when encountered. If approached with respect, they are willing to engage in trade or exchanges of information. If threatened, acidions usually ignore the individual until they face real danger. In the latter case the acidions withdraw, only fighting if they must.

Normally, acidions belong to extended family groups and produce by budding after consuming large portions of crystals or gemstones.

Acidions on Amberos

Most acidions can be found underneath the Crystalmire Mountains and the tendrils that spiral off from those great mountains. The Dur-Wundar Empire of dwarves once had a pact with the acidions and built for them a grand hall in the mountains just for their kind. However, after the fall of the Dur-Wundar Empire, most of the acidions simply abandoned the hall, and it lies uninhabited deep in the earth still. There are rumors still spoken about the vast treasures given to the acidions in trade for their skills at mining thought to still lay in the abandoned hall.



Acidion

Medium elemental (acid), usually neutral good

Armor Class 14

Hit Points 9 (2d8)

Speed Levitate 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	13 (+1)	13 (+1)	6 (-2)

Damage Immunities Acid

Skills Insight +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Terran

Challenge ¼ (50 XP)

Acid Body. When grappled or struck by a melee attack, the attacker must make a Dexterity saving throw DC 10. On a failure, the attacker takes 3 (1d6) acid damage.

Actions

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

Acid spray. (recharge 6). The acidion spray acid in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 3 (1d6) acid damage on a failed save, or half as much damage on a successful one.

Translucent. The acidion becomes near-invisible, rendering it unable to be detected by sight. This lasts until the acidion wills to be visible or is reduced to half hit points or less.

Acidion Miner

Medium elemental (acid), usually neutral good

Armor Class 14

Hit Points 45 (7d8+14)

Speed Levitate 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	13 (+1)	13 (+1)	6 (-2)

Damage Immunities Acid

Skills Insight +3, Stealth +8

Senses darkvision 60 ft., passive Perception 11

Languages Common, Terran

Challenge 1 (200 XP)

Acid Body. When grappled or struck by a melee attack, the attacker must make a Dexterity saving throw DC 10. On a failure, the attacker takes 3 (1d6) acid damage.

Unseen Attack. If the acidion miner hits a creature that is unable to see it, the target takes an extra 10 (3d6) damage.

Actions

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

Acid spray (recharge 6). The acidion spray acid in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 3 (1d6) acid damage on a failed save, or half as much damage on a successful one.

Translucent. The acidion becomes near-invisible, rendering it unable to be detected by sight. This lasts until the acidion wills to be visible or is reduced to half hit points or less.

Reactions

Uncanny Dodge. The acidion miner can half the damage it takes from a single attack.

Acidion Characters

Acidions are communal creatures, and it is a rare occasion that individuals rise above the norm to become adventurers.

Acidion characters have the following features:

Ability Score Increase. You add 2 to your Dexterity and 1 to your Intelligence and Wisdom. You reduced your Charisma by 2.

Age. Acidions age quickly, maturing within a mere year. Once mature, they live a mere 20 years, but do not suffer the effects of old age.

Size. Acidions range from about 4' 2" to 5' tall, and weigh about 65 lbs. Your size is medium.

Speed. Your base walking speed is 30 feet, though you levitate about a foot above solid ground. You can ascend upwards or downwards at will at a rate of 15 feet. You have a burrow speed of 30 feet, allowing you pass through soft stone or dirt, leaving an unsupported tunnel in your wake.

Type. Your type is elemental (acid).

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Acid Slam. You have a natural slam attack. This is a melee weapon attack that deals 1d6 acid damage on a hit. The attack has the finesse quality.

Acid Body. You are made of pure acid. You gain immunity to acid damage, but you cannot use equipment that is not immune to acid. Furthermore, anyone grappling or striking you in melee must make a Dexterity saving throw with a DC of 8 + proficiency modifier + Constitution modifier. On a failure, the attacker takes 1d6 acid damage.

Acid Spray. You may eject a portion of its body against opponents. As an action, you may target a 15-foot wide, 15-foot long cone. Each creature in the area must make a Dexterity saving throw with a DC of 8 + proficiency modifier + Dexterity modifier. On a failure, the attacker takes 1d6 damage, and half that on a successful save. This increases to 2d6 at 5th level, 3d6 at 10th level and 4d6 at 15th level. This ability recharges after a long rest.

Translucent. As an action that requires concentration, you may fluctuate your acid content to vanish and become invisible. You can maintain this state for up to one hour per long rest.

Languages. Common

Acidion Taskmaster

Medium elemental (acid), usually neutral good

Armor Class 14

Hit Points 78 (12d8+24)

Speed Levitate 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	13 (+1)	13 (+1)	10 (+0)

Damage Immunities Acid

Skills Insight +3, Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages Common, Terran

Challenge 3 (200 XP)

Prof +2

Acid Body. When grappled or struck by a melee attack, the attacker must make a Dexterity saving throw DC 14. On a failure, the attacker takes 3 (1d6) acid damage.

Unseen Attack. If the acidion miner hits a creature that is unable to see it, the target takes an extra 17 (5d6) damage.

Actions

Acid slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit* 5 (1d6+2) acid damage

Acid spray (recharge 4+). The acidion spray acid in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Translucent. The acidion becomes near-invisible, rendering it unable to be detected by sight. This lasts until the acidion wills to be visible or is reduced to half hit points or less.

Reactions

Uncanny Dodge. As a reaction, an acidion miner can half the damage it takes from a single attack.

Αδαπτοϊδ

Adaptoids normally dwell on the astral plane, only occasionally manifesting themselves to wreak havoc on the mortal plane. Sages are unsure what an adaptoids purpose is, but adaptoids seem to thrive on absorbing attacks, as if the race were some sort of masochist. Yet, in addition to absorbing massive amounts of damage, the creatures also drain the life essence of those they encounter – it may be their form of reproduction.

There has been some conjecture that adaptoids are some form of unusual undead of the outer planes, and that those who are drained of life by an adaptoid are cursed to rise as one themselves.

Adaptoids communicate by telepathically flashing images of the target suffering pain and torture, and sages have been unable to deduce the meaning behind this bizarre sort of communication other than perhaps attempting to induce others to cause it harm to stop the communication.

Comόac

Despite the adaptoid's fearsome appearance, the creature is virtually incapable of attacking physically. It instead steps from the astral plane into the prime, and using its wicked gaze, hypnotizes a victim to fight for it – not as a bodyguard, but to force others to attack it to break the charm.



Αδαπτοϊδ

Medium aberration, chaotic evil

Armor Class 20 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Con +20, Wis +20

Skills Survival +5

Damage Immunities special (see below)

Senses passive Perception 13

Languages Telepathy 60 ft.

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

Adaptation. An adaptoid is very difficult to harm. After it has been successfully struck by an attack type (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder, piercing, slashing, bludgeoning, etc.) that attack no longer causes any damage to an adaptoid for 1 hour. This affects spells as well as ranged and melee attacks.

Adaptive Attack. An adaptoid's natural attacks bypass damage resistance or immunity.

Astral Projection. Instead of moving, the adaptoid can slip between the prime material and astral plane.

Combat Healing. Once an adaptoid has become immune to an attack form, future attacks of the same type instead heal it for ½ the amount of damage that it would normally take.

Legendary Resistance (x3/long rest): When an adaptoid fails a saving throw, it can choose to succeed instead.

Actions

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage plus 4 (1d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the adaptoid regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Hypnotic Gaze. The adaptoid targets one humanoid it can see within 30 feet of it. If the target can see the adaptoid, the target must succeed on a DC 17 Wisdom saving throw against this magic or be dominated by the adaptoid. As a bonus action, the adaptoid can control the actions of a dominated victim.

A dominated victim receives an additional saving throw each round to break the domination. The domination also ends if the adaptoid and the victim are not on the same plane.

Albino Guardian Cobra

Ever mysterious and enigmatic, an albino guardian cobra is a quasi-divine snake created or summoned to perform a specific task. Such tasks may include protecting forbidden knowledge or books, a rare treasure or a tomb. Though highly egotistical and proud natured, it will guard whatever it is appointed without complaint, seeing its task of utmost importance no matter how mundane it might actually be.

Combat

An albino guardian cobra gathers up its coils and rears up, displaying its hood whenever it or its charge is threatened. It will attempt to warn away intruders or enthrall them until they can be dealt with.

If pressed, they will open combat by spitting poison at one opponent, and then striking with its bite or attempting to squeeze opponents in their vast coils.

Albino Guardian Cobras on Amberos

These creatures were often employed during the Dark Age in Amberos by the Skienlands to guard the tombs of the many rakshasa-blooded rulers of the land. Albino guardian cobras are also rumored to guard the great tombs of Spi Dak Su and Chiamung and Spi Dak Su legend speaks of a “Albino King” of the race with whom the Zend made bargains to guard their greatest tombs during the Elvin Golden Age.



Albino Guardian Cobra

Monstrosity (reptile), neutral

Armor Class 15 (natural armor)

Hit Points 60 (8d12+8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	12 (+1)	13 (+1)	16 (+3)	15 (+3)

Skills Insight +6, Perception +6, Persuasion +6

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Common, Celestial

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

Fast Healing. While alive, an albino guardian cobra heals 3 hit points per round except from acid or necrotic attacks.

Actions

Hypnotic Sway. An albino guardian cobra rears up and sways back and forth like a pendulum. Those within 15 feet who are looking at the albino guardian cobra must make a DC 16 Wisdom save or become incapacitated.

An incapacitated victim may repeat the saving throw each round to break the effect. The effect is also broken if the victim takes damage or its view of the albino guardian cobra is blocked.

Poison Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 10 (2d8+3) piercing damage and the target must make a DC 14 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Amazon

Long ago, titans created three distinct races that were the precursors to humans - the male zamadons, the female amazons and the male-female hermaphrodites. The idea was that each race would excel at the skills given only to it, but the ideal failed. The amazons rebelled against rulership under the zamadons, and the hermaphrodites became so infatuated with sensualizing that their purpose to help breed and act as wetnurses for more zamadons and amazons became lost.

As for the amazons, these ultimate females became well-known as a warrior race the match of the male zamadons, and easily any match for the later mortal race of humans. Their dealings with zamadons has led to a great distrust and dislike of males into recent times, and they have done their utmost to eliminate and avoid any sort of dependence racially or gender-wise.



Combat

Amazons are cunning female warriors, who use their brains as much as their brawn. While most prefer to fight toe-to-toe with opponents, they have also shown amazing skill with ranged weapons and are quite adept at mounted combat.

Where zamadons prefer to strike en masse with overpowering force, amazons prefer guerilla tactics and high mobility attacks, often striking and departing before their opponents can mount an effective counterattack.

Society

Although mighty warriors, they are not driven by continual need to fight. They have a fondness for art and beauty, though cloaked under a veil of militaristic simplicity.

There is also a strong maternal instinct that manifests among their numbers, and it is common for the whole tribe to endure periods of fraternizing with males for the sole purpose of parenting children, generally abandoning their mate as soon as after conception. The amazons always ensure that any females born of such unions remain with them, and there are some amazons who may abandon or dispose of any male offspring that are born.

Amazons on Amberos

In the Time Before Time, amazons, zamadons and hermaphrodites dwelled on Amberos as the creations of the Greek Pantheon before those gods were cast into sleep. By the time the continent of Amberos rose from the ocean, the amazons had broken from their zamadon and hermaphrodite companions and already formed their own culture. After the continent arose, the amazons migrated to the lands of the Southern Kingdom, where they still dwell.

Amazon Characters

It is common for individual amazon warriors to strike out on their own either to champion for their race or otherwise stand out from the norm.

An amazon has the following special abilities.

Ability Score Increase. You add two to your Strength and Dexterity.

Age. Amazons age slightly faster than humans, reaching maturity at 16 years of age. They live for approximately 200 years, rarely showing the frailties of old age.

Size. Amazons are unusually tall, standing between 6 feet to 6' 3" tall, and weigh around 135 lbs. Your size is medium.

Speed. Your base walking speed is 40 feet.

Vision. You have normal human-like sight.

Martial Proficiencies. You gain proficiency in Light armor and Martial weapons. If you gain these as part of your class abilities, you may take a tool proficiency in the place of the proficiency instead.

Languages. You can speak and read Common.

Amazons worship either the Greek gods or the Greek titans. Amazon clerics often choose from the domains Strength or War.

Amazon

Medium humanoid (titanspawn), usually neutral good

Armor Class 18 (studded leather + shield)

Hit Points 18 (4d8)

Speed 40 ft

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

Skills Acrobatics +6, Athletics +4

Senses passive Perception 11

Languages Common

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

Actions

Dual Short Swords. Melee attack: +6/+6 to hit, reach 5 ft., one or two creatures. *Hit:* 7 (1d6+4) slashing damage.

Shortbow. *Ranged attack:* +8 to hit, range 80/320, one target. *Hit:* 7 (1d6+4) piercing damage.

Amazon Huntress

Medium humanoid (titanspawn), usually neutral good

Armor Class 18 (studded leather + shield)

Hit Points 50 (9d8+9)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Skills Acrobatics +7, Athletics +5

Senses passive Perception 10

Languages Common

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

Actions

Multiattack. The amazon huntress makes two dual short sword attacks or two shortbow attacks.

Dual Short Swords. Melee attack: +7/+7 to hit, reach 5 ft., one or two creatures. *Hit:* 7 (1d6+4) slashing damage.

Shortbow. *Ranged attack:* +8 to hit, range 80/320, one target. *Hit:* 7 (1d6+4) piercing damage.

Amazon Mankiller

Medium humanoid (titanspawn), usually neutral good

Armor Class 18 (studded leather + shield)

Hit Points 77 (14d8+14)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Skills Acrobatics +9, Athletics +8

Senses passive Perception 10

Languages Common

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

Sniper. An Amazon mankiller does not suffer disadvantage at long range and can ignore half cover or three-quarter cover.

Actions

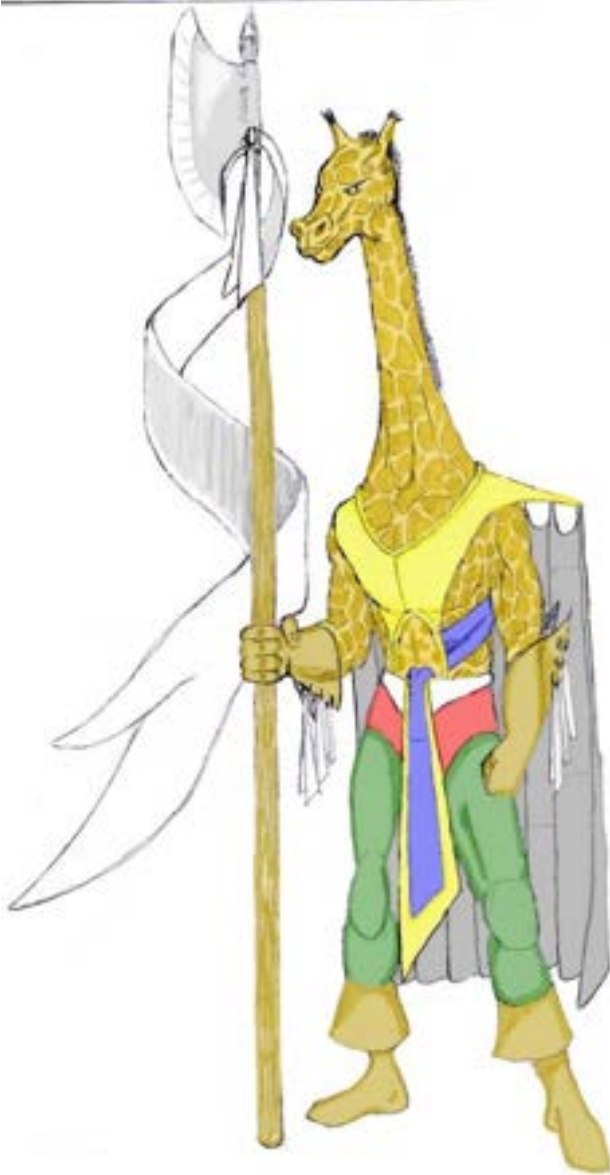
Multiattack. The amazon huntress makes three dual short sword attacks or three shortbow attacks.

Dual Short Swords. Melee attack: +9/+9 to hit, reach 5 ft., one or two creatures. *Hit:* 7 (1d6+4) slashing damage.

Shortbow. *Ranged attack:* +11 to hit, range 80/320, one target. *Hit:* 7 (1d6+4) piercing damage.

Volley (recharge 4+). *Ranged attack:* +6 to hit, range 10 ft., all targets in range. *Hit:* 17 (1d6+14) piercing damage.

Animalfolk



Animalfolk are fey creatures whose appearance matches animals found in the wild mixed with humanoid qualities. They normally live in communities on par with human civilizations, though they generally live in peace with their natural surroundings. The “races” intermingle freely, though each breed normally has a caste and occupation dictated by natural talents.

Animalfolk have humanoid bodies topped with the head of their animal’s namesake. Their body is covered as per the animal type they represent, so a Bearfolk will have a bear’s head and soft fur covering his body, while an alligatorfolk will have an alligator’s head and be covered with tough scales.

Animalfolk are not related to lizardfolk, beastmen or other such creatures. There are tales that the true homeland of the Animalfolk lies in huge cities built into the natural surroundings in the most remote and forgotten of locations.

Animalfolk Society

Animalfolk prefer to dwell in natural surroundings with minimal impact on the natural appearance or flow of nature. Communities tend to blend into the surroundings and agriculture is sparse. Most animalfolk are vegetarians, but they do domesticate animals for their byproducts (fertilizer, milk, cheeses, eggs, etc.) or as pets/companions. Animalfolk are mostly patriarchal, though a few matriarchal communities do exist. Except for a few breeds, animalfolk shun violence and prefer to humiliate or subjugate foes they face, preferring enslaving those who have wronged them instead of killing.

Though animalfolk mix freely between the various “races”, there are broad castes within the society. The lionfolk and elkfolk, comprising the Animalfolk royalty and nobility respectively, usually control the highest positions. Elephantfolk and owlfolk tend to lead the religious aspects of animalfolk society, while apefolk and eaglefolk lead the armies. Badgerfolk and wolverinefolk often make themselves available as mercenaries, and a wide range of animalfolk (Often those with aggressive or predatory nature) fill out the ranks of animalfolk military forces. Most of the other animalfolk fill the ranks as commoners and tradesmen. Very rarely, some animalfolk (such as the foxfolk rogues and wolffolk rangers) are wanderers or loners outside the normal communities of the animalfolk.

Animalfolk mixed “race” marriages do occur on a regular basis. The children of such unions have a 47% chance of taking after either parent, or 5% chance of being of an entirely different race. For example, a giraffefolk and a lionfolk union has a 47% chance of a child that is a giraffefolk, a 47% chance the child will be lionfolk, and a 5% chance it will be other animalfolk – a goatfolk is as likely as elephantfolk child. A giraffe/lion folk mix is not possible. Neither child nor parent suffers any negative social or physical drawbacks from the unusual birth, as the animalfolk accept this result as a normal manifestation of their ties to natural forces.

Animalfolk on Amberos

Most animalfolk actually hail from the continent of Aur-Seth, south beyond the Wild Wastes. Most Amberosians only encounter animalfolk as part of the semi-wild tribes of the Wild Wastes, and few Amberosians realize how culturally advance animalfolk truly are; while there are no large cities in the Wild Wastes, the continent of Aur-Seth is dotted with several cities of thousands of animalfolk.

Bestiary Malfearous

Animalfolk Characters

An animalfolk has the following abilities.

Age. Animalfolk grow quickly, being able to walk within days of birth and growing to adulthood in a mere four years. It is not until they are in their eighties that they begin to show signs of age and live a decade or two into their hundredth year.

Alignment. Though animalfolk can be of any alignment, they generally shun evil outlooks. As a highly social and diverse race, selfishness is seen with almost the same disgust as outright evil.

Size. Animalfolk are generally human-sized, though some "breeds" tip towards gigantism, while others may be dwarfish. Regardless, your size is Medium.

Darkvision. An animalfolk treat dim light as bright illumination and darkness as dim illumination.

Speed. Your base walking Speed is 30 ft.

Animal Affinity. An animalfolk treat non-hostile beasts of the same subtype as having a friendly disposition towards them, and gain advantage when making Animal Handling checks with a similar subtype.

Languages. You can speak, read, and write Common and Elvish. Animalfolk do not have a language of their own, but prefer to preserve their traditions and history in elvish script, and learn Common to interact among their own kind and with most other races.

Subrace. There are many varieties of animalfolk. You must choose one of the subraces listed below.

Aquatic Subtype

Animalfolk derived from underwater stock gain the following additional abilities. Includes subtypes such as fishfolk, sharkfolk, octopifolk, whalefolk, toadfolk and dolphinfolk.

Ability Increase. You increase two ability scores chosen from Strength, Dexterity or Constitution by 1 each. You

may choose the same ability score twice.

Water breathing OR Hold breath. You can breathe underwater as if it were normal air, or you gain the ability to hold your breath for 10 minutes + your Constitution modifier in minutes.

Swim. You have a swim speed of 30 ft.

Water breathing. You can breathe underwater as if it were normal air.

Arachnid Subtype

Animalfolk derived from this stock gain the following additional abilities. Includes subtypes such as Crabfolk, Scorpionfolk and Spiderfolk.

Ability Increase. You increase your Constitution and Dexterity score by 1.

Speed. Your base speed is 30 feet. When climbing, you move at full speed.

Choose one of the following:

Poison Attack. As a bonus action, you gain a melee attack that deals 1d4 piercing damage. The target also must make a Constitution saving throw, versus a DC of 8

+ your proficiency modifier + your Constitution modifier. On a failure, the target takes an additional 2d6 poison damage.

After a target takes poison damage, you cannot poison

another target until you take a short or long rest.

Web. You make a ranged attack against a target in 30 feet.

On a hit, the target is restrained. As an action, the target can attempt to break free with a Strength (Athletics) check versus a DC of 8 + your proficiency modifier + your Constitution modifier. Once you use this ability, you cannot use it again until you take a short or long rest.

Avian Subtype

Animalfolk derived from avian stock gain the following additional abilities. Includes subtypes such as batfolk, chickenfolk, duckfolk, eaglefolk, hawkfolk, owlfolk, pigeonfolk, ravenfolk and robinfolk.

Ability Increase. You increase your Dexterity score by 2.

Speed. You have a Fly speed of 30 ft, and a walking speed of 30 ft.

Herd Subtype

Animalfolk derived from herbivore stock gain the following additional abilities. Includes subtypes such as camelfolk, elephantfolk, bovinefolk, bisonfolk, deerfolk, elkfolk, giraffefolk, hippofolk, horsefolk, moosefolk, pigfolk, boarfolk, rhinofolk, and sheepfolk.

Ability Increase. You increase two ability scores of your choice by 1.

Natural Survivor. You gain proficiency in the Athletics, Acrobatics, Nature or Survival skill.

Gallop. When you take the Dash action, you treat your base speed as 40 ft.

Insect Subtype

Animalfolk derived from insect stock gain the following additional abilities. Includes subtypes such as antfolk, beetlefolk, and mantisfolk

Ability Increase. You increase two ability scores chosen from Strength, Dexterity or Constitution by 1 each. You may choose the same ability score twice.

Natural Armor. When unarmored, your base AC is 14 + your Dexterity modifier.

Natural Attack. You can make a unarmed attack with mandibles, claws, pinchers or a natural stinger, depending on your shape. Regardless, this is a melee attack that deals 1d6 + Strength modifier slashing damage that you make as a bonus action. This is a finesse weapon.



Bestiary Malfearous



Primate Subtype

Animalfolk derived from apes, monkeys or other primates gain the following additional abilities. Includes subtypes such as baboonfolk, gorillafolk, lemurfolk, monkeyfolk and orangutanfolk.

Ability Increase. You increase two scores of Strength, Dexterity or Intelligence by 1 each.

Natural Climber. You gain proficiency in Athletics and move at full speed when climbing.

Predator Subtype

Animalfolk derived from carnivore or omnivore stock gain the following additional abilities. Includes subtypes such as badgerfolk, catfolk, cheetahfolk, lionfolk, pantherfolk, tigerfolk, caninefolk, wolffolk, crocodilefolk, foxfolk, lizardfolk, mousefolk, ratfolk, viperfolk, and weaselfolk.

Ability Increase. You increase one score of Strength, Dexterity or Constitution by 2.

Claw Attack. You can make up to two melee claw attacks as a single attack action. Each claw deals 1d4 slashing damage. This is a finesse weapon.

Choose one of the following.

Bite. As a bonus action, you can make a melee Bite attack that deals 1d6 piercing damage.

Poison Attack. As a bonus action, you gain a melee attack that deals 1d4 piercing damage. The target also must make a Constitution saving throw, versus a DC of 8 + your proficiency modifier + your Constitution modifier. On a failure, the target takes an additional 2d6 poison damage.

After a target takes poison damage, you cannot poison

another target until you take a short or long rest.

Natural Armor. When unarmored, you have an AC of 13 + your Dexterity modifier.

Animalfolk worship the natural world – primarily animal spirits - around them. Animalfolk priests tends toward druidism over becoming clerics.



Badgerfolk Wanderer

Medium fey (animalfolk), usually neutral

Armor Class 15 (natural armor) [13 raging]

Hit Points 13 (2d8+4) [17 raging]

Speed 30 ft., burrow 20 ft.

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

Skills Perception +3

Senses low-light vision, passive Perception 13

Languages Common, Elvin

Challenge ½ (100 XP) **Prof** +2

Badger Affinity. A badgerfolk treats non-hostile predatory beasts as friendly.

Rage. An injured badgerfolk gains a +2 bonus to hit and +4 temporary hit points, but takes a -2 penalty to AC

Actions

Multiattack. The badgerfolk makes two claw and a bite attack.

Claw. *Melee Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d3+3) slashing damage.

Bite. *Melee attack.* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing and bludgeoning damage.

Javelin. *Melee or Ranged attack.* +2 to hit, reach 5 ft. or range 30/120, one target. *Hit:* 3 (1d6) piercing damage.

Badgerfolk hire themselves out as mercenaries, though some have been known to take up sedentary jobs as scribes or lawyers.

Combat

When entering combat, badgerfolk immediately work themselves into a rage, fighting to their own death or until all opponents are slain or driven off.

Badgerfolk Mercenary

Medium fey (animalfolk), usually neutral

Armor Class 15 (chain shirt + shield) [13 raging]

Hit Points 42 (5d8+20) [52 raging]

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +4

Senses low-light vision, passive Perception 14

Languages Common, Elvin

Challenge 2 (400 XP) **Prof** +2

Badger Affinity. A badgerfolk treats non-hostile predatory beasts as friendly.

Rage. An injured badgerfolk gains a +2 bonus to hit and +10 temporary hit points, but takes a -2 penalty to AC

Actions

Multiattack. The badgerfolk makes two shortsword attacks and a bite attack or two Longbow attacks

Short Sword. *Melee Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Bite. *Melee attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing and bludgeoning damage.

Longbow. *Ranged attack.* +7 to hit, range 150/600, one target. *Hit:* 9 (1d8+4) piercing damage.



Badgerfolk Bensenken

Medium fey (animalfolk), usually neutral

Armor Class 15 (chain shirt + shield) [13 raging]

Hit Points 102 (12d8 + 48) [raging 126]

Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +6

Senses low-light vision, passive Perception 16

Damage Resistance Bludgeoning, Piercing and Slashing while raging

Languages Common, Elvin

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

Badger Affinity. A badgerfolk treats non-hostile predatory beasts as friendly

Rage. An injured badgerfolk gains a +2 bonus to hit and +24 temporary hit points, but takes a -2 penalty to AC

Actions

Multiattack. The badgerfolk makes two shortsword attacks and a bite attack or two Longbow attacks

Short Sword. *Melee Attack.* +8 to hit, reach 5 ft., one target.
Hit: 7 (1d6+4) slashing damage.

Bite. *Melee attack.* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing and bludgeoning damage.

Longbow. *Ranged attack.* +9 to hit, range 150/600, one target.
Hit: 9 (1d8+4) piercing damage.



Anímix

Anímix

Medium monstrosity (shapechanger), unaligned

Armor Class 17 (natural armor)

Hit Points 75 (10d8+30)

Speed Fly 30 ft.

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

Damage Resistances Bludgeoning, Slashing or Piercing unless silvered

Senses passive Perception 15

Languages understands Common and Elvish

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

Actions

Slam. *Melee attack.* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage

Charm Beasts. As an action, an animix can target any single or swarm of non-hostile beasts in 30 ft. The target must make a Wisdom saving throw DC 15. On a failure, the beast falls under control of the animix for 24 hours.

Shapechange. An animix can take the shape of any Beast with which it is familiar. It gains the Strength, Dexterity and Constitution of the shape as well as its special abilities, movement rate and attacks. Its hit point do not change. The animix can remain in Beast form until it is reduced to 0 hit points or takes a long rest.

Bonus Actions

Teleport (Recharge 4+). The animix magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see.

An animix (pron. an-e-mix) is a silvery gas that is fully capable of transforming into any animal shape it desires. However, the form it assumes is always of the largest size for its kind and it's fur or hide is noticeably streaked with silver.

Some animixes have been known to accompany druids and their animal companions.

Combat

Animix avoid personal combat when possible, relying on allies and minions to protect and attack for them. When forced into combat, they use their mutable shape to overpower and drive away opponents. If aggressive, animixes generally favor ambushing opponents and retreating before the opponent can appropriately counter-attack. They will harass such foes with hit and run tactics until they are successful in slaying their target, or until the

opponent makes it impossible for them to easily strike from ambush or with overwhelming animal support.

Animix on Amberos

Most animix prefer rural areas across Amberos. Very rarely are they found in total wilderness areas, seeming to prefer to rule over easily dominated domesticated animals. There have been some tales from Nydonna's Sea Kingdom of aquatic versions of this creature, whose natural form appears as a glimmering current of water.



Vermix

The vermox is a variant animix that can assume the form of vermin creatures – usually insectile in nature. In their natural state, they appear as a dark, fly-like cloud with glowing red pinpoints of light that resemble eyes. The vermox can only assume insect and arachnid shapes with its shapechange ability. Other than these changes, it is identical to the animix.

Asqua

Asqua (pron. az-kwah) are an aquatic race related to sea elves and mermen, who will associate with either race freely.

Comðac

Asqua are peaceful, and overall neutral towards beings from the “world above”. However, they have a hatred of sahuagin and locathah, and will attack such creatures on sight.

If forced to fight, asqua prefer the use of a one-handed trident.



Society

Young asqua often congregate in small groups near coral reefs or other areas close to the surface. They are excitable and gregarious, and it is common for young asqua to strike out to see what it can of the surface world and involve itself in exciting adventures and events.

As an asqua ages, they generally tire of the antics of the surface races and forsake the company of others to live hermetic lives alone in deep sea caves. Many elderly asqua hoard strange and secret knowledge, only rarely sharing it with other seaborne races whom they deem worthy of respecting the lore they divulge.

In an asqua’s twilight years it is common for the fey creatures to trade information for trinkets to add to its eventual burial hoard— a monument to its actions and proof that it spends a worthy and eventful life.

Asqua on Æmðeros

Asqua are friendly towards sea elves and mermen, and there is a large colony of asqua that comprises a mercenary household in Nydonna’s Sea Kingdom. Asqua can also be found in the northern and western seas, though sightings of asqua in the southern seas are rare. There are no known asqua living in the Wyvern Sea or the Forna Ocean; the exact reason for such is unknown.

Asqua

Medium fey (aquatic), usually lawful good

Armor Class 18 (natural armor)

Hit points 11 (2d8+2)

Speed 30 ft., Swim 45 ft.

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

Damage Immunity Cold, lightning

Senses Low-light vision, passive Perception 10

Languages Common, elvin

Challenge ¼ (50 XP) **Prof** +2

Fast Healing. While alive and in contact with salt water, an asqua heals 1 hit point per round, except from fire or acid attacks

Actions

Trident. *Melee attack or ranged attack.* +2 to hit, 5 ft. reach or range 20/60, one target. *Hit:* 3 (1d6) piercing damage. On a critical hit, the target is restrained.

Bonus Actions

Lightning bolt (Recharge 5+). The asqua unleashes a line of lighting 20 ft. long and 5 ft. wide. Each creature in the line must make a DC 11 Dexterity saving throw, taking 5 (1d10) lightning damage on a failed save, or half as much damage on a successful one.

Asqua Seacaster

Medium fey (aquatic), usually lawful good

Armor Class 20 (natural armor)

Hit points 34 (7d8+7)

Speed 30 ft., Swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	13 (+1)	20 (+5)	13 (+1)	10 (+0)

Damage Immunity Cold, lightning

Senses Low-light vision, passive Perception 11

Languages Common, elvin

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

Fast Healing. While alive and in contact with salt water, an asqua heals 2 hit points per round, except from fire or acid attacks

Actions

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

Cantrips (at will): *dancing lights, detect magic, prestidigitation, ray of frost*

1st level (4 slots): *fog cloud, protection from good/evil, shield, shocking grasp*

2nd level (3 slots): *alter self, blur, detect thoughts*

3rd level (3 slots): *lightning bolt, nondetection, sleet storm*

4th level (1 slot): *control water*

Multiattack. The asqua can make two trident attacks.

Trident. *Melee attack.* +3 to hit, 5 ft. reach or range 20/60, one target. *Hit:* 3 (1d6) piercing damage, plus 7 (2d6) lightning damage. On a critical hit, the target is restrained.

Actions

Lightning bolt (*Recharge 5+*). The asqua unleashes a line of lighting 20 ft. long and 5 ft. wide. Each creature in the line must make a DC 11 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

Asqua Ocean Lord

Medium fey (aquatic), usually lawful good

Armor Class 20 (natural armor)

Hit points 112 (15d8+45)

Speed 30 ft., Swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	17 (+3)	20 (+5)	13 (+1)	10 (+0)

Damage Immunity Cold, lightning

Senses Low-light vision, passive Perception 11

Languages Common, elvin

Challenge 11 (7,200 XP) **Prof** +4

Fast Healing. While alive and in contact with salt water, an asqua heals 5 hit points per round, except from fire or acid attacks

Actions

Spellcasting. The asqua seacaster is a 15th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The seacaster has the following wizard spells prepared:

Cantrips (at will): *dancing lights, detect magic, prestidigitation, ray of frost*

1st level (4 slots): *fog cloud, protection from good/evil, shield, shocking grasp*

2nd level (3 slots): *alter self, blur, detect thoughts*

3rd level (3 slots): *lightning bolt, nondetection, sleet storm*

4th level (3 slots): *conjure minor elementals, control water*

5th level (2 slots): *hold monster, wall of force*

6th level (1 slot): *chain lightning*

7th level (1 slot): *forcecage*

8th level (1 slot): *control weather*

Multiattack. The asqua can make two trident attacks.

Trident. *Melee attack.* +3 to hit, 5 ft. reach or range 20/60, one target. *Hit:* 3 (1d6) piercing damage, plus 7 (2d6) lightning damage. On a critical hit, the target is restrained.

Actions

Lightning bolt (*Recharge 5+*). The asqua unleashes a line of lighting 20 ft. long and 5 ft. wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Asunder

The asunder is a creature from the lower planes, but its exact plane of origin is unknown. Travelers and sages have tried to track down the creature's native plane, and have found huge concentrations of the beasts in suspended animation in Tartarus. It is thought though, that this is a prison rather than the place of origin.

Asunder prefer to litter their lairs with deadly traps, often incorporating alchemical items into the traps. They especially enjoy traps that maim or take an usually long time to kill the victim.

The only noise that echoes from the Asunder's maw is a mocking repetition of sounds in the exact same voice it has heard before.

Combat

The Asunder is a mindless attacker once engaged, whose only purpose in life seems to be to destroy and cause agony. It usually opens combat with its death gaze, then moves to melee anyone who survives the initial assault, occasionally stopping to spit out a power word.

Asunder

Gargantuan fiend (evil, extraplanar), chaotic evil

Armor Class 15 (natural armor)

Hit Points 275 (22d20 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	18 (+4)

Saving Throws Con +9, Wis +8, Cha +11

Skills Intimidation +18, Perception +8

Damage Immunities poison

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunity petrification, poison

Senses darkvision 60 ft., passive Perception 18

Languages All

Challenge 23 (50,000 XP)

Prof +7

Fortification. An asunder treats critical hits as normal hits

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

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

Magic Strike. An asunder's attacks are treated as magic

Actions

Multiattack. An asunder attacks with two claws, a bite and a tail attack

Claw. *Melee Attack.* +12 to hit. Reach 10 ft. One Target. Hit: 19 (4d6 + 5) slashing damage. If both claws hit the same target, the asunder rends the target for an additional 26 (6d6 + 5) slashing damage

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 9 (2d8) piercing and bludgeoning damage. The target must also make a DC 17 Constitution saving throw. On a failure, the target takes an extra 14 (4d6) poison damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. Hit: 14 (2d8+5) bludgeoning damage and the target is grappled. The asunder is not immobilized if the target is Large or smaller.

Shredding Sight (Recharge 5+). The asunder's eyes emit red light in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 63 (18d6) necrotic damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting. The asunder's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *crown of madness, hold person*

3x/long rest: *confusion*

1x/long rest: *power word stun, power word kill*

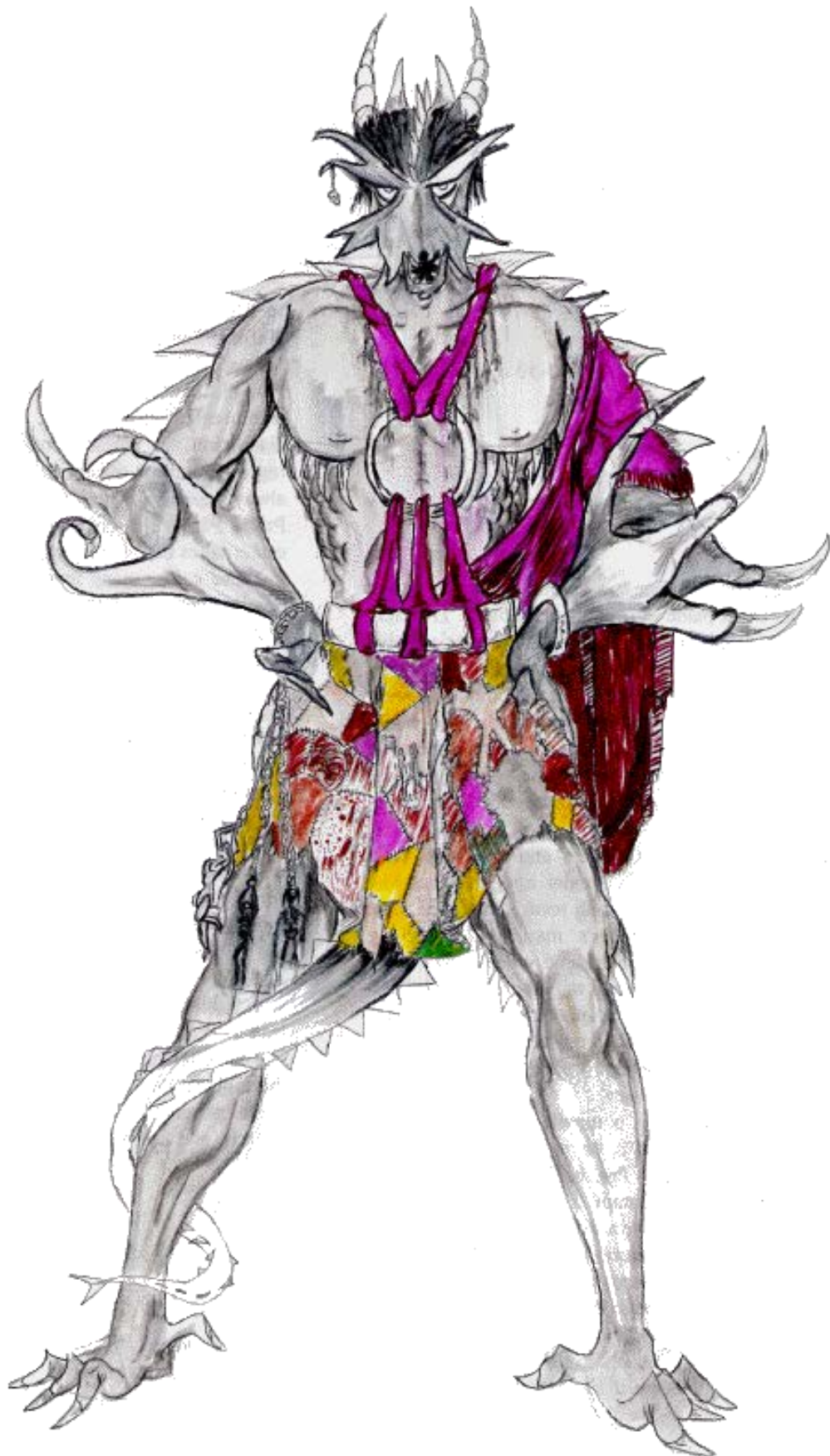
Legendary Actions

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

Gaze (costs 2 actions). The asunder uses its gaze attack.

Hold Person. The asunder uses *hold person*.

Claw Swipe. The asunder makes a claw attack.



Aunto

Aunto (pron. awn-tow) is an ancient word that means “Dreaded Judge”. Auntos never speak or communicate in any means other than pointing at its intended victim and then wordlessly attacking.



Combat

A meeting with an Aunto is never by chance. The aunto is sent from unknown sources to punish those whom willingly break a country’s laws – even if such laws are outdated or unjust. The aunto itself has no ties to the country in which it appears, and answers to no force or power, completing its task without straying from course.

The aunto, when first seen, will float to within a few feet of its intended victim, point at the subject, then wordlessly launch itself into attack. The aunto primarily attacks with its Touch of Justice, using spells to restrain its target or keep others from interfering.

An auto will not attack or harm onlookers unless they attempt to shield or interfere with the aunto’s dispensation of justice.

Aunto

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed Fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	14 (+2)	17 (+3)	17 (+3)	15 (+2)

Saving Throws Wis +5, Cha +4

Skills Insight +9

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Understands all languages but can only gesture in return

Challenge 3 (700 XP)

Prof +3

Incorporeal Movement. The aunto can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Spellcasting. The aunto is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It ignores verbal components. The aunto has the following Wizard spells prepared:

Cantrips (at will): *friends, light, minor illusion, true strike*

1st level (4 slots): *magic missile, ray of sickness, witch bolt*

2nd level (3 slots): *cloud of daggers, detect thoughts, hold person*

3rd level (2 slots): *counterspell, slow*

Touch of Justice. *Melee Spell Attack.* +5 to hit, reach 5 ft., one creature. *Hit:* 19 (3d12) radiant damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction last until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spell Stealing. One spellcaster of the aunto’s choice that is within 30 feet of the aunto must succeed on a DC 13 Wisdom saving throw or lose their highest level prepared spell, which becomes part of the aunto’s repertoire of prepared spells. Lost spells are restored after the subject takes a long rest.

Aunto on Amberos

These creatures are relics of the Technological Age, made of a combination of magic and high technology. Though there are several lesser aunto, there are rumored to only be 12 aunto Final Judges in existence on Amberos.

One is thought to guard the Pyramids of Kufu, another the Genesis Pits of Lost Vale, yet another guards the entrance to Tsre Vestu. The others guard locations that varies by tale including the Golens, the Steaming Horns, Mako Volcano and even the Glacier of Seasons.

Aunto Dreaded Judge

Medium construct, lawful neutral

Armor Class 12 [mage armor 15]

Hit Points 45 (14d8 + 38)

Speed Fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	14 (+2)	21 (+5)	17 (+3)	15 (+2)

Saving Throws Wis +6

Skills History +9, Insight +9, Perception +9

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 19

Languages Understands all languages but can only gesture in return

Challenge 8 (3,900 XP)

Prof +3

Incorporeal Movement. The aunto can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Multiattack: The aunto can make two Ray of Justice attacks

Ray of Justice. *Ranged Spell Attack.* +8 to hit, range 90 ft., one creature. *Hit:* 16 (2d12+3) radiant damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken.

This reduction last until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spell Stealing. One spellcaster of the aunto's choice that is within 30 feet of the aunto must succeed on a DC 16 Wisdom saving throw or lose their highest level prepared spell, which becomes part of the aunto's repertoire of prepared spells. Lost spells are restored after the subject takes a long rest.

Spellcasting. The aunto is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The aunto has the following Wizard spells prepared:

Cantrips (at will): *mage hand, light, minor illusion, true strike*

1st level (4 slots): *illusory script, mage armor, shield*

2nd level (3 slots): *arcane lock, detect thoughts, hold person*

3rd level (3 slots): *counterspell, slow*

4th level (3 slots): *banishment, locate creature, wall of fire*

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

6th level (1 slot): *true seeing*

7th level (1 slot): *forcecage*

Legendary Actions

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

Retributive Ray. The aunto makes a ray of justice attack against the active creature.

Beyond Reach. The aunto teleports 30 feet.

Consume Spell. If the aunto was targeted by a spell, the aunto makes an opposed level check against the caster. If the aunto succeeds, the spell fails and the aunto replenishes an expended spell slot of the same level or less.

Aunto Final Judge

Medium construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 136 (21d8 + 42)

Speed fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	14 (+2)	19 (+4)	21 (+5)	15 (+2)

Saving Throws Wis +10, Cha +7

Skills History +9, Insight +15, Perception +10

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Understands all languages but can only gesture in return

Challenge 13 (10,000 XP)

Prof +5

Incorporeal Movement. The aunto can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Spellcasting. The aunto is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It ignores verbal components. The aunto has the following Wizard spells prepared:

Cantrips (at will): *friends, light, minor illusion, true strike*

1st level (4 slots): *magic missile, ray of sickness, witch bolt*

2nd level (3 slots): *cloud of daggers, detect thoughts, hold person*

3rd level (3 slots): *bestow curse, counterspell, slow*

4th level (3 slots): *banishment, blight, fire shield*

5th level (3 slots): *Bigby's hand, geas, seeming*

6th level (1 slot): *disintegrate*

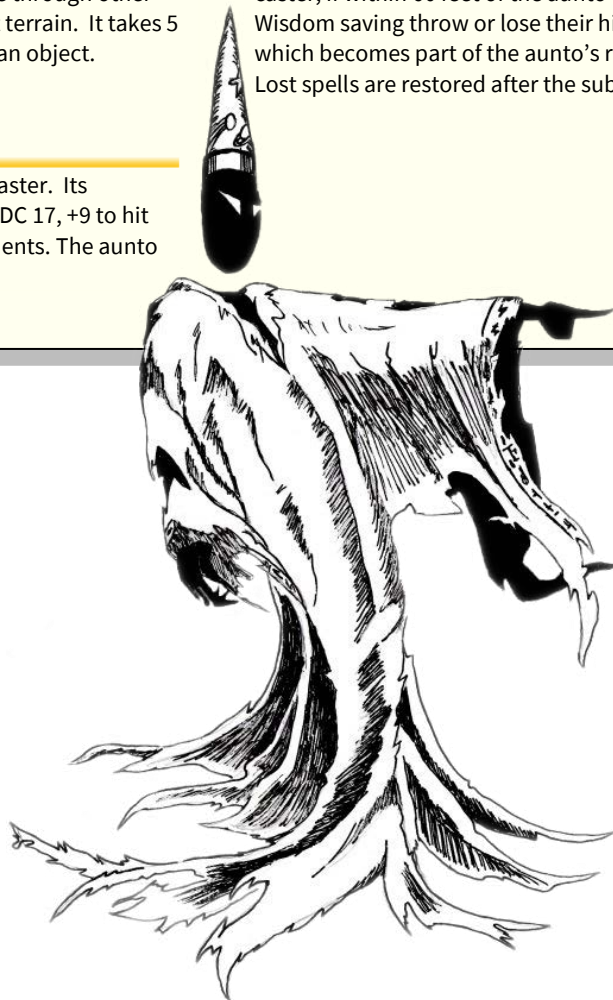
7th level (1 slot): *forcecage*

Multiattack. The aunto casts a spell of 3rd level or less and makes two Touch or Ray of Justice attacks.

Touch or Ray of Justice. *Melee or Ranged Spell Attack.* +5 to hit, reach 5 ft. or range 90 ft., one creature. *Hit:* 19 (3d12) radiant damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction last until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Reactions

Spell Stealing. When the aunto is targeted by a hostile spell, the caster, if within 60 feet of the aunto must succeed on a DC 15 Wisdom saving throw or lose their highest level prepared spell, which becomes part of the aunto's repertoire of prepared spells. Lost spells are restored after the subject takes a long rest.

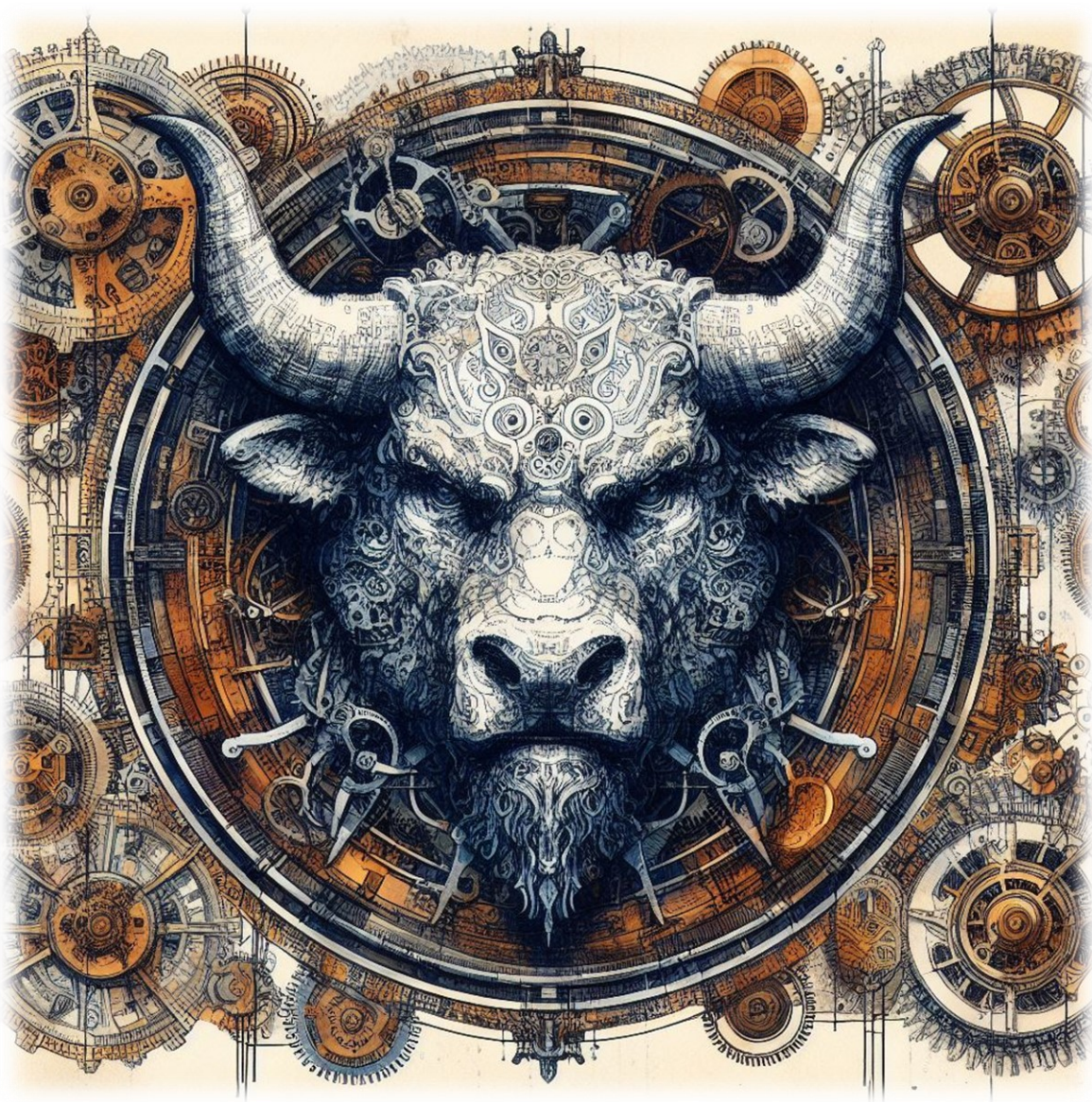


Automatia

Automatia are constructs shaped to resemble some other living thing and are powered by technological engines. They may appear indistinguishable from the creature they may copy or may have a metallic finish to them, with silver or black being the most common colors. Automatia may be made to resemble any humanoid, beast, magical beast, monstrosity, giant or dragon.

Automatia on Amberos

The mysterious Time of Technology in Amberos's past brought with it many strange and wonderful things. While most have been long destroyed due the ravages of time, there are precious few automata from the era that have survived. While most have been inactive over the centuries and only lately activated (often by accident), there are a few rare automata that have been active since ancient times.



Automatia Minotaur

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 17

Languages Understands common, but cannot speak

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

Charge. If the automatia minotaur moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of the turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Automatia minotaurs were created as impressive warriors during the age of technology, and a rare few have managed to survive into Amberos's current world. Most are now without direction, seeking battle wherever they can find it.

Combat

An automatia minotaur usually initiates combat with its powerful charge, trampling whoever might be in its way. Against a single foe, the automatia will then engage in melee. If faced against multiple foes, it will attempt to "push" through the group and continue using the charge against the same foe, attempting to isolate or disrupt the group.

Creating an Automatia Minotaur

An automatia minotaur's frame weighs 1,400 lbs. and costs 1,000 gp to fashion. It requires 12 days to

assemble using tinkering tools. An automatia minotaur can be active for 2,100 minutes (35 hours) before it must recharge.



Avatech

While the time of Technology brought many wonders to Amberos, it also brought the greatest blasphemy as well. When the Wars of Technology broke out, the Shamess created a technological construct modeled after the Egyptian god Ra. Soon after, the Dhorics created a god-like construct they dubbed Apollo to face off against Ra, and the techno-god building arms race began. It is not known exactly how many technological gods were produced, or which one awoke the sleeping Ancient Ones, but the Ancient Ones wrath was great when they discovered the mock-ups created in their name. Not only were the offending avatechs destroyed, but the Amberosian pantheon was imprisoned and the whole of the human race was punished for their indiscretions.

However, it has become apparent that at least two of the technological “avatars” avoided destruction by the true gods. There may possibly be more, still in hiding across the continent or on other planes.

Avatechs are modeled after the Ancient Gods themselves and can only be applied to their specific avatars. While technological avatars have only a fraction of the power of the being it copies, they are more than a match for any single mortal being.

The known avatechs of Amberos that were created are listed below:

Avatech	Status
Aphrodite	In hiding, thought to be in Doonask
Ares	Destroyed, remains are a hidden statue in Xatmas
Hermes	Destroyed, though his cacadus remains as an artifact in Silkna Kingdom
Horus	In hiding, thought to be in Skienlands
Loki	Destroyed, though rumors of his appearance are common
Odin	Deactivated, thought stored in the Steaming Horns
Quetzalcoatl	Unknown, thought hiding in Lost Vale
Ra	Destroyed, rumored head hidden in liannhanex
Thor	Destroyed
Thoth	Unknown, thought fled to the Astral

Apollo avatech

Large construct, chaotic good

Armor Class 18 (natural armor)

Hit Points 150 (20d10 + 40)

Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	15 (+2)	18 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +10, Int +10, Wis +9, Cha +11

Skills Arcana +10, Insight +9, Medicine +15, Performance +17, Religion +10

Damage Immunities fire, poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks, cold, lightning

Condition Immunities charmed, exhaustion, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Common, telepathy 120 ft.

Challenge 20 (25,000 XP) **Prof** +6

Fire Aura. Those who start their turn within 30 feet of Apollo suffer 7 (2d6) fire damage.

Legendary Resistance (3/long rest). If the Apollo avatech fails a saving throw, it can choose to succeed instead.

Magic Weapons. The Apollo avatech's weapon attacks are magical.

Actions

Spellcasting. The Apollo avatech is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The Apollo avatech has the following Bard spells prepared:

Cantrips (at will): *light, mage hand, mending, prestidigitation*

1st level (4 slots): *bane, disguise self, speak with animals, thunderwave*

2nd level (3 slots): *blindness/deafness, crown of madness, enthrall, silence*

3rd level (3 slots): *bestow curse, hypnotic pattern, nondetection*, sending*

4th level (3 slots): *compulsion, confusion, freedom of movement*

5th level (3 slots): *animate objects, dream, hold monster*

6th level (2 slots): *eyebite, mass suggestion*

7th level (2 slots): *forcecage, regenerate*

8th level (1 slots): *feeblemind, power word stun*

9th level (1 slots): *foresight*

Multiattack. The Apollo avatech makes two flaming longsword or two burning longbow attacks.

Flaming Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, plus an additional 7 (2d6) fire damage.

Burning Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 9 (2d8) fire damage.

Sunburst (*Recharge 6*). The Apollo avatech calls down a beam of sunlight in a 20-foot radius sphere. Each creature in that area must make a DC 19 Dexterity saving throw, taking 50 (20d8) radiant damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Inspiration (*recharge 2+*). The Apollo avatech grants +1d12 to a creature's next ability check, attack roll, damage roll, saving throw or AC. The bonus lasts until used.

Legendary Actions

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

Sunburst Attack. The Apollo avatech makes a Sunburst attack.

Flaming Longsword. The Apollo avatech makes a flaming longsword attack.

Burning Longbow. The Apollo avatech makes a burning longbow attack.

Cast Spell (*costs 2 actions*). The Apollo avatech casts a spell of 4th level or lower.

Bestiary Mal'gearous

The Apollo avatech is a rather arrogant being and expects those it encounters to fall in worship to it without question. Those that doubt its divinity or refuse to acknowledge the construct as their one true divine god find themselves on the receiving end of its bow attacks.

Comðac

The Apollo avatech will take flight and rain arrows down on its foes from above. The avatar also delights in wrestling or sparring in controlled settings, granting the chance to prove it is superior to any mortal being.

If somehow defeated when sparring, the avatar almost always flies into a rage, seeking to destroy its attacker for such a humiliation.

Avatech of Apollo on Amðeros

Currently in seclusion, the exact location of the avatar of Apollo is unknown, though ancient tales place it somewhere in the Crystalmire mountains near Misake. It is thought that the avatar of Apollo has collected a small band of “worshippers” in its seclusion – said to be an underground city lit by the avatar’s own inner light.



Bachantail

The bachantail (pron. bah-ken-tel) is a dangerous predator of the seas. It has the unusual tactic of “landing” itself on a dry area, attempting to lure prey close by feigning helplessness to draw victims close enough to swallow it. The fish hunt in packs, with one of the members using itself as bait to draw other unsuspecting victims into the water to rescue a swallowed companion.

Comḡac

Bachantail live in the deep sea, at least a mile from land. Occasionally these huge fish leap aboard a boat where they flop about attempting to attract attention.

When a victim comes within 5 feet of the huge fish, it suddenly leaps at the victim, engaging in a grapple and hoping to swallow the victim.

Its next action is to then leap overboard with its swallowed prey, hopefully drawing more prey into following it into the water for the rest of the pack to fall upon.

A bachantail can survive out of water for up to 2 minutes before it is forced to leap back into water, else it suffocates and dies.

Bachantail on Amḡeros

Bachantails are a nuisance of the waters south of Amberos and in the Forna sea. They are rarely encountered in the eastern ocean, and there are no tales of bachantail in the waters of the north or off the west coast of Amberos.

Bachantail

Large beast (aquatic), unaligned

Armor Class 15 (natural armor)

Hit Points 34 (4d10+2)

Speed 5 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	2 (-4)	6 (-2)	10 (+0)

Skills Athletics +6

Senses passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Prof +2

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 11 (1d10+6) bludgeoning damage.

If the target is a Medium or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be Engulfed, and it takes 10 (3d6) acid damage at the start of each of the bachantail's turns.



Backknife

Backknives are a lost and demented race of goblinoids whose origins have been lost to time. They are cruel and murderous, delighting in raiding and killing those they encounter.



Combat

Backknives are stealthy and prefer to strike from ambush, but are quick to melee with their opponents, heedless of death.

Despite their brazen actions in combat, they are not a mindless race, and have been known to use complex plans and attack in waves to bring down resilient foes.

Backknives have the uncanny ability to swallow whole opponents of up to Medium size, but it is a difficult and long process that can only be performed on unconscious or slain opponents.

Backknife on Amberos

Backknives are the creation of priests of Ziga, who seized a fledgling community of fey shortly after being freed from the grip of Gwieze in the Golens. Ziga twisted and tortured the prisoners, turning them into assassins meant to sow confusion and fear among the other races and countries of Amberos.

Most surviving backknife clans can be found in vast fortresses within the Twilight Mountains or working from hidden ruins in the Golens. These clans are invariably led by one or more slugknife lords.

Small roving bands of backknife assassins, lacking a slugknife leader, can be found in various realms across Amberos, hiring themselves out to an individual or small group for the express purpose of removing foes or enemies of the hiring party.

Backknife

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)

Hit Points 9 (2d6+2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	13 (+1)	10 (+0)

Skills Deception +4, Stealth +6

Senses Darkvision 60 ft., Heightened Sight, passive Perception 11

Languages Common, Goblin

Challenge ½ (100 XP)

Prof +2

Frenzy. A backknife gains a +1 bonus to hit and deals 2 additional damage to wounded opponents.

Heightened Sight: Backknives can see invisible, ethereal or astral prey up to 60 feet away, but cannot normally attack into the ethereal or astral plane.

Actions

Multiattack. A backknife can make a bite and short sword attack.

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

Shortsword. *Melee Weapon Attack*; +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage. If the target fails a DC 11 Constitution save it takes an additional 3 (1d6) poison damage.

Backknife Characters

Most backknives live a horrid life of betrayal, torture, and pain, driven with a desire to kill others. There are a few who can become feared overlords of their brethren, and even fewer who escape their society and turn against their life of evil. The latter generally have short life spans, for a lone backknife is easy prey for his bloodthirsty cousins.

A backknife character has the following abilities:

Ability Score Increase. You increase Dexterity and Constitution by 2.

Age. Backknives are short-lived, reaching maturity at 5 years of age, but living only about 40 years.

Size. A backknife stands about 3' 2" and weighs on average 35 lbs. Your size is Small.

Speed. Your base walking speed is 25 feet.

Bite Attack. As a bonus action, you can make a melee weapon attack that deals 1d4 damage. This is considered a finesse and light weapon.

Darkvision. You have Darkvision, allowing you to see in complete darkness up to 60 feet as if it were dim light. Darkvision is black and white only.

Fearful Presence. Starting at 5th level, your mere presence strikes fear in others. Non-allies who come within 10 feet of you must make a DC 8 + your Charisma modifier + your proficiency bonus Wisdom save. On a failure, the target is frightened for 1 minute. If a creature successfully saves, it is unaffected by this ability for 24 hours.

Frenzy. You gain a +1 bonus to hit and deal 2 additional damage to wounded opponents.

Heightened Senses. You can use an action to see invisible, ethereal, or astral prey up to 60 feet away for 1 minute, but you cannot normally attack into the ethereal or astral plane. Once you use this ability, you cannot use it again until you take a long rest.

Languages. You can read, write and speak Common and Goblin.

Backknives normally worship Ziga and a backknife priest may choose from the domains of Chaos, Evil and Destruction.

Backknife Unseen Blade

Small humanoid (Goblinoid), neutral evil

Armor Class 15 (leather armor)

Hit Points 45 (7d6+21)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	16 (+3)	13 (+1)	12 (+1)	10 (+0)

Skills Deception +6, Stealth +10

Senses Darkvision 60 ft., Heightened Sight, passive Perception 11

Languages Common, Goblin

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

Fear Aura. Any creature hostile to the backknife that starts its turn within 10 ft. of the backknife must make a DC 11 Wisdom saving throw, unless the backknife is incapacitated. On a failed save, the creature is successful, the creature is immune to the backknife's Fear Aura for the next 24 hours.

Frenzy. A backknife gains a +2 bonus to hit and deals 10 (3d6) additional damage to wounded opponents. It may add this damage to only one attack per round.

Heightened Sight: Backknives can see invisible, ethereal or astral prey up to 60 feet away, but cannot normally attack into the ethereal or astral plane.

Uncanny Dodge. When a backknife is hit with an attack, it may use its reaction to halve the attack's damage.

Actions

Multitattack. The backknife makes a bite and shortsword attack.

Bite. *Melee Weapon Attack;* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Shortsword. *Melee Weapon Attack;* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4) piercing damage. If the target fails a DC 15 Constitution save it takes an additional 7 (2d6) poison damage.

Backknife Assassin

Small humanoid (goblin), chaotic evil

Armor Class 15 (leather armor)

Hit Points 91 (14d6+42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	16 (+3)	15 (+2)	12 (+1)	14 (+2)

Skills Deception +8, Stealth +14

Senses Darkvision 60 ft., Heightened Sight, passive Perception 11

Languages Common, Goblin

Challenge 8 (3,900 XP)

Prof +3

Evasion. When the backknife assassin makes a Dexterity saving throw to take half damage, it instead takes no damage on a successful save or half on a failed save.

Fear Aura. Any creature hostile to the backknife that starts its turn within 10 ft. of the backknife must make a DC 14 Wisdom saving throw, unless the backknife is incapacitated. On a failed save, the creature is frightened for 1 minute. If successful, the creature is immune to the backknife's Fear Aura for the next 24 hours.

Frenzy. A backknife gains a +3 bonus to hit and deals 24 (7d6) additional damage to wounded opponents. It may add this damage to only one attack per round.

Heightened Sight: Backknives can see invisible, ethereal or astral prey up to 60 feet away, but cannot normally attack into the ethereal or astral plane.

Uncanny Dodge. When a backknife is hit with an attack, it may use its reaction to halve the attack's damage.

Actions

Multiattack. The backknife makes a bite and two shortsword attacks.

Bite. *Melee Weapon Attack*; +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6+4) piercing damage.

Shortsword. *Melee Weapon Attack*; +7 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 +4) piercing damage. If the target fails a DC 16 Constitution save it takes an additional 10 (3d6) poison damage.

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

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

1st level (4 slots): *disguise self, expeditious retreat, fog cloud*

2nd level (3 slots): *blur, darkness, suggestion*

3rd level (3 slots): *bestow curse, hypnotic pattern, nondetection*

4th level (1 slots): *greater invisibility*

Slugknife

Huge monstrosity (goblin), neutral evil

Armor Class 14 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	15 (+2)	17 (+3)	8 (-1)

Skills Deception +5, Sense Motive +6, Stealth +6

Damage Immunities poison

Condition Immunities poisoned, prone

Senses passive Perception 13

Languages Common, Goblin

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

Frenzy. A slugknife deals an additional 21 (6d6) damage to wounded opponents. It may add this damage to only one attack per round.

Actions

Multiattack. The slugknife makes two slam and one bite attack.

Slam. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target.
Hit: 7 (1d6 +4) bludgeoning damage. If both slams hit the same target, the target is Restrained.

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8 +4) bludgeoning damage.

If the target is a Medium or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be engulfed and it takes 19 (3d6) acid damage at the start of each of the slugknife's turns.

Backknives that live exceptionally long lives eventually undergo a metamorphosis that turns them into a hulking, scheming creature that dominates those around them, known as a slugknife.

Most slugknives who have a backknife entourage prefer to be carried from place to place by these lesser beings.

Slugknives are exceedingly vain and crafty. They have trades their speed and savagery for thoughtful machinations to collect wealth and power. Slugknives enjoy creating traps to snatch the unwary, and are quite adept at making wilderness pits and other traps, using their slimy coating as a sort of glue.

Combat

Unlike backknives, slugknives prefer subterfuge, domination, and blackmail to outright combat. They often use their backknife cohorts to handle physical affairs for them, watching and planning to make the most effective strikes against their enemies. If forced into combat, slugknives attack by slamming their massive bodies against their foes or attempting to swallow enemies.

Slugknives on Amberos

Slugknives are practically unknown on Amberos, as Ziga tends to not trust these "leaders" of their race, preferring to keep the backknives under her direct rule. However, there are a few known Slugknives to emerge in the clans of the Twilight Mountains – and at least one in the Golens. So far, the Slugknives have teetered between wars among their own kind and plots sparked by Ziga to send the backknife assassins abroad on quests in Ziga's name. So long as the Slugknives continue to follow Ziga's desires, it seems they will keep their positions as leaders of their foul race.





Slugknife Grandfather

Huge monstrosity (goblin), neutral evil

Armor Class 14 (natural armor)

Hit Points 231 (22d12 + 88)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	15 (+2)	17 (+3)	14 (+2)

Skills Deception +12, Sense Motive +7, Stealth +8

Damage Immunities poison

Condition Immunities poisoned, prone

Senses passive Perception 13

Languages Common, Goblin

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

Frenzy. A slugknife grandfather deals an additional 35 (10d6) damage to wounded opponents. It may add this damage to only one attack per round.

Actions

Multiattack. The slugknife makes two slam and one bite attack.

Slam. *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 +4) bludgeoning damage. If both slams hit the same target, the target is grappled.

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 13 (3d8 +4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be Engulfed and it takes 21 (6d6) acid damage at the start of each of the slugknife's turns.

Spellcasting. The slugknife grandfather is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The slugknife grandfather has the following Wizard spells prepared:

Cantrips (at will): *Blade Ward, Minor Illusion, Poison Spray*
1st level (4 slots): *Disguise Self, Fog Cloud, Grease, Shield*
2nd level (3 slots): *Blink, Suggestion, Slow*
3rd level (2 slots): *Bestow Curse, Nondetection*

Baetle

Baetles (pron. bay-tuhl) are demonically infused creatures sent to retrieve victims at the behest of a demon or other minion of evil. They are relentless in their pursuit of their prey and are fearless in the completion of their mission. These creatures are direct rivals to retrievers, and the two races have been known to battle each other whenever they cross paths.

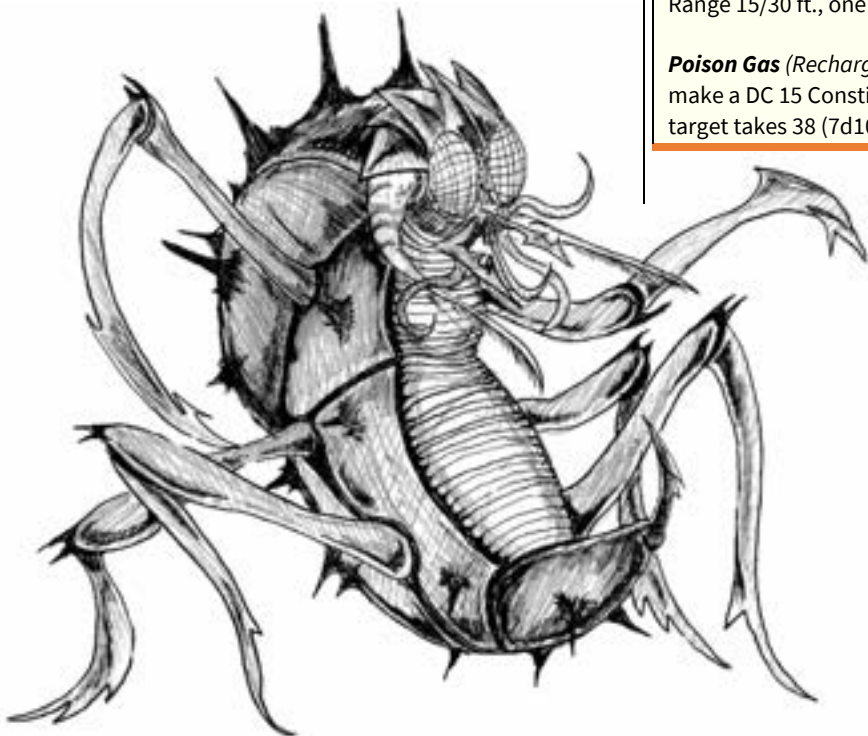
Combat

Baetles are terrifying creatures in combat, striking with their huge pincher claws and the great pincher at the end of its abdomen. They prefer to roughly handle opponents, using their acid spit on spellcasters and those that stay at range. They reserve their poison gas attack for when facing multiple foes or forced to withdraw from combat.

Baetles on Amberos

Often used by the Dark One for retrieval or assassination missions, these vile creatures were also employed by Tuma the Destroyer as shock troopers in his attempts to spread chaos and destruction across Amberos.

Most baetles found on Amberos have been summoned for a specific mission and will be returned to their plane of origin upon completion or failure of their mission.



Baetle

Large fiend, lawful evil

Armor Class 17 (natural armor)

Hit Points 125 (10d10 + 20)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Insight +4, Perception +4

Damage Resistances acid, cold, fire

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 120 ft., darkvision 120 ft., passive Perception 14

Languages Common, Infernal

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

Actions

Multiattack. The baetle makes two claw attacks and a pincher attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 +3) slashing damage. If both claws hit the same target, the target takes an additional 12 (2d8 +3) slashing damage.

Pincher. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) piercing damage and the target must make a DC 13 Constitution save. On a failure, the target takes 10 (3d6) poison damage and is poisoned.

Acid Spit (Recharge 5+) *Ranged Weapon Attack:* +3 to hit, Range 15/30 ft., one target. *Hit:* 24 (7d6) acid damage.

Poison Gas (Recharge 6) Individuals within a 15 ft. radius must make a DC 15 Constitution saving throw. On a failure, the target takes 38 (7d10) poison damage and is poisoned.

Banshee Beast

A banshee beast is an evil, dragon-like creature that is an expert in fear and destruction. They are attracted to powerful evil humanoids, with whom they bargain with to act as a mount in return for food or treasure.

Combat

Normally a banshee beast will strike from the air, only landing once it has cornered its prey or to drop off a rider. At their heart though, banshee beasts are cowards and will flee a battle that goes poorly.

Banshee Beasts on Ambros

Banshee Beasts were created by the goblinoids during the Elvin Golden Age, who secreted away eggs of sleeping dragons in Aurora and experimented on the eggs. Most Banshee beasts can now be found in and around Dark Valley, though individual specimens have been encountered across the continent. As a side note, dragons hate these vile creatures, and do their utmost to destroy them whenever one is encountered.



Banshee Beast

Huge dragon, neutral evil

Armor Class 20 (natural armor)

Hit Points 237 (19d12 + 114)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	22 (+6)	8 (-1)	13 (+1)	6 (-2)

Skills Perception +7, Stealth +8

Damage Resistances poison

Senses blindsight 60 ft., darkvision 90 ft., passive Perception 17

Languages Draconic

Challenge 17 (18,000 XP) **Prof** +5

Actions

Multiattack. The banshee beast uses its frightful presence, then makes two claw and a bite attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 +7) piercing damage, plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 +7) slashing damage.

Frightful Presence. Each creature of the banshee beast's choice that is within 120 feet of the banshee beast and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the banshee beast's Frightful Presence for the next 24 hours.

Death Scream (*Recharge 5+*). The banshee beast screams, affecting all creatures in a 120 ft. radius. Each creature in that area must make a DC 21 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one.



Bat, General

Bats are mammals related to rodents such as rats – they are, sometimes referred to as “flying rats”.

Bats on Amberos

Bats can be found just about anywhere on Amberos, but the more unusual kinds of bats tend to congregate in and around the Crystalmire Mountains. Sages are unsure if there is some weird magic in the area that has caused the various strange mutations in bats or if bats themselves are simply highly mutable creatures.



Blaze Bat

Tiny elemental (fire, vermin), unaligned

Armor Class 15

Hit Points 2 (1d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	10 (+0)	1 (-5)	14 (+2)	6 (-2)

Skills Perception +4

Damage Immunities fire

Senses blindsight 30 ft., passive Perception 14

Languages –

Challenge 1/8 (25 XP)

Prof +2

Flyby. The blaze bat doesn't provoke opportunity attacks when it flies out of an enemy's reach or through an enemy's square.

Echolocation. The blaze bat can't use its blindsight while deafened.

Heated Body. If a blaze bat moves through an enemy's square it takes 2 (1d4) fire damage. A target cannot take this damage more than once per turn.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1 (1d2) fire damage.



Blaze bats have a taste for combustible materials - especially paper and wood. However, they greatly fear armed attack, and will dart in and out of range trying to avoid blows and stealing a meal at the same time.

Combat

A blaze bat attacks by swooping at a foe and biting them. Note that a victim bitten by a blaze bat also suffers

the effects of the bat's fire aura.

Blaze Bats on Amöeros

These horrid creatures infest the Steaming Horns of Smanvalla, though there have been occasional encounters with the creatures in other volcanic regions.

Blaze Bat Swarm

Medium swarm of Tiny elementals (fire, vermin), unaligned

Armor Class 15

Hit Points 22 (5d8)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	10 (+0)	1 (-5)	14 (+2)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities fire

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

Senses blindsight 30ft., passive Perception 14

Languages –

Challenge 1/2 (100 XP)

Prof +2

Echolocation. The blaze bat can't use its blindsight while deafened.

Heated Body. If a blaze bat swarms moves into or through an enemy's square it takes 7 (2d6) fire damage. A target cannot take this damage more than once per turn.

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

Actions

Bites. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 7 (2d6) fire damage, or 3 (1d6) fire damage if the swarm has half of its hit points or fewer.

A blaze bat swarm is a fiery inferno of swooping, burning bats.

Combat

A blaze bat swarm engulfs its prey in a swirling aura of fire.

Butcher Bat

Medium beast, neutral evil

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., fly 40 ft.

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

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages Common

Challenge ½ (100 XP) **Prof** +2

Flyby. The butcher bat doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Multiattack. The butcher bat makes two claw and a bite attack.

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

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

Death Shriek (*Recharge 6*). The butcher bat unleashes a scream that affects all creatures in a 15 ft. Each creature must make a DC 11 Constitution saving throw, taking 6 (1d12) thunder damage and being Deafened on a failed save, or half as much damage on a successful one.

Butcher bats are devilish monsters that delight in devouring living flesh. These vicious creatures hunt by night, and are normally encountered in caves and other subterranean areas that are near to the surface. The butcher bat pack hunts both underground and within ½ mile above ground near the cavern entrance.

Butcher bats speak their own language, based on the screeches they can emit. At least part of their language is beyond the normal hearing range of most humanoid.

Combat

When they spot prey, whether it is humanoid or otherwise, the entire pack descends upon the meal, intent upon rending the victim apart. The butcher bat is well equipped to commit this act, striking with barbed, rending fangs and lightning speed.

Butcher Bats on Amberos

There is a large concentration of butcher bats on the edge of the Golens and a smattering of the beasts in the lands of Sarve and Vactorstein.

In ancient times the nobility of the Skienlands kept butcher bats and trained them for hunting. Originally not

native to the Skienlands, isolated hunting colonies can now be found in the Yaz Forest.



Crystal Bat

Tiny elemental (earth, vermin), unaligned

Armor Class 18 (natural armor)

Hit Points 2 (1d4)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	1 (-5)	13 (+1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 30 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Prof +2

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1 piercing and the target must make a DC 10 Constitution save or contract *Crystal Fate*.

Crystal Fate. Once per day, the victim makes a DC 10 Constitution saving throw. If the save is failed, the target takes 4 (1d8) poison damage and its maximum hit point total is similarly reduced. If the victim is reduced to 0 hit points or less, the target is Petrified.

Crystal bats are transparent rodents with glittering wings. Their fur gives them a crystalline hue, and when still, they are often mistaken for crystal statues or other gemstones. They are highly territorial, and swarm intruders that invade their cavernal dwellings.

Combat

Crystal bats are highly territorial and will attack any enemy that enters their hunting space. A crystal bat normally strikes by biting an opponent.



Crystal Bat Swarm

Medium swarm of Tiny elementals (earth, vermin), unaligned

Armor Class 18 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	1 (-5)	13 (+1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 30 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Prof +2

Dazzing Display. Those within 30 ft. that view the swarm must make a DC 14 Wisdom saving throw or be Incapacitated. If the victim takes damage or can no longer see the swarm, the effect ends.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 5 (2d4) piercing and the target must make a DC 10 Constitution save or contract *Crystal Fate*, or 2 (1d4) piercing and the target must make a DC 10 Constitution save or contract *Crystal Fate* if the swarm is at half hit points or less.

Crystal Fate. Once per day, the victim makes a DC 10 Constitution saving throw. If the save is failed, the target takes 4 (1d8) poison damage and its maximum hit point total is similarly reduced. If the victim is reduced to 0 hit points or less, the target is Petrified.

Crystal bats swarms are carnivorous groups of hunting crystal bats, seeking flesh to devour. They are highly territorial, and will fight by means of their bite.

Combat

Crystal bats are highly territorial and will attack any enemy that enters their hunting space. A crystal bat normally strikes by biting an opponent.

Crystal Bats on Amberos

Most crystal bats can be found amid the peaks of the Crystalmire mountains where they are most troublesome during the winter months when they tend to appear in large swarms across the Methane sea.

Darknight Bat

Tiny beast (vermin), usually chaotic evil

Armor Class 14

Hit Points 5 (2d4)

Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	10 (+0)	12 (+1)	17 (+3)	13 (+1)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Elvish, Undercommon

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

Echolocation. The darknight bat can't use its blindsight while deafened.

Feed. An attached darknight bat deals 3 (1d6) damage to an attached target.

Keen Hearing. The darknight bat has advantage on Wisdom (Perception) checks that rely on hearing.

Phantom Voice. The darknight bat can imitate any sound it has heard, up to the volume of a lion's roar.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the darknight bat is attached. An attached darknight bat can be removed with an action and succeeding an opposed Strength check.

Spellcasting. The darknight bat is a 1st level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The darknight has the following sorcerer spells prepared:

Cantrips (at will): *Friends, True Strike*

1st level (2 slots): *Charm Person, Sleep*

Darknight bats are underground-dwelling bats that are evil and have great cunning. They are gifted with advanced vocal cords and can reproduce most sounds they have heard with great accuracy. They use this ability to mislead and isolate opponents where they can overwhelm the victim.

Combat

Darknight bats do not generally attack their victims through flight, but instead will leap onto a victim from a nearby precipice or other area, cling to their victim and then hook into victim and draw out his blood.

Darknight Bats on Amberos

Most darknight bats can be found in the deepearth under Amberos. They are sometimes captured and trained as scouts or messengers by Drow or the other underground races. There is rumored to be a "city" of darknight bats somewhere near the underneath caverns

beneath the Wyvern Sea, but no expedition to find such a city has managed to survive the underground volcanic vents of the area.

Darknight Bat Shadoween

Tiny beast (vermin), usually chaotic evil

Armor Class 14

Hit Points 15 (6d4)

Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	10 (+0)	12 (+1)	17 (+3)	13 (+1)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Elvish, Undercommon

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

Echolocation. The darknight bat can't use its blindsight while deafened.

Hyper Feed. An attached darknight bat deals 10 (3d6) damage to an attached target.

Keen Hearing. The darknight bat has advantage on Wisdom (Perception) checks that rely on hearing.

Phantom Voice. The darknight bat can imitate any sound it has heard, up to the volume of a lion's roar.

Uncanny Dodge: As a reaction, the darknight bat can halve the damage it takes from an attack.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the darknight bat is attached. An attached darknight bat can be removed with an action and succeeding an opposed Strength check.

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

Cantrips (at will): *friends, true strike*

1st level (3 slots): *charm person, sleep*

Darknight Bat Hand of Shadow

Tiny beast (vermin), usually chaotic evil

Armor Class 15

Hit Points 30 (12d4)

Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	12 (+1)	17 (+3)	15 (+2)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Elvish, Undercommon

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

Phantom Voice. The darknight bat can imitate any sound it has heard, up to the volume of a lion's roar.

Echolocation. The darknight bat can't use its blindsight while deafened.

Evasion. When a darknight bat is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead take no damage if it succeeds on the saving throw, and only half damage on a failure.

Hyper Feed. An attached darknight bat deals 21 (6d6) damage to an attached target.

Keen Hearing. The darknight bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 1 piercing damage and the darknight bat is attached. An attached darknight bat can be removed with an action and succeeding an opposed Strength check.

Spellcasting. The darknight bat is a 6th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The darknight has the following sorcerer spells prepared:

Cantrips (at will): *friends, minor illusion, true strike*

1st level (4 slots): *charm person, disguise self, obscuring mist, sleep*

2nd level (2 slots): *hold person, invisibility*

Reactions

Uncanny Dodge. When hit by an attack, the darknight bat can halve the damage it takes from an attack.

Darknight Bat Soulthief

Tiny beast (vermin), usually chaotic evil

Armor Class 15

Hit Points 45 (18d4)

Speed 5 ft., fly 50 ft.

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

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Elvish, Undercommon

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

Phantom Voice. The darknight bat can imitate any sound it has heard, up to the volume of a lion's roar.

Echolocation. The darknight bat can't use its blindsight while deafened.

Evasion. When a darknight bat is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead take no damage if it succeeds on the saving throw, and only half damage on a failure.

Hyper Feed. An attached darknight bat deals 31 (9d6) damage to an attached target.

Keen Hearing. The darknight bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 1 piercing damage and the darknight bat is attached. An attached darknight bat can be removed with an action and succeeding an opposed Strength check.

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

Cantrips (at will): *friends, minor illusion, true strike*

1st level (4 slots): *charm person, disguise self, obscuring mist, sleep*

2nd level (3 slots): *hold person, invisibility, suggestion*

3rd level (3 slots): *blink, fear, gaseous form*

Reactions

Uncanny Dodge. When hit by an attack, the darknight bat can halve the damage it takes from an attack.

Enfolder Bat

Large beast, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 10 ft., fly 50 ft.

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

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages can't speak, but understands Common

Challenge ½ (100 XP) **Prof** +2

Echolocation. The enfolder bat can't use its blindsight while deafened.

Keen Hearing. The enfolder bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The enfolder bat makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 6 (1d8 + 2) bludgeoning damage. If both slam attacks hit, the target is Restrained until it succeeds a successful opposed Strength check.

Feed. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 7 (1d10+2) piercing damage and an additional 9 (2d8) damage if the target is Restrained.



Enfolder bats are among the largest bats on Amberos. They are not particularly fierce, but those caught in the beast's hunting grounds are likely to be considered food.

Combat

Enfolder bats attack by swooping down upon prey and encasing it in its wings. Thus captured, the enfolder then rends the victim apart with claws and teeth, feasting as quickly as it can to avoid allowing the victim a chance to escape or injure the enfolder bat.

Enfolder Bats on Amberos

Colonies of enfolder bats are known to exist in the bordering hills and mountains between Barbed March and the Principalities of Xatmas in southern Amberos. Because of their intelligent, adaptive nature, enfolder bat individuals and small clans can be found in nearly any hilly, swampy or mountainous area of Amberos.

Enfolder Bat Will of the Wind

Large beast, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	18 (+4)	4 (-3)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages can't speak, but understands Common

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

Echolocation. The enfolder bat can't use its blindsight while deafened.

Keen Hearing. The enfolder bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The enfolder bat makes two slam attacks and a feed attack.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit:* 6 (1d8 + 2) bludgeoning damage. If both slam attacks hit, the target is Restrained until it succeeds a successful opposed Strength check.

Feed. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit:* 7 (1d10+2) piercing damage and an additional 9 (2d8) damage if the target is Restrained.

Spellcasting. The enfolder bat is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The enfolder bat has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, thaumaturgy*

1st level (4 slots): *bane, command, sanctuary*

2nd level (3 slots): *blindness/deafness, enhance ability, hold person*

3rd level (2 slots): *bestow curse, feign death*

Enfolder Bat Death Curtain

Large beast, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	6 (-2)	18 (+4)	4 (-3)

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages can't speak, but understands Common

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

Echolocation. The enfolder bat can't use its blindsight while deafened.

Keen Hearing. The enfolder bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The enfolder bat makes four slam attacks and a feed attack.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, *Hit:* 6 (1d8 + 2) bludgeoning damage. If both slam attacks hit, the target is Restrained until it succeeds a opposed Strength check.

Feed. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target, *Hit:* 13 (2d10+2) piercing damage and an additional 18 (4d8) damage if the target is Restrained.

Spellcasting. The enfolder bat is a 12th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +7 to hit with spell attacks). The enfolder bat has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, resistance, thaumaturgy*

1st level (4 slots): *bane, command, sanctuary*

2nd level (3 slots): *blindness/deafness, enhance ability, hold person*

3rd level (3 slots): *bestow curse, feign death, protection from energy*

4th level (3 slots): *death ward, freedom of movement, guardian of faith*

5th level (2 slots): *contagion, insect plague*

6th level (1 slot): *harm*

Bejorn

Bejorn

Medium fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	14 (+2)	16 (+3)	14 (+2)

Saving Throws Con +4

Skills Deception +5, Perception +6, Persuasion +5, Stealth +10

Damage Resistances bludgeoning

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, telepathy 30 ft.

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

Actions

Multiattack. The bejorn makes a claw and a bite attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage and the target must make a Constitution DC 11 save or be paralyzed for 10 minutes.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 2 (1d4) piercing damage and the target must make a Constitution DC 11 save or fall Unconscious for 10 minutes. An unconscious victim cannot be awakened by slapping or taking damage and can only be aroused by means that negate poison.

Suggestive Gaze: The bejorn selects a target within 15 ft. that it can see and that can see it. The target makes a DC 14 Wisdom saving throw. On a failed save, the target is *Charmed*. As an action, the bejorn can give a command to the target. If the command is contrary to the target's nature or it is injured undertaking the command, it may make another saving throw to end the condition. The condition also ends if the bejorn charms a different target, is reduced to 0 hit points or takes a long rest. A target that makes the save is immune to this ability for 24 hours.

Bejorns (pron. bay-jorn) are otherworldly natives encountered on the fringes of humanoid settlements, covertly hiding and influencing members of the community to commit the foulest of acts.

Combat

Bejorns abhor physical combat but are incredibly swift and intelligent. When forced to fight, bejorns prefer to strike opponents from the shadows, using hit and run tactics.

They are careful to avoid confronting well-armed and prepared opponents and shun groups of any kind. They normally strike in darkness, especially when opponents are sleeping or not on guard for attack.



bejorns are capable of devising traps (preferring to immobilize, instead of kill) and forcing opponents into constricted areas to gain the edge in combat. Bejorns never engage in aerial combat, though they may drag an opponent high into the air and then drop them from a considerable height.

Bejorn Society

Bejorns prefer to avoid direct combat whenever possible, instead attempting to lure lone individuals to an isolated area to *Charm* them and use them to bring helpless prey to their lair to feast upon. If the bejorn believes that someone is becoming suspicious about its existence or someone suspects the *Charmed* slave of the bejorn to be committing foul acts, the bejorn will either attempt to slay the *Charm* slave or frame him for the murders it commits, and then move on to a new area.

Bejorns prefer to hide in the abandoned dwellings of other races and subtly manipulate other humanoids to do their killing, leaving the victim to be blamed when the time to move on comes around. Bejorn cannot stand the presence of another of their kind, and will seek to eliminate another bejorn it discovers. It is unknown how they reproduce as even male and female bejorns will kill each other on sight.

Bejorns on Amberos

Since there are no records of bejorn before the appearance of undead on Amberos, many sages believe that these creatures are, in some sense, spirits of the dead returned from the outer planes. There are no known natural habitats for bejorn – instead they seem to live off the fringes of humanoid society, inspiring destruction and death wherever they are found, and moving on when discovered.

Bejorn Mastermind

Medium fiend, chaotic evil

Armor Class 19 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	21 (+5)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Con +6

Skills Deception +6, Perception +5, Persuasion +6, Stealth +11

Damage Resistances bludgeoning

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, telepathy 30 ft.

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

Opportunist. A bejorn inflicts an additional 10 (3d6) damage to targets that have not yet acted in combat or against paralyzed or unconscious foes.

Actions

Multiattack. The bejorn makes a claw and a bite attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage and the target must make a Constitution DC 14 save or be paralyzed for 10 minutes.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 2 (1d4) piercing damage and the target must make a Constitution DC 14 save or fall Unconscious for 10 minutes. An unconscious victim cannot be awakened by slapping or taking damage and can only be aroused by means that negate poison.

Suggestive Gaze: The bejorn selects a target within 15 ft. that it can see and that can see it. The target makes a DC 15 Wisdom saving throw. On a failed save, the target is *Charmed*. As an action, the bejorn can give a command to the target. If the command is contrary to the target's nature or it is injured undertaking the command, it may make another saving throw to end the condition. The condition also ends if the bejorn charms a different target, is reduced to 0 hit points or takes a long rest. A target that makes the save is immune to this ability for 24 hours.

Bonus Actions

Shadowy. The bejorn takes the hide or disengage action.

Bejorn Overlord

Medium fiend, chaotic evil

Armor Class 19 (natural armor)

Hit Points 157 (21d8 + 63)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	21 (+5)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Con +7, Wis +6

Skills Deception +7, Perception +6, Persuasion +8, Stealth +13

Damage Resistances bludgeoning

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, telepathy 30 ft.

Challenge 12 (2,900 XP) **Prof** +4

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

Opportunist. A bejorn inflicts an additional 17 (5d6) damage to targets that have not yet acted in combat or against paralyzed or unconscious foes.

Actions

Multiattack. The bejorn makes a claw and a bite attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage and the target must make a Constitution DC 15 save or be paralyzed for 10 minutes.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 2 (1d4) piercing damage and the target must make a Constitution DC 15 save or fall Unconscious for 10 minutes. An unconscious victim cannot be awakened by slapping or taking damage and can only be aroused by means that negate poison.

Suggestive Gaze: The bejorn selects a target within 15 ft. that it can see and that can see it. The target makes a DC 18 Wisdom saving throw. On a failed save, the target is *Charmed*. As an action, the bejorn can give a command to the target. If the command is contrary to the target's nature or it is injured undertaking the command, it may make another saving throw to end the condition. The condition also ends if the bejorn charms a different target, is reduced to 0 hit points or takes a long rest. A target that makes the save is immune to this ability for 24 hours.

Bonus Actions

Shadowy. The bejorn takes the hide or disengage action.

Reactions

Retreat. If attacked, after resolving the attack the bejorn flies half its speed without provoking opportunity attacks.

Birds of Renown

Inspired by, or perhaps the reason for such tales, birds of renown encompass many of the aspects people attribute or prize about a particular bird. Unlike their normal kin, birds of renown are highly intelligent, accompanying famous individuals on their quest or striking out on adventures of their own.

Birds of Renown on Amöeros

According to legend, Hera of the Greek Pantheon of the Ancient Ones elevated the first bird of renown from animal status. The first bird of renown was the offspring of Athena's owl companion, the owls of wisdom. The next to elevate birds to renowned status was Odin of the Norse Pantheon, who elevated the offspring of his two raven companions. It is not known who created the swashbuckler sparrows, pirate parrots and wizard jays, but it is known that one of the lesser Chinese gods gifted the Emperor of Chiamung's nightingale with offspring that became the harmonic nightingales. However, which Chinese god performed the deed is unclear, as it was apparently done anomalously.

Songbird

Tiny beast (avian), unaligned

Armor Class 12

Hit Points 1 (1d4 -1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	10 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 10

Languages –

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

Song. The songbird has advantage on Performance (Cha) skill checks involving singing.

Actions

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

Devoted Cardinal

Tiny beast (avian), lawful good

Armor Class 14 (spiritual armor)

Hit Points 7 (2d4 + 2)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	12 (+1)	11 (+0)	17 (+3)	15 (+2)

Saving Throws Wis+5, Cha +4

Skills Religion +2, Medicine +5

Senses low-light vision, passive Perception 13

Languages Common

Challenge ¼ (50 XP) **Prof** +2

Disciple of Life. When the cardinal casts a healing spell, it add 2 + the spell level to hit points it restores.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 slashing damage.

Channel Divinity (1x/short rest). The cardinal can use one of the following two abilities.

Preserve Life. The cardinal heals itself and all allies within 30 feet, who regain 10 hit points. This ability cannot affect undead or constructs.

Turn Undead. Undead that can see and hear the cardinal 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 cardinal is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The cardinal has the following Cleric spells prepared:

Cantrips (at will): *sacred flame, spare the dying, thaumaturgy*
1st level (3 slots): *bless, create or destroy water, cure wounds, detect poison and disease, healing word, protection from evil and good, sanctuary*

Devoted cardinals have strong ties to celestial beings and the upper planes. They are messengers and invokers of the will of the gods, using their powers to protect the mortal beings of the material plane.

Combat

Devoted cardinals do not shy from facing evil in its many forms, but it prefers to do so in a positive way, instead of resorting to combat, where it can. Those who push the friendly and beneficent nature of these creatures, however, will discover that they pack potent punch in the form of divine might.

Devoted Cardinal Society

Devoted cardinals live in groups known as cloisters, where they study and observe the civilizations around them, looking for signs of evil to thwart. When not actively engaged in thwarting evil, they will positively interact with the local community, feeding the hungry and housing the homeless or abandoned.

Upon reaching adolescence, young cardinals undertake quests in the greater world, learning both about the larger world and how they can make a difference in it. After ten or so years on this wandering quest, they will return to their home community to relate what they have learned. In rare cases, a cardinal may establish its own cloister in the lands it has passed through, if it deems that another area is in greater need of its kind's assistance.

Cloisters themselves are organized into a small group of the most devout and knowledgeable members at the top, with that underneath each assigned tasks according to their skill and the needs of the cloister. The preservation of knowledge and recording the events of the world around them are of great interest to most cloisters, and there is generally one sage among each cloister who stands outside the structured order of the group, tasked with emotionlessly observing and recording all they see.

Devoted Cardinal Characters

Most player character devoted cardinals will be young birds on their wordly quest.

Ability Score Increase. You add 2 to your Wisdom and 1 to your Charisma. You decrease your Strength by 6, to a minimum of 1.

Beast. Your creature type is beast.

Age. Devoted Cardinals are extremely long-lived for a bird. They reach maturity within 1 year, and can live up to 100 years.

Size. Your size is Tiny. Any weapons made for the character reduce the damage by two dice steps to a minimum of 1 point of damage (D12 → D8, D10 → D6, D8 → D4, D6 → 1, D4 → 1)

Speed. Your base walking speed is 10 feet, any you Fly 30 feet. You must be unencumbered to fly.

Low-light vision. A devoted cardinal can see twice as far as a human in dim or twilight conditions.

Divine Attunement. You gain two Cleric cantrips you can cast at will, as well as one 1st level Cleric spell. Your spellcasting ability is Wisdom.

Languages. You can read, write and speak Common.



Devoted Cardinal Guardian

Tiny beast (avian), lawful good

Armor Class 15 (spiritual armor)

Hit Points 42 (12d4 + 12)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	12 (+1)	11 (+0)	19 (+4)	15 (+2)

Saving Throws Wis+6, Cha +4

Skills Religion +2, Medicine +6

Senses low-light vision, passive Perception 14

Languages Common

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

Blessed Healer. When the cardinal uses healing magic, it regains 2 + the spell level's hit points.

Disciple of Life. When the cardinal casts a healing spell, it add 2 + the spell level to hit points it restores.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 slashing damage.

Channel Divinity (2x/short rest). The cardinal can use one of the following two abilities.

Preserve Life. The cardinal heals itself and all allies within 30 feet, who regain 30 hit points. This ability cannot affect undead or constructs.

Turn Undead. Undead that can see and hear the cardinal within 30 feet must make a DC 14 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. If the undead is CR ½ or less, it is destroyed instead.

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

Cantrips (at will): *sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bless, create or destroy water, cure wounds, detect poison and disease, healing word, protection from evil and good, sanctuary*

2nd level (3 slots): *aid, enhance ability, lesser restoration, prayer of healing, spiritual weapon*

3rd level (3 slots): *beacon of hope, remove curse, revivify, spirit guardians*

Devoted Cardinal Gloria

Tiny beast (avian), lawful good

Armor Class 16 (spiritual armor)

Hit Points 84 (24d4 + 24)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	13 (+1)	12 (+1)	11 (+0)	20 (+5)	16 (+3)

Saving Throws Wis+8, Cha +6

Skills Religion +3, Medicine +8

Senses low-light vision, passive Perception 15

Languages Common

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

Blessed Healer. When the cardinal uses healing magic, it regains 2 + the spell level's hit points.

Disciple of Life. When the cardinal casts a healing spell, it add 2 + the spell level to hit points it restores.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 slashing damage, plus 9 (2d8) radiant damage.

Channel Divinity (2x/short rest). The cardinal can use one of the following two abilities.

Preserve Life. The cardinal heals itself and all allies within 30 feet, who regain 60 hit points. This ability cannot affect undead or constructs.

Turn Undead. Undead that can see and hear the cardinal 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. If the undead is CR 2 or less, it is destroyed instead.

Spellcasting. The cardinal is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The cardinal has the following Cleric spells prepared:

Cantrips (at will): *sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bless, create or destroy water, cure wounds, healing word, protection from evil and good, sanctuary*

2nd level (3 slots): *aid, enhance ability, lesser restoration, prayer of healing, spiritual weapon*

3rd level (3 slots): *beacon of hope, revivify, remove curse, spirit guardians, tongues*

4th level (3 slots): *banishment, divination, death ward, freedom of movement, guardian of faith*

5th level (2 slots): *flame strike, mass cure wounds, raise dead, scrying*

6th level (1 slot): *heal, true seeing*

Harmonic Nightingale

Tiny beast (avian), any good alignment

Armor Class 14

Hit Points 5 (2d4)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	11 (+0)	11 (+0)	13 (+1)	17 (+3)

Skills Performance +7

Senses Low-light vision, passive Perception 11

Languages Common

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

Natural Singer. A harmonic nightingale has advantage on Performance checks when singing.

Actions

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 piercing damage.

The harmonic nightingale is a small gray bird whose song is both beautiful and powerful. A harmonic Nightingale has low-light vision and can speak Common and one other language – usually Celestial.

Combat

Nightingales are not fighters, but singers. They use the power of song to drive away evil, calm emotions and bring health and peace to those who listen. If forced to defend themselves physically, they will strike with their claws, usually at the eyes or face of their opponent.

Harmonic Nightingale Society

Abandoned shortly after birth, harmonic nightingales mature rapidly and are gifted with a racial memory of their species. Once on their own, they travel to experience the world and further the base knowledge passed to them. Though they shun their own kind except during mating, harmonic nightingales are gregarious and will seek populated areas and sentient people to interact with.

Harmonic Nightingales on Amberos

The Chiamung Emperor is known to have established an entire garden for harmonic nightingales to visit at his palace, but the creatures rarely remain at the gardens for more than a few months at a time before they are overcome by wanderlust. Most harmonic nightingales can be encountered in southwest Amberos, ranging from the FarrenLands east to Nyrr Ryann and south through the Wild Wastes and Nauwflouwd. They are rarely encountered in the east, except as prisoners taken by curious or greedy individuals who cherish the music of the harmonic nightingale.

Harmonic Nightingale Characters

While nightingales are creatures that enjoy travel, they are few and far apart, and rarely involve themselves in sojourns that will lead to trouble and danger. There are an adventurous few however, who happily seek trouble or become involved in dangerous matters.

Harmonic nightingale characters gain the following abilities:

Ability Score Increase. You add 8 to your Dexterity and 2 to your Charisma. You decrease your Strength by 8, to a minimum of 1.

Beast. Your creature type is beast.

Age. Harmonic Nightingales are fairly long-lived for a bird. They reach maturity within 1 year, and can live up to 50 years.

Size. Your size is Tiny. Any weapons made for the character reduce the damage by two dice steps to a minimum of 1 point of damage (D12 → D8, D10 → D6, D8 → D4, D6 → 1, D4 → 1)

Speed. Your base walking speed is 5 feet, any you Fly 30 feet. You must be unencumbered to fly.

Low-light vision. A Harmonic Nightingale can see twice as far as a human in dim or twilight conditions.

Natural Singer. You have advantage to Performance checks when singing.

Song of Power. Once per short rest, you may use the Bardic Inspiration ability as if you were bard of level equal to your level. If you take Bard levels, you instead gain one additional use of Bardic Inspiration.

Languages. You can read, write and speak Common.

Harmonic Nightingale Songster

Tiny beast (avian), any good alignment

Armor Class 16

Hit Points 25 (10d4)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	10 (+0)	12 (+1)	13 (+1)	19 (+4)

Skills Insight +3, Performance +7, Persuasion +6

Senses Low-light vision, passive Perception 11

Languages Common

Challenge ½ (100 XP) **Prof** +2

Natural Singer. A harmonic nightingale has advantage on Performance checks when singing.

Actions

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 7 piercing damage.

Spellcasting. The harmonic nightingale songster is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The harmonic nightingale has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, message*

1st level (4 slots): *charm person, healing word, heroism, sleep*

2nd level (3 slots): *calm emotions, detect thoughts, enthrall*

3rd level (2 slots): *bestow curse, hypnotic pattern*

Bonus Actions

Inspiring (Recharge 5+). The harmonic nightingale songster chooses one creature it can see within 60 feet that can hear it. On the creature's next ability check, attack roll or saving throw it makes it can add 1d6 to the die roll. The creature may wait until after the die roll to choose whether to affect the result.

The harmonic nightingale songster cannot recharge this ability until the current inspiration has been used.



Harmonic

Nightingale

Minstrel

Tiny beast (avian), any good alignment

Armor Class 16

Hit Points 50 (20d4)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	10 (+0)	12 (+1)	13 (+1)	21 (+5)

Skills Insight +4, Performance +11, Persuasion +8

Senses Low-light vision, passive Perception 11

Languages Common

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

Flyby Attack. A harmonic nightingale does not provoke attack of opportunities when it moves away from an opponent.

Natural Singer. A harmonic nightingale has advantage on Performance checks when singing.

Actions

Multiattack. The harmonic nightingale makes two rapier attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 piercing damage.

Spellcasting. The harmonic nightingale minstrel is a 10th level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +8 to hit with spell attacks). The harmonic nightingale has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, message*

1st level (4 slots): *charm person, healing word, heroism, sleep*

2nd level (3 slots): *calm emotions, detect thoughts, enthrall*

3rd level (3 slots): *bestow curse, hypnotic pattern*

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

5th level (2 slots): *geas, greater restoration*

Bonus Actions

Inspiring (Recharge 4+). The harmonic nightingale songster chooses one creature it can see within 60 feet that can hear it. On the creature's next ability check, attack roll or saving throw it makes it can add 1d8 to the die roll. The creature may wait until after the die roll to choose whether to affect the result.

The harmonic nightingale songster cannot recharge this ability until the current inspiration has been used.

Harmonic Nightingale Maestro

Tiny beast (avian), any good alignment

Armor Class 16

Hit Points 75 (30d4)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	10 (+0)	12 (+1)	13 (+1)	21 (+5)

Skills Insight +5, Performance +13, Persuasion +9

Senses Low-light vision, passive Perception 11

Languages Common

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

Flyby Attack. A harmonic nightingale does not provoke attack of opportunities when it moves away from an opponent.

Natural Singer. A harmonic nightingale has advantage on Performance checks when singing.

Actions

Multiattack. The harmonic nightingale makes two rapier attacks

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 piercing damage.

Spellcasting. The harmonic nightingale maestro is a 15th level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The harmonic nightingale has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, message*

1st level (4 slots): *charm person, healing word, heroism, sleep*

2nd level (3 slots): *calm emotions, detect thoughts, enthrall*

3rd level (3 slots): *bestow curse, hypnotic pattern*

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

5th level (2 slots): *geas, greater restoration*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *regenerate*

8th level (1 slot): *feeblemind*

Bonus Actions

Inspiring (Recharge 4+). The harmonic nightingale songster chooses one creature it can see within 60 feet that can hear it. On the creature's next ability check, attack roll or saving throw it makes it can add 1d10 to the die roll. The creature may wait until after the die roll to choose whether to affect the result.

The harmonic nightingale songster cannot recharge this ability until the current inspiration has been used.

Owl of Wisdom

Tiny beast (avian), usually neutral good

Armor Class 12

Hit Points 10 (4d4)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	11 (+0)	11 (+0)	17 (+3)	12 (+1)

Saving Throws Wis +5

Skills Perception +5, Religion +2, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Common, Celestial

Challenge ¼ (50 XP) **Prof** +2

Flyby. The owl of wisdom doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 slashing damage.

Spellcasting. The owl of wisdom is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The owl of wisdom has the following Druid spells prepared:

Cantrips (at will): *guidance, produce flame, resistance, thorn whip*

1st level (2 slots): *animal friendship, cure wounds, fog cloud, entangle*

An owl of wisdom has mystical ties to nature and is sought out for their wisdom or magical abilities. Owls of wisdom are staunch foes of evil and will often help others to combat any evil they learn of.

Combat

An owl of wisdom will generally use its spells to aid and help its allies, only swooping in to attack if it has no other option. An owl of wisdom may retreat from a combat that goes against it, but its enemies can be assured it will seek to rest, rearm, and once again face any foe it is forced to leave behind.

Owl of Wisdom Society

Owls of wisdom are raised in the ancient ruins of forgotten temples, where they are taught the ways of the natural world in monastic schools.

When the owl reaches maturity, it undergoes a reckoning by the local council. This reckoning consists of observations and questions directed at the owl, not only questioning its knowledge but analyzing the owl's personality, weaknesses, and strengths. At the end of the reckoning, the council suggests the owl's lifepath from that



point forward, ranging from a worldly quest to joining the cloistered scribes, an offer as a teacher or even a seat on the lesser learned council with a chance to advance to a council lord when one of the older council members pass away. The greatest council that can be offered is for the owl to seek out apprenticeship under a Watcher in the Woods.

Though an owl is never required to follow the life path a council proffers, it is considered rude and offensive for the owl not trust in the wisdom of its learned elders. In rare cases, refusals have even led to banishments or ostracization of the ingrateful owl.

Once an owl has set itself down its lifepath, it is common for it to seek a mate to share the remainder of its days and continue the cycle with any offspring resulting from the coupling.

Owls of Wisdom on Amberos

Thought to have been gifts of the Greek goddess Athena to the formative members of the ancient White Council during the Elvin Golden Age, most Owls of Wisdom dwell in the region of Misake, Misake Barbarians, Barbed March and the Principalities of Xatmas. Some Owls of Wisdom are still sacred to the people of Misake, and the Oracle of Melethos is the most prominent and sought out Owl of Wisdom in the city-states.

Owl of Wisdom Characters

Owls of Wisdom are generally too sensible to seek adventure, but there are many who are drawn into adventurous lives while performing other duties.

An owl of wisdom character has the following abilities.

Ability Score Increase. You suffer a -8 penalty to Strength and a -2 penalty to Constitution, but gain a +2 bonus to Wisdom and Dexterity.

Type. Spells and other effects work on you as if you were a beast.

Size. Owls of wisdom are a mere 14 inches to 2 feet long, with a wingspan of 30-38 inches. They weigh between 1 to 2 lbs. Your size is Tiny. Weapons appropriately designed for your size drop one damage die size (d12 → d10 → d8 → d6 → d4 → d2 → 1).

Speed. Your base walking speed is 5 feet, and you can Fly 40 feet. You must be unencumbered to fly.

Darkvision. As a nocturnal creature, you can see in dim light out to 120 feet as if it were bright light, and see the same distance in total darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Flyby. You don't provoke opportunity attacks when you fly out of an enemy's reach.

Keen Sight and Hearing. You have advantage on Wisdom (Perception) checks that rely on sight or hearing.

Talons. You can make a melee weapon attack that deals 1 slashing damage. This attack is a finesse weapon.

Stealthy. You are proficient in Stealth.

Languages. You can read, write and speak Common.

Owl of Wisdom Priest

Tiny beast (avian), usually neutral good

Armor Class 14 (hide)

Hit Points 25 (10d4)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	11 (+0)	11 (+0)	19 (+4)	12 (+1)

Saving Throws Wis +6

Skills Perception +6, Religion +2, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Common, Celestial

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

Flyby. The owl of wisdom doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Actions

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 slashing damage.

Spellcasting. The owl of wisdom is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The owl of wisdom has the following Druid spells prepared:

Cantrips (at will): *guidance, produce flame, resistance, thorn whip*

1st level (2 slots): *animal friendship, cure wounds, fog cloud, entangle*

2nd level (3 slots): *flaming sphere, heat metal, moonbeam*

3rd level (2 slots): *conjure animals, dispel magic*

Bonus Actions

Ward. Any one creature that the owl of wisdom can see within 15 feet is warded with a blessing or a bane. Attacks against a bless-warded creature have disadvantage, whereas saves or attacks made by a bane-warded creature have disadvantage. A ward lasts for 1 minute or until the owl of wisdom changes targets. An owl of wisdom can only ward one creature at a time.

Owl of Wisdom Mystic

Tiny beast (avian), usually neutral good

Armor Class 15 (chain shirt)

Hit Points 50 (20d4)

Speed 5 ft., fly 60 ft.

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

Saving Throws Wis +7

Skills Perception +7, Religion +3, Stealth +6

Senses darkvision 120 ft., passive Perception 17

Languages Common, Celestial

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

Flyby. The owl of wisdom doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Actions

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 slashing damage.

Spellcasting. The owl of wisdom is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +7 to hit with spell attacks). The owl of wisdom has the following Druid spells prepared:

Cantrips (at will): *guidance, produce flame, resistance, thorn whip*

1st level (4 slots): *animal friendship, cure wounds, fog cloud, entangle*

2nd level (3 slots): *flaming sphere, heat metal, moonbeam*

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

4th level (3 slots): *ice storm, polymorph, stoneskin*

5th level (2 slots): *antilife shell, mass cure wounds*

Bonus Actions

Ward. Any two creatures that the owl of wisdom can see within 15 feet is warded with a blessing or a bane. Attacks against a bless-warded creature have disadvantage, whereas saves or attacks made by a bane-warded creature have disadvantage. A ward lasts for 1 minute or until the owl of wisdom changes targets. An owl of wisdom can only ward two creatures at a time.

Owl of Wisdom Prophet

Tiny beast (avian), usually neutral good

Armor Class 16 (breastplate)

Hit Points 105 (30d4 + 30)

Speed 5 ft., fly 60 ft.

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

Saving Throws Wis +8

Skills Perception +8, Religion +4, Stealth +7

Senses darkvision 120 ft., passive Perception 18

Languages Common, Celestial

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

Flyby. The owl of wisdom doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Actions

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Spellcasting. The owl of wisdom is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The owl of wisdom has the following Druid spells prepared:

Cantrips (at will): *guidance, produce flame, resistance, thorn whip*

1st level (4 slots): *animal friendship, cure wounds, fog cloud, entangle*

2nd level (3 slots): *flaming sphere, heat metal, moonbeam*

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

4th level (3 slots): *ice storm, polymorph, stoneskin*

5th level (2 slots): *antilife shell, mass cure wounds*

6th level (1 slot): *heal, wall of thorns*

7th level (1 slot): *fire storm, regenerate*

8th level (1 slot): *earthquake*

Bonus Actions

Ward. Up to three creatures that the owl of wisdom can see within 15 feet is warded with a blessing or a bane. Attacks against a bless-warded creature have disadvantage, whereas saves or attacks made by a bane-warded creature have disadvantage. A ward lasts for 1 minute or until the owl of wisdom changes targets. An owl of wisdom can only ward three creature at a time.

Pirate Parrot

Tiny beast (avian), usually neutral evil

Armor Class 14

Hit Points 5 (2d4)

Speed 10 ft., fly 40 ft.

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

Skills Deception +3, Perception +2

Senses low-light vision 60 ft., passive Perception 12

Languages Common

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

Flyby. The pirate parrot doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Mimicry. A pirate parrot can imitate nearly any sound it has heard before. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

Actions

Cutlass. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 slashing damage. If the pirate parrot has advantage, it deals an additional 2d6 damage on a hit.

Bonus Actions

Mock. *Range* 30 ft., one creature makes a Wisdom DC 11 save. On a failure, the next creature to attack the target gains advantage on the attack.

Pirate parrots have an inborn penchant for shiny objects and a love for adventure. They often fall in with unscrupulous individuals – usually pirates, hence their name. Pirate parrots have an innate knowledge of seamanship and a sharp, if not vicious attitude. They are excellent mimicry artists, with an exceptional skill at mocking foes or sowing confusion with their mimicry.

Combat

Pirate parrots are harassers, often flying in to distract a foe or strike when the foe's attention is diverted elsewhere. They are generally cowards and will often exaggerate a wound to lull foes into lowering their guard or making quick their own escape.

Pirate Parrot Society

Pirate parrots are lovingly raised by their parents until adulthood, usually in coastal areas or aboard seagoing vessels. There are even large flocks that make their home in the above water remains of shipwrecks or abandoned ships.

These birds keep a rich oral tradition of tall tales and sea shanties, repeating them at nightly gatherings and festivals throughout the year. These flocks spend

large portions of their time gathering trinkets and trading with passer-bys for more items or tales. Trade is constant among the flock, for every whim or desire has attached to it a price in glittering trinkets that must be paid before it is enjoyed.

Younger parrots are encouraged to embark upon their own adventures as soon as they show capability of caring for themselves. Once mature, these wanderers return to their flocks to add to the tales, paying a tribute to the flock's elder for their reintegration into the flock.

The leaders of these flocks carefully analyze tales and treasures brought back to them and will often organize raids or attempt to manipulate other sentient beings to seek out larger treasures to enrich themselves and their flock.

Pirate Parrots on Amberos

Pirate Parrots seem to be natives of the islands off the west coast of Amberos. Of late, several of the birds have taken up with the Dragon Armada, acting as scouts for locating ships to plunder and acting as spies for the fleet.



Pirate Parrot Characters

Pirate parrots easily fall into adventure and seek out companions to aid them in acquiring a fortune of their own.

A pirate parrot character has the following abilities.

Ability Score Increase. Your Dexterity and Charisma score increases by 2, but your Strength score is reduced by 6.

Type. Your type is beast.

Size. Pirate parrots stand approximately 2 feet tall with a wingspan of 4 feet. You are size Tiny. Weapons appropriately designed for your size drop one damage die size (d12/2d6 → d10 → d8 → d6 → d4 → d2 → 1).

Speed. Your base walking speed is 10 feet, and you have a Fly speed of 40 feet. You must be unencumbered to fly.

Low-light vision. You can see twice as far as a human in dim or twilight conditions.

Flyby. You don't provoke opportunity attacks when you fly out of an enemy's reach.

Mimicry. You can mimic simple sounds you have heard, such a person whispering, a baby crying or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check, with a DC of 8 + your proficiency bonus + your Charisma bonus.

Languages. You can read, write and speak Common.

Pirate Parrot First Mate

Tiny beast (avian), usually neutral evil

Armor Class 15

Hit Points 50 (20d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	11 (+0)	10 (+0)	11 (+0)	16 (+3)

Skills Deception +6, Perception +2

Senses low-light vision, passive Perception 12

Languages Common

Challenge 3 (700 XP)

Prof +2

Evasion. If a pirate parrot is forced to make a Dexterity save, it takes no damage on a successful save, and half on an unsuccessful one.

Flyby. The pirate parrot doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Mimicry. A pirate parrot can imitate any sound that it has heard. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Opportunist (1x/turn). If the pirate parrot has advantage, it deals an additional 17 (5d6) damage on a hit.

Actions

Cutlass. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 6 slashing damage.

Bonus Actions

Mock. *Range 30 ft.,* one creature makes a Wisdom DC 13 save. On a failure, the next creature to attack the target gains advantage on the attack.

Pirate Parrot Sea Captain

Tiny beast (avian), usually neutral evil

Armor Class 15

Hit Points 75 (30d4)

Speed 30 ft.

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

Skills Deception +8, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common

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

Commanding Voice. On it's turn, the pirate parrot selects one ally within 30 feet. That ally gains advantage on its next attack.

Evasion. If a pirate parrot is forced to make a Dexterity save, it takes no damage on a successful save, and half on an unsuccessful one.

Flyby. The pirate parrot doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Mimicry. A pirate parrot can imitate any sound that it has heard. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Opportunist (1x/turn). If the pirate parrot has advantage, it deals an additional 28 (8d6) damage on a hit.

Actions

Cutlass. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 6 slashing damage.

Bonus Actions

Mock. *Range* 30 ft., one creature makes a DC 14 Wisdom save. On a failure, the next creature to attack the target gains advantage on the attack.

Rogue Raven

Tiny beast (avian), usually unaligned

Armor Class 13

Hit Points 5 (2d4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	10 (+0)

Skills Hide +5, Perception +2

Senses lowlight vision, passive Perception 12

Languages Common

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

Flyby Attack. A rogue raven does not provoke attacks of opportunity when it moves by flying.

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

Sneak Attack (1x/turn). If the rogue raven has advantage or an ally is adjacent to a target, the rogue raven deals an additional 3 (1d6) damage.

Actions

Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d2+3) piercing damage.

Short Bow. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 4 (1d2+3) piercing damage.

Bonus Actions

Black As Night. The rogue raven can take the Hide action.

Wanderers and explorers, rogue ravens are driven by an insatiable curiosity and penchant for getting into trouble. They are rarely outwardly evil, though they can easily fall in with a bad crowd or pick up nasty habits. A rogue raven appears to be a regular raven in most respects, though they generally have reddish eyes and are capable of comprehending and speaking any tongue they hear.

Combat

A rogue raven rarely engages in straightforward combat; they prefer to swoop in and strike, then quickly move out of harm's way before the opponent can strike back. They have vicious talons with which they generally attack the face and eyes of their opponent, and they can also use their sharp beaks to peck opponents who get too close.

Rogue Raven Society

Adult rogue ravens tend to be loners, with a few exceptions of twins (born from the same egg) or during mating season. In the latter case, after mating it is not

uncommon for the ravens to part after the young are old enough to fly, though mated ravens will often cojoin again for a short time in subsequent mating seasons.

Young rogue ravens generally band together in gangs bent on mischief, but these bands often drift apart once the birds are mature and begin to seek mates. In rare cases, an elder raven may oversee the gang, attempting to look out for and impart its wisdom to the younger generation.



Rogue Raven Characters

Rogue Ravens always seem to be in the middle of some sort of adventure, and it is not uncommon for them to become adventurers with a few stories under their belts. A rogue raven character has the following abilities.

Ability Score Increase. Your Dexterity score increases by 3, but your Strength score is reduced by 6.

Type. Your type is beast.

Size. Rogue ravens stand approximately 2 feet tall with a wingspan of 4 feet. You are size Tiny. Weapons appropriately designed for your size drop one damage die size (d12/2d6 → d10 → d8 → d6 → d4 → d2 → 1).

Low-light vision. You can see twice as far as a human in dim or twilight conditions.

Speed. Your base walking speed is 10 feet, and you have a Fly speed of 50 feet. You must be unencumbered to fly.

Flyby Attack. When flying, you do not provoke opportunity attacks when you move.

Mimicry. You can mimic simple sounds you have heard, such a person whispering, a baby crying or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check, with a DC of 8 + your proficiency bonus + your Charisma bonus.

Languages. You can read, write and speak Common

Rogue Raven Wanderer

Tiny beast (avian), usually unaligned

Armor Class 15 (leather)

Hit Points 17 (7d4)

Speed 10 ft., fly 50 ft.

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

Skills Hide +6, Perception +2

Senses lowlight vision, passive Perception 12

Languages Common

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

Evasion. If a rogue raven makes a successful saving throw on a Dexterity saving throw and would take damage, it takes no damage instead.

Flyby Attack. A rogue raven does not provoke attacks of opportunity when it moves by flying.

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

Sneak Attack (1x/turn). If the rogue raven has advantage or an ally is adjacent to a target, the rogue raven deals an additional 10 (3d6) damage.

Spellcaster. The rogue raven is a 3rd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The rogue raven has the following Wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*

1st level (3 slots): *charm person*, *disguise self*, *silent image*

Actions

Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d2 +4) piercing damage.

Short Bow. *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 5 (1d2+4) piercing damage.

Bonus Actions

Black As Night. The rogue raven can take the Hide action.

Rogue Raven Sly One

Tiny beast (avian), usually unaligned

Armor Class 15 [mage armor 18]

Hit Points 37 (15d4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	10 (+0)	16 (+3)	10 (+0)	10 (+0)

Skills Hide +7, Perception +2

Senses lowlight vision, passive Perception 12

Languages Common

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

Evasion. If a rogue raven makes a successful saving throw on a Dexterity saving throw and would take damage, it takes no damage instead.

Flyby Attack. A rogue raven does not provoke attacks of opportunity when it moves by flying.

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

Sneak Attack (1x/turn). If the rogue raven has advantage or an ally is adjacent to a target, the rogue raven deals an additional 17 (5d6) damage.

Actions

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d2+5) piercing damage.

Short Bow. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 6 (1d2+5) piercing damage.

Spellcaster. The rogue raven is a 4th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The rogue raven has the following Wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion*

1st level (4 slots): *charm person, disguise self, mage armor, silent image*

2nd level (3 slots): *blur, invisibility*

Bonus Actions

Black As Night. The rogue raven can take the Hide action.

Rogue Raven Findsman

Tiny beast (avian), usually unaligned

Armor Class 15 [mage armor 18]

Hit Points 55 (22d4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	10 (+0)	18 (+4)	10 (+0)	8 (-1)

Skills Hide +9, Perception +2

Senses lowlight vision, passive Perception 12

Languages Common

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

Evasion. If a rogue raven makes a successful saving throw on a Dexterity saving throw and would take damage, it takes no damage instead.

Flyby Attack. A rogue raven does not provoke attacks of opportunity when it moves by flying.

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

Sneak Attack (1x/turn). If the rogue raven has advantage or an ally is adjacent to a target, the rogue raven deals an additional 28 (8d6) damage.

Actions

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 6 (1d2 +5) piercing damage. If the rogue raven has advantage, it deals an additional 5d6 damage on a hit.

Short Bow. *Ranged Weapon Attack:* +8 to hit, range 60 ft., one target. *Hit:* 6 (1d2+5) piercing damage. If the rogue raven has advantage, it deals an additional 8d6 damage on a hit.

Spellcaster. The rogue raven is a 6th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +8 to hit with spell attacks). The rogue raven has the following Wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion*

1st level (4 slots): *charm person, disguise self, mage armor, silent image*

2nd level (3 slots): *blur, invisibility*

3rd level (2 slots): *major image, nondetection*

Bonus Actions

Black As Night. The rogue raven can take the Hide action.

Swashbuckler Sparrow

Tiny beast (avian), usually chaotic good

Armor Class 13

Hit Points 5 (2d4)

Speed 10 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-5)	17 (+3)	11 (+0)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +5

Skills Perception +2

Senses low-light 60 ft., passive Perception 12

Languages Common

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

Distract. A target hit by a swashbuckler sparrow's attack must make a Wisdom save DC 11. On a failure, the target is nauseated until the end of its next turn.

Evasion. When a swashbuckler sparrow forced to make a Dexterity save for half damage, it instead takes none on a successful save, and only half on an unsuccessful save.

Flyby Attack. A swashbuckler sparrow does not provoke attacks of opportunity when it moves by flying.

Actions

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 4 piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Sleek and normally unassuming, the swashbuckler sparrow is a small, arrow-winged bird with unusual skill and a penchant for flashy colors and styles. Swashbuckler sparrows often dress themselves in colorful bits of ribbon or cloth, and their race has managed to learn how to work materials such as wood and iron into tools. Warrior members of their race usually employ tiny rapiers they have crafted themselves, for example.

Swashbuckler sparrows have an innate hatred of evil beings, and generally will not pass up an opportunity to descend upon them en masse. They have a particular hatred of pirate parrots, and are almost sure to attack them on sight.

Combat

Quick and agile, many opponents find taking on swashbuckler sparrows to be a dizzying task as the bird zips about, flashing its tiny rapier to poke at opponents and quickly dodge aside of return blows. Perhaps the worst bit is the sparrows attack in droves, striking and swooping away so quickly an opponent has no hope of being able to return the attack.

Swashbuckler Sparrows on Amberos

The largest concentration and seeming source of Swashbuckler Sparrows is on a small, uninhabited island in the Ksiki colonies. Within flying distance of PortsReach Isle, the capital of the Ksiki Colonies, the birds have spread throughout the isles and to the southeast mainland. Individual Swashbuckler Sparrows can be encountered in nearly any civilized area due the bird's tendency to travel, and there are rumors that the birds are spreading west to face off in a massive war against the Pirate Parrots.



Swashbuckler Sparrow Characters

Of the birds of renown, swashbuckler sparrows are second only to rogue ravens in the number of adventurers the race produces.

A swashbuckler sparrow character gains the following special abilities.

Ability Score Increase. You increase your Dexterity score by 4, but decrease your Strength by 8.

Type. Your type is beast.

Size. Swashbuckler sparrows are exceptionally small, fitting into a human's palm and with a wingspan a mere 8 inches wide. Your size is tiny. Weapons appropriately designed for your size drop two damage die sizes (d12/2d6 → d8, d10 → d6, d8 → d4, d6 → d2, d4 → 1)

Low-light vision. A swashbuckler sparrow can see twice as far as a human in dim or twilight conditions.

Speed. Your base walking speed is 10 feet, and you have a Fly speed of 30. You must be unencumbered to fly.

Distract. When you hit an opponent with a melee attack while flying, the target must make a Wisdom saving throw with a DC of 8 + your proficiency modifier + your Charisma modifier. On a failure, the target is nauseated until the end of its next turn.

Evasion: When you are hit by an attack that requires a Dexterity save and causes half damage on a success, you instead take no damage on a successful saving throw.

Flyby. You don't provoke opportunity attacks when you fly out of an enemy's reach.

Reach. You do not threaten adjacent squares and cannot make attacks of opportunity.

Languages. You can speak Common.

Swashbuckler Sparrow Errant

Tiny beast (avian), usually chaotic good

Armor Class 15 (padded armor)

Hit Points 35 (10d4+10)

Speed 10 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6

Skills Perception +2

Senses low-light 60 ft., passive Perception 12

Languages Common

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

Distract. A target hit by a swashbuckler sparrow's attack must make a Wisdom save DC 11. On a failure, the target is nauseated until the end of its next turn.

Improved Evasion. When a swashbuckler sparrow is hit by an attack that allows a saving throw for half damage, it takes no damage instead.

Flyby Attack. A swashbuckler sparrow does not provoke attacks of opportunity when it moves by flying.

Actions

Multiattack. The swashbuckler sparrow makes two rapier or a dart and rapier attack.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Dart. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 6 piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Reactions

Parry (Recharge 5+). When hit by a melee attack, the swashbuckler sparrow can reduce the damage by 4 (1d8).

Swashbuckler

Sparrow

Duelist

Tiny beast (avian), usually chaotic good

Armor Class 16 (padded armor)

Hit Points 77 (22d4+22)

Speed 10 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	13 (+1)	11 (+0)	10 (+0)	15 (+2)

Saving Throws Dex +7

Skills Perception +2

Senses low-light 60 ft., passive Perception 12

Languages Common

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

Distract. A target hit by a swashbuckler sparrow's attack must make a Wisdom save DC 14. On a failure, the target is nauseated until the end of its next turn.

Improved Evasion. When a swashbuckler sparrow is hit by an attack that allows a saving throw for half damage, it takes no damage instead.

Flyby Attack. A swashbuckler sparrow does not provoke attacks of opportunity when it moves by flying.

Indomitable (1/xdy). A swashbuckler sparrow can reroll a failed saving throw.

Actions

Multiattack. The swashbuckler sparrow makes three rapier or a dart and two rapier attacks, or three dart attacks.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 6 piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Dart. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 6 piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 4 (1d8) poison damage.

Reactions

Parry (Recharge 4+). When hit by a melee attack, the swashbuckler sparrow can reduce the damage by 1d8.

Swashbuckler

Sparrow

Guardian

Tiny beast (avian), usually chaotic good

Armor Class 16 (padded armor)

Hit Points 135 (30d4+60)

Speed 10 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	14 (+2)	11 (+0)	10 (+0)	18 (+4)

Saving Throws Dex +8

Skills Perception +3

Senses low-light 60 ft., passive Perception 13

Languages Common

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

Distract. A target hit by a swashbuckler sparrow's attack must make a Wisdom save DC 17. On a failure, the target is nauseated until the end of its next turn.

Evasion. When a swashbuckler sparrow is hit by an attack that allows a saving throw for half damage, it takes no damage instead.

Flyby Attack. A swashbuckler sparrow does not provoke attacks of opportunity when it moves by flying.

Indomitable (2x/long rest). A swashbuckler sparrow can reroll a failed saving throw.

Actions

Multiattack. The swashbuckler sparrow makes three rapier or a dart and two rapier attacks, or three dart attacks.

Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 6 piercing damage, plus the target must make a DC 14 Constitution save. On a failure, the target takes 9 (2d8) poison damage.

Dart. *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 6 piercing damage, plus the target must make a DC 14 Constitution save. On a failure, the target takes 9 (2d8) poison damage.

Reactions

Parry (Recharge 3+). When hit by a melee attack, the swashbuckler sparrow can reduce the damage by 1d10.

Swashbuckler Swarm

Sparrow

Medium swarm of Tiny beasts (avian), usually chaotic good

Armor Class 13

Hit Points 22 (5d8)

Speed Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-5)	17 (+3)	11 (+0)	10 (+0)	10 (+0)	12 (+1)

Damage Resistances bludgeoning, piercing, slashing

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

Saving Throws Dexterity +5

Skills Perception +2

Senses low-light 60 ft., passive Perception 12

Languages Common

Challenge ½ (100 XP) **Prof** +2

Distract. A target hit by a swashbuckler sparrow's attacks must make a Wisdom save DC 11. On a failure, the target is nauseated until the end of its next turn.

Evasion. When a swashbuckler sparrow swarm is hit by an attack that allows a saving throw for half damage, it takes no damage instead.

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

Actions

Rapiers. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 8 (2d4+3) piercing damage.

Darts. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 8 (2d4+3) piercing damage.

A swashbuckler sparrow swarm consists of approximately 5,000 individual swashbuckler sparrows that have united to bring down a great evil. Generally, all members of the swarm are armed with tiny rapiers or daggers.

Combat

A swashbuckler sparrow swarm envelops its prey, attempting to bring down its foes with an unending barrage of fly-by rapier cuts to the opponent.

Wareagle

Tiny beast (avian), usually lawful good

Armor Class 13 (leather)

Hit Points 7 (2d4+2)

Speed 5 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	11 (+0)	14 (+2)	13 (+1)

Skills Insight +4, Perception +4, Persuasion +4

Senses low-light vision, passive Perception 14

Languages Common

Challenge ¼ (50 XP) **Prof** +2

Flyby Attack. When flying, a Wareagle does not provoke attacks of opportunity when it moves.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d3 + 3) slashing damage.

A Wareagle is an intelligent species of eagle, travelling together in groups known as flights, bonded together by a single purpose or pursuit.

Wareagles have gained the skill to craft their own armor and weapons, and can manipulate small tools in their talons. They are fierce warriors with little time for those who will not join their battle against evil. They will sometimes ally themselves with paladin orders who share their outlook and goals, acting as scouts and messengers for their bigger brethren.

Combat

Wareagles enter combat with a loud screech, tearing at foes with their sharp talons. They sometimes employ weapons sized for their kind, with double weapons being favored.

Wareagle Society

Wareagles often embed their conclave flocks close to large human habitations and with a owl of wisdom monestary nearby. The hawks usually take up residence in a formerly abandoned building and refurbish the building or may take up an unused upper story of a human residence.

These residences are set up as barracks and command posts from which Wareagles plan their forays. They generally have an interface set up with which to deal with sentient humanoids and to hear requests for aid or help.

Each establishment is under the jurisdiction of a Wareagle of Paladin or greater stature. This commander is assisted by a war council of loyal Wareagles that number between two to twelve members – always an even number so when things are voted upon the commander can break any ties.

Young Wareagles are kept in the conclave and the responsibility of all adult members until they are old enough to fly and fight, upon which they begin their first missions for the conclave. They will often be

squired to a more experienced Wareagle for up to three years, after which they are allowed to work solo or in groups of Wareagles as peers.

Upon reaching full maturity, Wareagles are allowed to select a mate if both birds agree to the pairing, though lifelong mating are exceptionally rare.

Older Wareagles who have passed their fighting age may stay on with their birth conclave or may transfer to elder conclaves composed of wisened Wareagles. More rarely, they may retire as distinguished advisors to owl of wisdom monasteries. In the rarest of cases, an aging Wareagle may undertake an epic quest from which it does not expect to return.



Wareagle Characters

Wareagles are adventurous souls, and it is not uncommon to find them as adventurers.

Wareagle characters gain the following abilities.

Ability Score Increase. You increase your Dexterity score by 2, but decrease your Strength by 4.

Type. Your type is beast.

Size. Wareagles are large birds with a wingspan about 2 ½ feet wide, and stand between 2' to 3' tall. On average, a Wareagle weighs 3 lbs. Your size is Tiny. Weapons appropriately designed for your size drop one damage die size (d12/2d6 → d10 → d8 → d6 → d4 → d2 → 1)

Low-light vision. A swashbuckler sparrow can see twice as far as a human in dim or twilight conditions.

Speed. Your base walking speed is 10 feet, and you have a Fly speed of 40. You must be unencumbered to fly.

Claws. You have a natural claw attack that deals 1d3 damage. This is treated as a Finesse weapon.

Perceptive. You gain the Perception skill.

Flyby Attack. When flying, you do not provoke opportunity attacks when you move.

Languages. You can read, write and speak Common and Celestial.

Wareagle Errant

Tiny beast (avian), usually lawful good

Armor Class 15 (chain shirt)

Hit Points 31 (9d4+9)

Speed 5 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	11 (+0)	14 (+2)	15 (+2)

Skills Insight +4, Perception +4, Persuasion +4

Senses low-light vision, passive Perception 14

Languages Common

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

Flyby Attack. When flying, a Wareagle does not provoke attacks of opportunity when it moves.

Smite (1x/long rest). When a Wareagle hits with an attack, it can deal an extra 9 (2d8) radiant damage.

Actions

Double Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (2d4 + 2) slashing damage.

Spellcasting. The Wareagle is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The creature has the following Paladin spells prepared:

1st level (3 slots): *command, shield of faith, thunderous smite*

Wareagle Paladin

Tiny beast (avian), usually lawful good

Armor Class 16 (breastplate)

Hit Points 67 (15d4 + 30)

Speed 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+2)	11 (+0)	14 (+2)	17 (+3)

Skills Insight +4, Perception +4, Persuasion +5

Condition Immunities diseased

Senses low-light vision, passive Perception 14

Languages Common and Celestial

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

Flyby Attack. When flying, a Wareagle does not provoke attacks of opportunity when it moves.

Magic Strike. The Wareagle's attacks are considered magical.

Smite (1x/turn). When a Wareagle hits with a melee attack, it can expend a spell slot deal an extra 9 (2d8) radiant damage, plus 4 (1d8) damage per spell level above 1st.

Actions

Multiattack. The Wareagle can make two double short sword attacks or two short bow attacks.

Double short sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage.

Short bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spellcasting. The Wareagle is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The creature has the following Paladin spells prepared:

1st level (4 slots): *command, shield of faith, thunderous smite*

2nd level (2 slots): *aid, branding smite*

Wareagle Defender

Tiny beast (avian), usually lawful good

Armor Class 16 (breastplate)

Hit Points 135 (30d4 + 60)

Speed 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	17 (+3)

Skills Perception +4

Condition Immunities charmed, diseased

Senses low-light vision, passive Perception 14

Languages Common and Celestial

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

Aura of Protection. The Wareagle and allies within 10 feet gain a +3 bonus to saving throws.

Flyby Attack. When flying, a Wareagle does not provoke attacks of opportunity when it moves.

Magic Strike. The Wareagle's attacks are considered magical.

Smite (1x/turn). When a Wareagle hits with a melee attack, it can expend a spell slot to deal an extra 9 (2d8) radiant damage, plus 4 (1d8) radiant damage per spell slot above 1st.

Actions

Multiattack. The Wareagle can make two double short sword attacks or two short bow attacks.

Double short sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) piercing damage.

Short bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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

1st level (4 slots): *command, shield of faith, thunderous smite*

2nd level (3 slots): *aid, branding smite*

3rd level (2 slots): *aura of vitality, crusader's mantle*

Wareagle Justicar

Tiny beast (avian), usually lawful good

Armor Class 16 (breastplate)

Hit Points 202 (45d4 + 90)

Speed 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	8 (-1)	10 (+0)	19 (+4)

Skills Perception +4

Condition Immunities charmed, diseased

Senses low-light vision, passive Perception 14

Languages Common and Celestial

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

Aura of Protection. The Wareagle and allies within 10 feet gain a +3 bonus to saving throws.

Flyby Attack. When flying, a Wareagle does not provoke attacks of opportunity when it moves.

Magic Strike. The Wareagle's attacks are considered magical.

Smite (1x/turn). When a Wareagle hits with a melee attack, it can expend a spell slot to deal an extra 9 (2d8) radiant damage, plus 4 (1d8) radiant damage per spell slot above 1st.

Actions

Multiattack. The Wareagle can make two double short sword attacks or two short bow attacks.

Double short sword. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature. *Hit:* 8 (2d4 + 3) piercing damage, plus 4 (1d8) radiant damage.

Short bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, plus 4 (1d8) radiant damage.

Spellcasting. The Wareagle is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The creature has the following Paladin spells prepared:

1st level (4 slots): *command, shield of faith, thunderous smite*

2nd level (3 slots): *aid, branding smite*

3rd level (3 slots): *aura of vitality, crusader's mantle*

4th level (2 slots): *aura of life, death ward*

WizJay

Tiny beast (avian), usually neutral

Armor Class 12 [mage armor 15]

Hit Points 5 (2d4)

Speed 10 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-5)	14 (+2)	11 (+0)	15 (+2)	11 (+0)	13 (+1)

Saving Throws Int +4, Wis +2

Skills Arcana +4, History +4, Perception +2

Condition Immunities charmed

Senses low-light vision, passive Perception 12

Languages Common, Draconic

Challenge ½ (100 XP) **Prof** +2

Concentrated Caster. A wizard jay has advantage on Concentration checks.

Actions

Magic Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 6 (1d8+2) force damage.

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

Cantrips (at will): *mage hand, message, true strike*

1st level (3 slots): *mage armor, magic missile, sleep*

Reactions

Counterspell(Recharge 6). Counters a cantrip or 1st level spell cast within 30 feet if the wizard jay makes a successful caster level check vs. caster's spell save DC.

Of all the birds of renown, wizard jays are the most unusual. They have a wingspan a little over one foot, and are generically multi-colored, though the pattern varies by bird.

Some wizard jays are single-colored, with a white breast. These “specialist” jays ascribe to a single school of magic, as a wizard specialist. The common colors of specialist wizard jays is shown below:

Color	School
Chromatic	Generalist
Black	Necromancy
Blue	Divination
Gray	Illusion
Green	Transmutation
Pink	Enchantment
Red	Evocation
White	Abjuration
Yellow	Conjuration

Combat

Wizjays avoid melee combat, keeping a distance as they use their spells to fight their enemies. If forced into melee, they generally *blink* away to continue harassing enemies from afar.

WizJay on Amöeros

It is believed that Wizjays are the magical offspring of familiars that were popular in the Dark Age Thuer's Realm – precursor to the Silkna Kingdom. This is supported by the fact that Wizard Jay flocks can only be found within about 150 miles of the City of Sinka, though individual birds have been encountered as far south as the Southern Kingdom and as far east as South Jsarath and Simera.

Wizard Jay Characters

Wizard Jays tend to avoid trouble where they can, but there are many well-known powerful wizard jays that earned their prowess against evil creatures and other fell opponents.

Wizard jay characters gain the following abilities.

Ability Score Increase. You increase your Dexterity by 4, your Intelligence by 2 and your Charisma by 1. You decrease your Strength by 10.

Age. A wizjay is mature within a month and can live approximately twenty years.

Size. A wizjay has a wingspan of sixteen inches and is 12 inches tall. They weigh approximately 3 ounces. Your size is Tiny. Weapons appropriately designed for your size drop two damage die sizes (d12/2d6 → d8, d10 → d6, d8 → d4, d6 → d2, d4 → 1)

Speed. You base walking speed is 10 feet, and you have a Fly speed of 30 feet. You must be unencumbered to fly.

Low-light vision. A wizard jay can see twice as far as a human in dim or twilight conditions.

Innate Spellcaster. You gain the magic initiate feat for free.

No reach. You does not threaten adjacent squares and cannot make attacks of opportunity.

Languages. You can speak, read and write Common and Draconic.

WizJay Hedgling

Tiny beast (avian), usually neutral

Armor Class 13 [mage armor 16]

Hit Points 12 (5d4)

Speed 10 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-5)	16 (+3)	11 (+0)	18 (+4)	12 (+1)	13 (+1)

Saving Throws Int +6, Wis +3

Skills Arcana +6, History +6, Perception +3

Condition Immunities charmed

Senses low-light vision, passive Perception 13

Languages Common

Challenge ½ (100 XP) **Prof** +2

Concentrated Caster. A wizjay has advantage on Concentration checks.

Actions

Magic Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 13 (2d8+4) force damage.

Spellcasting. The creature is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *mage hand, message, prestidigitation, true strike*

1st level (4 slots): *mage armor, magic missile, sleep, unseen servant*

2nd level (3 slots): *blur, hold person, suggestion*

3rd level (2 slots): *blink, lightning bolt*

Reactions

Counterspell(Recharge 5+). Counters a cantrip or 1st – 3rd level spell cast within 30 feet if the wizjay makes a successful caster level check vs. caster's spell save DC.

WizJay Mage

Tiny beast (avian), usually neutral

Armor Class 13 [mage armor 16]

Hit Points 25 (10d4)

Speed 10 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-5)	16 (+3)	11 (+0)	20 (+5)	12 (+1)	13 (+1)

Saving Throws Int +7, Wis +3

Skills Arcana +7, History +7, Perception +3

Condition Immunities charmed

Senses low-light vision, passive Perception 13

Languages Common

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

Concentrated Caster. A wizjay has advantage on Concentration checks.

Actions

Magic Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 14 (2d8+5) force damage.

Spellcasting. The creature is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *mage hand, message, minor image, prestidigitation, true strike*

1st level (4 slots): *mage armor, magic missile, sleep, unseen servant*

2nd level (3 slots): *blur, hold person, invisibility, suggestion*

3rd level (3 slots): *blink, lightning bolt, slow*

4th level (3 slots): *fire shield, polymorph*

5th level (2 slot): *animate objects, dominate person*

Reactions

Counterspell(Recharge 4+). Counters a cantrip or 1st – 3rd level spell cast within 30 feet if the wizjay makes a successful caster level check vs. caster's spell save DC.

WizJay Archmage

Tiny beast (avian), usually neutral

Armor Class 14 [mage armor 17]

Hit Points 37 (15d4)

Speed 10 ft., Fly 30 ft.

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

Saving Throws Int +8, Wis +4

Skills Arcana +8, History +8, Perception +3

Condition Immunities charmed

Senses low-light vision, passive Perception 13

Languages Common

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

Concentrated Caster. A wizard jay has advantage on Concentration checks.

Overchannel (Recharge 5+). The wizjay inflicts maximum damage with a cast spell.

Actions

Magic Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 18 (3d8+5) force damage.

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

Cantrips (at will): *mage hand, message, minor image, prestidigitation, true strike*

1st level (4 slots): *mage armor, magic missile, sleep, unseen servant*

2nd level (3 slots): *blur, hold person, invisibility, suggestion*

3rd level (3 slots): *blink, lightning bolt, slow*

4th level (3 slots): *fire shield, polymorph*

5th level (2 slot): *animate objects, dominate person*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (1 slot): *forcecage, prismatic spray*

8th level (1 slot): *antipathy/sympathy, feeblemind*

Reactions

Counterspell (Recharge 3+). Counters a cantrip or 1st – 3rd level spell cast within 30 feet if the wizjay makes a successful caster level check vs. caster's spell save DC.





Blackmount

Blackmounts are fierce, horse-like beasts that roam wild, untamed plains. Blackmounts are curious and generally peaceful, but can be vicious and unforgiving to predators that dare threaten their herds.

Combat

When a herd of blackmounts is attacked, the males harass the attackers while the females and young flee for safety. If pressed or surrounded, the group will form a tight circle and defend the herd. However, the great intelligence of these creatures means they can usually adapt quickly to unusual situations, and their actions reflect a desire protect the herd over their individual well-being.

Females have no forehead blade and cannot breathe the explosive vapors. If forced to fight, they can only bite and kick. Young can only attack by biting.



Training a Blackmount

Blackmount steeds can only be trained if captured during infancy. Adult blackmounts are too intelligent and willful to accept a rider.

Training a blackmount for combat riding takes approximately 6 weeks. Purchasing a trained Blackmount costs 2,000 gp.

A Blackmount's carrying capacity is 450 lbs. and it can push/drag up to 900 lbs.

Blackmount on Amberos

Once, herds of Blackmount raced across the southern lands of Amberos. However, the number of Blackmounts has been rapidly dwindling since after the Dark Age, and wild herds are now usually only encountered in untamed areas of Dark Valley, Nauwflouwd, the Southern Kingdom and Zarkasti.

While Barbed March is devoid of wild herds of Blackmount, the animal has been domesticated by the

March Riders and sees use in their exotic menagerie of cavalry beasts.

Blackmount

Large monstrosity, usually lawful neutral

Armor Class 14

Hit Points 10 (6d10 + 12)

Speed 30 ft.

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

Skills Athletics +4, Perception +3

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 13

Languages Common

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

Actions

Charge. If a blackmount moves at least 20 feet, it can make a gore and two hoof attacks.

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 7 (1d10 + 2) magical slashing damage.

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

Flame Breath (*Recharge 5+*). The blackmount fills a 10 ft. diameter area up to 25 feet away with fire. Dexterity DC 12. 3d8 fire damage, half on a successful save.



Bladegrass Behemoth

The bladegrass behemoth is a mass of formerly ordinary grass empowered with mobility and intellect by some primal force. The thing lives only to slake its taste for blood, and one that has recently been in battle will often be stained with crimson from the blood of its former victims. The creature will hunt virtually anything, though most animals with the scent ability seem to be able to sense something amiss when near to one of these fiends.

Bladegrass behemoths are incapable of speech, though they often make a roaring noise like wind over a grassy plain when attacking. Their slashing limbs often create a disconcerting whistling sound, like that of an arrow in flight.

Combat

Bladegrass behemoths generally lie in wait when not active, appearing as nothing more than a large patch of green grass, which suddenly swirls to life at the approach of prey. A bladegrass behemoth's attacks are rather straightforward - it rushes the nearest and largest group of enemies and attempts to maul them before moving on to the next group. A bladegrass behemoth luckily rarely chases fleeing foes, though it will certainly attempt to cut them down as they flee.



Bladegrass Behemoths on Amberos

Yet another creature found primarily in the cursed Living Forest of the Kingdom of Vall Vega, bladegrass behemoths are not unique to those cursed woods, though

they are more aggressive there than anywhere else on the continent.

For several centuries, the druids of Kennestone have used bladegrass behemoths to protect the grasslands around Kennestone forest, and they have also been encountered in the wild grasslands of southwestern Amberos.

Bladegrass Behemoth

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	6 (-2)	7 (-2)	7 (-2)

Saving Throws Con +6

Skills Perception -2

Damage Resistances bludgeoning and piercing weapons

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft., passive Perception 8

Languages —

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

Natural Camouflage. When hiding in natural surroundings, a bladegrass behemoth is undetectable by sight.

Actions

Multiattack. A bladegrass behemoth makes two slam attacks.

Razorglass Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage, plus 5 (1d10) slashing damage. On a hit, the target is also grappled.

Razorglass Darts. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Borropi

Borropi (pron. bo-row-pee) appear as a colorful catfish-like creature capable of human speech. Though they are slow and careful speakers, they are lightning quick in the water. The creature has a large, green emerald embedded in its forehead, and it is this gem that gives them great magical powers.

Borropi are conversationalists and enjoy covertly speaking with individuals who come to their pond or stream, hiding themselves from view as they talk and listen. While borropi cannot leave the water, they often stick their heads above water to talk to surface dwellers.



Combat

Borropi are not designed to fight. They have very powerful magical spells at their disposal, but very rarely are such spells offensive in nature. If they are forced into a corner, they can slap at opponents with their tail, but prefer to use their spells to escape, using their innate *Wish* ability if forced.

Borropi can cast spells, with their magical gem replacing the need for all material components.

Luckily, borropi are not greedy, and reserve the use of the *Wish* spell to secret itself to safety if it should be caught in a bad situation. Once caught however, it is possible to force the borropi to use the *Wish* power for the benefit of its captor, if it has not yet already used the *Wish* for the day.

Borropi on Amberos

Tales have placed most Borropi sighting off the west coast of Amberos, particularly near Saltbrine, Shovnov Coast, the FarrenLands and Millos. There are many tales of Borropi helping fishers of good alignment and high moral character to better their lot in life via their magical abilities. There are just as many tales of (Millese) merchants who have been cursed for their greed and foolishness attempting to force Borropi to do their bidding.

Borropi

Tiny monstrosity (aquatic), usually chaotic good

Armor Class 13

Hit Points 52 (21d4)

Speed Swim 30 ft.

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

Saving Throws Wis +6

Skills Insight +6, Perception +4

Damage Resistances cold, fire, lightning & bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, draconic

Challenge 8 (3,900 XP) **Prof** +4

Mind Stone. A borropi gains a +3 bonus to all saving throws

Actions

Tail Slap. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 4 bludgeoning damage.

Ray of Regret. *Ranged Spell Attack:* +8 to hit, range 90 ft., one target. *Hit:* 17 (3d8 + 4) psychic damage and the target suffers disadvantage on its next saving throw.

Spellcasting. The borropi is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +8 to hit with spell attacks). The creature has the following Wizard and Cleric spells prepared:

Cantrips (at will): *friends, mage hand, prestidigitation*

1st level (4 slots): *comprehend languages, cure wounds, sanctuary*

2nd level (3 slots): *invisibility, phantasmal force, suggestion*

3rd level (3 slots): *bestow curse, lightning bolt, dispel magic*

4th level (3 slots): *control water, divination*

5th level (3 slots): *geas, raise dead, conjure elemental (water)*

6th level (2 slots): *heal, eyebite*

7th level (2 slots): *regenerate, etherealness*

8th level (1 slot): *control weather*

9th level (1 slot): *wish*

Brone Lion

Bronze Lion

Large construct, unaligned

Armor Class 19 (plate)

Hit Points 65 (10d10+10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	12 (+1)	5 (-2)	12 (+1)	6 (-2)

Saving Throws Con +3

Skills Athletics +6, Perception +3

Damage Resistances cold, fire, lightning & bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —, understands its creator's language

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

Actions

Multiattack. A bronze lion can make a bite and two claw attacks.

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature, *Hit:* 8 (1d6+4) slashing damage

Disintegration Gaze (Recharge 5+). *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 35 (10d6) necrotic damage.

Bronze lions are magical, clockwork or ancient technological constructs used to protect locations or treasures. Older bronze lions that have been inactive for a while may bear noticeable tarnishing and possibly pitting of the metal.

Combat

A bronze lion engages its foes by first rising from its dormant state and using its *Disintegration Gaze* at one target. It will then move to melee opponents, using its terrible gaze attack whenever possible. The bronze lion can easily learn from any mistakes it makes in combat and will attempt new strategies when old ones will not work. However, the bronze lion cannot make amazing leaps in intuition and predict new motions from its enemies, though once it has seen an enemy accomplish a feat, it will respond with an appropriate counterattack next time.

Creating a Bronze Lion

The body of the Bronze lion is fashioned from 1,000 lbs of bronze by an artisan skilled in Blacksmithing tools. Also, a pair of rubies worth no less than 500 gp each must be acquired for the eyes. The total body cost is 1,500 gp.

Bronze Lions on Amberos

The original Bronze Lions were technological/magical creations designed by Fineburr the Astronomican to defend Mako Volcano during the First Dragon War. His designs were copied, and an arcane version drafted to aid in the defense of other places vital to the creation of the artifacts of the First Dragon War. After the war, the plans slipped through the hands of various mages in Swordfall, the Kingdom of Vall Vega, Silkna Kingdom and eventually even Randu. Thus it is possible to encounter bronze lions in just about any realm except possibly Lost Vale, the Evan Cordum, Dark Valley or the Federation.



Burglarcat

Burglarcat

Small humanoid (burglarcat), usually chaotic good

Armor Class 13 (padded)

Hit Points 7 (2d6)

Speed Swim 30 ft.

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

Saving Throws Wis +6

Skills Deception +2, Sleight of Hand +4, Stealth +4

Senses low-light vision, passive Perception 11

Languages Common

Challenge ¼ (50 XP) **Prof** +2

Sneak Attack (1x/turn). A burglarcat deals an additional 7 (2d6) damage when adjacent to an ally or has advantage.

Actions

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

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60, one creature. *Hit* 4 (1d4+2) piercing damage and target must make a DC 12 Constitution save or be rendered unconscious. The target makes a subsequent saving throw each round, ending the condition on a success.



The burglarcat is a sly, curious creature that preys on civilized society. It resembles a humanoid raccoon, with a mask-like patch of fur on its face and a long tail. Burglarcats are apt to adopt outlandish, garish clothing.

They have a penchant for stealth and coveting small objects of value and indulging in the benefits a

prosperous civilization provides. Though burglarcats speak common, they litter their speech with code words and phrases peculiar to their family clans.

Combat

Burglarcats avoid combat with creatures larger than themselves, preferring to using their stealth and silent skills to avoid being detected. A burglarcat backed into a corner will hiss and snarl, attempting to fend off attackers without having to resort to physical violence. If badly injured, they will generally abandon the fight, seeking either a better vantage point or to completely disengage and retreat to heal and regroup.

Burglarcats on Amberos

Burglarcats have no civilizations of their own, and tend to only be encountered in large towns or cities – or traveling between such places. There is rumor among the races of a burglarcat “prince”, often referred to as Bootstrap the Lucky. According to tales, he makes his home in one of the largest cities on Amberos (thought to be the City of Sinka, Devilmount, Imperial City, Wardon or another such capital) where he gathers tribute and trinkets from his people. Some scholars believe there may be more than one “prince”, each using the same name so as to confuse those who may attempt to seek him out.

Burglarcats are generally mistrusted by most other races. This is mostly due to their unscrupulous and larcenous habits. The exception seems to be in Llinn, where they are sometimes adopted as halfling or gnomish “pets”. However, most others refer to them as “accomplices”.

Bestiary Malfeasious

Burglarcat Characters

Though it is not uncommon for burglarcats to engage themselves in thievery, there are rare few that are actually brave enough to count themselves as adventurers or adventurer companions.

A burglarcat gains the following abilities.

Ability Score Increase. You increase your Dexterity by 2 and Wisdom by 1, but decrease your Strength by 4.

Age. Burglarcats mature by age 4, and live for approximately 50 years.

Size. A burglarcat stands between 1' 10" to 2' 5" tall, and weighs around 19 lbs. Your size is Tiny.

Speed. Your base walking speed is 25 feet.

Darkvision. You can see in dim light up to 60 feet as if it were brightly lit. You can also see in darkness out to 60 feet, though everything appears as black and white.

Bite. As a bonus action, you can make a bite attack that deals 1d3 + Strength modifier piercing damage.

Reach. You cannot make attacks against adjacent squares and must occupy the space of a target you wish to attack in melee. You do not make attacks of opportunity.

Stealthy. You are proficient in Stealth and Sleight of Hand.

Languages. You can speak, read and write Common.

Burglarcats generally worship Discoff, the goddess of Trickery. Burglarcat clerics usually choose the domain of Luck, Trickery or Travel.

Burglarcat Footpad

Small humanoid (burglarcat), usually chaotic good

Armor Class 15 (leather)

Hit Points 17 (5d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	10 (+0)	12 (+1)	14 (+2)	14 (+3)

Saving Throws Dex +6

Skills Sleight of Hand +8, Stealth +8

Senses low-light vision, passive Perception 12

Languages Common

Challenge 2 (450 XP)

Prof +2

Evasion. When a burglarcat makes a Dexterity save that would result in half damage, it takes no damage instead.

Sneak Attack (1x/turn). A burglarcat deals an additional 10 (3d6) damage when adjacent to an ally or has advantage.

Actions

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

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60, one creature. *Hit* 4 (1d4+2) piercing damage and target must make DC 12 Constitution save or be rendered unconscious. The target makes a subsequent saving throw each round, ending the condition on a success.



Burglarcat Conniver

Small humanoid (burglarcat), usually chaotic good

Armor Class 15 (leather)

Hit Points 35 (10d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +6

Skills Performance +8, Persuasion +8, Sleight of Hand +8, Stealth +8

Senses low-light vision, passive Perception 12

Languages Common

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

Evasion. When a burglarcat makes a Dexterity save that would result in half damage, it takes no damage instead.

Sneak Attack (1x/turn). A burglarcat deals an additional 17 (5d6) damage when adjacent to an ally or has advantage.

Actions

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

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60, one creature. *Hit* 4 (1d4+2) piercing damage and target must make DC 13 Constitution save or be rendered unconscious. The target makes a subsequent saving throw each round, ending the condition on a success.

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

Cantrips (at will): *friends, mage hand, prestidigitation*

1st level (4 slots): *cure wounds, disguise self, heroism*

2nd level (3 slots): *invisibility, suggestion*

3rd level (2 slots): *bestow curse, hypnotic pattern*

Bonus Actions

Bardic Inspiration (Recharge 3+). A burglarcat can give an ally a 1d8 bonus to an ability check, attack roll or saving throw.

Burglarcat Princelet

Small humanoid (burglarcat), usually chaotic good

Armor Class 16 (studded leather)

Hit Points 35 (15d6)

Speed 25 ft.

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

Saving Throws Dex +6

Skills Deception +10, Insight +6, Performance +10, Persuasion +10, Sleight of Hand +10, Stealth +10

Senses low-light vision, passive Perception 12

Languages Common

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

Evasion. When a burglarcat makes a Dexterity save that would result in half damage, it takes no damage instead.

Sneak Attack (1x/turn). A burglarcat deals an additional 17 (5d6) damage when adjacent to an ally or has advantage.

Actions

Countercharm. *Range* 30 ft., all allies. The burglarcat and allies gain advantage on saving throws against being charmed or frightened.

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

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60, one creature. *Hit* 4 (1d4+2) piercing damage and target must make DC 14 Constitution save or be rendered unconscious. The target makes a subsequent saving throw each round, ending the condition on a success.

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

Cantrips (at will): *friends, mage hand, prestidigitation*

1st level (4 slots): *cure wounds, disguise self, heroism*

2nd level (3 slots): *invisibility, suggestion*

3rd level (3 slots): *bestow curse, hypnotic pattern*

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

5th level (2 slots): *dominate person, mislead*

Bonus Actions

Bardic Inspiration (Recharge 3+). A burglarcat can give an ally a 1d10 bonus to an ability check, attack roll or saving throw.

Cadriff

Cadriff

Medium humanoid (cadriff, feline), usually neutral good

Armor Class 13

Hit Points 9 (2d8)

Speed 30 ft., climb 30 ft.

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

Damage Resistances psychic

Senses low-light vision, passive Perception 11

Languages Cadriff, Common

Challenge ¼ (50 XP) **Prof** +2

Actions

Multiattack. The cadriff makes two claw attacks

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d3+3) damage.

Mind-Numbing Purr. *Range* 15 ft., *Wis* DC 11. On a failure, target is charmed for one minute. Requires concentration.

The cadriff (pron. kay-drif) appears as a sleek cross between a spider, a monkey and a great lion. They do not walk completely upright, instead moving along on a mass of furred spider legs. They can employ weapons, tools and armor, though they tend to be crude and made of bone or wood. They are the mortal enemies of su-monsters.

Cadriff speak their own language, which is made of hard-sounding syllables, growls and purrs. Those that dwell near civilized areas often learn common as well.

Combat

The cadriff is a fierce fighter when engaged, though they loathe to initiate combat. They prefer to drive off opponents with growls and threatening postures, only backing up their growls as necessary. Most are equipped with makeshift clubs or bone swords and are skilled with short bows or spears.

Cadriff Society

Cadriffs make their homes in enormous trees out of the reach of ground-based predators. These areas tend to be nest-like platforms built out of leaves, twigs and bound vines, protected from the elements by the canopy of the tree they fill. Cadriffs are intelligent enough that some tribes have managed to tame animals that they employ to help guard their homes or use for the animal's byproducts (such as milk) for food. Cadriffs are vegetarians and do not normally kill domesticated animals for food.

Cadriffs have a love of nature, but do not associate normally with such like-minded individuals. Cadriffs take active hands in planting trees, arranging scenic flowers and making the area of the jungles and thick forests they dwell



in extremely beautiful. The designs created by cadriffs tend to be simple, yet effective, and often feature repetitive motifs.

An unusual note should be made about cadriff nature. These creatures prefer to have very detailed and rigidly scheduled lives and are capable of performing the same action day after day without ever becoming bored or indifferent to the task. They are extremely hostile about being forced to adapt to their schedule and have little inquisitiveness, generally satisfied with the knowledge they have already acquired.

All cadriffs are monogamous, and marriages are arranged as soon as the young are born. Cadriffs reach adulthood at age 13 and will be bonded with their mate shortly afterwards. The bonding is for life, which is usually 65 years, and if one should die, the other tends to sink into deep depression, and suicide among such individuals is high. Those that do not commit suicide often adopt a Chaotic nature and are driven from their colony.

Cadriff on Amberos

Most cadriff clans can be found in the Wild Wastes of southwest Amberos, though there are small clans of Cadriff in the Lands of Sarve and scattered through the Kirranays. It is thought at least one clan also exists somewhere in the Evan Cordum, but the elves will not speak of it, for reasons unknown. Cadriff also seem to have taken to the islands off the east and west coast of Amberos, and on these islands have been found ruins suggesting they may have had an empire of some type in the distant past – during the Elvin Golden Age.

Cadriff Characters

Cadriff communities are tightly knit and wandering adventures coming from their ranks are rare indeed. Those who do leave their communities tend to be outcasts or loners. Cadriff normally worship ancestor spirits and the spirit of nature, though they may adopt worship of Belli after contact with human or other humanoid civilizations.

Cadriff have the following abilities.

Ability Score Increase. You increase your Wisdom by 1, your Dexterity by 3 and your Intelligence by 4.

Age. A cadriff reaches adulthood by age 13 and can live up to a century.

Size. A cadriff stands between 5' 6" and 6' 2" tall and weighs approximately 170 lbs. Your size is Medium.

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

Low-light Vision. You can see twice as far as a human in dim or twilight conditions. You cannot see in darkness.

Psychic Resistance. You gain damage resistance to Psychic damage.

Mind-numbing Purr. As an action, you can emit a soft purr that requires those in a 15 foot radius to make a Wisdom save DC 8 + your proficiency modifier + your Charisma modifier. On a failure, the target is charmed for up to one minute; this consumes your concentration. If the target is harmed or you lose concentration, the effect ends. You can use this ability once per long rest.

Languages. You can speak, read and write Common and Cadriff.

Cadriff Prowler

Medium humanoid (cadriff), usually neutral good

Armor Class 17 (studded leather)

Hit Points 22 (5d8 +5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	12 (+1)	14 (+2)	15 (+2)	8 (-1)

Skills Athletics +3, Perception +4, Survival +4

Damage Resistances psychic

Senses low-light vision, passive Perception 14

Languages Cadriff, Common

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

Slayer. If a cadriff hits an injured target, they take an additional 4 (1d8) damage.

Actions

Multiattack. The cadriff makes three short sword attacks or two shortbow attacks.

Short Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6+5) damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320, one creature, *Hit:* 8 (1d6+5) damage.

Mind-Numbing Purr. *Range* 15 ft., *Wis* DC 9. On a failure, target is charmed for one minute. Requires concentration.

Spellcasting. The cadriff is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save 12, +4 to hit with spell attacks). The cadriff has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike*, *jump*

2nd level (2 slots): *cordon of arrows*, *silence*

Cadriff Caretaker

Medium humanoid (cadriff), usually neutral good

Armor Class 17 (studded leather)

Hit Points 55 (10d8 +10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	12 (+1)	14 (+2)	17 (+3)	8 (-1)

Skills Athletics +3, Perception +5, Survival +5

Damage Resistances psychic

Senses low-light vision, passive Perception 15

Languages Cadriff, Common

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

Slayer. If a cadriff hits an injured target, they take an additional 4 (1d8) damage.

Actions

Multiattack. The cadriff makes three short sword attacks or two shortbow attacks.

Short Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6+5) damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320, one creature, *Hit:* 8 (1d6+5) damage.

Mind-Numbing Purr. *Range* 15 ft., *Wis* DC 9. On a failure, target is charmed for one minute. Requires concentration.

Spellcasting. The cadriff is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save 13, +5 to hit with spell attacks). The cadriff has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike, jump*

2nd level (3 slots): *cordon of arrows, silence*

3rd level (2 slots): *conjure barrage, nondetection*

Reactions

Defense. After being hit by an attack, the cadriff gains a +4 bonus to its AC until its next turn.

Cadriff Forester

Medium humanoid (cadriff), usually neutral good

Armor Class 17 (studded leather)

Hit Points 55 (15d8 +10)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	12 (+1)	14 (+2)	19 (+4)	8 (-1)

Skills Athletics +3, Perception +6, Survival +6

Damage Resistances psychic

Senses low-light vision, passive Perception 16

Languages Cadriff, Common

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

Slayer. If a cadriff hits an injured target, they take an additional 4 (1d8) damage.

Actions

Multiattack. The cadriff makes three short sword attacks or two shortbow attacks.

Short Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6+5) damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320, one creature, *Hit:* 8 (1d6+5) damage.

Mind-Numbing Purr. *Range* 15 ft., *Wis* DC 9. On a failure, target is charmed for one minute. Requires concentration.

Volley. *Ranged Weapon Attack:* +7 to hit, *All enemies within 10 of a area within 320 ft., Hit:* 8 (1d6+5) damage

Spellcasting. The cadriff is a 15th level spellcaster. Its spellcasting ability is Wisdom (spell save 14, +6 to hit with spell attacks). The cadriff has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike, jump*

2nd level (3 slots): *cordon of arrows, silence*

3rd level (3 slots): *conjure barrage, nondetection*

4th level (2 slots): *greater invisibility, polymorph*

Bonus Actions

Vanish. The cadriff can take the hide action.

Reactions

Defense. After being hit by an attack, the cadriff gains a +4 bonus to its AC until its next turn.

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

Chamber Pudding

Chamber Pudding

Huge ooze, unaligned

Armor Class 13

Hit Points 136 (16d12 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	15 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances bludgeoning and piercing from non-magical weapons

Damage Immunities slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind behind this radius), passive Perception 8

Languages —

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

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing

Disguised. When still, the pudding is undetectable from natural stonework.

Actions

Multiattack. A chamber pudding can create a pseudopod to attack each creature within 15 feet.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage and the chamber pudding grapples the target. Also, the target must make a DC 13 Constitution save. On a failure, the target is paralyzed. At the end of the target's subsequent turns, it can make another save to end the condition.

Engulf. If a grappled target fails an opposed Athletics (Strength) check, it is pulled into the chamber pudding's space and automatically takes 13 (2d8+4) bludgeoning damage each turn. Also, the target must make a DC 13 Constitution save. On a failure, the target is paralyzed. At the end of the target's subsequent turns, it can make another save to end the condition.

Reactions

Grab. When hit by a melee attack, the chamber pudding can grapple the attacker.

Chamber puddings are deadly creatures bred by wizards and other creatures to defend specific areas. Though mindless, they tend to remain in one area, devouring prey that wanders onto its surface.

Combat

Chamber puddings masquerade as the surface of a room, waiting for victims to enter their clutches. They then relax their granite-hard surfaces, hoping to entangle victims in their own mass then overwhelm and subsume them.

Chamber Pudding on Amberos

Bred by Roanoke Major, chamber puddings are a novelty among the nobles of Roanhawk (and some nobles of the Hawk Lands), who often employ the chamber pudding to guard their fortresses against intruders. Some wizards of the Ice Mages have a fondness for the creatures as well, and interest in their use has been sparked in the City of Sinka of the Silkna Kingdom. There are rumors that chamber puddings are used to protect the capital/castle of Vall Vega in the Kingdom of Vall Vega, but the government there is unwilling to confirm the reports.

Chita

Chita

Medium humanoid (chita, feline), usually lawful evil

Armor Class 13

Hit Points 9 (2d8)

Speed 40 ft., climb 30 ft.

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

Saving Throws Str +2, Dex +4

Skills Acrobatics +4, Athletics +2, Religion +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Chita sign language

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

Actions

Flurry of Blows (Recharge 5+). The chita makes three claw attacks. Cannot be combined with multiattack.

Multiattack. The chita makes two claw attacks.

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

The chita (pron. chi-taw) are a race of monastic warriors bred to fight and die for the glory of their race. They appear as humanoid beings covered in soft fur and having cat-like heads. Their colorations range across the bounds of different breeds of cats, from black as a panther, to a spotted leopard, to a striped tiger and even golden mane-bearing lions.

Combat

Chitas are ruthless in combat, seeking to kill all other humanoid beings that they feel to be inferior to their own breed. Chita are well-versed in unarmed combat and martial arts, using them to full advantage to keep opponents reeling. They often use height to their advantage, leaping down onto or away from opponents.

Chita Society

Chitas are born into monastic life and experience harsh discipline throughout their life. The chita follow a belief that one day they are destined to rule the world, and train relentlessly to be the very best to conquer any foe they meet.

The monastic leaders control every aspect of the chita's life. Females and males are kept in separate quarters, allowed only to mingle during the mating season. During mating cycles, members of the opposite sex are chosen by the heads of the monastery to mate, and only stay together long enough to ensure pregnancy in the female.

The appearance of the chita parents does not seem to influence the appearance of child – a panther-headed male may mate with a tiger-headed female and produce a leopard-headed child.

Females remain isolated through the 6-month gestation period (speeded up from the normal 10 months by the chita's exceptional monastic discipline), after which from 1 to 4 chita are born. When the child is born it is taken from the mother and raised by nursemaids and teachers. Only the children of the leaders are allowed to remain with their parents, though they endure years of grueling training to eventually replace their elders. Chitas are considered mature at the age of 15, at which time they take their place amongst the warrior adults.



Chita on Amberos

It is believed by many sages that the chita are actually an offshoot of the cadriff – some sort of splinter sect that may have evolved as an ancient cadriff empire crumbled. There are several large clans of chitas in the Tuan hills near Chiamung, and they often perform raids into the Brotherhood of Glory, the Principalities of Xatmas and Barbed March. Chita are virtually unknown elsewhere, unless they have formed a secret splinter clan far from their “homeland”.

Chita Characters

Normally, chitas are raised in monastic enclaves from birth, surrounded by their peers and indoctrinated in the race’s xenophobic martial culture. Chita monastic leaders are the most powerful monks in their clan, and chita clerics usually worship Titanicus. Chita priests usually choose the domains of Death, Strength, and War. There are very few chita wizards, and chita seem more inclined to produce sorcerers.

Chita gain the following special abilities.

Ability Score Increase. You increase your Strength and Wisdom by 1, and your Dexterity by 2.

Age. A chita is considered an adult at age 13, but doesn’t reach physical maturity until about 20. Chita can live for over a century, and many chita monk masters claim lifespans of several centuries.

Size. A chita stands between 5’ 9” and 6’ 4”, with an average weight around 175 lbs. Your size is Medium.

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

Darkvision. You can see in dim light as if it were fully lit. You can see in darkness up to 60 feet, but everything appears in black-and-white.

Claws. You can attack with each of your claws for 1d6 damage. These are considered Finesse and Monk weapons.

Natural Athlete. You gain proficiency in Athletics and Acrobatics skill.

Languages. You can speak, write and read Common. You can also use Chita sign language.



Chita Monk

Medium humanoid (chita), usually lawful evil

Armor Class 15

Hit Points 16 (3d8 + 3)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Str +2, Dex +4

Skills Acrobatics +5, Athletics +3, Religion +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Chita sign language

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

Actions

Flurry of Blows (Recharge 5+). The chita makes three claw attacks. Cannot be combined with multiattack.

Multiattack. The chita makes two claw attacks.

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

Reactions

Reversal (Recharge 5+). When hit by a melee attack, the chita reduces the damage it takes by 8 (1d10+3) amount and inflicts the same amount of slashing damage to the original attacker.

Chita Brother

Medium humanoid (chita), usually lawful evil

Armor Class 16

Hit Points 27 (5d8 + 5)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	13 (+1)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Str +4, Dex +7

Skills Acrobatics +7, Athletics +4, Religion +3

Senses low-light vision, passive Perception 12

Languages Common, Chita sign language

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

Stunning Strike (Recharge 4+). A target hit the first time in a round by a attack must make a Constitution DC 13 save. On a failure, it is stunned until the start of the Chita's next turn.

Actions

Flurry of Blows (Recharge 4+). The chita makes four claw attacks. Cannot be combined with multiattack.

Multiattack. The chita makes three claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage and the target must make a Dexterity DC 12 save or be knocked prone.

Reactions

Reversal (Recharge 5+). When hit by a melee attack, the chita reduces the damage it takes by 10 (1d10+5) amount and inflicts the same amount of slashing damage to the original attacker.

Chita Master

Medium humanoid (chita), usually lawful evil

Armor Class 18

Hit Points 55 (10d8 + 10)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Str +4, Dex +8

Skills Acrobatics +8, Athletics +4, Religion +3

Damage Immunities poison

Condition Immunities charmed, diseased, frightened, poisoned

Senses low-light vision, passive Perception 13

Languages Common, Chita sign language

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

Evasion. When a chita makes a Dexterity save against an attack that deals half damage on a successful save, it instead takes no damage.

Magic Strike. The chita's claw attacks are treated as magical.

Stunning Strike. A target hit the first time in a round by a attack must make a Constitution DC 14 save. On a failure, it is stunned until the start of the Chita's next turn.

Actions

Flurry of Blows. The chita makes four claw attacks. Cannot be combined with multiattack.

Multiattack. The chita makes three claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) slashing damage and the target must make a Dexterity DC 14 save or be knocked prone.

Reactions

Reversal (Recharge 4+). When hit by a melee attack, the chita reduces the damage it takes by 15 (1d10+10) amount and inflicts the same amount of slashing damage to the original attacker.

Chita Lord

Medium humanoid (chita), usually lawful evil

Armor Class 19

Hit Points 82 (15d8 + 15)

Speed 40 ft., climb 30 ft.

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

Saving Throws Str +5, Dex +9, Con +5, Int +4, Wis +8, Cha +4

Skills Acrobatics +9, Athletics +5, Religion +4

Damage Immunities poison

Condition Immunities charmed, diseased, frightened, poisoned

Senses low-light vision, passive Perception 13

Languages All, Chita sign language

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

Evasion. When a chita makes a Dexterity save against an attack that deals half damage on a successful save, it instead takes no damage.

Magic Strike. The chita's claw attacks are treated as magical.

Stunning Strike. A target hit the first time in a round by a attack must make a Constitution DC 16 save. On a failure, it is stunned until the start of the Chita's next turn.

Actions

Flurry of Blows. The chita makes four claw attacks. Cannot be combined with multiattack.

Multiattack. The chita makes three claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage and the target must make a Dexterity DC 15 save or be knocked prone.

Reactions

Reversal (Recharge 3+). When hit by a melee attack, the chita reduces the damage it takes by 20 (1d10+15) amount and inflicts the same amount of slashing damage to the original attacker.

Chita Master of the West Wind

Medium humanoid (chita), usually lawful evil

Armor Class 20

Hit Points 82 (18d8 + 18)

Speed 40 ft., climb 30 ft.

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

Saving Throws Str +4, Dex +8

Skills Acrobatics +10, Athletics +6, Religion +5

Damage Immunities poison

Condition Immunities charmed, diseased, frightened, poisoned

Senses low-light vision, passive Perception 13

Languages All, Chita sign language

Challenge 15 (13,000 XP) **Prof** +5

Evasion. When a chita makes a Dexterity save against an attack that deals half damage on a successful save, it instead takes no damage.

Magic Strike. The chita's claw attacks are treated as magical.

Stunning Strike. A target hit the first time in a round by a attack must make a Constitution DC 18 save. On a failure, it is stunned until the start of the Chita's next turn.

Actions

Flurry of Blows. The chita makes three claw attacks and a quivering palm attack. Cannot be combined with multiattack.

Multiattack. The chita makes two claw attacks and a quivering palm attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage and the target must make a Dexterity DC 15 save or be knocked prone.

Quivering Palm. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage and the target must make a DC 18 Constitution save. On a failure, the target is reduced to 0 hit points. On a success, the target takes 55 (10d10) necrotic damage.

Reactions

Reversal (Recharge 3+). When hit by a melee attack, the chita reduces the damage it takes by 23 (1d10+18) amount and inflicts the same amount of slashing damage to the original attacker.

Clops

Along with their kin, the Cyclops, the clopic creatures all share one usual trait – they are humanoids with a varying number of eyes. Usually at least one of their eyes provides them with magical powers, and they tend to be of enormous size and not-so-gentle disposition to the other mortal races.

Clops on Ambros

The clops were created as a servant race to the Titans, preceding the creation of the giants. They were given special assignments – the Cyclops worked in the forges of Hephaestus, the triclops were servants to the Olympian Ancient Ones and the megaclops were defenders of the secrets of Tsre Vestu. When their Titan masters were later scattered or imprisoned in Tartarus, the clopic races began to seek out their own ways in the world. Many still revere the titans who made them, though some have become embittered by their treatment in the world and have become killers and haters of all things godly.

Megaclops

Huge giant, usually chaotic good

Armor Class 15 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+5)	15 (+2)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

Saving Throws Con +7

Skills Perception +9

Condition Immunities charmed, blinded

Senses truesight 60 ft., passive Perception 19

Languages Common

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

All-around sight. The megaclops cannot be surprised and has advantage on vision-base Perception (Wis) skill checks.

Magic Resistant. A megaclops gains advantage on spell saves against spells.

Actions

Multiattack. The megaclops can make two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 10 (1d10 + 5) magic bludgeoning damage.

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

Cantrips (at will): *blade ward, minor illusion, true strike*
1st level (4 slots): *detect magic, disguise self, magic missile*
2nd level (3 slots): *blindness/deafness, blur, levitate*
3rd level (3 slots): *blink, dispel magic, hypnotic pattern*
4th level (3 slots): *confusion, dimension door, stoneskin*
5th level (2 slots): *creation, dominate person*
6th level (2 slots): *chain lightning, globe of invulnerability*
7th level (1 slots): *plane shift*
8th level (1 slot): *earthquake*

Bonus Actions

Magic Gaze. *Ranged Weapon Attack:* +8 to hit, range 30 ft., one target that can see the megaclops. *Hit:* 31 (9d6) force damage.

Reactions

Gaze Defense. When targeted by an attack or spell, the megaclops creates a shimmering protective field, granting it a +5 bonus to AC and saving throws against the attack. If the attack causes half damage on a successful save and the megaclops succeeds the saving throw, it takes no damage instead.



Megaclops appear as gigantic humanoids that wear minimal clothing so that their numerous eyes can be exposed. They are intelligent to the point of arrogance and believe nothing is beyond their ability to see or foresee.

Combat

Megaclops prefer to attempt to avoid confrontation and will often warn off attackers with a minor display of one its minor powers. However, if forced into combat, a megaclops will strike mercilessly with spell attacks. They will heed calls for mercy, but generally bind those they save from destruction as servants for no less than a year and a day.

Megaclops Society

Megaclops are normally lone wanderers who travel to seek out information. They have a fondness for obscure lore and bardic song, and sometimes have been known to become mentors for young sorcerers and bards of good alignment.

In rare instances, Megaclops have been known to band into a small three-member group known as a Watch. A Watch has a specific purpose for its creation – usually to defend a place or object of great import, or to counter some evil that has reared its head in the megaclop's domain.

Megaclops have been known to settle down in family enclaves that include many siblings and several generations of megaclops. The focus of such megaclops has often changed from the gathering of lore and ballads to the secret keeping of such knowledge. Intruders are rarely welcome into their abode.

Megaclops on Amōeros

Megaclops claim that they were the original defenders of Tsre Vestu before the rise of Amberos. There, they lived on tiny islands dotting the massive sea. After the rise of Amberos, their civilization was destroyed and they were forced into a nomadic existence, though they remained near Tsre Vestu. When Stormonu returned to Amberos, he “dismissed” them, and the megaclops have wandered the continent since then.

Triclops

Huge giant, usually chaotic evil

Armor Class 15 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	12 (+1)	10 (+0)	15 (+2)

Saving Throws Con +8

Skills Survival +4

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses truesight 60 ft., passive Perception 10

Languages Common

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

Antimagic Gaze. The triclops's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 30-foot cone. At the start of each of its turns, the triclops decides which way the cone faces and whether the cone is active. This cone does not affect the triclops *cursed gaze*.

Actions

Cursed Gaze (Half HP or less, 1/long rest). 30 ft. long, 30 ft. wide cone. Target must make a Wisdom DC 14 save. On a failure target suffers disadvantage to attacks, saves and skill check until they take a long rest.

Multiattack. The triclops makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Thrown Rock. *Ranged Weapon Attack:* +9 to hit, range 30/90 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Triclops are wicked, selfish giants that gain perverse pleasure in causing harm to others. They are fond of humanoid flesh, preferring the sweetness of elf flesh.

Combat

Triclops are aggressive and will often strike first and ask questions later. They enjoy inspiring terror and playing with their potential food, ending with squashing their prey under club or stone to "tenderize" it before eating.

Triclops are skillful at laying traps and ambushes and will often lure creatures into dead ends or deadfall traps.

Triclops Society

Triclops live in small communities, utilizing caves and other underground lairs as their homes. Their clans are matriarchal, though males typically outnumber females by four to one or more. Triclops communities normally take extreme pains to disguise the entrance to



their clan, and punish trespassers with horrific tortures and death. Some communities herd giant sheep or other magically enlarged herd animals. Communities sensitive to the threat of discovery rarely keep herd animals and forage, hunt or raid for food.

Triclops prize determination and a serious, almost bestial mindset, but these huge giants do take time to sing and tell jokes at special gatherings held once each full moon. These gatherings usually are attended by four to five communities and concentrate on trading goods, news and providing an outlet for the tribes to compete and generally enjoy themselves.

Triclops on Amberos

According to triclops legends, these creatures lived with their cyclopic brethren among the Greek gods. The triclops were charged with protecting the houses of the gods on Olympus, but when the Greek gods later learned that the Ambersian god Dhorian had sneaked past the lax guardians, the Olympians cast the triclops down to Amberos as punishment. Most triclops clans have moved outward from Tsre Vestu since their ousting, and most now dwell in the hilly and mountainous regions near Misake and the Principalities of Xatmas.

Cobra Dragon

Cobra Dragon

Huge beast (reptilian), unaligned

Armor Class 19 (natural armor)

Hit Points 168 (16d12 + 32)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	15 (+2)	5 (-3)	16 (+3)	5 (-3)

Saving Throws Dex +8

Skills Perception +7

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons; poison

Damage Immunities acid

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 12 (8,400 XP) **Prof** +4

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, plus the target must make a DC 14 Constitution, taking 11 (2d10) poison damage on a failure. On a hit, the target is also grappled.

Acid Breath (Recharge 5+). *40 ft. wide, 40 ft. long cone.* Target must make a Dexterity DC 14 save. On a failure, target takes 28 (8d6) acid damage, half as much on a success.

Bonus Actions

Constrict. A target the cobra dragon has grappled takes 12 (2d8 + 3) bludgeoning damage.

The cobra dragon, sometimes referred to as the sailing viper, is a actually a large reptilian creature capable of flight that is more related to snakes than dragons. It has a predatory temperament and has been known to attack creatures simply for being in its hunting grounds. It has a sharp eye and has an eye for the glinting baubles its victims may carry or display.

Combat

A cobra dragon usually glides or waits among the treetops, diving down to ensnare and constrict foes that wander underneath it.

When on the ground, a cobra dragon presages a physical attack by breathing its acid breath weapon.

Cobra dragons sometimes lurk above or within rivers or other bodies of water and will attack creatures while they attempt to cross. In such cases, a cobra dragon will usually drag such a victim and hold them underwater to drown them.

Cobra Dragons on Amberos

The exact origins of cobra dragons are unknown, but a frightening number of the beasts lair in Lost Vale and hunt the perimeter of the Boiling Sea. It is thought by many sages they may be products of the genesis pits since they are encountered nowhere else on Amberos, but this is, at best, speculation.



Corragon

The corragon (pron. kor-a-gon) is a unique draconic creature that appears to be a flying snake. While of average intelligence, it has a penchant for stirring up trouble and will go out of its ways to stalk, harass and prey on sentients it encounters.

Combat

A corragon prefers to stalk its prey, observing it from afar for sometimes days before striking. It attempts to create fear and dread in its targets, covertly using its magic to try and make targets lose their sanity and/or confidence. Once it is ready to strike, it rushes forward from hiding and enlarges itself to do battle.

Once it has finished with its primary prey, a corragon will use its deadly breath to deal with witnesses and purge the site of its attack.



Corragons on Amberos

Corragons are the spawn of Black Dragons, created after the First Dragon War by black dragon magic and meddling with the strange energies of the Twilight Forest. The black dragons sought to create a “warrior breed” by exposing unhatched snake eggs to the weird inter-dimensional magics of the Twilight Forest, and the resulting hatchlings became corragons – which immediately proved to be unreliable and unwilling servants.

Corragons mostly infest the border area around the Twilight Forest in Simera but have been seen as far south as the Wyvern Sea. Black dragons have no love for their former creations, and if they have no immediate use for them, will drive them off or destroy them.

Corragon

Small dragon, neutral evil

Armor Class 18 (natural)

Hit Points 104 (19d12 + 38)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	15 (+2)	10 (+0)	13 (+1)	18 (+4)

Saving Throws Dex +8

Skills Acrobatics +8, Perception +6, Stealth +8

Damage Resistances bludgeoning, piercing and slashing non-magical weapons, poison

Condition Immunities paralysis, poisoned, prone, sleep

Senses darkvision 60 ft., passive Perception 16

Languages Draconic, understands Common

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

Fast Healing. A corragon regains 5 temporary hit points each round unless it is reduced to 0 hit points.

Actions

Fire Breath (Recharge 6). 30 ft. wide, 90 ft. long cone. Targets must make Dexterity DC 15 save. On a failure, take 19d6 fire damage, half on a successful save.

Poisoned Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) magic piercing damage, plus 2d6 poison damage and target is grappled. Target must make a Constitution DC 14 save or be paralyzed for 1 minute.

Constrict (Huge size only, bonus action). Grappled target makes opposed Strength check. On a failure, it takes 2d10+3 magic bludgeoning damage.

Poison Bolt. *Ranged Spell Attack:* +9 to hit, range 90 ft., one target. *Hit:* 13 (2d12) poison damage.

Spellcasting. The creature is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *mage hand, message, true strike*

1st level (4 slots): *charm person, fog cloud, shield*

2nd level (3 slots): *blindness/deafness, detect thoughts, web*

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

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

Bonus Actions

Size Change (1x/long rest). The corragon can grow to huge size. It gains 20 temporary hit points, increases its reach to 10 ft., and deals an extra 4 (1d8) piercing damage on its bite attack when it does so. When it loses the temporary hit points it returns to its original size this ability ends.

Creepwood

Creepwood

Large plant, unaligned

Armor Class 10

Hit Points 35 (6d10)

Speed 5 ft., burrow 15 ft.

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

Damage Resistances fire

Damage Immunities bludgeoning, psychic

Condition Immunities charmed, prone

Senses blindsense 60 ft. (blind beyond this range), passive Perception 7

Languages —

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

Concealed Underbrush. When still, a creepwood is indistinguishable from surrounding underbrush.

Actions

Multiattack. The creepwood makes six slam attacks.

Melee Attack. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, plus (2) 1d4 necrotic damage and the target is grappled.

Constrict (*Bonus action*). A grappled target must make an opposed Strength check. On a failure, takes 1d6+3 bludgeoning damage.

Consume. A target that has been constricted is pinned and takes 5 (1d10) necrotic damage.

A creepwood is a hunting plant that consumes the flesh of victims to fuel its metabolism. The creepwood looks exactly like a tangle of tree roots or vines, sometimes with a few leaves visible. However, the majority of the plant dwells under the surface and can only move about by uprooting itself.

Comḃac

Creepwoods lie in wait until other creatures come within its reach. It often hides itself in a sheltered crevice or near a body of water where it is more likely to find food. The creepwood is carefully to bury the bones of its victim to avoid giving away its true nature but will strike at just about any living creature in range, though it seems to prefer unarmored targets. The creepwood will attempt to strike as many targets as possible, though it will generally attempt to feed off one target at time



Creepwood on Ἀμόκερος

Creepwood infests the Living Forest of the Kingdom of Vall Vega, but it is not the only place the deadly weed can be found. Sarve also transplanted the deadly plant to his homeland, intending it to be a protective barrier against outsiders. The plant can also be found in the Golens, and it has been sighted in points east of these vast swampy areas.

Crocdad

Crocdad

Huge beast (reptilian), unaligned

Armor Class 15 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	6 (-2)

Saving Throws Con +5

Skills Perception +4, Stealth +3

Senses low-light 60 ft., passive Perception 12

Languages Common

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

Churn Water. Water that is 2 inches deep or deeper within 15 feet is treated as difficult terrain.

Hold Breath. The crocdad can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the crocdad can't bite another target.

Hypnotic Gaze. Range 30 ft., one target who can see the crocdad. Target must make a Wisdom DC 13 save. On a failure, target is paralyzed for 1 minute or until a subsequent successful save is made. Target may attempt another save at the end of each of its turns.

Crocdads are thought to be epic specimens of crocodiles, the result of a creature blessed with divine energy after an exceptionally long life of a hundred years or more. Crocdads are much more mobile than their smaller crocodile cousins, and can easily hunt down and slay human prey, which they delight to eat of, even more than animal flesh.

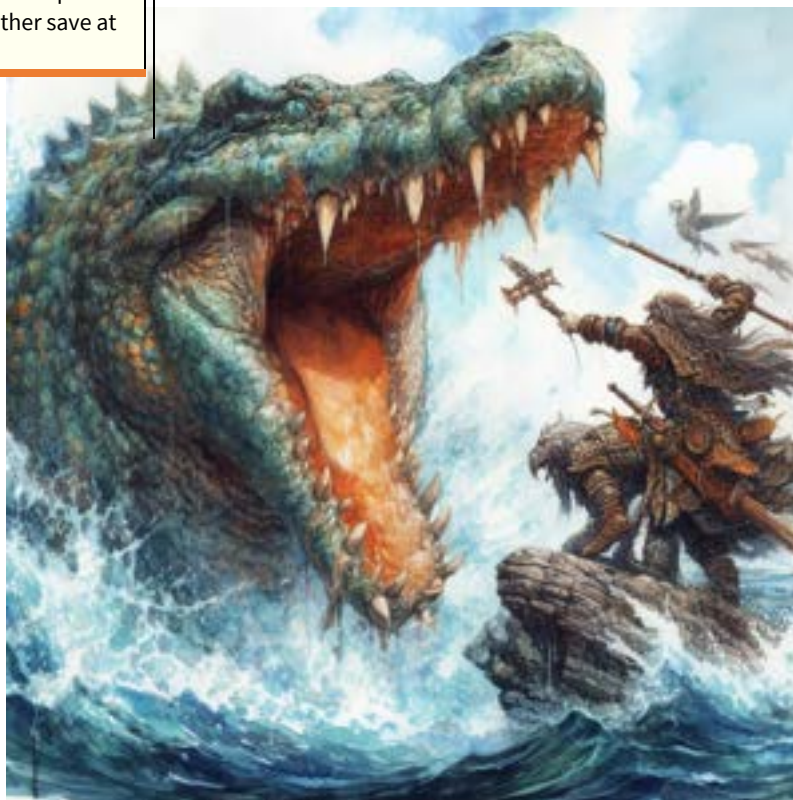
Crocdads are capable of speech, often in rather raspy common. Though intelligent, they are extremely difficult to trust, and will even turn on other normal crocodiles and devour or slay them when hungry.

Combat

Crocdads never cease to hunger. Though they are carnivorous, they have at times proven themselves capable of eating a wide variety of foods - trees, dirt and even refuse, if so inclined. They prefer to lie silently in wait for victims, covering themselves with leaves and dirt or masquerading as dead logs in the water. A crocdad will strike with its bite at anything in reach, crushing boats and sinking its contents and devouring anything it can get its maw around.

Crocdads on Ambers

Most crocdads can be found in the vast swamp of the Golens and the Lands of Sarve. Unusually ill-tempered specimens have been encountered in Vactorstein, and an unusual albino version has been chronicled in the fjords of the Jsarath region.



Death Beater

Death Beater

Tiny undead (incorporeal), neutral

Armor Class 12

Hit Points 18 (5d8)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	10 (+0)	5 (-3)	6 (-2)	4 (-3)

Saving Throws Wis +0

Damage Immunities bludgeoning, piercing or slashing damage from non-magical weapons, cold, necrotic, poison

Condition Immunities poisoned, prone

Senses darkvision 60 ft., passive Perception 8

Languages Common

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

Corrupted Touch. If a death beater passes through a creature or is touched, the target must make a Constitution DC 12 save or suffer one level of exhaustion. A target cannot be affected more than once per round by the same death beater with this ability.

Medium Form. For the intent of ability and effects, a death beater is treated as medium size.

Incorporeal. A death beater can pass through solid objects or creatures unhindered. If it ends its turn in a solid object, it takes (5) 1d10 force damage.

Silver Strike. A death beater's weapons are treated as silver weapons.

Actions

Multiattack. A death beater makes two Warhammer attacks.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) bludgeoning damage.

A death beater is the angry remnant of a miner – usually one forced into such labor - that lost its life in a cave-in or similar accident while working. It haunts the area where it lost its life, seeking to continue its endless work shift.

Combat

The death beater normally does not engage in combat unless disturbed. The creature simply works the area it did in life, or moves mindlessly along a circuitous route, rapping its hammers against the walls as it moves down empty corridors. Anyone who gets in its way takes a chance of being struck with one of the two massive hammers that it wields. Death beaters normally will not chase opponents or double-back to strike a foe again unless it is part of their never-ending travel circuit.



Demon, Infernix

An infernix (pron. in-fern-icks) was at one time a powerful demon in the abyss that was punished by having its soul ripped into pieces by a more powerful demon lord. The rending leaves behind a horde of lesser slaves willing to fight and die at the whim of other powerful demons or demon lords.

As part of their curse, Infernix can only reintegrate as each shard body is destroyed. However, while they start

off as feeble beings, as the weaker bodies of the infernix are destroyed, the survivors become much more powerful.

Infernixes can be encountered in packs of up to fifteen members. Individual infernixes that are members of a single pack instinctively work together and will not willingly move more than one mile apart from the remainder of the pack.

As members of the pack are destroyed, the remainder grow stronger, as indicated on the table below.

# of Infernix slain	Str Mod	Cha Mod	AC Mod	Attack Mod	Hit Point Mod	Ability
1	+1	+1	+0	+0	+5	
2	+1	+2	+0	+0	+10	
3	+2	+3	+0	+0	+15	Replace (Green Infernix)
4	+2	+4	+1	+1	+20	Flight 40 feet
5	+3	+5	+1	+1	+25	Replace (Black Infernix)
6	+3	+6	+1	+1	+30	Damage resistance
7	+4	+7	+1	+1	+35	Large Size
8	+4	+8	+2	+2	+40	
9	+5	+9	+2	+2	+45	Spells
10	+5	+10	+2	+2	+50	
11	+6	+11	+2	+2	+55	Replace (Silver Infernix)
12	+6	+12	+3	+3	+60	Regeneration 5
13	+7	+13	+3	+3	+65	
14	+7	+14	+3	+3	+70	Weapon of Fire

Str/Chr/AC Mod: The infernix gains the listed bonus to the specified ability. This is not cumulative, but the total bonus gained.

Attack Mod: This bonus is added to any melee weapon or ranged weapon attacks the infernix makes. This is not cumulative, but the total bonus gained.

Flight (Ex): A pair of bat-like wings springs from the Infernix's back, granting it the ability to fly at a rate of 40 feet.

Damage resistance: The Infernix gains damage resistance to bludgeoning, piercing, and slashing non-magical weapons.

Large Size: The Infernix increases to large size and deals an extra 1d4 damage with its attacks.

Spells: One of the surviving infernix gains the ability to use spells as if it were a sorcerer of a level equal to the number of slain infernix (thus starting off as a 9th level Sorcerer; use the silver infernix's spell list as a base). The DC for its spell abilities is Charisma-based.

If the spellcasting infernix is slain, the ability randomly transfers to one of the surviving infernixes, with priority to any silver infernixes.

Regeneration: The Infernix can regenerate several hit points per round as indicated except from radiant attacks. The Infernix can reattach severed limbs by holding them to the stump for 1 minute.

Replace: One of the surviving, least damaged infernixes can be replaced with the infernix referenced in parentheses if it is from the same pack. Apply any damage the original infernix suffered to its replacement.

Weapon of Fire: As a bonus action, the Infernix can create in its hand a longsword made of fire. The longsword deals 4d6 + Strength modifier fire damage. The Infernix cannot be disarmed of the weapon, and it lasts until the infernix dismisses it.

Infernix on Amöeros

Infernix are the creation of Ziga, who after her escape into the Abyss, used her magical might to rip apart those demons that refused to bow to her rule.

Ziga allows wizards and sorcerers to summon these creatures to act as scouts, warriors, and hunters. Those sent back to the abyss by their destruction on the prime plane are once again ripped apart into infernix shards so they cannot threaten Ziga with their return.

Author's Note – The Infernix Pack: If you're planning to run characters against a full pack of Infernix (15 infernix), we *strongly* advise you to figure out the stat blocks for the Infernix at each advancement point before you play so you'll have them ahead of time.

Common Infernix

Counts as 1 infernix

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+1)	9 (-1)	8 (-1)	7 (-2)

Saving Throws Athletics +3

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

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal

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

Death Coup. When the infernix dies, its pack members becomes stronger. Consult the chart in the initial entry for changes to its stats.

Rage. An infernix that does not have maximum hit points gains advantage on attack rolls, but attackers gain advantage on attack rolls against it.

Actions

Multiattack. An infernix makes two attacks; one claw attack and a bite.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4 + 1) slashing damage.

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

Roar (Recharge 5+). 30 ft. radius. All targets in range must make a Wisdom DC 8 save. On a failure, the target is frightened. The save is Charisma-based.

The common white is warrior fodder for the lower planes. They are common enough that they are used as a commodity to sometimes pay tributes or used for suicidal wave attacks. However, as each fragment dies, the shattered soul reforms, strengthening the fragments until the original demon is reformed in a single, powerful entity.

As a precaution to prevent the latter from occurring, most infernal masters place enchantments or other wards upon the pack or splitting the members of the pack into war zones far enough apart to prevent it from reforming into anything more powerful than a black infernix. Thus, most infernix packs will not contain more than five members from the same pack, though the horde may number members into the hundreds.

Combat

Infernix are machines of destruction, rushing to engage an enemy and fighting without fear of death. As individuals die, the others swell with the power of the absorbed soul, making the infernix even more vicious and cruel. Infernix tend to favor pursuing and killing foes that kill its lesser incarnations, becoming

stronger and more able to retaliate against a foe as more of its host shells are slain.



Black Infernix

Counts as 5 infernix

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	13 (+1)	8 (-1)	11 (+0)

Skills Deception +2, Perception +1, Persuasion +2

Damage Resistances acid & bludgeoning, piercing and slashing from non-magical weapons that are not cold iron

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common

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

Death Coup. When the infernix dies, its pack members become stronger. Consult the chart in the initial entry for changes to its stats.

Rage. An infernix that does not have maximum hit points gains advantage on attack rolls.

Actions

Multiattack. A black infernix makes two attacks; one claw attack and a bite.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (3d4 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature, *Hit:* 4 (1d6 + 2) piercing damage, plus 7 (2d6) necrotic damage.

Dread Gaze (Recharge 4+). 30 ft. range. One target that can see black infernix must make a DC 13 Wisdom save. On a failure, target takes 21 (6d6) necrotic damage, half on a successful save.

Roar (Recharge 5+). 30 ft. radius. All targets in range must make a Wisdom DC 10 save. On a failure, the target is frightened. The save is Charisma-based.



A black infernix is one of the four known mutations of the infernix “breed”. Infused with some of the darkest desires of the former demon lord, it retains intelligence and more of the original’s dread powers than a common infernix.

Combat

Black infernixes prowl and ambush opponents, using their dire gaze to weaken foes, and directing any lesser infernixes as expendable pawns to ensure its own success.

Green Infernix

Counts as 3 infernix

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 29 (5d8 + 5)

Speed 30 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	13 (+1)	8 (-1)	9 (-1)

Skills Deception +1, Perception +1

Damage Resistances acid & bludgeoning, piercing and slashing from non-magical or non-cold iron weapons

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common

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

Death Coup. When the infernix dies, its pack members become stronger. Consult the chart in the initial entry for changes to its stats.

Rage. An infernix that does not have maximum hit points gains advantage on attack rolls, but attackers gain advantage on attack rolls against it.

Actions

Multiattack. A black infernix makes two attacks; one with its claws and one with a bite.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (3d4 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature, *Hit:* 4 (1d6 + 3) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, it takes 4 (1d8) poison damage.

Poison Breath (*Recharge 5+*). 30 ft. long, 30 ft. wide cone. Target must make a DC 13 Constitution save. On a failure, target takes 10 (3d6) poison damage, half as much on a successful save.

Roar (*Recharge 5+*). 30 ft. radius. All targets in range must make a Wisdom DC 9 save. On a failure, the target is frightened. The save is Charisma-based.

A green infernix is one of the four known mutations of the infernix “breed”. They are envious creatures, seeking glory in causing destruction and pain wherever they go.

Combat

Green infernixes will attempt to find the strongest foe in combat, often hanging back a round or two to gauge an enemy before attacking. When it does engage, it generally attempts to breath on the foe to weaken them, before launching into melee. Once engaged, a green infernix will only stop fighting once it or its opponent is dead.



Red Infernix

Counts as 7 infernix

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 30 ft.

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

Skills Deception +5, Perception +3, Persuasion +5

Damage Immunity acid & bludgeoning, piercing and slashing from non-magical weapons that aren't cold iron; fire

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common

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

Death Coup. When the infernix dies, its pack members becomes stronger. Consult the chart in the initial entry for changes to its stats.

Fire Aura. Creatures within 5 feet of a red infernix must make a Constitution DC 14 save. On a failure, they take 1d8 fire damage.

Rage. An infernix that does not have maximum hit points gains advantage on attack rolls.

Actions

Multiattack. A red infernix makes two attacks; one claw attack and a bite.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature, *Hit:* 4 (1d6 + 2) piercing damage, plus 7 (2d6) fire damage.

Fire Breath (Recharge 5+). 60 ft. long by 30 ft. wide cone. Target must make a DC 13 Dexterity save. On a failure, target takes 28 (8d6) fire damage, half on a successful save.

Roar (Recharge 5+). 30 ft. radius. All targets in range must make a Wisdom DC 13 save. On a failure, the target is frightened. The save is Charisma-based.



A red infernix is one of the four known mutations of the infernix “breed”. Passionate and boiling with anger, they seek to decimate foes from a distance, often being sure to include lesser infernix in the destruction to increase their own power.

Combat

Red infernix enjoy rushing into combat, especially against opponents who openly use fire attacks. They attack opponents madly, clawing, biting, and breathing on foes until driven off or they slay their foe.

Silver Infernix

Counts as 10 infernix
Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

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

Skills Deception +7, Perception +4, Persuasion +7

Damage Immunity acid & bludgeoning, piercing and slashing from non-magical or non-cold iron weapons, fire, lightning

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common

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

Death Coup. When the infernix dies, its pack members becomes stronger. Consult the chart in the initial entry for changes to its stats.

Fire Aura. Creatures that start their turn or move within 5 feet of a silver infernix must make a Constitution DC 14 save. On a failure, they take 7 (2d6) fire damage.

Invisible. A silver infernix cannot be detected by sight.

Magic Resistance. A silver infernix gains advantage on saving throws against spells.

Rage. An infernix that does not have maximum hit points gains advantage on attack rolls.

Actions

Multiattack. A silver infernix makes two claw attacks and a bite.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature, *Hit:* 4 (1d6 + 3) piercing damage, plus 7 (2d6) fire damage.

Fire Breath (Recharge 5+). 60 ft. long by 30 ft. wide cone. Target must make a DC 14 Dexterity save. On a failure, target takes 35 (10d6) fire damage, half on a successful save.

Roar (Recharge 5+). 30 ft. radius. All targets in range must make a Wisdom DC 15 save. On a failure, the target is frightened. The save is Charisma-based.

Spellcasting. The creature is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, shocking grasp*

1st level (4 slots): *color spray, shield, silent image*

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

3rd level (3 slots): *gaseous form, haste, slow*

4th level (3 slots): *phantasmal killer, wall of fire*

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

The silver infernix is the rarest and most feared of the various infernix “mutations”. Invisible to normal sight, to those capable of gaining a glimpse of a silver infernix they appear to be made of tarnished silver. They have great abilities above and beyond those of normal infernixes.

A silver infernix counts as 10 common/white infernixes for increasing stats of the survivors.

Combat

Silver infernix strike swiftly and with great vengeance, destroying anything and everything in their wake. It is not unknown for them to kill the few white infernixes surrounding them for to increase their own power.

Encountering a fully “assembled” infernix lord is an exceedingly rare occurrence; only one or two are thought to exist at all, and they are very secretive of their existence. Infernix lords shun lesser infernix, but avoid killing them when possible, to avoid reintegrating potential rivals.





Bestiary Malfeas



Combat

Infernix lords are terrifying, effective and ruthless, seeking to leave witness to their foul existence. They revel in destruction, preferring hand-to-hand combat when given

the chance. However, they are quick to quit combat that is not going their way, fearing to be sundered into many parts in the Abyss if slain in combat.



Infernix Lord

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 150 (20d10 + 40)

Speed 30 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	21 (+5)	10 (+0)	21 (+5)

Skills Deception +11, Perception +6, Persuasion +11

Damage Immunity acid & bludgeoning, piercing and slashing from non-magical weapons that aren't cold iron; fire, lightning

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common

Challenge 18 (20,000 XP) **Prof** +6

Fire Aura. Creatures within 10 feet of an infernix lord must make a DC 16 Constitution save. On a failure, they take 7 (2d6) fire damage.

Magic Resistance. An infernix lord gains advantage on saving throws against spells.

Regeneration. An infernix lord regenerates 10 hit points per round from non-radiant damage.

Actions

Multiattack. An infernix lord makes five attacks; four flaming sword attacks and a bite.

Flaming Sword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 18 (4d6 + 4) fire damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature, *Hit:* 7 (1d6 + 4) piercing damage, plus 7 (2d6) fire damage.

Fire Breath (Recharge 5+). 60 ft. long by 30 ft. wide cone. Target must make a Dexterity DC 14 save. On a failure, target takes 52 (15d6) fire damage, half on a successful save.

Roar (Recharge 5+). 30 ft. radius. All targets in range must make a DC 18 Wisdom save. On a failure, the target is frightened. The save is Charisma-based.

Spellcasting. The creature is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, shocking grasp*

1st level (4 slots): *color spray, shield, silent image*

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

3rd level (3 slots): *gaseous form, haste, slow*

4th level (3 slots): *phantasmal killer, wall of fire*

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

6th level (1 slot): *chain lightning, globe of invulnerability*

7th level (1 slot): *fire storm, teleport*

8th level (1 slot): *power word stun*



Demon

Creatures of the Abyss, demons are evil spirits who thrive on destruction, corruption, and the fulfillment of their own petty desires. Most demons are self-aggrandizing, and rarely look beyond their own selfish needs and desires. Surprisingly, many demons interact with the mortal realm, often seeking to increase their own power base or to cause as much mayhem and destruction as they can garner.

Demons on Amöeros

Due to magics put in place long ago, demons are unable to visit the mortal realm of their own accord. They must be drawn to the mortal plane by a being native to that plane. Once on the mortal plane, they are only curbed by the ability of their summoner to contain them.

Ziga, the queen of corruption, has made her home among the demons of the Abyss. However, the presence of demons even predates Ziga's presence and there are indications that the original demons of the Abyss have been present since the time of the Ancient Ones. Though the demons of the Abyss are not all under her control, she rules a large court of the evil spirits, who have been bound to her by pacts of great and terrible power. Ziga constantly tempts mortals to evil to draw them directly to the Abyss to fashion demons from the unfortunate mortal's soul.

Despite Ziga's vast resources and minions, there are still several demon lords – many who predate her appearance in the Abyss – who plot and plan against the queen of corruption.

Leppon Demon

Large fiend (demon), chaotic evil

Armor Class 18 (natural + shield)

Hit Points 119 (14d10 + 42)

Speed 50 ft., climb 40 ft.

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

Skills Acrobatics +8, Athletics +9

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons, cold, lightning

Damage Immunities acid, fire, poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

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

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

Regeneration. A leppon regains 5 hit points at the start of each turn unless it has taken radiant damage.

Actions

Multiattack. A leppon makes three unholy longsword attacks.

Pounce. If a leppon moves 20 feet, it may also attack with its bite and sting.

Unholy Longsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 4) slashing damage, plus 7 (2d6) necrotic damage to creatures of good alignment.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage, plus 5 (2d4) poison damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature, *Hit:* 8 (1d8+4) piercing damage, plus 9 (2d8) poison damage. Target must make Constitution DC 14 save. On failure, target is poisoned.

Short bow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, plus 5 (2d4) poison damage.

Actions

Haste (Recharge 5+). The leppon doubles the number of unholy longsword attacks it makes for the round.

Leppons (pron. ley-pawn) are used as both warriors and royal guard among several layers of the abyss. Though they tend to have a mercenary outlook, they are unusually loyal and only abandon their charge when their master has been defeated.



Combat

Leppons revel at the chance to wade into combat. Unlike many other demons, they are quite capable of fighting in organized groups and employing large-scale battlefield tactics with relative ease. At the same time, though, they enjoy competing for individual glory and showing their superior martial prowess over their peers. When fighting individually, they rely on their speed and ability to land a terrifying number of blows in a short span of time.

Leppons on Amberos

Leppons are not usually encountered on Amberos proper, though they can be summoned from the abyss. Ziga does not normally employ leppons in her forces, and many of them still roam the abyss with no legion to the Queen of Corruption.

PaugGuard Demon

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	9 (-1)	12 (+1)	7 (-2)

Saving Throws Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing and slashing non-magical weapons, cold, fire

Damage Immunities lightning, poison

Condition Immunities charmed, poisoned

Senses truesight 90 ft., passive Perception 15

Languages Abyssal

Challenge 12 (8,400 XP) **Prof** +4

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

Regeneration. The paugguard regenerates 10 hit points a round, except from radiant damage.

Actions

Multiattack. The paugguard makes three vicious halberd attacks.

Vicious Halberd. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 13 (2d8 + 4) magical slashing damage, plus 7 (2d6) damage.

Short bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (2d6) magic piercing damage, plus 7 (2d6) necrotic damage.

Paugguards (pron. pawg-gards) are very simple-minded guardian demons and delight in their jobs of patrolling and guarding. Unfortunately, while they can see through nearly any disguise, they can be tricked fairly easily, and do not work well as team members when facing an organized opposing force.

Combat

Paugguards usually fight by attempting to strike opponents with their *Vicious Halberds*, only using their short bows against opponents who refuse to come within reach of their melee weapons.

Paugguards are rather unimaginative in combat and will usually wade into melee concentrating on a single opponent before moving on to the next. They are tenacious, however, and will often continue fighting even when overmatched by an opponent or run down fleeing foes.

Paugguards who are in the employ of other creatures are often outfitted with armor by their master to signify their allegiance – a chain shirt and tabard or engraved breastplate being the most common type of armor employed.

Paugguards on Amberos

Unlike the mercenary Leppons, Ziga employs droves of paugguards throughout her realm in the abyss. Paugguards are formed directly from dretch in Ziga's realms, and it seems that she is the only being capable of creating or properly controlling them. Ziga rarely allows mortals to summon Paugguards out of her realm, and has been known to send erinyes to punish the offender and retrieve the paugguard.



Desert Mold

Desert Mold

Large Plant (fungus), unaligned

Armor Class 5

Hit Points 38 (7d10)

Speed 30 ft.

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

Saving Throws Con +2

Damage Resistances piercing

Damage Vulnerabilities fire

Damage Immunities bludgeoning, poison

Condition Immunities charmed, paralysis, poisoned, prone

Senses lifesense 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 2 (450 XP)

Prof +2

Anesthetic Touch. A desert mold does not awaken sleeping or otherwise unconscious targets with its attacks.

Grow. At the start of its turn, the desert mold converts 1 temporary hit point into 1 foot of diameter growth and heals 1 hit point of damage. If it does not heal, its maximum hit points increases by 1 instead.

Actions

Multiattack. The desert mold makes one slam or dehydrate attack per five foot area it occupies (initially 4 attacks).

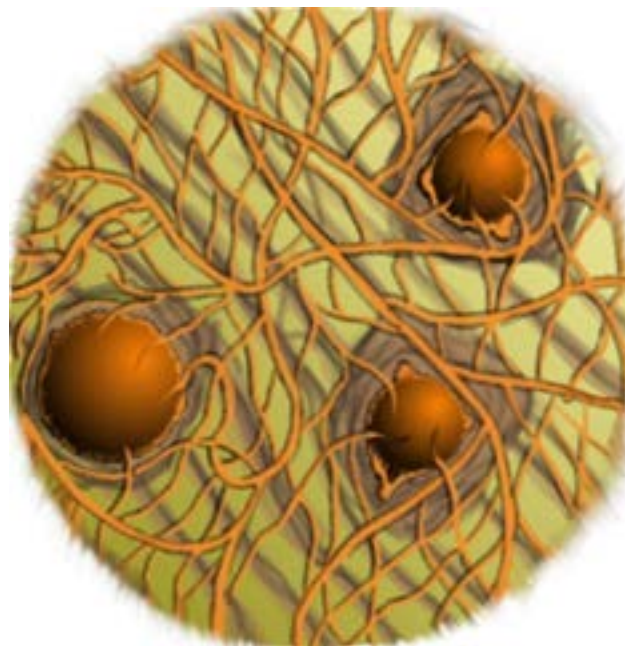
Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target is grappled.

Dehydrate. A grappled target takes 4 (1d8) necrotic damage and its maximum hit points is reduced by the same amount. The desert mold gains the same amount of temporary hit points.

Reactions

Exploding Spore balls. When hit by a slashing, piercing or fire attack, all targets within 5 feet must make a DC 13 Dexterity save. On a failure, the target takes 9 (2d8) poison damage.

Desert mold is a fungus-like growth encountered in hot climates with little or no ground cover. Most of the fungus grows into soft, sandy ground a few inches below the ground. At night, rhizome growths quickly emerge seeking out sources of water. If it locates a source, it attempts to drain it dry, and stores the water in large sporeballs that erupt in contact with the sun or heat, spreading spores to other areas. Because of its reaction to heat and light, desert mold is only active during periods of relative darkness.



Combat

When encountered, desert mold is usually hiding under the sand, concealing its tendrils and spore balls from the sun. Once desert mold detects water, and conditions permit easy access to the water (sleeping prey, nighttime conditions, etc.), the desert mold rises/grows out of the sand and acts.

Desert mold attacks by quickly growing in the direction of the water source. It can grow at a rate of one foot per round towards a target up to fifteen feet away.

Desert Mold on Amöeros

Desert mold is a blight sometimes found in the lands of Llannhanex, and in some of the more remote regions of Liannhanex. There are accounts of desert mold from Randu, but they seem to be transplants from the Llannhanex strain.

Devilbloom

Devilbloom

Large plant (devil), lawful evil

Armor Class 10

Hit Points 114 (12d10 + 48)

Speed 5 ft.

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

Saving Throws Con +7

Skills Arcana +6, Nature +6, Sense Motive +4, Persuasion +7

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons

Damage Immunities cold, fire, lightning

Condition Immunities restrained, prone

Senses tremorsense 30 ft., darkvision 60 ft., passive Perception 11

Languages Abyssal, Celestial, Common and Infernal

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

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

Soul Fruit. A soul fruit reproduces the effects of a potion, poison or *magic jar* (using the original soul) as the devilbloom chooses. The soul fruit must be consumed as a bonus action to benefit from the soul fruit. At any given time, a devilbloom has 1d4+1 soul fruit.

Actions

Multiattack. A devilbloom makes three vine slams.

Vine slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 4) bludgeoning damage, plus the target is grappled. The target must also make a Constitution DC 15 save. On a failure takes 9 (2d8) poison damage and is paralyzed. The target may repeat the saving throw each turn to end the paralysis.

Soul Strip. A grappled target must make a Constitution DC 15 save. On a failure, it takes 42 (12d6) necrotic damage, half on a successful save. A target reduced to 0 hit points is slain and the devilbloom creates a soul fruit.

Devilblooms are unusual plants raised in infernal realms for two purposes - to torture and imprison creatures. While Devilblooms are only capable of awfully slow movement, their tendrils have long reach, and they have enormous strength to catch and hold prey.

Devils who utilize devilblooms often collect and display the fruit from a devilbloom, as it never rots even when picked.

Devilbloom fruit made from a celestial's soul sells for quite a bit of money in the realm of Hell, and fruit made from demons are often juiced and discarded or fed to sickly infernal animals.

Some archfiends even turn those devils that disappoint them into devilbloom fruit – either keeping the fruit for eternal display or feeding it to servants or fiendish pets as a proof of loyalty.

Sometimes, devils “gift” the fruit to unknowing mortals they despise, hoping they will be foolish enough to consume the fruit and give the devil a more willing minion.



Combat

Devilblooms usually have their prey brought to them to be worked on, but sometimes they find they must deal with creatures that come upon them.

Devilblooms strike by lashing out with their long, blade-leaf covered tendrils and attempt to entangle and pin foes. Once pinned, the devilbloom will either torture the victim (if prey was brought to it by devils) or attempt to strip the soul out of the pinned victim. Once the victim's soul has been stripped, the devilbloom “consumes” it, imprisoning the soul in a ripening fruit on its body. The devilbloom then casts aside any remaining body, using the carcass for fertilizer.

Devilhand

Devilhand

Medium fiend, usually neutral evil

Armor Class 18 (natural armor)

Hit Points 47 (5d8 + 25)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	21 (+5)	21 (+5)	21 (+5)	21 (+5)	21 (+5)

Saving Throws Con +8, Dex +8, Wis +8

Skills Armorer Tools, Blacksmith Tools, Stealth +8

Damage Resistances acid, fire, lightning

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Dwarven, Infernal

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

Magic Strike. A devilhand's attacks are treated as magic for the purposes of overcoming damage resistances.

Power Attack. A devilhand may take a -3 penalty to hit to increase the damage it deals on a hit by 6.

Actions

Multiattack. The devilhand makes 5 longsword attacks. It may replace one longsword attack with a stunning fist attack.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage.

Stunning Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 10 (1d10+5) bludgeoning damage, plus the target must make a Constitution DC 16 save. On a failure, the target is paralyzed until the start of the devilhand's next turn.

Devilhand are a bizarre race of mercenary fiendish beings. They walk in a snail-like fashion, sliding along the wrist stump quickly and quietly.

A rare few devilhands (termed invert) have their face on the back of the hand and walk by using their forefinger and middle finger to walk on, often while still carrying items in their other fingers. Oddly enough, a invert's face is orientated so it is right-side up when standing on its fingers, and thus is considered upside-down when standing on its wrist stump. Because invert use two fingers as legs, they can only employ up to three weapons in combat, but have a base movement rate of 50 feet. Inverts are very rare, making up about 5% of devilhand populations.

Combat

Devilhands usually attack by charging a foe and attempting to stun them with their stunning ability. They then attempt to keep the foe stunned by slamming them with another stunning strike and following by shredding their foe with a full power attack barrage of swords. They prefer to concentrate all of their attacks on a single

foe before moving on to the next, and prefer to skewer unarmored foes before tackling stronger opponents.

Devilhand Society

Devilhands hail from Gehenna, where they tirelessly labor in the forges of the daemons, creating whatever their masters decree. Apprentices to these forgemasters sell themselves as mercenaries to the various fiendish armors, testing their self-created wares in battle.

Devilhands have an unusual hatred of dwarves as they see dwarves as a competitor race of smiths. Devilhand guilds war with the dwarves of Asgard, infiltrating dwarven strongholds and causing havoc until slain or they best the dwarves and drive them out.

Devilhands not under the direct rule of the daemons in Gehenna have been known to create, sell and repair wares for other races, though they are a difficult race to trust for they tend to be covetous about payment for their items, and are not above robbing a wealthy-looking prospect.

Devilhand on Ambros

An ancient clan of devilhands that escaped daemon control is the direct cause of the destruction of the Dur-Wundar empire. Most of the ancient tunnels of the dwarven Dur-Wundar empire is now in the hands of this rogue clan, though Dur-Wundar survivors are slowly attempting to recover their ancient homeland.



Devilhand Myrmidon

Medium fiend, usually neutral evil

Armor Class 18 (natural armor)

Hit Points 104 (11d8 + 55)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	21 (+5)	21 (+5)	21 (+5)	21 (+5)	21 (+5)

Saving Throws Con +8, Dex +8, Wis +8

Skills Armorer Tools, Blacksmith Tools, Stealth +8

Damage Resistances acid, fire, lightning

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Dwarven, Infernal

Challenge 11 (7,200 XP) **Prof** +4

Disarm. If a devilhand's attack exceeds the target's AC by 4 or more, the target must make an opposed Strength or Dexterity check. On a failure, the target is disarmed.

Magic Strike. A devilhand's attacks are treated as magic for the purposes of overcoming damage resistances.

Power Attack. A devilhand may take a -4 penalty to hit to increase the damage it deals on a hit by 8.

Actions

Multiattack. The devilhand makes 10 longsword attacks. It may replace one longsword attack with a stunning fist attack.

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

Stunning Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 10 (1d10+5) bludgeoning damage, plus the target must make a Constitution DC 17 save. On a failure, the target is paralyzed until the start of the devilhand's next turn.

Devilhand Hellspawn

Medium fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	21 (+5)	21 (+5)	21 (+5)	21 (+5)	21 (+5)

Saving Throws Con +8, Dex +8, Wis +8

Skills Armorer Tools, Blacksmith Tools, Stealth +8

Damage Resistances acid, lightning

Damage Immunity fire

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Dwarven, Infernal

Challenge 15 (13,000 XP) **Prof** +5

Disarm. If a devilhand's attack exceeds the target's AC by 4 or more, the target must make an opposed Strength or Dexterity check. On a failure, the target is disarmed.

Magic Strike. A devilhand's attacks are treated as magic for the purposes of overcoming damage resistances.

Power Attack. A devilhand may take a -5 penalty to hit to increase the damage it deals on a hit by 10.

Spell-like Abilities. The devilhand has the following abilities. Spell DC is 17 and makes spell attacks with +9 to hit.

Darkness, poison 3x/long rest

Desecrate, blight, contagion, horrid wilting 1x/long rest

Actions

Multiattack. The devilhand makes 10 longsword attacks.

Flaming Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage, plus 7 (2d6) fire damage.

Bonus Actions

Stunning Fist. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 10 (1d10+5) bludgeoning damage, plus the target must make a Constitution DC 17 save. On a failure, the target is paralyzed until the start of the devilhand's next turn.

Dire Chicken

Dire Chicken

Large beast (avian), unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	11 (+0)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

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

Actions

Pounce. If a dire chicken moves at least 20 feet, it can attack with a beak and two claw attacks.

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature,
Hit: 6 (1d8+2) slashing damage.

Crow (Recharge 5+). 30 ft. radius. Target make Constitution DC 10 save. On a failure, the target is deafened for 1 minute.

There are many faerie tales filled with stories where the hero or villain rides giant roosters as their preferred mount; these tales are speaking of dire chickens.

Dire chickens are generally wild, and often raised by druids, halfling or gnome societies who fancy the odd creatures. Some communities use dire chickens not only as mounts, but also as a food source, though any halfling can tell you that these birds make poor eating, and dire chicken eggs are not only difficult to make omelets from, but are a taste that is acquired only over time.

Combat

A dire chicken is much more aggressive than regular chickens and will often attack any being (not bearing food) that comes near them. Males generally attack by charging foes and pecking at them and raking with claws, while females will generally aerially assault their foes, using their flapping wings to confuse as they strike with claws.



Training A Dire Chicken

Of all dire animals, Dire Chickens are the easiest to domesticate. Male dire chickens (Roosters) make excellent mounts if raised for such duty since infancy. A dire chicken mount costs 350 gp to purchase.

Dire Chickens on Ambros

Oddly enough, there are several Dire Chicken ranches in Llinn where the animals are raised for food stock or as mounts.

The druidic orders of Aluski Sath Tusko and Kennestone abhor these creatures and have severely punished druids of their order who have summoned or otherwise dealt with the creatures. The exact reason for this dislike is not known outside of these druidic groups, but curiously does not extend to other dire animal specimens.

Doomskull

Doomskull

Tiny construct, unaligned

Armor Class 13

Hit Points 16 (7d4)

Speed Levitate 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	11 (+0)	8 (-1)	10 (+0)	10 (+0)

Saving Throws Dex +5

Skills Stealth +7

Damage Immunities poison, psychic

Condition Immunities charmed, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (250 XP) **Prof** +2

Spell Immunity. A doomskull automatically makes any saving throw against a spell it is targeted by. If a spell allows a save for half damage, it takes no damage instead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.
Hit: 5 (1d3 + 3) piercing damage.

Doomgrind (Recharge 3+). *Range* 30 ft. Targets in range must make a DC 13 Constitution save. On a failure, target takes 7 (2d6) thunder damage, half on a successful save.

Reactions

Curse. If a doomskull is hit by an attack, it may target the attacker if they are within 30 feet. The target must make a DC 13 Wisdom saving throw. On a failure, the target takes 5 (1d10) necrotic damage, and the doomskull gains an equal number of temporary hit points.

A doomskull is a necromantic construct designed to kill intruders. It does so by rising from its hidden location and using magical chattering to kill other beings or constructs that enter the area it “protects”. Though a doomskull is somewhat intelligent, it will only communicate with its master.

Combat

A doomskull is a simple construct designed to kill intruders and trespassers. It will attack any creature that comes within range of its doomgrind ability, unless it has been commanded by its master to ignore the being.

Doomskulls continue to attack until destroyed, the trespasser retreats or their opponent is slain. They then settle back down in their hiding place and wait for the next interloper to arrive.

Creating a Doomskull

A doomskull is created from a ritual that requires a humanoid skull mixed with a few drops of the caster’s blood and a bit of mandrake root. The materials cost 50 gp and takes a day to fashion.



Dracogorgamira

Dracogorgamiras (pron. dray-ko-gorg-a-meer-ah) are horrid beasts that turn the areas where they are found into wastelands. They are voracious creatures with an appetite for anything they can turn to ash. They seem hateful towards all living things, whether plant, animal, or sentient creature. They are known to be merciless and despite their intelligence do not seem to understand language or care to speak. The only noise the creature seems capable of making is dragon-like growls and roars.

Combat

Dracogorgamiras are extremely aggressive territorial. They will attack with little or no provocation, fighting to the death against any all they encounter, and quickly devouring anything they do not petrify.

Dracogorgamiras usually strike from ambush, opening with its death breath and quickly felling spellcasters with its petrifying gaze. It then rushes to engage any survivors.

Dracogorgamiras on Amóceros

The first encounter with a dracogorgamira can be traced back to records of the Elvin Golden Age, when Greensbeech Earthlayer slew one of the foul beasts that was menacing the area near the Forna Sea, at the request of the Golgoloth empire. Many elvin sages now believe that the original dracogorgamira had been created by Ziga, and she was working with the Golgoloth empire in an effort to kill the elvin king.

Since that time, only a handful of Dracogorgamiras have made an appearance – some in Aurora and others in elf or goblin-controlled lands. As the centuries have rolled past and the lands of the elves and goblins have fallen to the empires of men, dracogorgamiras have been spotted in areas such as the Golens, Riddlekill and among the Crystalmire mountains.



Dracogorgamira

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., fly 50 ft.

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

Saving Throws Con +9

Skills Intimidate +8, Perception +8, Stealth +7

Damage Resistances bludgeoning, piercing or slashing magic weapons

Senses darkvision 60 ft., passive Perception 18

Languages Understands Common and Draconic

Challenge 15 (13,00 XP) **Prof** +5

Magic Resistance. A dracogorgamira has advantage on saving throws against spells, and if it would take half damage on a successful save it instead takes no damage.

Magic Strike. A dracogorgamira's attacks are treated as magical weapons.

Actions

Multiattack. The dracogorgamira makes two headbutts and two snake bite attacks.

Charge. If the dracogorgamira moves 20 feet, it makes two hoof attacks against any target whose space it passes through. If the target is hit, in addition to normal damage, it must make an opposed Strength check. On a failure, the target is knocked prone. At the end of its charge, the Dracogorgamira makes two headbutts and two snake bite attacks.

Headbutt. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (1d12 + 4) bludgeoning damage and target makes opposed Strength check or is knocked prone.

Hoof. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) bludgeoning damage.

Snake Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8+4) piercing damage, plus 7 (2d6) poison damage.

Death Breath (Recharge 5+). *Range* 30 ft. *cone.* Target makes a Constitution DC 16 save. On a failure, takes 12d8 necrotic damage, half on a successful save.

Petrifaction Gaze (Recharge 4+). *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target. *Hit:* Target makes Wisdom DC 16 save. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

Reactions

Disgorge (1 use). When hit by an attack for 10 or more damage, the dracogorgamira may vomit in a 10 foot cone. Targets must make a Constitution DC 16 save. On a failure, target is nauseated for 1 minute.

Reactive Strike. When an opponent takes an action within 10 feet of dracogorgamira, it may make a snake bite attack. The creature may perform this reaction twice in a round.

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.

According to draconic lore, the first two beings to ever assume a draconic form was the Babylonian goddess Tiamat and the Zend god Budhamit, when they attempted to drive the otherworldly ancient mage Stormonu away from the great mountain Tsre Vestu. When the two gods chased Stormonu to the dream plane of Aurora, the two gods fell to sleep and eventually spawned the first draconic children (the metallic dragons), the first and greatest of whom was Guaradrell the Awesome. Guaradrell was coaxed to Amberos by the first wizard of Amberos named Mage and went on a rampage of killing and destruction. He was finally slain by the Amberosian god Dhorian, and his shattered body and soul reincarnated to become many of the lesser dragons (chromatic dragons, from his soul) and dragon-kin (from his body). In time, many of the dragons from Aurora would cross over into Amberos, increasing the number of different dragon races by a large amount.

Amberosian dragons do not worship gods, though they generally respect Tiamat and Budhamit as their "grandparents".

Lone dragons on Amberos are rare and unusual, and only the mightiest of dragons look 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 singular renegades (who have been cast out of tribes or chose solitude) rarely bind themselves to such a law.



Ancient Amber Dragon

Gargantuan dragon, neutral evil

Armor Class 22 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	27 (+8)	19 (+4)	18 (+4)	25 (+7)

Saving Throws Dex +7, Con +15, Wis +11, Cha +14

Skills Arcana +11, Perception +18

Damage Resistances acid, cold, lightning

Damage Immunities fire

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 28

Languages Common, Draconic, Giant

Challenge 23 (50,000 XP) **Prof** +7

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

Metamagic. The dragon can use one of the following metamagic abilities when it casts a spell.

Empowered Spell Metamagic. The dragon may reroll up to 7 damage dice when attacking with a spell.

Heightened Spell Metamagic. The dragon may force one target of its spells to save with disadvantage.

Quickened Spell Metamagic (Recharge 4+). The dragon may cast a spell with a casting time of 1 action as a bonus action.

Twinned Spell Metamagic (Recharge 5+). When the dragon casts a spell that affects one target, it may affect two targets instead.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5+). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking (23d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). It may only apply one metamagic to a spell it casts. The creature has the following Sorcerer spells prepared:

Cantrips (at will): *firebolt, minor illusion, prestidigitation*

1st level (4 slots): *detect magic, magic missile, shield*

2nd level (3 slots): *detect thoughts, invisibility, suggestion*

3rd level (3 slots): *counterspell, dispel magic, fireball*

4th level (3 slots): *confusion, polymorph, wall of fire*

5th level (3 slots): *dominate person, insect plague, telekinesis*

6th level (2 slots): *eyebite, globe of invulnerability*

7th level (2 slots): *fire storm*

8th level (1 slot): *power word stun*

9th level (1 slot): *meteor swarm*

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.

Cast (costs 2 actions). The dragon can cast a spell of up to 5th level, without expending a spell slot.

Tail Attack. The dragon makes a tail attack.

Wing Attack (costs 2 actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Bestiary Malfeasious

Amber Dragon Lair

The Amber dragon, slang for Ambersian dragon, is a cousin to the red dragon, but a far more powerful spell-casting beast. They are as vain and covetous as reds, but their temperament is almost impossible to predict; they are even more volatile than red dragons.

The amber dragon adult is a reddish brown with the younger dragons being redder and the older dragons becoming a golden yellow, giving some of the aging dragons a flame swept appearance. Amber dragons have huge breastplate scales that are a golden yellow and have razor-sharp edges. Unlike most other dragons, their faces are encased in a tough, single-piece carapace that is frocked with sharp points and horns. They tend to have golden, curling ram-like horns. Combined with the overly sharp fangs, claws and spikes of the dragon, these beasts are not only deadly wizards, but deadly fighters as well.

Combat

Amber dragons are very sly and inquisitive, with a bend towards mastering and acquiring magical power. These dragons remain aloof from the affairs of most mortals, but will attack others to steal magical formulas or items, or to destroy those it sees as a threat to their magical might. They act cautiously around powerful opponents, but will rarely strike a deal with such groups, preferring to avoid those they perceive as being mightier than themselves.

In actual combat, the amber dragon prefers aerial attacks, bombarding enemies with spells or raking them with fiery breath as they swoop past. Once it has exhausted its spells and breath, the dragon prefers to disengage until it recovers its abilities rather than press the attack. Ambers only to engage in melee if they are sure they have seriously weakened their opponents so that they run little risk of counterattack. When facing known enemy spellcasters, the amber dragon will seek to destroy or weaken such individuals first by means of subterfuge and manipulation, before eventually revealing itself to finish the opponent off.

Amber Dragon Society

Like most dragons, amber dragons tend to be solitary beasts, only seeking the company of another when a mate is desired.

Most of the time, these dragons are reclusive, delving into mastering and manipulating the magical arts. They prowl their territory for magic-laden trinkets to add to their lairs and magical power – the more emotional attachment bound to a trinket, the greater its potential magical value to an amber dragon.

Amber dragons have been known, on rare occasions, to take on apprentices of other races – but the potential student must quite the impression on the amber dragon to be accepted. There are benefits to the amber dragon, who will use the opportunity to learn different methods to call and shape magic, as much as it teaches others to wield magic. One must always beware – amber dragons are covetous of all magic and often consider apprentices part of their hoard, and are loathe to let such individuals slip away easily.

Amber dragons prefer hilly or mountainous areas, favoring warm – or possibly volcanic areas. An amber dragon's lair is a deep cave, lava caldera or a fortified ruin. The dragon's hunting ground is pock-marked with the ashen remnants of its victims, but the dragon is careful to conceal its lair to make finding it difficult for those that would seek to slay it. The outer edges are made to appear abandoned, but the hidden interior is decorated with wealth and trinkets absconded by the dragon, but kept immaculate.

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:

- Treasure that the dragon can see within 120 feet animate and provide a distraction to enemies. Any creature within 30 feet of such items must succeed on a DC 15 Dexterity check, suffering 10 (3d6) bludgeoning damage and being Distracted for one round.
- The area shakes with earthquake tremors, causing those within 60 feet of the dragon to make DC 15 Dexterity saves or be knocked prone. Those individuals within 5 feet of a wall who failed the save are also struck by falling stone for 10 (3d6) bludgeoning damage.
- Smoke fills the air 120 feet around the dragon, obscuring vision in the area. Each creature other than the dragon entering or within the cloud must make a DC 15 Constitution save. On a failure, the target is poisoned and incapacitated until the start of the next turn.

Regional Effects

The region containing a legendary amber dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Large, rocky boulders seep up through the earth within 5 miles of the dragon's lair, impeding paths and trails through the area.
- Groups of tar pits seep to the surface, creating deadly mires within 3 miles of the dragon's lair.
- Birds and insects grow unusually quiet within 1 mile of the dragon's lair, creating an eerie silence only punctuated with the rare call of a bird or buzz of an insect.

If the dragon dies, these effects fade over the course of 1d10 days.



Adult Amber Dragon

Huge dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	25 (+7)	17 (+3)	16 (+3)	23 (+6)

Saving Throws Dex +6, Con +13, Wis +9, Cha +12

Skills Arcana +9, Perception +15, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic, Giant

Challenge 17 (18,000 XP) **Prof** +6

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

Metamagic. The dragon can use one of the following metamagic abilities when it casts a spell.

Empowered Spell Metamagic. The dragon may reroll up to 6 damage dice when attacking with a spell.

Heightened Spell Metamagic. The dragon may force one target of its spells to save with disadvantage.

Twinned Spell Metamagic (Recharge 5+). When the dragon casts a spell that affects one target, it may affect two targets instead.

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 5) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

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

Fire Breath (Recharge 5+). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +11 to hit with spell attacks). It may only apply one metamagic to a spell it casts. The creature has the following Sorcerer spells prepared:

Cantrips (at will): *firebolt, minor illusion, prestidigitation*

1st level (4 slots): *detect magic, magic missile, shield*

2nd level (3 slots): *detect thoughts, invisibility, suggestion*

3rd level (3 slots): *counterspell, dispel magic, fireball*

4th level (3 slots): *confusion, polymorph, wall of fire*

5th level (2 slots): *insect plague, telekinesis*

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

7th level (1 slots): *fire storm*

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.

Cast (cost 2 actions). The dragon can cast a spell of up to 3rd level, without expending a spell slot.

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 19 Dexterity saving throw or take 12 (2d6+5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Amber Dragon

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	15 (+2)	14 (+2)	21 (+5)

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

Skills Arcana +6, Perception +10, Stealth +4

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

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

Metamagic. The dragon can use one of the following metamagic abilities when it casts a spell.

Empowered Spell Metamagic. The dragon may reroll up to 5 damage dice when attacking with a spell.

Heightened Spell Metamagic (Recharge 5+). The dragon may force one target of its spells to save with disadvantage.

Twinned Spell Metamagic (Recharge 5+). When the dragon casts a spell that affects one target, it may affect two targets instead.

Actions

Multiattack. The dragon can make one attack with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 4) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Fire Breath (Recharge 5+). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +11 to hit with spell attacks). It may only apply one metamagic to a spell it casts. The creature has the following Sorcerer spells prepared:

Cantrips (at will): *firebolt, minor illusion, prestidigitation*
1st level (4 slots): *detect magic, magic missile, shield*
2nd level (3 slots): *detect thoughts, invisibility, suggestion*
3rd level (3 slots): *counterspell, dispel magic, fireball*
4th level (3 slots): *confusion, polymorph, wall of fire*
5th level (2 slots): *insect plague, telekinesis*

Amber Dragon Wyrmling

Medium dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft., fly 80 ft.

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

Saving Throws Dex +2, Con +5, Wis +3, Cha +6

Skills Arcana +4, Perception +5, Stealth +2

Damage Immunities fire

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

Languages Common, Draconic

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

Metamagic. The dragon can use one of the following metamagic abilities when it casts a spell.

Empowered Spell Metamagic (Recharge 4+). The dragon may reroll up to 4 damage dice when attacking with a spell.

Heightened Spell Metamagic (1x/long rest). The dragon may force one target of its spells to save with disadvantage.

Actions

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (1d10 + 2) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Fire Breath (Recharge 5+). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *firebolt, minor illusion, prestidigitation*
1st level (4 slots): *detect magic, magic missile, shield*
2nd level (3 slots): *invisibility, suggestion*

Amber Dragons on Amberos

Before the fall of Guaradrell, the ancient dragons of Amberos had not segregated into distinct groups of chromatics and metallics, and freely mixed without regard to outlook or scale color. The result of these matings were amber dragons, which have now taken their place among dragonkind, and generally stand apart from the draconic philosophical splits that have since arisen.

Ancient Archer Dragon

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 367 (21d20 + 147)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	25 (+7)	15 (+2)	19 (+4)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +11, Cha +11

Skills Perception +18, Stealth +9

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 21 (27,500 XP) **Prof** +7

Amphibious. The dragon can breathe air or underwater.

Barbed Scales. Any creature making a melee attack against the dragon must make a DC 22 Dexterity save. On a failure, the attacker takes 14 (4d6) magical slashing damage.

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

Magical Strike. The dragon's attacks are treated as magical for the purposes of overcoming damage resistance.

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 8) piercing damage plus 10 (3d6) slashing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Arrow Breath (Recharge 5+). The dragon exhales obsidian shards in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 63 (18d6) slashing damage on a failed save, or half as much damage on a successful one.

Spellcasting. The creature is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The creature has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike, hunter's mark*

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

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

4th level (3 slots): *freedom of movement, locate creature*

5th level (2 slots): *commune with nature, tree stride*

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.

Cast (costs 2 actions). The dragon can cast a spell of 3rd level or lower.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (costs 2 actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

The archer dragon is a gleaming obsidian with arrow-like scales and a large "V"-like horn on their forehead. They are swift and secretive creatures with a strangely insatiable curiosity. They are easily flattered and bemused but may form an unhealthy bond with those who stoke their ego.

Combat

Archer dragons prefer to strike from ambush or from a superior position. They will often fake being badly wounded to draw out attackers into a trap or where they can be easily isolated and destroyed.

It is not unusual for archer dragon to swoop in on opponents and steal away a single individual. The individual is usually held prisoner by the dragon for ransom – in some cases indefinitely.

Archer Dragon Society

Archer dragons, when young are communal creatures who will often band together until they can establish an independent lair and hoard. Mated archer dragons have been known to share lairs, or at least visit each other on a regular basis.

Bestiary Malfeasous

Even after parting company from others of their kind, they are driven to seek companionship with others, though often in a narcissic manner that revolves around their wants and needs. They greatly favor filling their lair with pets, servants and even slaves. Older archer dragons are not above cultivating worship from lesser beings, and have been known to foster villages – if not civilizations – based upon reverence for a single archer dragon.

Archer Dragon's Lair

Archer dragons prefer to lair near large bodies of water – wide rivers, lakes or oceans are preferred. The entrance to an archer dragon's lair is invariably underwater, and they prefer damp caverns, underwater ruins or coral beds for their lairs. Though the dragon can breathe underwater, it prefers to stash its treasure in a dry area. Many of the treasures the dragon collects, though, are treasures found at the bottom of a lake or sea.

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:

- Pools of water that the dragon can see within 120 feet swell into a grasping tide. Any creature on the ground within 20 feet of such a water source must succeed on a DC 15 Strength save or be pulled into the water and knocked prone.
- The water around the dragon increases to crushing pressure; any creature except the dragon immersed in water within 60 feet must make a DC 15 Constitution save or suffer 10 (3d6)

bludgeoning damage and is restrained until the start of the next turn.

- Obsidian or coral shards explode from nearby natural surfaces. Creatures other than the dragon in a 20 foot area within 90 feet of the dragon must make a DC 15 Dexterity save or take 21 (6d6) slashing damage

Regional Effects

The region containing a legendary archer dragon's lair is influenced by the dragon's innate magic, which creates one or more of the following effects:

- Within 5 miles of the dragon's lair, the dragon is aware of any activity that occurs within sight range of a pool of water at least 3 feet in diameter
- Within 3 miles of the dragon's lair, the dragon can view locate and observe any activity through the eyes of animals within its realm.
- Within 1 mile of the dragon's lair, local wildlife will follow and possibly interfere with interlopers, even attacking them if need be.

If the dragon dies or moves away, these effects fade over 1d10 days.

Archer Dragons on Amderos

Said to be borne from where the blood of Guaradrell mixed with the arrows of Dhorian in their titanic battle, archer dragons are generally found near the Wyvern sea or Forna sea. These dragons have always spurned the Federation, and no known archer dragons participated in the First Dragon War nor has any of the dragons allied with the Federation.



Adult Archer Dragon

Huge Dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	21 (+5)	14 (+2)	17 (+3)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +8, Cha +8

Skills Perception +13, Stealth +8

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Senses darkvision 60 ft., passive Perception 23

Languages Common

Challenge 14 (11,500 XP) **Prof** +5

Amphibious. The dragon can breathe air or underwater.

Barbed Scales. Any creature making a melee attack against the dragon must make a DC 18 Dexterity save. On a failure, the attacker takes 10 (3d6) magical slashing damage.

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

Magical Strike. The dragon's attacks are treated as magical for the purposes of overcoming damage resistance.

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 17 (2d10 + 6) piercing damage, plus 7 (2d6) slashing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Arrow Breath (Recharge 5+). The dragon exhales obsidian shards in a 90-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 63 (18d6) slashing damage on a failed save, or half as much damage on a successful one.

Spellcasting. The creature is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The creature has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike, hunter's mark*

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

3rd level (2 slots): *nondetection, protection from energy*

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (costs 2 actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Archer Dragon

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	17 (+3)	12 (+1)	15 (+2)	15 (+2)

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

Skills Perception +8, Stealth +7

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

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

Amphibious. The dragon can breathe air or underwater.

Barbed Scales. Any creature making a melee attack against the dragon must make a DC 13 Dexterity save. On a failure, the attacker takes 7 (2d6) magical slashing damage.

Actions

Multiattack. The dragon make a bite and two claws attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) magical piercing damage, plus 7 (2d6) magical slashing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage.

Arrow Breath (*Recharge 5+*). The dragon exhales obsidian shards in a 60-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 63 (14d6) magical slashing damage on a failed save, or half as much damage on a successful one.

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

1st level (4 slots): *ensnaring strike*, *hunter's mark*

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

Archer Dragon Wyrmling

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 27 (6d8 + 6)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	13 (+1)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +7, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +7

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

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

Amphibious. The dragon can breathe air or underwater.

Barbed Scales. Any creature making a melee attack against the dragon must make a DC 12 Dexterity save. On a failure, the attacker takes 3 (1d6) magical slashing damage.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 6 (1d10 + 2) magical piercing damage, plus 3 (1d6) magical slashing damage.

Arrow Breath (*Recharge 5+*). The dragon exhales obsidian shards in a 30-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 21 (6d6) magical slashing damage on a failed save, or half as much damage on a successful one.

Ancient Arctic-Fire Dragon

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	17 (+3)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +7

Damage Immunities cold, fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 24 (36,000 XP) **Prof** +7

Icy Aura. A creature that starts or moves to within 15 ft. of the dragon must make a DC 21 Constitution save. On a failure, the creature takes 7 (2d6) cold damage.

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

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 10 (3d6) fire and cold damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Flaming Ice Breath (Recharge 5+). The dragon exhales burning ice in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire and cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (costs 2 actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

The arctic-fire dragon is an ancient cousin to the red dragon that has adapted itself to cold regions. Though they reach the tremendous size of red dragons, their features are generally closer in appearance to a white dragon. They are often mistaken for white dragons until they unleash their hellish fire upon opponents.

Combat

Arctic-fire dragons often will hide in snow embankments or outcroppings, striking by ambush by unleashing a blast of fire on unwary opponents. An arctic fire dragon often chooses terrain where its fire will melt the snow to either plunge victims into icy waters or to impede their movement by turning the surrounding snow into sticky slush. In some cases, the dragon will cause an avalanche or other natural disaster to kill or capture foes.

Once it has performed this initial attack, the dragon will tend to keep its distance to repeat the attack until victims are so weakened that closing to melee will not present a hazard to the dragon.

Against foes that are prepared for the dragon's attacks, the arctic-fire dragon often flees, not giving such opponents the chance to lay the dragon low.

Arctic-fire Dragon Society

Arctic-fire dragons are loners who patrol their hunting grounds with extreme prejudice. They enjoy setting deadfalls and other disguised traps and dead ends that they can funnel prey into.

Frost giants have a particular hatred of arctic-fire dragons, and have been known to organize hunting parties to track down and destroy these creatures when young. Conversely, arctic-fire dragons tend to revel raiding frost giant communities, picking off individuals and attempting to spread fear and terror among the survivors.

Arctic-Fire Dragon Lair

Arctic-fire dragons prefer icy wastes or tundra terrain. Rarely, they acquire lairs in snow-covered caverns that conceal their existence from travelers in their hunting grounds. Usually, they simply bury themselves under

Adult Arctic-Fire Dragon

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+2)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities cold, fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP) **Prof** +6

Icy Aura. A creature that starts or moves to within 15 ft. of the dragon must make a DC 19 Constitution save. On a failure, the creature takes 7 (2d6) cold damage.

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire and cold damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Flaming Ice Breath (Recharge 5+). The dragon exhales burning ice in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 91 (26d6) fire and cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (costs 2 actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

snow or other thin coverings that they can use to ambush their prey.

Likewise, most arctic-fire dragons do not collect hoards, and those that do tend to collect grisly collections made from the remains of their foes frozen into a single gory mass.

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:

- An icy wind blows through the area. Every creature, except the dragon, within 50 feet of the dragon must make a DC 15 Constitution saving throw. On a failure, the individual takes 10 (3d6) cold damage, and their speed is halved until the start of the next turn.
- Blinding snow fills an area 60 feet around the dragon, until it dismisses it as an action, uses this

lair action again or dies. The area obscures all sight except for the dragon and allows the dragon to automatically detect any invisible creatures in the area of effect.

- Wood or other unattended combustible materials suddenly burst into flame within 120 feet of the dragon. Individuals within 5 feet of the material must make a DC 15 Constitution saving throw, taking 10 (3d6) fire damage on a failure. The items continue to burn until the dragon dismisses it as an action, uses this lair action again or dies.

Regional Effects

The region containing a legendary arctic-fire dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 5 miles of the lair, clouds obscure the sky and periodic snow falls in the area.
- Water sources within 3 miles of the lair freeze over and resist attempts to defrost them.

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Rivers and lakes freeze to the bottom, leaving no free-standing sources of water.

- The land within a mile of the lair is constantly pelted by whipping winds and snowfall, forcing those to traverse it to take twice as long as normal and greatly reducing visibility.

If the dragon dies, the effects fade over 1d10 days.

Arctic-Fire Dragons on Amöeros

Much like amber dragons, arctic-fire dragons are the results of matings between red dragons and white dragons. Most arctic-fire dragons have taken residence in the Glacier of Seasons, though a few can be found in snow-capped mountains of the Crystalmire mountains or in South Jsarath.



Young Arctic-Fire Dragon

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities cold, fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

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

Icy Aura. A creature that starts or moves within 5 ft. of the dragon must make a Constitution DC 16 save. On a failure, the creature takes 3 (1d6) cold damage.

Actions

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

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage

Flaming Ice Breath (*Recharge 5+*). The dragon exhales fire and ice in a 30-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire and cold damage on a failed save, or half as much damage on a successful save.

Arctic-Fire Dragon Wyrmling

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities cold, fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire and cold damage.

Flaming Ice Breath (*Recharge 5+*). The dragon exhales fire and ice in a 15-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire and cold damage on a failed save, or half as much damage on a successful save.

Ancient Black Shadow Dragon

Gargantuan dragon (incorporeal), neutral evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	29 (+9)	17 (+3)	15 (+2)	30 (+10)

Saving Throws Dex +10, Con +16, Wis +9, Cha +17

Skills Arcana +10, Deception +12, Perception +16, Stealth +17

Damage Immunities bludgeoning, piercing and slashing non-magical weapons, psychic

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Telepathy 120 ft.

Challenge 23 (32,500 XP) **Prof** +7

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

Incorporeal. The dragon can pass through solid objects. If it ends its movement in a solid object, it takes 5 (1d10) force damage.

Metamagic. The dragon can use one of the following metamagic abilities when it casts a spell.

Empowered Spell Metamagic. The dragon may reroll up to 5 damage dice when attacking with a spell.

Heightened Spell Metamagic. The dragon may force one target of its spells to save with disadvantage.

Quickened Spell Metamagic (Recharge 3+). The dragon may cast a spell with a casting time of 1 action as a bonus action.

Twinned Spell Metamagic (Recharge 5+). When the dragon casts a spell that affects one target, it may affect two targets instead.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (3d6) psychic damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Shadow Breath (Recharge 5+). The dragon exhales shadowy tendrils of mind-numbing darkness in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 67 (15d8) psychic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). It may only apply one metamagic to a spell it casts. The creature has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, minor illusion, prestidigitation*

1st level (4 slots): *detect magic, disguise self, fog cloud*

2nd level (3 slots): *detect thoughts, invisibility, suggestion*

3rd level (3 slots): *counterspell, dispel magic, hypnotic pattern*

4th level (3 slots): *banish, confusion, dimension door*

5th level (3 slots): *animate objects, dominate person, telekinesis*

6th level (2 slots): *eyebite, globe of invulnerability*

7th level (2 slots): *prismatic spray, reverse gravity*

8th level (1 slot): *power word stun*

9th level (1 slot): *power word kill*

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.

Cast (uses 2 actions). The dragon casts a spell of 5th level or lower.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Shadowflit. The dragon flies up to half its flying speed without provoking opportunity attacks.

Black shadow dragons are fearsome dragons that were once dragons of another type (chromatic, metallic or gemstone) that became so unbelievably powerful they have left their bodies behind, becoming pure power. Though many still collect treasure, most black shadow dragons have grown beyond the need for material wealth and instead seek to consume the essence of others to

increase their own power. Black Shadow dragons are extremely dangerous opponents, and a dragon does not manifest the ability to transform himself or herself into one until at least reaching adult age.

Adult Black Shadow Dragon

Huge dragon (incorporeal), neutral evil

Armor Class 19 (natural armor)

Hit Points 546 (18d12 + 252)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +8, Con +12, Wis +6, Cha +10

Skills Deception +10, Arcana +8, Perception +11, Stealth +13

Damage Immunities bludgeoning, piercing and slashing non-magical weapons, psychic

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Telepathy 120 ft.

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

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

Incorporeal. The dragon can pass through solid objects. If it ends its movement in a solid object, it takes 5 (1d10) force damage.

Metamagic. The dragon can use one of the following metamagic abilities when it casts a spell.

Empowered Spell Metamagic. The dragon may reroll up to 5 damage dice when attacking with a spell.

Heightened Spell Metamagic. The dragon may force one target of its spells to save with disadvantage.

Quickened Spell Metamagic (Recharge 4+). The dragon may cast a spell with a casting time of 1 action as a bonus action.

Twinned Spell Metamagic (Recharge 5+). When the dragon casts a spell that affects one target, it may affect two targets instead.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (3d6) psychic damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Shadow Breath (Recharge 5+). The dragon exhales shadowy tendrils of mind-numbing darkness in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) psychic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It may only apply one metamagic to a spell it casts. The creature has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, minor illusion, prestidigitation*

1st level (4 slots): *detect magic, disguise self, fog cloud*

2nd level (3 slots): *detect thoughts, invisibility, suggestion*

3rd level (3 slots): *counterspell, dispel magic, hypnotic pattern*

4th level (3 slots): *banish, confusion, dimension door*

5th level (3 slots): *animate objects, dominate person, telekinesis*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *prismatic spray*

8th level (1 slot): *power word stun*

9th level (1 slot): *power word kill*

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.

Cast (uses 2 actions). The dragon casts a spell of 3rd level or lower.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Shadowflit. The dragon flies up to half its flying speed without provoking opportunity attacks.

A black shadow dragon appears as a dark stain in the air in a relative draconic shape. What was once the dragon's eyes glow with power – the precise color depends on the whim of the dragon, but it is usually the color of what the dragon once was.

Combat

Black shadow dragons use their shadow form and powerful magical ability to blast opponents. Their shadowy material forms usually can cause only minimal damage, but their ability to remain undetected and

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powerful psionic abilities often makes them more than a match for most opponents.

Black Shadow Dragon Society

Stories and tales speak of cabals of black shadow dragons working together, but these proud and power-hungry creatures rarely actually do so, and are far more often to vie against each other for dominance. Some black shadow dragons will secretly set themselves up as deific beings (of non-draconic nature) to be worshipped and obeyed by lesser races, using its minions to spread its influence and act so that it reaps the benefits in secret.

Black Shadow Dragon Lairs

A black shadow dragon normally lairs underground, favoring abandoned ruins or dungeons created by others. Such lairs are usually populated with traps, puzzles and/or minions under the thrall of the black shadow dragon and false hoards and a secret lair where the dragon resides is a common theme.

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:

- All normal and magical light sources of 3rd level or lower extinguish within 120 feet of dragon and cannot be reestablished until the dragon dismisses the effect as an action, uses this lair action again or dies.
- The shadows of creatures within 60 feet of the dragon animate and attack the being casting the shadow on the creature's turn. The shadow makes a melee attack with a +5 bonus to hit, dealing 7

(2d6) necrotic damage on a hit and restrain the target until their next turn.

- Worked stone within 60 feet of the dragon reconstructs itself into any shape the dragon desires – allowing it to create walls or pillars, open or seal off portals, fashion pits up to 30 feet deep and similar creations or alterations.

Regional Effects

The region containing a legendary black shadow dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

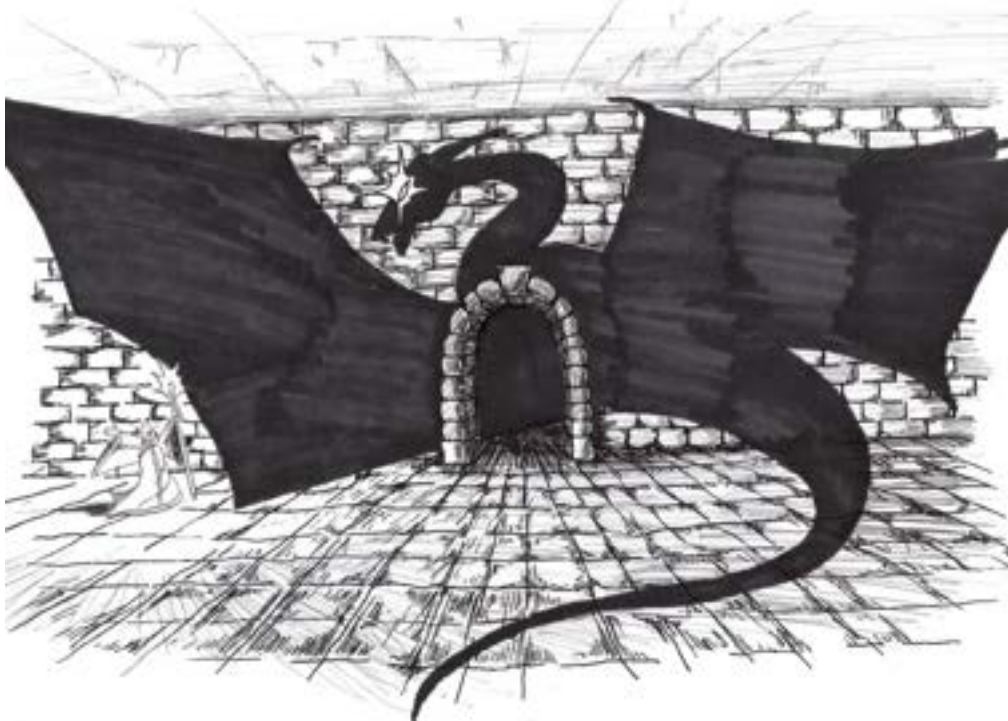
- Within 5 miles of the dragon's lair, shadows animate of their own accord, acting and moving in capricious, though harmless ways.
- Water sources within 3 mile of the lair are become oil-like and becomes undrinkable.
- The land within 1 mile of the lair is plunged into nighttime, even during midday.

Black Shadow Dragons of Amderos

The oldest tales of black shadow dragons comes from Stormonu himself, and his adventures in the mountain Tsre Vestu. Even since that time, black shadow dragons have remained in the shadows of events, manipulating things for their own personal gain.

It is rumored that a council of black shadow dragons instigated the First Dragon War by convincing dragonkind to take up the fight against humanity, though no proof of their involvement – and the fate of the so called "Shadow Council" is unknown.

Currently there is believed to be a black shadow dragon active in the Golens and yet another known as "The Eldritch Menace" in Spi Dak Su. Rumors in the west often speak of a black shadow dragon moving Randu towards war, but so far these rumors have revealed no such plot.



Ancient Ceramic Dragon

Gargantuan dragon, neutral

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	29 (+9)	17 (+3)	15 (+2)	21 (+5)

Saving Throws Dex +7, Con +16, Wis +9, Cha +12

Skills Perception +16, Stealth +7

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 24 (36,000 XP) **Prof** +7

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

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (3d6) thunder damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sonic Scream (Recharge 5+). The dragon emits a sonic screech in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (costs 2 actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Known also as “art” dragons, these regally white dragons have tightly interlocking scales that make the whole creature appear to be molded of a single piece of white China. They have pupilless, brown eyes with the same glossy luster as their skin.

Ceramic dragons are fond of paintings, jewelry, songs and other hard-to-master talents. They have been known to sponsor bards and artisans, often in secret, allowing a talented being to become well-known and wealthy for their talents. However, those who spurn their draconic sponsors, or worse, attempt to turn on them for profit, easily find themselves ruined in the process, and their sponsor long gone with the wealth it helped to accumulate.

Combat

Ceramic dragons, while capable of presenting themselves as dangerous adversaries, rarely engage in open combat. They are much more adept at political and social maneuvering to accomplish their tasks, and are very good at remaining out of the reach of combat-minded individuals.

Ceramic Dragon Society

Ceramic dragons revel in engaging with other races and individual, and younger ceramic dragons sometimes band together to create small, intimate groups who collaborate on individual or group works of art.

Older dragons tend to prefer their own muse and less likely to associate with their own kind, but will often take on apprentices or become patrons to inspiring creatures of other races.

Ceramic Dragon Lair

Younger ceramic dragons hide their lairs within or near large population centers. As the dragon ages, it tends to move further from populated areas, seeking solace and reducing the chance its true nature is revealed to those that might seek to do it harm.

Initially, young ceramic dragons might convert abandoned flophouses or other tenements to their use. As they collect wealth, they will often use it to construct manors or other edifices more in line with their tastes and that are built to accommodate the coming and going of their enlarged bulk.

Adult Ceramic Dragon

Huge dragon, neutral

Armor Class 18 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	21 (+5)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +10, Wis +7, Cha +9

Skills Perception +10, Stealth +5

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 15 (13,000 XP) **Prof** +5

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

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 14 (3d6) thunder damage.

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

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

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

Sonic Scream (*Recharge 5+*). The dragon unleashes a sonic screech in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 52 (15d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (*costs 2 actions*). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 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.

remains until the dragon dismisses the effect, changes it again with another lair action or dies.

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 haunting melody drifts through the area, having a strong emotional effect on those within 120 feet of the dragon. Those who can hear the music must make a DC 15 Wisdom save. On a failure, the target is charmed until the target takes damage, the individual can no longer hear the melody or the dragon dies.
- Books, art objects or other items from the dragon's hoard animates into a swarm-like form. Those atop the hoard or within 20 feet have their vision obscured, treat the area as difficult terrain and must make a DC 15 Dexterity save. On a failure, the target is distracted until they leave the area or the dragon dismisses the effect.
- The appearance of the lair changes dramatically, covered with *hallucinatory terrain*. The effect

Regional Effects

The region containing a legendary ceramic dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creative individuals within 5 miles of the lair have inspiring dreams they can't shake until they make their dream a reality.
- Within 3 miles of the lair, individuals find it easy to pick and learn creative skills such as musical instruments, singing, drawing, painting, etc.
- Within one mile of the lair, the terrain takes on the semblance of being artificial – having been drawn, painted or carved by hand.

If the dragon dies or leaves the area permanently, the effects fade over 1d10 days.

Bestiary Malfeasous

Ceramic Dragons on Amberos

Ceramic dragons are a bit of a mystery on Amberos, and it is thought they may have come from Aurora. Encounters with these dragons generally occur at the edge of humanoid civilizations, and one never knows just where they will show up.

Young Ceramic Dragon

Large dragon, neutral

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Perception +7, Stealth +3

Damage Immunities thunder

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages Common, Draconic

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

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage, plus 7 (2d6) thunder damage.

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

Sonic Breath (*Recharge 5+*). The dragon emits a sonic screech in a 30 ft. cone. Each creature in that area must succeed on a DC 19 Dexterity saving throw. On a failed save, the target takes 45 (13d6) thunder damage, half on a successful save.

Ceramic Dragon Wyrmling

Medium dragon, neutral

Armor Class 17 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., burrow 20 ft., fly 60 ft.

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

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities thunder

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

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

Actions

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

Sonic Breath (*Recharge 5+*). The dragon emits a sonic screech in a 10 ft. cone. Each creature in that area must succeed on a DC 12 Dexterity saving throw. On a failed save, the target takes 10 (3d6) thunder damage, half on a successful save.



Ancient Gray Dragon

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 262 (15d20 + 105)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	25 (+7)	10 (+0)	13 (+1)	25 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 19 (22,000 XP) **Prof** +6

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) acid damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Oozing Breath (Recharge 5+). The dragon exhales acidic gray ooze in a 90 foot line. Each creature in that area must make a DC 21 Dexterity saving throw, taking 49 (14d6) acid damage on a failed save, or half as much damage on a successful one. After breathing, the ooze coalesces into three gray oozes at any one point along the attack line.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 19). The dragon can innately cast the following spells, requiring no material components:

At Will: *alter self, arcane eye, levitate, speak with animals*
1x/long rest: *bane, etherealness, feeblemind, flesh to stone*

Spellcasting. The dragon is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, true strike*

5th level (3 slots): *blink, charm person, conjure elemental, dimension door, dispel magic, dominate beast, dominate person, faerie fire, greater invisibility, hold monster, misty step, phantasmal force, seeming, sleep*

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Gray dragons are ancient crossbreeds of black and white dragons that have bred true into their own type. They incorporate the worst qualities of their parentage, being animalistic and savage, with a streak of cruelty. They prefer to dwell in abandoned or hard to reach areas, lairing in areas that give commanding overlooks of the general area, and have a voracious appetite that often gets them in trouble with nearby settlements.

Adult Gray Dragon

Gargantuan dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	6 (-2)	12 (+1)	18 (+4)

Saving Throws Dex +5, Con +10, Wis +6, Cha +9

Skills Perception +11, Stealth +5

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

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

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

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

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

Oozing Breath (Recharge 5+). The dragon exhales acidic gray ooze in a 60-foot line. Each creature in that area must make a

DC 18 Dexterity saving throw, taking 38 (11d6) acid damage on a failed save, or half as much damage on a successful one. After breathing, the ooze coalesces into two gray oozes at any one point along the attack line.

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 17). The dragon can innately cast the following spells, requiring no material components:

At Will: *disguise self, levitate, speak with animals*

1x/long rest: *bane*

Spellcasting. The dragon is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, true strike*

5th level (3 slots): *blink, charm person, conjure elemental, dimension door, dispel magic, dominate beast, dominate person, faerie fire, greater invisibility, hold monster, misty step, phantasmal force, seeming, sleep*

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 11 (2d6+5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Combat

Gray dragons, while feral and cunning, are rarely thinking dragons. They often rely on their brute strength and ability to take flight to overpower and bring down a foe. They are quite savage in combat, and unless unable to visibly harm their opponents, will not back down or flee combat until it is victorious or slain.

Gray Dragon Society

Young gray dragons tend to gather into groups known as gangs, with the most powerful exerting its will over other members of the group. As the dragons reach adult age, they will break off from their companions – possibly killing them as rivals – and establish their own territory. These creatures take glee in killing or terrorizing others, so they rarely work cooperatively with other races, though they may harass lesser races to demand tribute of food or treasure.

Bestiary Malfeas

Grey Dragon Lair

Grey dragons generally settle into rocky outcroppings or shallow caverns that are difficult for other creatures to access. The area is often littered carelessly with the discarded carcasses of the dragon's prey.

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 corpse within 90 feet of the dragon liquefies into a gray ooze. The ooze is friendly towards the dragon and will fight the dragon's enemy until destroyed.
- A 20 foot diameter section of loose rock within 120 feet of the dragon breaks free and falls. Creatures within the area of effect must make a DC 15 Dexterity save. On a failure, they take 7 (2d6) bludgeoning damage and are restrained until they take an action and make a successful DC 15 Strength check.
- A swarm of black flies fills a 10 foot column within 120 feet of the dragon. The swarm obscures vision and those within the area of effect must make a DC 15 Constitution save, and are nauseated until the end of their next turn on a failure. As a free action, the dragon can move the swarm up to 50 feet. The swarm remains until the

dragon uses this action again, the dragon dies or the swarm is dispersed by a fire area effect, such as a *fireball*, or strong winds such as from a *gust of wind*.

Regional Effects

The region containing a legendary grey dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Plant life within 5 miles takes on a withered, burnt appearance.
- Within 3 miles of the lair, wildlife is skittish, and the sounds of birds is muted or absent. The sound of flies or other buzzing carrion insects is unusually loud and everpresent.
- Within one mile of the lair, animals grow sickly and exude greyish slime, dying within days as their corpses melt into puddles of gray ooze.

If the dragon dies or leaves the area permanently, the effects fade over 1d10 days.

Gray Dragons on Amberos

Much like archer dragons, gray dragons never came to embrace the Federation, and tend to blame the humanoids for the death of their "father", Guaradrell. Gray dragons can be found across Amberos, often stirring up trouble in their father's name.



Young Gray Dragon

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +3

Damage Immunities acid

Senses blindsense 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

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

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 14 (2d10 + 3) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage.

Oozing Breath (*Recharge 5+*). The dragon exhales acidic gray ooze in a 30 foot line. Each creature in that area must make a DC 14 Dexterity saving throw, taking 31 (9d6) acid damage on a failed save, or half as much damage on a successful one. After breathing, the ooze coalesces into a gray ooze at any one point along the attack line.

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:

At Will: *levitate, speak with animals*

1x/long rest: *bane*

Spellcasting. The dragon is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (*at will*): *chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, true strike*

3rd level (2 slots): *calm emotions, charm person, faerie fire, misty step, phantasmal force, sleep*

Gray Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (3d8 + 33)

Speed 30 ft.

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

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

Skills Perception +4, Stealth +2

Damage Immunities acid

Senses blindsense 10 ft., darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 2 (4500 XP) **Prof** +2

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 6 (1d10 + 1) piercing damage plus 3 (1d6) acid damage.

Oozing Breath (*Recharge 5+*). The dragon exhales acidic gray ooze in a 30 foot line. Each creature in that area must make a DC 11 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Ancient Lancor Dragon

Gargantuan dragon, neutral evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	17 (+3)	29 (+9)	17 (+3)	15 (+2)	21 (+5)

Saving Throws Dex +10, Con +16, Wis +9, Cha +12

Skills Perception +16, Stealth +17

Damage Immunities fire, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 24 (36,000 XP) **Prof** +7

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

Regeneration. At the start of its turn, the dragon regains 10 hit points if it did not suffer acid damage in the previous round.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15ft., one target. *Hit:* 21 (2d10 + 10) piercing damage. Living targets takes 2d4 damage each additional round for 1 minute unless treated with healing magic or a Medicine DC 12 check as an action.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Burst (Recharge 5+). The dragon may substitute one bite attack to breath a 30-foot line of lightning. Each creature in that area must make a DC 24 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.

Fire Breath (Recharge 5+). The dragon exhales three separate 60-foot cones of fire. Each creature in that area must make a DC 24 Dexterity saving throw (at disadvantage if in overlapping cones), taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Lightning Burst (costs 2 actions). The dragon makes a lightning burst attack, if available.

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 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

The lancor dragon is a three-headed dragon capable of breathing fire or lightning. They are a muddy brown color, fading to a golden brown color as they age. They are cunning and intelligent, though their great power tends to bend towards seeking accumulating power and an unhealthy narcissistic nature.

Each head of the lancor dragon has its own mind and therefore personality, though generally one head is dominant over the other two and co-ordinates the dragon's overall activity and demeanor.

Combat

Lancors open combat by breathing lightning on as many targets as possible, then rushing into melee. If faced with a powerful foe, it will back off to use its fire breath before re-engaging whatever is left in melee combat.

Lancor Dragon Society

Lancor dragons are loners, but their narcissistic nature tends to drive them to seek attention from other beings as well. Their narcissistic nature generally leads them to seek domination over "lesser" creatures, often to the detriment of whomever falls under their purvey. It is not uncommon for them to demand edifices be built for their exclusive use, as well as demanding regular worship, sacrifices and tributes in their name. Extremely egotistical lancor dragons have even sought to establish domains under their exclusive rule – including the capture and enslavement of other dragons unlucky to be in their domain.

Unlike other dragons, lancors are not born from eggs. Instead, every fifty years after reaching adult age, the dragon seeks a secluded area far from its lair and in fury the three heads will fight amongst themselves. The losing head – or in rare case, heads - are torn from the body when

it has been damaged so severely that it can no longer fight. The severed head does not die in the process, and in short order becomes the body from which a new lancor grows. Within a few days, a new head will grow upon the original donor, with a completely new personality. Meanwhile, the new dragon is immediately left to fend for itself, and will never see its “parent”.

Lancor Dragon's Lair

Young lancor dragons must make do with lairs in ruins or other natural areas that they find. Older lancor dragons strive for a lair built to their peculiar needs and desires in as opulent a fashion as they obtain.

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:

- The dragon calls for aid, and 2d4 cultists led by a cultist fanatic answer the call, arriving to assist the dragon on their normal initiative round. The cultists remain until slain or the dragon dismisses them. The dragon cannot use this action again until the cultists are defeated.
- The dragon chooses an enemy within 90 feet, triggering a hidden trap against the foe. The target must make a DC 15 Dexterity save. On a failure, the target takes 7 (2d6) damage and is restrained until the end of their next turn.
- The dragon revives a fallen ally within 60 feet, who regains up to 2 hit points per CR of the dragon.

Regional Effects

The region containing a legendary lancor dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Those within 5 miles of the dragon's lair have the perpetual feeling of “being watched” and the dragon gains preternatural sense of the being's general presence, unless protected by means such as *protection from good and evil*, *nondetection* or similar effects.
- Beings within 3 miles of the dragon's lair become aware of the dragon's name within a month and become subservient to its will unless protected from charm effects.
- Those dwelling within a mile of the dragon are subject to being dominated (as per *dominate monster*) unless protected from such magics

If the dragon dies, the effects fade instantly.

Lancor Dragons on Amöeros

Thought to be the direct spawn of Tiamat, the Babylonian queen of dragons, lancor dragons act as her agents guiding and directing the other chromatic dragons and arbitrating in her name. However, lancor dragons are

far from impartial in their rulings, and will accept bribes, show favoritism and pass down exceptionally harsh punishments to the “guilty” according to their own cruel whims.

Adult Lancor Dragon

Huge dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+2)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities fire, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP) **Prof** +6

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

Regeneration. At the start of its turn, the dragon regains 10 hit points if it did not suffer acid damage in the previous round.

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire and cold damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Burst (Recharge 5+). The dragon may substitute one bite attack to breath a 20-foot line of lightning. Each creature in that area must make a DC 21 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

Fire Breath (Recharge 5+). The dragon exhales three separate 30-foot cones of fire. Each creature in that area must make a DC 21 Dexterity saving throw (at disadvantage if in overlapping cones), taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (costs 2 actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Lancer Dragon

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities fire, lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

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

Regeneration. At the start of its turn, the dragon regains 10 hit points if it did not suffer acid damage in the previous round.

Actions

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

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 +6) slashing damage

Lightning Burst (Recharge 5+). The dragon may substitute one bite attack to breath a 20-foot line of lightning. Each creature in that area must make a DC 17 Dexterity saving throw, taking 17 (5d6) lightning damage on a failed save, or half as much damage on a successful one.

Fire Breath (Recharge 5+). The dragon exhales three separate 30-foot cones of fire. Each creature in that area must make a DC 17 Dexterity saving throw (at disadvantage if in overlapping cones), taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.



Ancient Orange Dragon

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	17 (+3)	21 (+5)	21 (+5)

Saving Throws Dex +7, Con +16, Wis +12, Cha +12

Skills Intimidate +12, Perception +24, Stealth +7

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 34

Languages Common, Draconic

Challenge 24 (36,000 XP) **Prof** +7

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

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus spellcasters must make Wisdom DC 21 save. On a failure, target loses highest unused spell slot.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

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

the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5+). The dragon exhales a coruscating rainbow of colorful fire up to 90 foot away, filling a 30-foot diameter. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The creature has the following Paladin spells prepared:

1st level (4 slots): *bane, command, wrathful smite*

2nd level (3 slots): *branding smite, magic weapon*

3rd level (3 slots): *aura of vitality, crusader's mantle*

4th level (2 slots): *death ward, staggering smite*

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.

Smite (costs 2 actions). The dragon makes a claw attack. On a hit, it may expend a spell slot to add 4 (1d8) radiant damage per level of the spell slot expended.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Among the chromatic dragons, orange dragons are the most vicious and brutal of dragons – sometimes referred to as “berserker dragons” or “hellspawn dragons”. Younger orange dragons have a yellow-gold hue and as the dragon ages, the dragon's coloration tends to darken towards a reddish color, starting at the face and tapering to a more yellowish color near the tail. Truly ancient orange dragons have been known to have blood-red faces, deep orange-red necks tapering to a golden orange, streak-laden tail.

The scales of the orange dragon have an unusual shape, being semi-oval with a spike or barb-like protrusion in the very center of the scale. This allows the dragon to catch and rip or impale opponents on the deadly spikes.

Combat

An orange dragon will usually swoop into combat, laying waste to its landing area with a blast of its breath weapon. Thereafter, the dragon generally wades into combat with melee attacks, using its battle fury to ward off spells and increase the damage dealt with its attacks. It is very rare for an orange dragon to disengage from combat

Orange Dragon Society

Orange dragons are creatures of strife. Young dragons are drawn to battles and wars, while older orange dragons instigate them. As a result most orange dragons cannot tolerate the presence of others of their kind and come into constant conflict with other races.

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Orange Dragon Lairs

Orange dragons prefer to make lairs on ancient battlegrounds, preferring to make dwellings out of the monuments that decorate prestigious battlefields.

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:

- The dragon chooses a 10-foot diameter area within 120 feet, into which it summons the ghosts of the slain. Those in the area of effect must make a DC 15 Wisdom save. On a failure, the target takes 7 (2d6) necrotic damage as they are assailed by the spirits of the fallen.
- The psychic anger of slain warriors stirs, all creatures other than the dragon within 30 feet of the dragon must make a DC 15 Wisdom saving throw. On a failure, the target immediately uses its reaction to move up to half its speed and attack the nearest living creature that is not the dragon.
- The dragon chooses a point within 90 feet. From the chosen point, 1d4 + 1 skeletons with maximum hit points (20 hp) rise and fight in aid of the dragon. The skeletons remain until slain, dismissed or the dragon dies. The dragon cannot raise additional skeletons until the current batch is dispatched.

Regional Effects

The region containing a legendary orange dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 5 miles of the dragon's lair, there is a feeling of unease and individuals grow surly and short-tempered.
- Within 3 miles of the dragon's lair, individuals begin to hear whispers that urge them to take violent actions against others over the smallest perceived slight.
- Within 1 mile of the dragon's lair, the area swarms with the undead from ancient battlefields, seeking living opponents to carry on their ancient vendetta

If the dragon dies, the effects fade over 1d10 days.

Orange Dragons on Amberos

Most orange dragons joined the federation during the First Dragon War for the thrill of the fight, only to return to their clans after the war ended. Orange dragons have mostly vanished from the western half of Amberos, and they avoid coming near the Twilight Forest for reasons unknown.

Of all dragonkind, orange dragons are barely tolerated in the Federation, and their numbers there are extremely tiny and closely monitored due to the rage and distrust their mere presence inspires.



Adult Orange Dragon

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	23 (+6)	17 (+3)	19 (+4)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +9, Cha +9

Skills Intimidate +9, Perception +14, Stealth +5

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

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

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus spellcasters must make Wisdom DC 17 save. On a failure, target loses highest unused spell slot.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

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

the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5+). The dragon exhales a coruscating rainbow of colorful fire up to 60 foot away, filling a 30-foot diameter. Each creature in that area must make a DC 19 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The creature has the following Paladin spells prepared:

1st level (4 slots): *bane, command, wrathful smite*

2nd level (3 slots): *branding smite, magic weapon*

3rd level (2 slots): *aura of vitality, crusader's mantle*

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.

Smite (costs 2 actions). The dragon makes a claw attack. On a hit, it may expend a spell slot to add 4 (1d8) radiant damage per level of the spell slot expended.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Orange Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft., burrow 30 ft., fly 80 ft.

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

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

Skills Intimidate +8, Perception +12, Stealth +4

Damage Immunities fire

Senses blindsense 30 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

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

Smite (1x/turn). When the dragon hits with a melee attack, it can expend a spell slot to deal an extra 9 (2d8) radiant damage, plus 4 (1d8) radiant damage per spell slot above 1st.

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus spellcasters must make Wisdom DC 16 save. On a failure, target loses highest unused spell slot.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Fire Breath (Recharge 5+). The dragon exhales a coruscating rainbow of colorful fire up to 60 foot away, filling a 20-foot diameter. Each creature in that area must make a DC 16 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The creature has the following Paladin spells prepared:

1st level (4 slots): *bane, command, wrathful smite*

2nd level (2 slots): *branding smite, magic weapon*

Orange Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., burrow 20 ft., fly 60 ft.

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

Saving Throws Dex +2, Con +4, Wis +4, Cha +4

Skills Intimidate +4, Perception +6, Stealth +2

Damage Immunities fire

Senses blindsense 10 ft., darkvision 60 ft., passive Perception 16

Languages Common, Draconic

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

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (1d10 + 4) piercing damage plus spellcasters must make Wisdom DC 12 save. On a failure, target loses highest unused spell slot.

Fire Breath (Recharge 5+). The dragon exhales a coruscating rainbow of colorful fire up to 30 foot away, filling a 10-foot diameter. Each creature in that area must make a DC 12 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Ancient Paper Dragon

Huge dragon, neutral good

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., teleport 80 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	21 (+5)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +10, Wis +6, Cha +13

Skills History +10, Perception +13, Perform +15, Stealth +5

Damage Immunities fire, psychic

Senses truesight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

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

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

Actions

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

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target.
Hit: 14 (2d8 + 5) bludgeoning damage.

Enrapturing 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 charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Enrapturing Presence for the next 24 hours.

Epic Song (Recharge 5+). The dragon sings an enchanted tune that affects targets in a 60-foot radius. Each creature in that area must make a DC 18 Wisdom saving throw. On a failure, the target takes 58 (13d8) psychic damage, half on a successful save.

Spellcasting. The creature is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The creature has the following Bard spells prepared:

Cantrips (at will): *friends, mage hand, message, prestidigitation*

1st level (4 slots): *cure wounds, sleep, tasha's hideous laughter*

2nd level (3 slots): *calm emotions, detect thoughts, zone of truth*

3rd level (3 slots): *dispel magic, hypnotic pattern, nondetection*

4th level (3 slots): *compulsion, confusion, greater invisibility*

5th level (2 slots): *legend lore, modify memory*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *mirage arcane*

8th level (1 slot): *glibness*

Bonus Actions

Inspiring. Up to 4 allies within 30 feet of the dragon add 1d8 to skill checks and saving throws.

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.

Cast (costs 2 actions). The dragon casts a spell of 3rd level or less.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Teleport (costs 2 actions). The dragon vanishes, reappearing elsewhere. Each creature within 15 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The dragon can then teleport 80 feet.

Self-proclaimed protectors of books and knowledge both magical and mundane, paper dragons claim to be spawned of the very magic of words themselves. An adult paper dragon is a leathery yellow in color, with yellow eyes and wings that are generally russet in color. Unlike most other dragons, paper dragons are devoid of sharp edges and horns, though the whole of their body is covered over with leathery, square scales, except along the underside of the breast. As the dragon ages, the scales seem to “age” like old paper. Younger dragons tend towards a off-white color, while the more ancient paper dragons take on a mottled yellow tinge.

Beyond its normal appearance, it is not unusual for paper dragons to carve glyphs, passages from books and other graffiti into their scales. Some paper dragons use their own scales as books of sorts, often recording the history they have lived through on their very bodies.

Combat

Though quite powerful, paper dragons prefer to avoid combat and resolve differences amicably. If forced to fight though, they call on their magical powers and inscribed glyphs to attack foes foolish enough to fight them. They use their knowledge to diffuse or disarm an enemy before a battle in earnest begins, and they use their vast

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knowledge to put into place plans and contingencies to tip success vastly in their favor.

Paper Dragon Society

Paper dragons are quite sociable throughout their lifetime. In fact, they seem to physically thrive on interaction and can grow weak and lethargic without it. They are also easily excitable and undertake new challenges with great gusto.

It is not uncommon for the dragons to masquerade themselves in magical guises and pose as more humanoid creatures for long durations. There are ballads even of paper dragons forgetting their draconic nature for

generations, losing themselves in the tapestry of another race they find particularly interesting.

Paper Dragon's Lair

Paper dragons enjoy enchanted grottos or ornamental gardens to make their lairs within, often couching such areas in the communities of other humanoid races.

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:

Adult Paper Dragon

Large dragon, neutral good

Armor Class 17 (natural armor)

Hit Points 172 (13d10 + 75)

Speed 40 ft., teleport 80 ft., fly 80 ft.

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

Saving Throws Dex +3, Con +6, Wis +3, Cha +7

Skills History +7, Perception +6, Perform +10, Stealth +3

Damage Immunities fire, psychic

Senses truesight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

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

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

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Enrapturing Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Enrapturing Presence for the next 24 hours.

Epic Song (Recharge 5+). The dragon sings an enchanted tune that affects targets in a 60-foot radius. Each creature in that area must make a DC 14 Wisdom saving throw. On a failure, the target takes 49 (11d8) psychic damage, half on a successful save.

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

Cantrips (at will): *friends, mage hand, message, prestidigitation*

1st level (4 slots): *cure wounds, sleep, tasha's hideous laughter*

2nd level (3 slots): *calm emotions, detect thoughts, zone of truth*

3rd level (3 slots): *dispel magic, hypnotic pattern, nondetection*

4th level (3 slots): *compulsion, confusion, greater invisibility*

5th level (2 slots): *legend lore, modify memory*

6th level (1 slot): *mass suggestion*

Bonus Actions

Inspiring (Recharge 3+). Up to 4 allies within 30 feet of the dragon add 1d8 to skill checks and saving throws.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Teleport (Costs 2 Actions). The dragon vanishes, reappearing elsewhere. Each creature within 15 feet of the dragon must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone. The dragon can then teleport 80 feet.

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- Vegetation, minor stone walls or other construction within 120 feet move and twist shape to create a confusing maze of corridors and paths of the dragon's design that conceal the dragon's location. The altered pathways remain until the dragon uses this ability again, it dies or dismisses the effect.
- Vegetation, minor stone walls or other construction in a 10 foot square area within 90 feet of the dragon twist to form a cage to trap those who fail a DC 15 Dexterity save. Trapped individuals can free themselves by taking an action to make a DC 15 Strength check, or by dealing 30 points of damage to the structure (AC 15). The cage otherwise remains until the dragon uses this ability again, dismisses the cage or is slain.
- The dragon calls a fey spirit to its aid, which heals it for 9 (2d8) hit points, before flitting away or vanishing in an explosion of sparks.

Regional Effects

The region containing a legendary paper dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

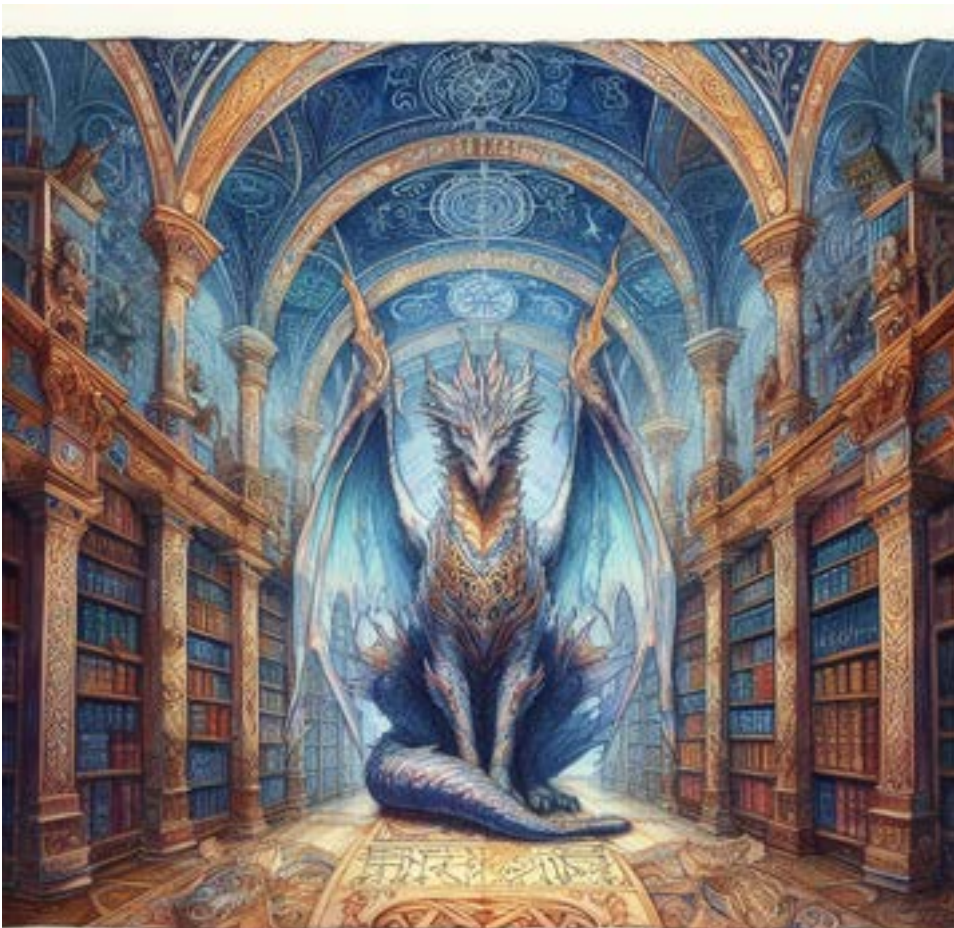
- Within 5 miles of the dragon's lair, well-stocked libraries are exceedingly common in the area.

- Within 3 miles of the dragon's lair, books spontaneously animate and flap about like birds when left unattended.
- Within 1 mile of the dragon's lair, a tall hedge maze or maze of alleyways conceals the dragon's lair. Those who enter the maze seeking to harm the dragon find themselves easily lost and quickly running into dead-end after dead-end.

If the dragon is slain or moves its lair, the library and maze remains, but associated effects subside over a period of 1d10 days.

Paper Dragons on Amëkros

Paper dragons are yet another breed of dragon thought to hail directly from Aurora. They are exceptionally rare, and none are aligned with the mighty dragon Federation. They are one of the few dragons that elves of the Evan Cordum have invited into their homeland.



Young Paper Dragon

Medium dragon, neutral good

Armor Class 16 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., teleport 60 ft., fly 60 ft.

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

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

Skills History +5, Perception +4, Performance +7

Damage Immunities fire, psychic

Senses truesight 30 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

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

Actions

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

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

Epic Song (*Recharge 5+*). The dragon sings an enchanted tune that affects targets in a 30-foot radius. Each creature in that area must make a DC 13 Wisdom saving throw. On a failure, the target takes 18 (4d8) psychic damage, half on a successful save.

Spellcasting. The creature is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The creature has the following Bard spells prepared:

Cantrips (at will): *friends, mage hand, message, prestidigitation*

1st level (4 slots): *cure wounds, sleep, tasha's hideous laughter*

2nd level (3 slots): *calm emotions, detect thoughts, zone of truth*

3rd level (3 slots): *dispel magic, hypnotic pattern, nondetection*

Bonus Actions

Inspiring (*Recharge 5+*). Up to 3 allies within 30 feet of the dragon add 1d4 to skill checks and saving throws.

Paper Dragon Wyrmling

Small dragon, neutral good

Armor Class 15 (natural armor)

Hit Points 10 (3d6)

Speed 20 ft., teleport 40 ft., fly 40 ft.

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

Saving Throws Dex +2, Con +2, Wis +2, Cha +4

Skills History +5, Perception +4, Performance +6

Damage Immunities psychic

Senses truesight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge ¼ (50 XP) **Prof** +2

Actions

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

Epic Song (*Recharge 5+*). The dragon sings an enchanted tune that affects targets in a 30-foot radius. Each creature in that area must make a DC 12 Wisdom saving throw. On a failure, the target takes 9 (2d8) psychic damage, half on a successful save.

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

Cantrips (at will): *friends, mage hand, message, prestidigitation*

1st level (4 slots): *cure wounds, sleep, Tasha's hideous laughter*

2nd level (3 slots): *calm emotions, detect thoughts, zone of truth*

Bonus Actions

Inspiring (*once per short rest*). Up to 2 allies within 30 feet of the dragon add 1d4 to skill checks and saving throws.

Ancient Pearl Dragon

Gargantuan dragon (aquatic), neutral good

Armor Class 21 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 40 ft., swim 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Dex +8, Con +14, Wis +10, Cha +12

Skills Insight +10, Perception +16, Stealth +8

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 21 (27,500 XP) **Prof** +7

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

Water Breathing. The dragon can breathe underwater.

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage, plus 9 (2d8) lightning damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage, plus 9 (2d8) lightning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

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

Imprisoning Breath (Recharge 5+). The dragon breathes a cohesive force that affects targets in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw.

On a failure, the target is trapped in a sphere of force as per *Otiluke's Resilient Sphere*.

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

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

Spellcasting. The creature is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *blade ward, minor illusion, prestidigitation*

1st level (4 slots): *chromatic orb, shield, unseen servant*

2nd level (3 slots): *invisibility, locate object, suggestion*

3rd level (3 slots): *dispel magic, haste, tongues*

4th level (3 slots): *control water, Evard's black tentacles, hallucinatory terrain*

5th level (3 slots): *conjure elemental, hold monster, scrying*

6th level (1 slot): *disintegrate*

7th level (1 slot): *teleport*

8th level (1 slot): *maze*

9th level (1 slot): *wish*

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.

Cast (costs 2 actions). The dragon casts a spell of 3rd level or less.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (costs 2 actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Masterful aquatic creatures, Pearl dragons inhabit areas of undersea beauty where they rule the waves with a hand they believe only they are capable of enforcing.

Adult pearl dragons are a sparkling white hue that glints with the rainbow when lighted. They have dazzling blue eyes and transparent, gossamer wings. Younger pearl dragons have less luster to their scale and are often

mottled. Ancient pearl dragons remain a glossy white, but begin to grow patches of long, silky fur at their joints, along the tail and upon their chin.

Combat

Pearl dragons are generally confident in the belief they will win, and often will strike foes with overwhelming

force. However, even if thwarted in their attacks or challenged by a true danger to themselves, they are often too arrogant to surrender or flee. A defeated pearl dragon is a humbled creature indeed, and will generally agree to serve whomever has beaten it in return for its life.

Pearl Dragon Society

Pearl dragons generally live in mated pairs, and offspring will typically remain with their parents until adulthood. Lone or rogue pearl dragons are exceedingly rare and may lash out against others in their unhappiness and loneliness.

Most pearl dragons retain healthy, positive relations with nearby humanoid communities, and may take an active role in securing the community's wellbeing and defense.

Pearl Dragon's Lair

A pearl dragon's lair is usually underwater, close to shore. They prefer coral reefs above all else, but will lair in sea caves or at the bottom of tidal pools or grottos if their preferred environment is not available.

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:

- Turbulent waves form in the nearby water, forcing those within 60 feet of the dragon to treat the area as difficult terrain and suffer disadvantage on attacks and skill checks while in the area. This has no effect on the dragon. The effect remains in place and moves with the dragon until it uses the action again, the dragon is slain or it chooses to dispel the effect.
- Schools of fish swarm into a column 20 feet in diameter and 50 feet tall within 120 feet of the dragon. The swarm obscures vision and those who start their turn or move into the swarm must make a DC 15 Dexterity save. On a failure the target is nauseated until the start of their next turn. As a bonus action each turn, the dragon can move the swarm up to 50 feet. It remains until the dragon uses this action again, it is slain or chooses to dispel the effect.
- The dragon selects a 10 ft. diameter area within 90 feet. The water in this area reaches crushing pressure, forcing those who enter or start their turn in the area of effect to make a DC 15 Constitution effect. On a failure, the target takes 7 (2d6) bludgeoning damage on its turn and is restrained. The target, as an action, can attempt to make a DC 15 Strength check to escape the area. The area remains until the dragon uses this action again, it is slain or chooses to end the effect.

Regional Effects

The region containing a legendary pearl dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 5 miles of the dragon's lair, the tides shift to match the dragon's emotional status, being calm when it sleeps, turbulent when it is angered, drenched in storm clouds when upset, etc.
- Within 3 miles of the dragon's lair, sea life becomes enriched and large specimens of sea creatures are more common.
- Within 1 mile of the dragon's lair, the water becomes crystal clear, all the way to the bottom, regardless of depth. However, the dragon can will the area to become clouded, but must use its concentration to do so.

Pearl Dragons on Amberos

Most pearl dragons live off the southern or eastern coast of Amberos. These powerful dragons avoiding becoming involved in the First Dragon War other than to help supply the plans for the Floating Citadel the dragons used during the war. Now, most pearl dragons keep to themselves, though they sometimes become unintentionally involved in the constant battles that rage at the borders of Nydonna's Sea Kingdom and the other undersea races.

Adult Pearl Dragon

Huge dragon (aquatic), neutral good

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., swim 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +8, Con +14, Wis +10, Cha +8

Skills Insight +7, Perception +12, Stealth +6

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 14 (11,500 XP) **Prof** +5

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

Water Breathing. The dragon can breathe underwater.

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 17 (2d10 + 6) piercing damage, plus 9 (2d8) lightning damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) slashing damage, plus 9 (2d8) lightning damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target.
Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Imprisoning Breath (Recharge 5+). The dragon breathes a cohesive force that affects targets in a 60-foot cone. Each

creature in that area must make a DC 18 Dexterity saving throw. On a failure, the target is trapped in a sphere of force as per *Otiluke's Resilient Sphere*.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Spellcasting. The creature is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *blade ward, minor illusion, prestidigitation*

1st level (4 slots): *chromatic orb, shield, unseen servant*

2nd level (3 slots): *invisibility, locate object, suggestion*

3rd level (3 slots): *dispel magic, haste, tongues*

4th level (3 slots): *control water, Evard's black tentacles, hallucinatory terrain*

5th level (3 slots): *conjure elemental, hold monster, scrying*

6th level (1 slot): *disintegrate*

7th level (1 slot): *teleport*

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Pearl Dragon

Large dragon (aquatic), neutral good

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., swim 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

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

Skills Insight +5, Perception +9, Stealth +5

Damage Immunities Lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 7 (2,900 XP) **Prof** +4

Water Breathing. The dragon can breathe underwater.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 15 (2d10 + 4) piercing damage, plus 5 (1d8) lightning damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage, plus 5 (1d8) lightning damage.

Imprisoning Breath (Recharge 5+). The dragon breathes a cohesive force that affects targets in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failure, the target is trapped in a sphere of force as per *Otiluke's Resilient Sphere*.

Spellcasting. The creature is an 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *blade ward*, *minor illusion*, *prestidigitation*

1st level (4 slots): *chromatic orb*, *shield*, *unseen servant*

2nd level (3 slots): *invisibility*, *locate object*, *suggestion*

3rd level (3 slots): *dispel magic*, *haste*, *tongues*

4th level (2 slot): *control water*, *Evard's black tentacles*

5th level (3 slots): *conjure elemental*, *hold monster*, *scrying*



Pearl Dragon Wyrmling

Medium dragon (aquatic), neutral good

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

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

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

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

Skills Insight +2, Perception +4, Stealth +3

Damage Immunities Lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

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

Water Breathing. The dragon can breathe underwater.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 13 (1d10 + 2) piercing damage.

Imprisoning Breath (Recharge 5+). The dragon breathes a cohesive force that affects targets in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw. On a failure, the target is trapped in a sphere of force as per *Otiluke's Resilient Sphere*.

Ancient Purple Dragon

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	17 (+3)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +17, Wis +9, Cha +13

Skills Perception +16, Persuasion +13, Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 24 (36,000 XP) **Prof** +7

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

Ressurrect. If the dragon is reduced to 0 hit points, on its next action it arises as a Adult Purple dragon with full hit points. This can only be prevented by *wish* or *disintegrate* cast on the remains before this ability activates.

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Fascinating Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed

on a DC 21 Wisdom saving throw or become charmed for 1 day or frightened for 1 minute. A creature can repeat the saving throw at the end of an hour, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Fascinating Presence for the next 24 hours.

Poison Cloud (*Recharge 5+*). The dragon breathes poison that affects targets in a 90-foot diameter sphere up to 90 feet away from the dragon. Each creature in that area must make a DC 24 Constitution saving throw. On a failure, the target takes 77 (22d6) poison damage, half on a successful save.

Spellcasting. The dragon is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The creature has the following Cleric spells prepared:

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

1st level (4 slots): *bane, command, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, locate object*

3rd level (3 slots): *clairvoyance, bestow curse, protection from energy*

4th level (3 slots): *death ward, freedom of movement, guardian of faith*

5th level (3 slots): *contagion, insect plague, scrying*

6th level (2 slots): *blade barrier, heal*

7th level (2 slots): *divine word, plane shift*

8th level (1 slot): *earthquake*

9th level (1 slot): *gate*

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.

Cast (*costs 2 actions*). The dragon casts a spell of 3rd level or less.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (*costs 2 actions*). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its

Dragons of majesty, purple dragons are somewhat unusual in regard to other chromatic dragons. Where most of the other chromatic dragons are purely destructive creatures that have no regard for their environment or those within it, Purple dragons instead love to make themselves rulers and lords over lesser beings. They go to great lengths to preserve the "status quo" of the area, sometimes to the point of stagnating the civilizations they come to lord over.

An adult purple dragon is a deep violet with a slightly yellow underside. The wings are generally

tipped with white and the tail has a reddish scorpion-like tip. Younger dragons are pock-marked with scales of a different color, giving the appearance of being covered in dazzling gems. Older purple dragons scale color turns a more lavender color, finally becoming so light at Wyrms ages as to appear white from a short distance.

Combat

Purple dragons prefer to make an impression in combat – striking with such deadly force and in such a devastating manner as to leave no doubt who is the superior

Bestiary Malfeas

creature. Purple dragons carefully pick their fights, and are not above forcing opponents to wade through waves of fodder to wear them down before the Purple dragon swoops in for a glamorous kill. Defeated purple dragons can be the worst of enemies, quietly seeking to weaken the victors and destroy them at the most opportune time. Even worse, the Purple dragon's ability to resurrect itself at the cost of becoming "younger" makes them implacable foes.

Finally, many purple dragons go to great lengths to ensure that if they are slain, their treasure will be safeguarded against looters.

Purple Dragon Society

Purple dragons enjoy lording over lesser races and will quickly establish themselves over lesser creatures that they can force to submit to their will.

Purple Dragon's Lair

Purple dragons seek out large buildings for their own use, often displacing current residents to make it their own. Older purple dragons usually have their lair specifically built for them and expanded upon during their lifetimes.

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:

- One target within 90 feet of the dragon must make a DC 15 Wisdom save. On a failure they are charmed and will act on the dragon's behalf. This consumes the dragon's concentration to maintain. This effect lasts until the dragon uses this ability again, the target takes a long rest or the dragon dies. A target that makes the save cannot be affected again for one day.
- The dragon recalls 1d4+1 **guards** led by a **veteran** to within 150 feet of its location. The summoned individuals are fanatically loyal to the dragon and cannot be charmed by others. The guards remain until dismissed or slain. The dragon cannot use this ability again while the previous individuals are still present.
- A mind-numbing wave sweeps through the dragon's lair, affecting all individuals within 60 feet of the dragon. Targets must make a DC 15 Wisdom save or drop prone and be stunned until the end of their next action in reverence to the dragon.

Regional Effects

The region containing a legendary purple dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 5 miles of the dragon's lair, all sentient individuals become aware of the dragon's name and its overwhelming presence as master of the area.

- Within 3 miles of the dragon's lair, sentient inhabitants of the area become subservient to the dragon's needs.
- Within 1 mile of the dragon's lair unusual purple lizards with dragonfly-like wings appear commonly, keeping an eye on all individuals in the area. If one is slain or otherwise mistreated, the dragon becomes aware of where the deed occurred and who committed the act.

Purple Dragons on Amberos

Claiming to be the direct spawn of Guaradrell themselves, purple dragons are exceptionally rare creatures that are primarily encountered only in the Federation, and are thought to act as governors for the various regions within that land.

Adult Purple Dragon

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 310 (20d12 + 180)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	28 (+9)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +15, Wis +7, Cha +11

Skills Perception +13, Persuasion +11, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP) **Prof** +6

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Fascinating Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become charmed for 1 day or frightened for 1 minute. A creature can repeat the saving throw at the end of an hour, ending the effect on itself on a

success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Fascinating Presence for the next 24 hours.

Poison Cloud (Recharge 5+). The dragon breathes poison that affects targets in a 60-foot diameter sphere up to 60 feet away from the dragon. Each creature in that area must make a DC 23 Constitution saving throw. On a failure, the target takes 63 (18d6) poison damage, half on a successful save.

Spellcasting. The dragon is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The creature has the following Cleric spells prepared:

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

1st level (4 slots): *bane, command, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, locate object*

3rd level (3 slots): *clairvoyance, bestow curse, protection from energy*

4th level (3 slots): *death ward, freedom of movement, guardian of faith*

5th level (3 slots): *contagion, insect plague, scrying*

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Purple Dragon

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Persuasion +6, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsense 30 ft., darkvision 60 ft., passive Perception 10

Languages Common, Draconic

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

Spellcasting. The dragon is a 5th level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The creature has the following Cleric spells prepared:

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

1st level (4 slots): *bane, command, inflict wounds*

2nd level (3 slots): *enhance ability, hold person, locate object*

3rd level (3 slots): *clairvoyance, bestow curse, protection from energy*

Actions

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

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) slashing damage.

Poison Cloud (Recharge 5+). The dragon breathes poison that affects targets in a 30-foot diameter sphere up to 60 feet away from the dragon. Each creature in that area must make a DC 17 Constitution saving throw. On a failure, the target takes 52 (15d6) poison damage, half on a successful save.

Purple Dragon Wyrmling

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Persuasion +4, Stealth +2

Damage Immunities poison

Condition Immunities poisoned

Senses blindsense 10 ft., darkvision 60 ft., passive Perception 10

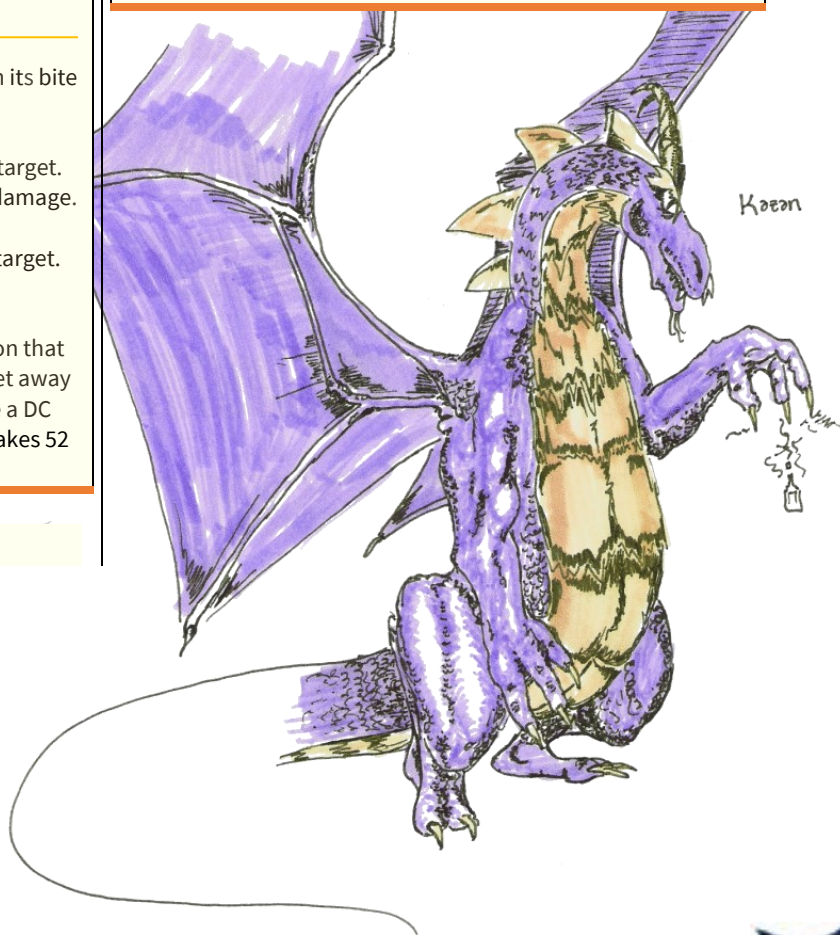
Languages Common, Draconic

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (1d10 + 4) piercing damage.

Poison Cloud (Recharge 5+). The dragon breathes poison that affects targets in a 15-foot diameter sphere up to 30 feet away from the dragon. Each creature in that area must make a DC 13 Constitution saving throw. On a failure, the target takes 35 (10d6) poison damage, half on a successful save.



Ancient Sky Dragon

Gargantuan dragon, neutral

Armor Class 22 (natural armor)

Hit Points 487 (25d20 + 225)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	21 (+5)	29 (+9)	17 (+3)	15 (+2)	23 (+6)

Saving Throws Dex +12, Con +16, Wis +9, Cha +13

Skills Acrobatics +12, Perception +16, Stealth +12

Damage Immunities lightning, thunder

Condition Immunities deafened, prone, restrained

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 23 (32,500 XP) **Prof** +7

Evasion. If the dragon makes a successful Dexterity save and would take damage, it instead takes none.

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 15ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 14 (3d6) thunder damage.

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

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales a bolt of lightning in a 120-foot line. Each creature in that area must make a DC 24 Constitution saving throw, taking 91 (26d6) lightning damage on a failed save, or half as much damage on a successful one.

Thunderous Breath. The dragon exhales a thunderous roar in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 91 (26d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.

These masters of the sky are a beautiful mix of sky-blue scales with white, cloud-like dapples. They have huge sail-like wings and the unusual ability to fly without ever landing. They make their homes amid the clouds of the sky, rarely dropping below the heights of mountain peaks.

Combat

To a sky dragon, maneuverability is all. A sky dragon never lands to fight, always keeping the fight in the air, where they are virtually matchless. Sky dragons generally strike with a breath weapon as they fly by, sometimes raking with claws or snatching a foe and dropping them from a great height.

Sky Dragon Society

Sky dragons avoid other non-sky dragons, but do enjoy intermittently interacting or keeping tabs of



others of their kind. Correspondence between various sky dragons is common, usually in the form of travelogues sent by various quasi-magical means to compatriots. There is often a hint of one-upmanship in these correspondences in seeking out and witnessing rare and unusual locations or activities.

Every five to ten years, sky dragons plan and attend large festivals. It is common practice for the dragons to invite individuals they have met in their travels, in part to act as physical witnesses to the dragon's adventures, as much as it is also a sign of friendship. For the majority of the festival, various sky dragons mingle among the attendants, in disguised form. Only at the end of the festival, amid a magical show of lights in the sky above do the dragon's reveal themselves to their gathered host, before returning from whence they came.

Sky Dragon's Lair

It is very rare for sky dragons to maintain a lair, and those that do are often absent from it for long periods of time as they travel. Those that do maintain a lair do so for the purpose of retaining a treasure hoard, one that generally consists of crystals, gems or works of art – rarely do sky dragons bother with coinage.

Sky dragon lairs are often mountain caves or other lofty edifices not easily reached by creatures lacking flight and are often concealed by illusions or clever construction.

Some sky dragons assign a custodian or caretaker for their lair, allowing the individual to live in opulence in return for keeping an eye on the lair.

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 harmonic thrum echoes through the lair. Those within 50 feet of the dragon must make a DC 15 Constitution save. Those that fail are stunned until the end of their next turn.
- Tinkling shards of crystal sweep through the lair. A 20-foot cylinder 50 feet tall forms within 150 feet of the dragon. Those entering or starting in the area of effect must make a DC 15 Dexterity save. On a failure, the target takes 7 (2d6) slashing damage and is distracted. The cylinder can be moved up to 30 feet as a bonus action. It remains until the dragon uses this action again, the dragon chooses to dismiss it or the dragon dies.
- The air at a point 20 feet in diameter up to 90 feet from the dragon becomes exceedingly thin. Those in the area of effect cannot breathe. This effect lasts until this action is used again, the dragon chooses to dismiss it or the dragon dies.

Regional Effects

The region containing a legendary sky dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 5 miles of the dragon's lair, refreshing breezes make their way through the area and air quality is unusual clear.
- Within 3 miles of the dragon's lair, non-magical poisonous gas is harmlessly neutralized and magical poisonous gas is dispersed after a round.
- Within 1 mile of the dragon's lair, the weather is under the complete control of the dragon and cannot be changed or altered without the dragon's consent.

If the dragon dies or moves its lair permanently, the above effects dissipate over 1d10 days.

Sky Dragons on Amberos

It is thought that Vermnia, queen of the wind, altered other dragons that pined to soar on the winds forever, transforming them into the first sky dragons.

It is known that sky dragons refused to become involved in the First Dragon War, and they make their lairs in the very clouds, never touching a piece of earth in their life. Sailors of the Methane Sea sometimes see them, but the dragons tend to avoid any sort of contact with other races when possible.

Adult Sky Dragon

Huge dragon, neutral

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	25 (+7)	15 (+2)	13 (+1)	21 (+5)

Saving Throws Dex +12, Con +12, Wis +9, Cha +13

Skills Acrobatics +9, Perception +11, Stealth +9

Damage Immunities lightning, thunder

Condition Immunities deafened, prone, restrained

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 16 (15,00 XP) **Prof** +5

Evasion. If the dragon makes a successful Dexterity save and would take damage, it instead takes none.

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

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 17 (2d10 + 6) piercing damage plus 7 (2d6) thunder damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target.
Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that

is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales a bolt of lightning in a 90-foot line. Each creature in that area must make a DC 20 Constitution saving throw, taking 56 (16d6) lightning damage on a failed save, or half as much damage on a successful one.

Thunderous Breath. The dragon exhales a thunderous roar in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 56 (16d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (costs 2 actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.

Young Sky Dragon

Large Dragon, neutral

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	21 (+5)	13 (+1)	11 (+0)	19 (+4)

Saving Throws Dex +7, Con +9, Wis +4, Cha +8

Skills Acrobatics +7, Perception +8, Stealth +7

Damage Immunities Lightning, thunder

Condition Immunities deafened, prone, restrained

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

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

Evasion. If the dragon makes a successful Dexterity save and would take damage, it instead takes none.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 15 (2d10 + 4) piercing damage plus 3 (1d6) thunder damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) slashing damage.

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

Lightning Breath. The dragon exhales a bolt of lightning in a 60-foot line. Each creature in that area must make a DC 17 Constitution saving throw, taking 49 (14d6) lightning damage on a failed save, or half as much damage on a successful one.

Thunderous Breath. The dragon exhales a thunderous roar in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 49 (14d6) thunder damage on a failed save, or half as much damage on a successful one.

Sky Dragon Wyrmling

Small Dragon, neutral

Armor Class 17 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 30 ft., fly 90 ft.

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

Saving Throws Dex +7, Con +9, Wis +4, Cha +8

Skills Acrobatics +4, Perception +4, Stealth +4

Damage Immunities Lightning, thunder

Condition Immunities deafened, prone, restrained

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18

Languages Common, Draconic

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

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.

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

Lightning Breath. The dragon exhales a bolt of lightning in a 30-foot line. Each creature in that area must make a DC 12 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Thunderous Breath. The dragon exhales a thunderous roar in a 30-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one.

Ancient Storm Dragon

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 481 (26d20 + 208)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	15 (+2)	27 (+8)	18 (+4)	25 (+7)	21 (+5)

Saving Throws Dex +9, Con +15, Wis +14, Cha +12

Skills Nature +11, Perception +21, Stealth +9

Damage Immunities thunder, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31

Languages Common, Draconic

Challenge 24 (36,000 XP) **Prof** +7

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

Storm Halo. A creature that starts its turn or moves within 15 feet of the dragon must make a DC 23 Dexterity saving throw. On a failure, it takes 14 (4d6) lightning damage and is knocked prone.

Actions

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

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 14 (4d6) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage, plus 7 (2d6) lightning.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage, plus 14 (4d6) thunder damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1

minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120-foot line that is 10 ft. wide. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) lightning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The creature is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 22, +14 to hit with spell attacks). The creature has the following Druid spells prepared:

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

1st level (4 slots): *create or destroy water, fog cloud, thunderwave*

2nd level (3 slots): *heat metal, moonbeam*

3rd level (3 slots): *call lightning, wind wall*

4th level (3 slots): *ice storm, polymorph*

5th level (3 slots): *conjure elemental (air), insect plague*

6th level (2 slots): *move earth, sunbeam*

7th level (2 slots): *fire storm, reverse gravity*

8th level (1 slot): *control weather*

9th level (1 slot): *storm of vengeance*

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.

Cast (costs 2 actions). The dragon casts a spell of 3rd level or less.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (costs 2 actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

With wings made of sparking lightning, storm dragons are stark white beasts of vicious temperament. Their scales are oval-shaped with blue-tinged edges. Their body is covered in static electricity, which capers and prances across their body in the form of small bolts of blue lightning.

Combat

Storm dragons will do battle with any individual that opposes it in its hunting grounds, though they do not go out of their way to initiate combat. They prepare themselves before a combat by surrounding

themselves with a halo of lightning and buffing itself with any spells it may know. Where possible they strike from the air with breath or spells, rarely engaging in melee except if enraged, and then striking via a fury of claws, bite and slashing tail.

Normally, the dragon will retreat if overmatched, but if drawn into a melee they will ever rarely disengage until victorious or slain.

Storm Dragon Society

Storm dragons rule a ground-based hunting realm, though they generally lair in the sky above. Interactions between various storm dragons is rare, and generally

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preceded by a tribute to enter another's realm peacefully. Storm dragons entering other dragon's realms without tribute is generally a sign they wish to displace or destroy a rival.

Storm dragons generally see non-dragons as lesser beings worthy only bringing them tribute or prey for a hunt when hungry. There are rare tales, however, of storm dragons taking a fancy to someone that proves themselves and equal and the dragon has been rumored to even take a form akin to those it has become enamored with – possibly even for generations after the initial individual has passed away.

Storm Dragon's Lair

A storm dragon's lair is usually a semi-solidified thunderhead that drifts lazily over its territory. Flashes of lightning roll continuously through the cloud, though the dragon can will wind, rain and lightning down from the cloud as desired – usually only occurring when on the hunt or irritated at individuals outside its lair.

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 bolt of lightning lashes through area in a straight line 60 feet long within 90 feet of the dragon. Those in the path of the lightning must

make a DC 15 Dexterity save. On a failure, the target takes 7 (2d6) lightning damage.

- Thunder echoes through the area, affecting all within 60 feet of the dragon. Targets must make a DC 15 Constitution save. On a failure, the target is deafened for 1 minute and takes 7 (2d6) thunder damage.
- Violent winds whip through the area, affecting a 15 foot cone within 120 feet of the dragon. Those in the area of effect must make a DC 15 Strength save. On a failure, the target is pushed 15 feet in the direction of the wind and knocked prone. The dragon can move the area of wind up to 30 feet as a bonus action. The wind remains until the dragon uses this action again, it dismisses it or the dragon is slain.

Regional Effects

The region containing a legendary storm dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 5 miles of the dragon's lair, stormy weather becomes more prevalent and heavy rains are common.
- Within 3 miles of the dragon's lair strong winds whip through the area in unpredictable and violent gusts.
- Within 1 mile of the dragon's lair the weather is under the complete control of the dragon and tends towards violent thunderstorms.

If the dragon is slain or permanently moves its lair, the effects dissipate over 1d10 days.

Storm Dragons on Amöeros

In a manner similar to sky dragons, storm dragons have made bargains with Vermnia, queen of the winds, to act as her harbingers against the mortals of the lands below. Unlike sky dragons, storm dragons often interact with the world below, bringing woe and destruction in Vermnia's name wherever they pass.

Very few storm dragons interact with the Federation, and those that do are generally given control of the weather for certain areas of the Dark Lands.



Adult Storm Dragon

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	23 (+6)	16 (+3)	23 (+6)	19 (+4)

Saving Throws Dex +7, Con +11, Wis +11, Cha +9

Skills Nature +8, Perception +16, Stealth +7

Damage Immunities thunder, lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31

Languages Common, Draconic

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

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

Storm Halo. A creature that starts its turn or moves within 15 feet of the dragon must make a DC 19 Dexterity saving throw. On a failure, it takes 10 (3d6) lightning damage and is knocked prone.

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage, plus 3 (1d6) lightning.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, plus 10 (3d6) thunder damage.

Frightful Presence. Each creature of the dragon's choice that

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

Lightning Breath (Recharge 5+). The dragon exhales lightning in a 90-foot line. Each creature in that area must make a DC 19 Dexterity saving throw, taking 56 (16d6) lightning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The creature is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The creature has the following Druid spells prepared:

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

1st level (4 slots): *create or destroy water, fog cloud, thunderwave*

2nd level (3 slots): *heat metal, moonbeam*

3rd level (3 slots): *call lightning, wind wall*

4th level (3 slots): *ice storm, polymorph*

5th level (3 slots): *conjure elemental (air), insect plague*

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 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.

Young Storm Dragon

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	23 (+6)	16 (+2)	21 (+5)	19 (+4)

Saving Throws Dex +6, Con +10, Wis +9, Cha +8

Skills Nature +6, Perception +13, Stealth +6

Damage Immunities Lightning, thunder

Senses blindsense 30 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

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

Storm Halo. A creature that starts its turn or moves within 10 feet of the dragon must make a DC 18 Dexterity saving throw. On a failure, it takes 7 (2d6) lightning damage and cannot take reactions until their next turn.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 16 (2d10 + 5) piercing damage plus 7 (2d6) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 5) slashing damage, plus 3 (1d6) lightning.

Lightning Breath (Recharge 5+). The dragon exhales lightning in a 60-foot line. Each creature in that area must make a DC 18 Dexterity saving throw, taking 49 (14d6) lightning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The creature is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The creature has the following Druid spells prepared:

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

1st level (4 slots): *create or destroy water, fog cloud, thunderwave*

2nd level (3 slots): *heat metal, moonbeam*

3rd level (2 slots): *call lightning, wind wall*

Storm Dragon Wyrmling

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 60 ft.

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

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

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

Damage Immunities Lightning, thunder

Senses blindsense 10 ft., darkvision 60 ft., passive Perception 16

Languages Common, Draconic

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

Storm Halo. A creature that starts its turn or moves within 5 feet of the dragon must make a DC 12 Dexterity saving throw. On a failure, it takes 3 (1d6) lightning damage and cannot take reactions until their next turn.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) piercing damage.

Lightning Breath (Recharge 5+). The dragon exhales lightning in a 60-foot line. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

Adult Tyrannodragon

Huge dragon, neutral evil

Armor Class 22 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 50 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	21 (+5)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Dex +8, Con +11, Wis +5

Skills Perception +13, Stealth +8

Damage Immunities fire

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 23

Languages —

Challenge 18 (20,000 XP) **Prof** +6

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

Actions

Multiattack: The dragon makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite Attack. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one creature. *Hit:* 23 (3d10 + 7) piercing damage and if the target is Large or smaller, it is grappled.

Engulf. If the dragon starts its turn grappling an opponent, the target must make a DC 22 Strength save. On a failure, the target is engulfed and takes 7 (2d6) acid damage on the start of each of its turns until freed or it escapes.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5+). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Snap. The dragon makes a bite attack (but does not grapple).

Rush. The dragon moves up to half its movement rate.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Luckily, tyrannodragons do not have the immortality of other dragons. About 30 years after reaching mature adult age tyrannodragons begin to quickly decline, dying within a couple of years, either due to physical problems or by finally falling as prey to another creature – sometimes even to their own kind.

Combat

A tyrannodragon is a brutish creature that generally initiates combat only when it is hungry (which is most of the time) or feels that its territory is threatened by another creature. If fighting out of a desire to eat, the tyrannodragon will refrain from using its breath weapon unless its life is threatened.

On the other hand, if defending its territory, the tyrannodragon will breath first, then melee with an opponent.

Tyrannodragons on Amboros

It is believed that tyrannodragons are the spawn of experiments in the genetic pits of Lost Vale, created

during the ancient Technological War. More advanced than dinosaurs, these beasts so far have only been found in lost vale and the coastal area surrounding the Boiling Sea. Luckily, true dragons have taken it upon themselves to destroy any tyrannodragon they encounter, so these beasts have not yet spread beyond Lost Vale.



Ancient Yellow Dragon

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 385 (22d20 + 154)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	25 (+7)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Arcana +14, Perception +17, Stealth +7

Damage Immunities fire

Senses blindsense 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 23 (32,500 XP) **Prof** +7

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

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one creature. *Hit:* 19 (2d10 + 8) piercing damage plus 13 (3d8) force damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

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

Force Breath (Recharge 5+). The dragon exhales magical force in a 90-foot cone. Each creature in the area must make a DC 23 Dexterity saving throw, taking 88 (16d10) force damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, message, prestidigitation*

1st level (4 slots): *comprehend languages, detect magic, shield, sleep*

2nd level (3 slots): *blur, detect thoughts, suggestion*

3rd level (3 slots): *clairvoyance, hypnotic pattern, slow*

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

5th level (3 slots): *creation, dominate person, hold monster*

6th level (2 slots): *chain lightning, true seeing*

7th level (2 slots): *teleport*

8th level (1 slot): *dominate monster*

9th level (1 slot): *meteor swarm*

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.

Cast (costs 2 actions). The dragon casts a 5th level or lower spell.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Yellow dragons are considered the most cunning and untrustworthy dragons on the continent. Even from birth they can manipulate the minds of others, and they only get stronger from there.

An adult yellow dragon is a lemon-yellow color, with slightly darker wings and crimson eyes. Younger yellow dragons have even more stark coloration and a glossy, almost hypnotic sheen to their scales. Older dragons have a duller coloration to their scales and their eyes eventually become solid black by the time the dragon is Ancient.

Combat

Yellows generally disdain direct combat, utilizing their ability to control lesser minds to direct minions to handle opponents for them. If forced into combat, a

yellow dragon seeks to both strike from a superior position and to seek a way to make themselves immune to any counterattacks. Generally, if a battle goes poorly for a yellow dragon, they will break away to either lead the opponent into a trap or to regroup at a later date after building back its strength and investigating its foe.

Yellow Dragon Society

Yellow dragons are as cunning as they are cruel. They will seek to dominate those in its territory and expand their territory as far as they can reach – or even further with minions, if possible.

Where purple dragons rule overtly, yellow dragons seek to control and manipulate others through deception

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and guile, allowing their subjects to believe that they are undertaking the dragon's desired task of their own accord.

Yellow dragons are not above manipulating their own kind, but most prefer to make themselves known in some way to others of its kind that it runs across, creating a network of moves and counterplays as the dragons vie for supremacy through proctors and subordinates. Even among mated yellow dragons this activity will continue, with each partner seeking dominion over the other and using its mate's minions for its own benefit – or switching the minion's allegiance to their own. Though such feuds can last for years, it usually ends with one dragon or the other eventually destroying its rival.

Mated yellow dragons do not care for their offspring for long – as soon as the young is determined to be able to fend for itself – usually within a year or two – it is driven out and forever after seen as a rival to dominate, enslave and/or destroy.

Yellow Dragon's Lair

Yellow dragons prefer to lair in semi-arid reaches, usually in caves at the base of a bluff or cliffside. The

interior of the lair is filled with secret areas and at least two concealed exits. Traps, pitfalls and other areas dangerous to intruders are common and false treasure hoards or fake hoards of treasure scarabs are not unheard of.

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:

- At a point within 150 feet of the dragon, a deadfall or pit is activated, affecting a 10 foot area. Those in the area of effect must make a DC 15 Dexterity save. Those that fail take 7 (2d6) bludgeoning damage and are restrained. A restrained target can take an action to make a DC 15 Strength or Sleight of Hand check. On a success, the target has escaped the deadfall. The deadfall remains in place as difficult terrain until the dragon uses this ability again or is slain.





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- The dragon calls to its aid 1d4+1 CR 1 or less creatures (such as **bandits**), lead by a CR 2 or CR 3 leader (such as a **bandit captain**). The called creatures arrive within 120 feet on their own initiative count and are unwaveringly loyal and remain until slain, dismissed or the dragon dies. It cannot call for aid again until the previous allies are no longer present.
- A wave of sand sweeps through the area, affecting everyone other than the dragon within a 30-foot diameter area within 90 feet. Those in the area of effect must make a DC 15 Strength save. Those who fail the save take 7 (2d6) bludgeoning damage, are knocked prone and carried up to 15 feet in the direction of the dragon's choosing.

Regional Effects

The region containing a legendary yellow dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 5 miles of the dragon's lair, water quickly evaporates and plants wilt and die within a day.
- Within 3 miles of the dragon's lair, the sky grows cloudless and during the day the sun beats down mercilessly upon those beneath its rays.
- Within 1 mile of the dragon's lair, creatures quickly starve no matter how much they eat, and food quickly withers and goes bad within a few hours.

If the dragon dies or permanently moves its lair, the effects slowly vanish over 1d10 days.

Yellow Dragons on Amöeros

Yellow dragons constantly involve themselves in disrupting human matters whenever they get the chance. It was a yellow dragon who assumed control of the Skyland Hold during the Dark Age after the fall of the demon prince Volk, and it was General Drake, a yellow dragon, who turned Fineburr the Astronomican against his fellow humans and convinced him to corrupt the Mystic Weapons that were to be used against dragons in the First Dragon War. It was also General Drake who led the last attack of the war on the capital of the Kingdom of Swordfall, despite the other dragons having signed a peace treaty to end the First Dragon War. It was only because the other legions of dragons banded together to stop him that a second war was prevented from erupting.

If one believes the paranoid whisperings, yellow dragons can be found anywhere – often controlling the various governments from the shadows. While it is true that most yellow dragons are found near humanoid communities, there is no known nation under the control of a yellow dragon.



Adult Yellow Dragon

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	23 (+6)	15 (+2)	21 (+5)

Saving Throws Dex +5, Con +10, Wis +7, Cha +7

Skills Arcana +11, Perception +12, Stealth +10

Damage Immunities fire

Senses blindsense 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP) **Prof** +5

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

Actions

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

Bite. *Melee Weapon Attack:* + to hit, reach 10 ft., one creature.
Hit: 17 (2d10 + 6) piercing damage plus 9 (2d8) force damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target.
Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 90 feet of the dragon and aware it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Force Breath (Recharge 5+). The dragon exhales magical force in a 60-foot cone. Each creature in the area must make a DC 18 Dexterity saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, message, prestidigitation*

1st level (4 slots): *comprehend languages, detect magic, shield, sleep*

2nd level (3 slots): *blur, detect thoughts, suggestion*

3rd level (3 slots): *clairvoyance, hypnotic pattern, slow*

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

5th level (3 slots): *creation, dominate person, hold monster*

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.

Cast (costs 2 actions). The dragon casts a 3rd level or lower spell.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Yellow Dragon

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	21 (+5)	11 (+0)	19 (+4)

Saving Throws Dex +3, Con +6, Wis +3, Cha +7

Skills Arcana +7, Perception +6, Stealth +3

Damage Immunities Fire

Senses blindsense 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

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

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) force damage.

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

Force Breath (*Recharge 5+*). The dragon exhales magical force in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 33 (6d10) force damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, message, prestidigitation*

1st level (4 slots): *comprehend languages, detect magic, shield, sleep*

2nd level (3 slots): *blur, detect thoughts, suggestion*

3rd level (2 slots): *clairvoyance, hypnotic pattern*

Yellow Dragon Wyrmling

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft., burrow 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	19 (+4)	11 (+0)	13 (+1)

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

Skills Arcana +6, Perception +4, Stealth +2

Damage Immunities Fire

Senses blindsense 30 ft., darkvision 120 ft., passive Perception 14

Languages Common, Draconic

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage.

Force Breath (*Recharge 5+*). The dragon exhales magical force in a 15-foot cone. Each creature in the area must make a DC 11 Dexterity saving throw, taking 16 (3d10) force damage on a failed save, or half as much damage on a successful one.

Xaven Dragon

Gargantuan dragon, neutral

Armor Class 25 (natural armor)

Hit Points 2,050 (100d20 + 1,000)

Speed 50 ft., burrow 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	19 (+4)	17 (+3)	25 (+7)

Saving Throws Str +19, Dex +9, Con +19, Int +13, Wis +12, Cha +16

Skills History +22, Perception +21

Damage Resistances bludgeoning, piercing and slashing non-artifact weapons

Damage Immunities acid, cold, fire, lightning, thunder, poison

Condition Immunities poisoned

Senses blindsense 60 ft., darkvision 120 ft., passive Perception 31

Languages Common, Draconic, Terran

Challenge 30 (155,000 XP) **Prof** +9

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

Artifact Strike. The dragon's attacks are considered artifact (magical) weapons.

Actions

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

Bite. *Melee Weapon Attack:* +19 to hit, reach 20 ft., 10-foot diameter, creature. *Hit:* 36 (4d12 + 10) piercing damage, and if the target is huge size or smaller it is Engulfed and takes 22 (4d10) acid damage each round.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one creature. *Hit:* 23 (2d12+10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 26 (3d10 + 10) bludgeoning damage.

Tail Sweep. *Melee Weapon Attack:* +19 to hit, reach 15 ft., 15-foot line. *Hit:* 26 (3d10 + 10) and target is knocked prone or pushed 15 feet.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware it must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath (Recharge 5+). The dragon exhales fire in a 180-foot cone. Each creature in the area must make a DC 27 Dexterity saving throw, taking 137 (25d10) radiant damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail sweep attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

In the tongue of dragons, Xaven (pron. ZAY-vehn) means "grandfather". These enormous dragons have long ago outgrown using their wings to fly, and exist in the dark earth. Their colors vary, but are usually browns, blacks or grays, though there is rumor of at least one green Xaven. Tales of Xavens speak of these dragons reaching such sizes that there is at least one ancient Xaven who houses an entire city within his vast stomach.

Combat

Xavens are not easily goaded into combat, but they are merciless when moved to fight. Generally, the breath weapon of a Xaven is more than enough to annihilate any enemy, but if this weapon does not, most Xaven will consume or rend foes as needed. Xavens rarely use their spells for destructive purposes and prefer utility spells that assist them perform tasks that their great bulk prevents them from accomplishing.

Xaven Society

Xavens are consolatory towards each other, and generally see other dragons as if they were children, regardless of age. Lesser dragons often congregate near xavens, giving tribute to these mighty creatures out of respect or garner favor with its larger cousin.

Xavens rarely come into direct contact with their own kind and do not mate as other dragons do, though their exact means of coming into existence is not known beyond that they do not hatch from eggs.

Xaven Lair

Xavens burrow shallowly into the ground when not active, and use the surrounding area as their actual lair. The lair is usually demarked in some way – a valley, an ancient wall, displayed trinkets or the like.

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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:

- The ground shakes violently. Those within 150 feet of the dragon must make a DC 15 Dexterity save. Those who fail are knocked prone and stunned until the end of their next turn.
- One or more slabs of stone up to 5 wide, up to 20 feet tall and a total of 30 feet long (300 cubic feet) rise up within 90 feet of the dragon. The stone remains until the dragon uses this ability again, dismisses the effect or is slain.
- Flying creatures within 300 feet of the dragon are pulled towards the ground at a rate of 60 feet per round at the start of their turn (and cannot fly upward). The effect lasts until the dragon uses this action again, dismisses it or is slain.

Regional Effects

The region containing a legendary xaven's lair is warped by the dragon's magic, which creates one or more

of the following effects:

- Within 5 miles of the dragon's lair, vegetation and animals grow rapidly and larger than normal.
- Within 3 miles of the dragon's lair, the air is infused with magic, creating random, but subtle spontaneous effects including altering the appearance of vegetation and beings dwelling in the area.
- Within 1 mile of the dragon's lair, spellcasters can refresh their spell slots with a short rest instead of a long rest.

Xavens on Ambros

Very little is known of Xavens, except rumor and hearsay. It is said that they are the direct offspring of Guaradrell, and are the most ancient of dragons. Some legends say that all other dragons, even Budhamit and Tiamat, are spawned from Xaven. Other tales state that Xavens are but pieces of Guaradrell himself, and even other tales say that any dragon can become a Xaven, should it live long enough.



Dragonborn

Dragons have fascinated the other races for years, and many have sought to emulate their majesty and power. Over the years, whether by alchemical or magical means, humanoid races with draconic appearances and powers have risen to take their place among the various races.

Uncertain Origins

The Al'galue came to Amberos from another realm, fleeing some ancient disaster to their old world. They brought strange machines with them and were persecuted by humanity for these devilish devices. Those that survived these ancient purges isolated themselves in remote regions and developed clannish tendencies.

Dragonborn are the result of alchemical infusions that eventually led to the appearance of a new race that bred true. Others claim them to be the children of dragons, manipulated into human form for reasons now long lost and forgotten.

The Tyres Haul claim they are the direct offspring of elvin and dragon unions, or in some tales spawned from alchemical attempts by elves to emulate the dragon form. Their is inconclusive evidence for either origin, though it is clear that the Tyres Haul have existed as a distinct race for many millennium.

Proud Heritage

Dragonfolk are generally proud people and celebrate their draconic appearance and abilities. Their art and architecture has a strong gothic style and prominently features draconic aspects.

Dragonfolk Traits

Dragonfolk share the following abilities.

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

Age. Al'galue grow slowly, at about half the rate of a human. They reach adulthood at about age 40, but can live up to 400 years. Tyres Haul, on the other hand, grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Size. Dragonfolk are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds or more. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Breath Weapon. You can use a bonus action to exhale destructive energy.

Al'galue always use Gold ancestry (i.e., Fire).

Dragonborn and Tyres Haul can come from a variety of dragonkind, and their draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

You can use your breath weapon a number of times equal to your proficiency modifier. You must take a long rest to recharge all uses.

Draconic Ancestry

Dragon	Damage	Type	Breath Weapon
Black	Acid	5 by 30 ft.	line (Dex. Save)
Blue	Lightning	5 by 30 ft.	line (Dex. Save)
Brass	Fire	5 by 30 ft.	line (Dex. Save)
Bronze	Lightning	5 by 30 ft.	line (Dex. Save)
Copper	Acid	5 by 30 ft.	line (Dex. Save)
Gold	Fire	15 ft.	cone (Dex. Save)
Green	Poison	15 ft.	cone (Con. Save)
Red	Fire	15 ft.	cone (Dex. Save)
Silver	Cold	15 ft.	cone (Con. Save)
White	Cold	15 ft.	cone (Con. Save)

Claws and Bite. You gain a claw attack that deals 1d3 slashing damage, and a bite attack that deals 1d6 piercing damage. Your claws and bite has the light weapon property. You may make a claw and/or bite attack as an off-hand attack.

Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

Subrace. There are three distinct branches of dragonfolk. You must choose one of the three below, which provide additional abilities.

Al'Galue

The Al'Galue are a mysterious race who claim to have come from a distant world, fleeing some forgotten disaster.

Al'galue look like bipedal dragons, with a long neck, arms, separate wings, reptilian digitigrade legs and a short tail. They are covered in hard scales of various colors, usually in shades of green, brown or blue.

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Innate Magic. You gain the use of two Sorcerer cantrips and one 1st level Sorcerer spell of your choice. You can use the 1st level spell once per long rest. Your spell DC is 8 + your Charisma modifier + Proficiency bonus, and your spell attack modifier is your Charisma bonus + Proficiency bonus. At 5th level, you can replace the spell or cast the spell you know as a 2nd level spell. At 9th level, you can replace the spell or cast the spell you know as a 3rd level spell. Finally, at 13th level, you can replace the spell or cast the spell you know as a 4th level spell.

Natural Armor. If you wear no armor, your base AC is 14.

Dragonborn

During the raging war years of the First Dragon War, dragons employed mercenary human forces to fight for them early in the war. As part of the mercenary's payment, these soldiers were gifted with magical concoctions of dragon's blood that both bound their loyalty and gave them draconic abilities. By the end of the war, some of the mercenaries had been permanently transformed by their infusions and began to breed as a true race of their own.

Dragonborn have the rough features of a humanoid dragon but lack the wings of true dragons and only have stubby tails. They otherwise strongly resemble either their chromatic, metallic or gemstone forebearers, with draconic maws, taloned hands and a body covered in tough scales.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Natural Armor. If you wear no armor, your base AC is 14.

Tyres Haul

In the ancient days of the Elvin Golden Age, polymorphed dragons and magical elvin spirits cavorted and interacted, mixing their magic to form a fae race that was half dragon and half elf. This race bore its own children, and even with the end of that mythical time, the race still exists to the present day.

Tyres Haul have a short neck, arms that double as wings and human-like legs. A Tyres Haul lacks a tail of any sort and its scale are extremely fine and supple like fish scales.

Flight. Tyres Haul can fly 40 ft. starting at first level, but doing so precludes the use of their hands, and their feet are not prehensile enough to wield weapons or use shields, though they can use their feet to carry objects from place to place.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Al'galue

Medium humanoid (dragonborn), usually lawful neutral

Armor Class 16 (chain mail)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	13 (+1)	10 (+0)	12 (+1)

Skills Deception +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

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

Arcane Strike (1x/turn). The Al'galue can expend a spell slot to add 9 (2d8) force damage to a melee attack, plus 4 (1d8) force damage per spell level above 1st.

Actions

Multiattack. An Al'galue makes a two-handed sword attack or javelin attacks and bite or fire breath attack.

Two-handed Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

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

Cantrips (at will): *friends, prestidigitation*

1st level (3 slots): *disguise self, magic missile, shield*

Bonus Actions

Fire Breath (Recharge 5+). 15-foot cone. Targets must make a Dexterity DC 12 save. On a failure, take 7 (2d6) fire damage, half on a successful save.

The Al'galue (pron. Aul-gaa-loo) are shapeshifting humanoids that hide among the other races, using their alien magic to take on the guise of the races they associate with. They still have command of many magics at their disposal.

Tales tend to portray the Al'galue as assassins, slavers and warriors of an evil and bloodthirsty bend, but these tales are patently false – the Al'galue are caught in a struggle for their own survival, masquerading as members of other races to keep from being slain by others who are frightened by their draconic appearance and ability to “infiltrate” as members of another race.



Combat

Al'galue attack in a rather straightforward method, though many experienced Al'galue are able to enhance their abilities with magical power. When defending their lairs, Al'galue drop their magical disguises to strike fear in their opponent. This has no magical effects, but tends to shake those who know the tales of the ancient Al'galue.

Al'galue Society

Despite the horrid tales propagated against them, the Al'galue are generally a peaceful race, living either alone among the various races or in tiny communities hidden in the wilderness. They generally have a strong sense of curiosity and justice, though the justice they often inflict is without emotion.

Because the Al'galue live among other races, masquerading as them, they have weak links to their own history and culture. They often adopt the cultural norms of the society they inhabit and keep their own history oral and secret.

Al'galue on Amberos

Al'galue are a race from the stars beyond Amberos. For sins unknown to all but their race, their world was doomed to extinction. However, the Al'galue cheated their punishment and fled to Amberos aboard colony ships. When the Al'galue reached Amberos, they settled in and made friends of humanity, sharing their technology with the humans against the arcane might of the Elvin and Goblinoid empires in return for land to call their own. However, humanity's greed eventually got the better of the Al'galue, and the sparking of the Technological War saw the Al'galue society destroyed, and the race blamed for the horrors it unleashed.

Al'galue Characters

It is not uncommon for the surviving members of this race to become adventurers, though recognition of their deeds are rarely recounted among other beings.

Al'galue worship Magius, the goddess of magic. A priest of Magius can choose from the domains of Knowledge, Magic or Protection.

Al'galue Mercenary

Medium humanoid (dragonborn), usually lawful neutral

Armor Class 18 (plate mail)

Hit Points 78 (12d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	15 (+2)	10 (+0)	12 (+1)

Skills Deception +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

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

Arcane Strike (1x/turn). The Al'galue can expend a spell slot to add 9 (2d8) force damage to a melee attack, plus 4 (1d8) force damage per spell level above 1st.

Actions

Multiattack. An Al'galue makes two two-handed sword attacks or javelin attacks and bite or a fire breath attack.

Two-handed Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

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

Cantrips (at will): *friends, prestidigitation, true strike*

1st level (4 slots): *disguise self, magic missile, shield*

2nd level (3 slots): *blur, hold person, scorching ray*

3rd level (2 slot): *counterspell, fireball*

Bonus Actions

Fire Breath (Recharge 5+). 15-foot cone. Targets must make a Dexterity DC 13 save. On a failure, take 14 (4d6) fire damage, half on a successful save.

Al'galae Champion

Medium humanoid (dragonborn), usually lawful neutral

Armor Class 18 (plate mail)

Hit Points 78 (17d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	14 (+2)	17 (+3)	10 (+0)	12 (+1)

Skills Deception +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

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

Arcane Strike (1x/turn). The Al'galae can expend a spell slot to add 9 (2d8) force damage to a melee attack, plus 4 (1d8) force damage per spell level above 1st.

Great Weapon Master. An Al'galae can take a -3 penalty to hit with its two-handed sword to add 6 to damage.

Actions

Multiattack. An Al'galae makes three two-handed sword attacks and a bite attack or three javelin attacks.

Two-handed Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage.

Javelin. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Spellcasting. The creature is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *blade ward, friends, prestidigitation, true strike*

1st level (4 slots): *disguise self, magic missile, shield*

2nd level (3 slots): *blur, hold person, scorching ray*

3rd level (3 slot): *counterspell, fireball*

4th level (1 slot): *Otiluke's resilient sphere*

Bonus Actions

Fire Breath (Recharge 5+). 15-foot cone. Targets must make a Dexterity DC 13 save. On a failure, take 14 (4d6) fire damage, half on a successful save.

Al'galae Hero

Medium humanoid (dragonborn), usually lawful neutral

Armor Class 18 (plate mail)

Hit Points 78 (22d8 + 66)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	18 (+4)	10 (+0)	12 (+1)

Skills Deception +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

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

Arcane Strike (1x/turn). The Al'galae can expend a spell slot to add 9 (2d8) force damage to a melee attack, plus 4 (1d8) force damage per spell level above 1st.

Great Weapon Master. An Al'galae can take a -4 penalty to hit with its two-handed sword to add 8 to damage.

Indomitable (1x/long rest). If the Al'galae fails a saving throw, it may reroll the saving throw.

Actions

Multiattack. An Al'galae four two two-handed sword attacks and a bite attack or four javelin attacks.

Two-handed Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage.

Javelin. *Ranged Weapon Attack:* +8 to hit, range 30/90 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Spellcasting. The creature is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *blade ward, friends, prestidigitation, true strike*

1st level (4 slots): *disguise self, magic missile, shield*

2nd level (3 slots): *blur, hold person, scorching ray*

3rd level (3 slot): *counterspell, fireball*

4th level (3 slot): *fire shield, Otiluke's resilient sphere*

5th level (2 slot): *cone of cold*

Bonus Actions

Fire Breath (Recharge 5+). 15-foot cone. Targets must make a Dexterity DC 15 save. On a failure, take 17 (5d6) fire damage, half on a successful save.

Tyres Haul

Medium humanoid (dragonborn), usually chaotic neutral

Armor Class 15 (studded leather)

Hit Points 10 (2d8 + 1)

Speed 30 ft., fly 40 ft.

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

Senses darkvision 60 ft., passive Perception 10

Damage Resistance cold

Languages Common, Draconic, Elvin

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

Actions

Multiattack. The Tyres haul makes a scimitar and bite attack.

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

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 120/360 ft., one target.
Hit: 6 (1d6 + 3) piercing damage.

Spellcasting. The creature is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, prestidigitation, true strike*
1st level (2 slots): *shield, sleep*

Bonus Actions

Cold Breath (Recharge 5+). The tyres haul breathes a cone of frost in a 15 ft. cone. Those in the area of effect must make a DC 11 Dexterity save. On a failure, the target takes 7 (2d6) cold damage, and half as much on a successful save.

The Tyres haul (pron. Ti-res Hawl) are a self-perpetuating race of half-dragons. Caught between the mortal world of men and the immortal world of dragons, they are generally accepted by neither side and pitied by both.

Tyres haul have an affinity for elves and elvin culture. Many tribes have created their own pidgin language that mixes elvin and draconic words, and prefer it to either base language.

Combat

A Tyres haul is graceful and deadly in combat. Many have been trained in the ancient ways of elves with bow and longsword, though they are often more deadly with their bite and claws.

Most Tyres haul use their flight and spell-like abilities to great effect, attacking opponents from a distance to weaken them before closing for the kill.



Tyres Haul Society

Over the ages, the Tyres haul have built their own societies in reclusive areas away from elvin and dragonkind. They prefer areas that cannot be reached by foot, and have great skill in architecture that rivals that of the elves. Their sorcerous demeanor spills into many of their works, and it is not uncommon to find minor magical wards and other enchantments protecting or enhancing their buildings.

Tyres haul tend to be rather stoic and stuffy in their own lands, with little love or tolerance for outsiders. They have great respect – some say envy – of dragonkind that spills into their architecture and worship.

Tyres Haul on Amderos

By legend, during the most ancient of days, the metallic dragons sometimes took elvin shape and fell in love with the elves themselves, bearing children that were neither quite elf or quite dragon and unable to fit into either society. When the Elvin Golden Age shattered, the Tyres haul were cast out of the dream lands and abandoned on the prime material plane.

Tyres Haul Sorcerer

Medium humanoid (dragonborn), usually chaotic neutral

Armor Class 15 (studded leather)

Hit Points 38 (7d8 + 7)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	13 (+1)	11 (+0)	18 (+4)

Senses darkvision 60 ft., passive Perception 10

Damage Resistance cold

Languages Common, Draconic, Elvin

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

Actions

Multiattack. The Tyres haul makes a scimitar attack and a bite attack.

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

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 120/360 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcasting. The creature is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, prestidigitation, true strike*

1st level (4 slots): *shield, sleep*

2nd level (3 slots): *blur, scorching ray*

3rd level (2 slots): *lightning bolt, haste*

Bonus Actions

Cold Breath (Recharge 4+). The tyres haul breathes a cone of frost in a 15 ft. cone. Those in the area of effect must make a DC 11 Dexterity save. On a failure, the target takes 10 (3d6) cold damage, and half as much on a successful save.

Tyres Haul Arcanist

Medium humanoid (dragonborn), usually chaotic neutral

Armor Class 15 (studded leather)

Hit Points 71 (13d8 + 13)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	13 (+1)	11 (+0)	20 (+5)

Senses darkvision 60 ft., passive Perception 10

Damage Resistance cold

Languages Common, Draconic, Elvin

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

Actions

Multiattack. The Tyres haul makes two scimitar and a bite attack, or makes two shortbow attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d6-1) piercing damage.

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 120/360 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcasting. The creature is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +6 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, prestidigitation, true strike*

1st level (4 slots): *shield, sleep*

2nd level (3 slots): *blur, scorching ray*

3rd level (3 slots): *lightning bolt, haste*

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

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

Bonus Actions

Cold Breath (Recharge 3+). The tyres haul breathes a cone of frost in a 15 ft. cone. Those in the area of effect must make a DC 12 Dexterity save. On a failure, the target takes 14 (4d6) cold damage, and half as much on a successful save.

Tyres Haul Dragon

Medium humanoid (dragonborn), usually chaotic neutral

Armor Class 15 (studded leather)

Hit Points 71 (18d8 + 18)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	13 (+1)	11 (+0)	20 (+5)

Senses darkvision 60 ft., passive Perception 10

Damage Resistance cold

Languages Common, Draconic, Elvin

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

Actions

Multiattack. The Tyres haul makes two scimitar and a bite attack, or makes two shortbow attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 2 (1d6-1) piercing damage.

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

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 120/360 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Spellcasting. The creature is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, prestidigitation, true strike*

1st level (4 slots): *shield, sleep*

2nd level (3 slots): *blur, scorching ray*

3rd level (3 slots): *lightning bolt, haste*

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

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

6th level (2 slots): *chain lightning, eyebite*

7th level (2 slots): *fire storm, reverse gravity*

Bonus Actions

Cold Breath (*Bonus Action; Recharge 5+*). The tyres haul breathes a cone of frost in a 15 ft. cone. Those in the area of effect must make a DC 13 Dexterity save. On a failure, the target takes 17 (5d6) cold damage, and half as much on a successful save.

Dragonsnail

Dragonsnail

Tiny dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 117 (18d4 + 72)

Speed 5 ft., fly 30 ft.

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

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

Skills Perception +8

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities fire

Condition Immunities polymorph

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

Languages Common, Draconic

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

Magic Strike. The dragonsnail's attacks are treated as magical for the purposes of overcoming damage resistance.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 4 (1d4 + 2) piercing damage, plus 3 (1d6) fire damage.

Fire Breath (Recharge 5+). The dragonsnail breathes a 30-foot cone of fire. Targets in the area of effect must make a DC 14 Dexterity save. On a failure, the target takes 17 (5d6) fire damage, half on a successful save.



It has often been jokingly stated that *baleful polymorph* is the cause for this dangerous creature. Like dragons, these creatures will carve out a lair and fill it with treasure they collect. They often make their lairs underground in ancient structures or will take over a small portion of a cavern complex. Creatures that survive their first encounter with a dragonsnail generally gain a healthy respect for the creature and stay out of the dragonsnail's way.

Combat

Dragonsnails are incredibly greedy creatures. They will often engage opponents much larger than themselves, flying up to land on their opponents to bite. Against several foes, they will disgorge a fiery slime-like breath weapon.

Dragonsnails on Amberos

There is no known natural habitat for dragonsnails on Amberos. They have been encountered in the northwest of Amberos, ranging from the Evan Cordum down through Doonask (though not on the Glacier of Seasons).

Drake

Drakes are dragon-like creatures of slighter smaller size and power than true dragons. They thus appear very similar to the dragon they emulate, but instead of six limbs, a drake only has four – its forelegs and wings are combined into one set of limbs. The breath weapons and attacks of these beasts is generally less than their full-sized draconic counterparts, and drakes do not gain in power as dragons do, though they share the same greed and capriciousness as their draconic counterparts. Oddly enough, there are no known encounters with metallic-colored drakes, and why such beasts do not exist is not known.

Unlike true dragons, drakes are not born with the racial memories of their ancestors. This tends to make them somewhat less intelligent than true dragons, and easier to mold as beasts of burden, pets or even as mounts.

True dragons do not take kindly to drakes and will often attempt to drive them off or kill them. Drakes do not have many of the magical abilities of true dragons and are careful to avoid raising the ire or appearing in the presence of a true dragon.

Drakes as Mounts

If a drake egg is captured, hatched and raised by a humanoid creature, it can be trained to act as a war mount. Training the drake to be a war mount requires that its caretaker teach it, much as it would a humanoid baby. The drake must be handled and raised by its rider; it will accept no other being willingly. It takes 2 years for a drake to grow from hatchling to its mature size, and it must be in contact with its rider at least one day a week during this growth period for the bond to properly form between rider and drake. Because of the drake's intelligence, there is no Handle Animal check needed to train the drake; instead, the character must make an opposed Diplomacy versus Sense Motive roll to command the drake to accept the master as a rider. This check needs only be made once. If failed, the master may not try again until he gains a new level of experience.

Drakes as Minions

Feral drakes that have been captured in infancy and raised by humans can be trained to act as pets, guardians or even companions. Without the contact of its parents or others willing to teach it to use its mental faculties within the first year of life, a drake remains an animalistic beast, unable to talk or reason intelligently (changing its Intelligence to 2).

Drake eggs sell for approximately 500 gp per HD of the adult version of the drake. Adult, trained drakes can be purchased for approximately 1,000 gp per HD of the adult version. Training a drake takes 6 weeks of training.

Feral drake pets can be very dangerous to their owners, and have been known to turn on them if poorly treated. Even a well-treated drake can be dangerous when in a capricious or playful moment.

Drakes on Amëcros

Often referred to as dreamsliver dragons, drakes are less powerful copies of true dragons – mere dream

shadows of true dragons. According to legend, while the dragons slept in the dreamlands of Aurora, their dream-selves cavorted as drakes across the land, bred and created a new race unto itself. When the dragons awoke, the original drakes disappeared, but their progeny lived on.

Drakes generally live in the same areas as their true dragon cousins, and endless wars often spark between the two “breeds”.

Black Drake

Large dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 40 ft., swim 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	19 (+4)	10 (+0)	15 (+2)	12 (+1)

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

Skills Perception +6, Stealth +5

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 dragon makes a bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature.
Hit: 11 (2d8 + 2) piercing damage, plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 7 (2d4+2) 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 11 Dexterity saving throw. On a failure, the target takes 36 (8d8) acid damage, half on a successful saving throw.

Black drakes are as subversive as their larger cousins. They feed on rot and corruption and will often ally themselves with beings they perceive as being powerful easily influenced or subverted. 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 drakes prefer swampy areas, using surprise to drag opponents into the water and drown them, or to swoop down on foes and strafe with acid, repeating as necessary until they can return to the scene at their leisure to mop up crippled survivors. They only fight in melee if forced to do so, and will flee any engagement they are losing.

Black Drakes on Amberos

Most black drakes congregate in the Golens. There is fierce competition between black drakes and black dragons during the mating season, for the latter use the Golens as their nesting grounds



Blue Drake

Large dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +3, Con +5, Wis +6, Cha +6

Skills Insight +6, Perception +9

Damage Immunities lightning

Senses blindsense 30 ft., darkvision 90 ft., passive Perception 19

Languages Common, Draconic

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

Actions

Multiattack. The drake makes a bite and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature.
Hit: 13 (2d8 + 4) piercing damage, plus 9 (2d8) lightning damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.
Hit: 9 (2d4+4) slashing damage.

Lightning Breath (*Recharge 5+*). The drake breathes a 60 ft. line of lightning. Creatures in the area of effect must make a DC 17 Dexterity saving throw. On a failure, the target takes 45 (10d8) lightning damage, half on a successful save.

Spellcasting. The creature is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *dancing lights, friends, minor illusion*

1st level (4 slots): *chromatic orb, fog cloud*

2nd level (3 slots): *blur, detect thoughts*

3rd level (2 slots): *blink, haste*

Blue drakes take well arid lands and blasted ruins. They are cunning loners, preferring to use surprise and misdirection when forced to deal with others. They rarely leave survivors, preferring to keep their presence a secret from others. Blue drakes usually make their homes in ruins or in concealed caves at the base of cliffs. Occasionally, they nest on the top of plateaus where few can access their lairs and they can watch the comings and goings of creatures below.

Combat

Blue drakes prefer to strike from surprise, usually by hiding in the sand and using illusions to draw attention away from its point of attack, opening their surprise attack with a blast of lightning. Blue drakes prefer

to sow confusion using hit and run tactics to avoid counterattack.

Blue Drakes on Amöeros

Blue drakes dwell in the desert wastes of Llannhanex. They seem to have a natural immunity to the deadly sands of the Blue Desert, and thus may be one of the few inhabitants of that cursed land. Some sages speculate that blue drakes may even be the cause of the deadly blue sands, as blue dragons do not seem to share the same immunity.



Green Drake

Large dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	19 (+4)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Dex +3, Con +7, Wis +6, Cha +6

Skills Animal Handling +6, Perception +9, Survival +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsense 30 ft., darkvision 90 ft., passive Perception 19

Languages Common, Draconic

Challenge 7 (200 XP) **Prof** +3

Actions

Multiattack. The drake makes a bite and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 12 (2d8+3) piercing damage, plus 9 (2d8) poison damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage.

Poison Breath (*Recharge 5+*). The drake breathes a cloud of poison gas up to 40 feet away that fills a 20 ft. diameter. Creatures in the area of effect must make a DC 15 Constitution save. On a failure, the target takes 40 (9d8) poison damage, half that on a successful save.

Spellcasting. The creature is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The creature has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, thorn whip*

1st level (4 slots): *entangle, speak with animals*

2nd level (3 slots): *gust of wind, spike growth*

3rd level (2 slots): *call lightning, meld into stone*

Green drakes are vicious predators who roam deep forests and jungles. They are constantly on the hunt and rarely encountered within their nest. Green drakes seem to have an affinity to train and use lesser animals to hunt for it, as well as occasionally act as their eyes and ears against intruders.

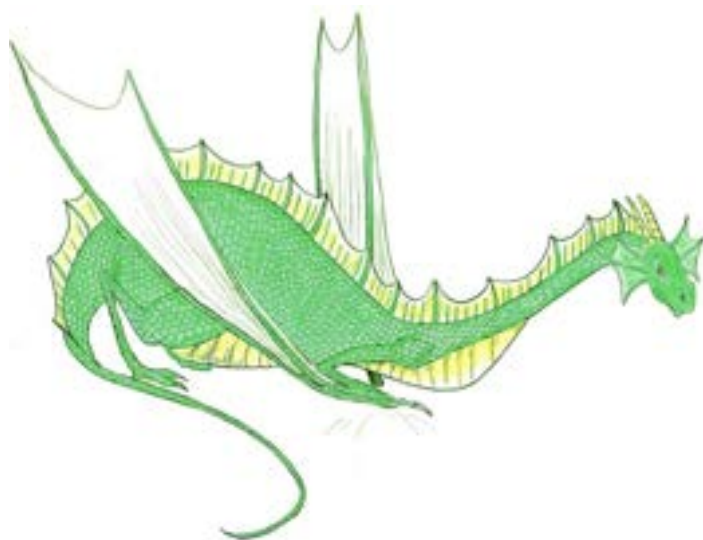
Combat

Green drakes prefer to move amid the trees of the forest they inhabit with uncanny grace. Despite their bulk, they are able to pass between trees while rarely bending a limb. They leap down onto prey, often grasping a single foe and winging away, leaving behind a blast of poisonous chlorine to cover its escape. If cornered, a green drake

lashes out violently, trying to create an avenue of escape but rarely surrendering if outmatched.

Green Drakes on Amöcros

Most green drakes congregate in the Yaz forest or other deep, undisturbed wooded lands. It is unknown why there are such large concentrations in the Yaz, but even green dragons avoid the drake-infested forest with great contempt.



Red Drake

Large dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 95 (10d10 + 40)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +4, Con +8, Wis +6, Cha +7

Skills Perception +10

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 20

Languages Common

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

Actions

Multiattack. The dragon makes a bite and two claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6+6) piercing damage, plus 9 (2d8) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 11 (2d4 + 6) slashing damage.

Fire Breath (Recharge 5+): The drake breathes a 30 ft. cone of fire. Creatures in the area of effect must make a DC 16 Dexterity save. On a failure, the target takes 58 (13d8) fire damage, half that on a successful save.

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

Cantrips (at will): *blade ward, prestidigitation, true strike*

1st level (4 slots): *grease, witch bolt*

2nd level (3 slots): *crown of madness, web*

3rd level (3 slots): *fear, fireball*

4th level (1 slot): *fire shield*

The cruelest of all the drakes, these beasts are bullies and ruffians of the worst sort. They enjoy terrorizing others, and will kill, maim, or destroy at the slightest provocation. Luckily, their rampages are unplanned, and the drake may reconsider continuing an attack if met with fierce resistance.

Red Drakes have been known to ally themselves with wizards and sorcerers in return for payment in spells or magic treasures. Such alliances are generally short-lived as most red drakes will eventually turn on such allies at the first sign of weakness or abandon their ally when the threat of defeat becomes greater than the reward they seek.

Combat

Red drakes strike first with a blast of fire and quickly wade into the thick of combat against

survivors, taking a moment to cast *fire shield* on themselves before rampaging into foes. Once engaged, red drakes will continue to fight until all foes are dead or is itself defeated.

If they are bested, it will attempt to withdraw, but if cornered or restrained, these beasts are not above pleading to be spared in return for relinquishing its treasure or performing a service for its attackers. Of course, the red drake will turn on its captors at the first opportunity, and will seek escape, to never be seen again.

Red Drakes on Amberos

Hateful and full of spite, red dragons prefer warm and hit regions, but will make their home wherever they find food and treasure. They knuckle under to true dragons, but in the absence of such beasts, they will often try to set themselves up where they can demand tribute from their lesser “subjects”.



White Drake

Large dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 47 (5d10 + 20)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	19 (+4)	6 (-2)	11 (+0)	10 (+0)

Saving Throws Dex +4, Con +6, Wis +2, Cha +2

Skills Perception +4, Stealth +2

Damage Immunities cold

Senses blindsense 30 ft., darkvision 90 ft., passive Perception 14

Languages Common, Draconic

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

Surefooted. The drake treats difficult terrain as normal terrain.

Actions

Multiattack. The drake makes a bite and two claw attacks.

Melee Attack. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 9 (2d6+2) piercing damage, plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Ice Breath(Recharge 5+). The drake breathes a 60 ft. cone of ice. Creatures in the area of effect must make a DC 14 Dexterity save. On a failure, the target takes 36 (8d8) cold damage, half that on a successful save.

White drakes are vicious, cunning predators that worry little more than slaking their hunger and collecting shiny treasures.

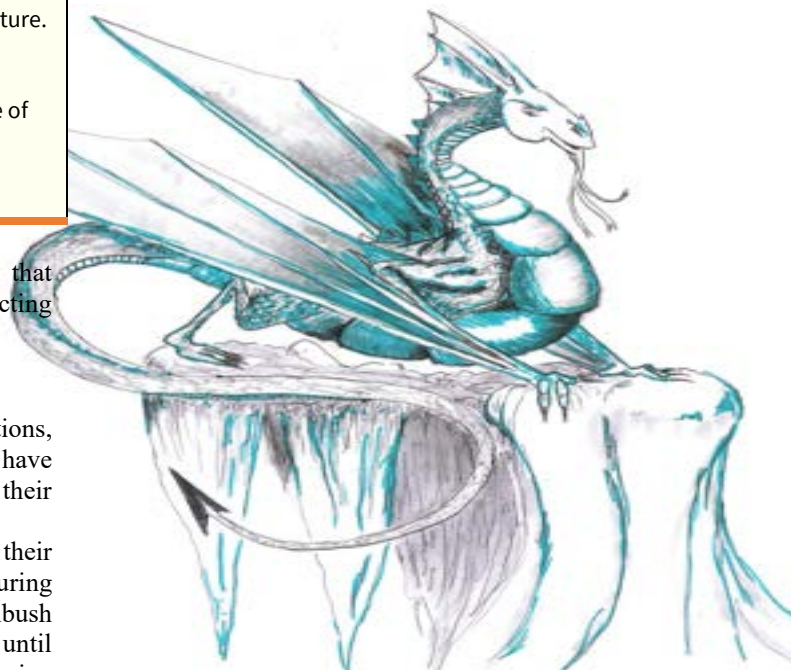
Combat

White drakes strike from surprise or hidden positions, focusing their attack on a single target. Once they have overcome an individual, they quickly make off with their prey, preferring flight to evade pursuers.

While not overly intelligent, they are cunning in their use of terrain to their advantage. They often hunt during white-out conditions or hide among snowdrifts to ambush prey. Unlike most drakes, white drakes usually wait until they have engaged in melee before using their breath, using it on those supporting or protecting its true prey.

White Drakes on Ambros

Little more than cunning beasts, white drakes flock to high, cold mountains or to the Glacier of Seasons. Ice giants prize them as pets and guardians.



Drakeroot

Drakeroot

Medium plant, unaligned

Armor Class 16 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	19 (+4)	1 (-5)	10 (+0)	11 (+0)

Saving Throws Con +7

Skills Stealth +2

Damage Resistances acid, fire, piercing

Damage Immunities bludgeoning

Condition Immunities charmed, poisoned, restrained

Senses blindsense 10 ft., darkvision 60 ft., passive Perception 10

Languages Common

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

Natural Ambusher. When still in natural surroundings, the drakeroot is indistinguishable from its surroundings

Actions

Multiattack. The drakeroot makes a bite and two claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature.
Hit: 6 (1d8 + 2) piercing damage, plus 9 (2d8) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 5 (1d6+2) slashing damage, plus 4 (1d8) poison damage.

Drakeroots are bizarre, plant entities that bear a strong resemblance to wingless dragons. They infest

civilized areas, burrowing under crops, poisoning water sources and feeding on the carrion they create.

Combat

Once discovered, drakeroots pull themselves from the ground and attack with claw and tooth. They rarely pursue foes and will retreat back into the earth if attacked from a distance or if the attacker flees.

Drakeroot on Amberos

Part of the curse on the Living Forest in the Kingdom of Vall Vega, Drakeroots exist only in this one deadly forest.

Ancient Drakeroot

Large plant, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	21 (+5)	1 (-5)	10 (+0)	11 (+0)

Saving Throws Con +9

Skills Stealth +3

Damage Resistances acid, fire, piercing

Damage Immunities bludgeoning

Condition Immunities charmed, poisoned, restrained

Senses blindsense 30 ft., darkvision 60 ft., passive Perception 10

Languages Common

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

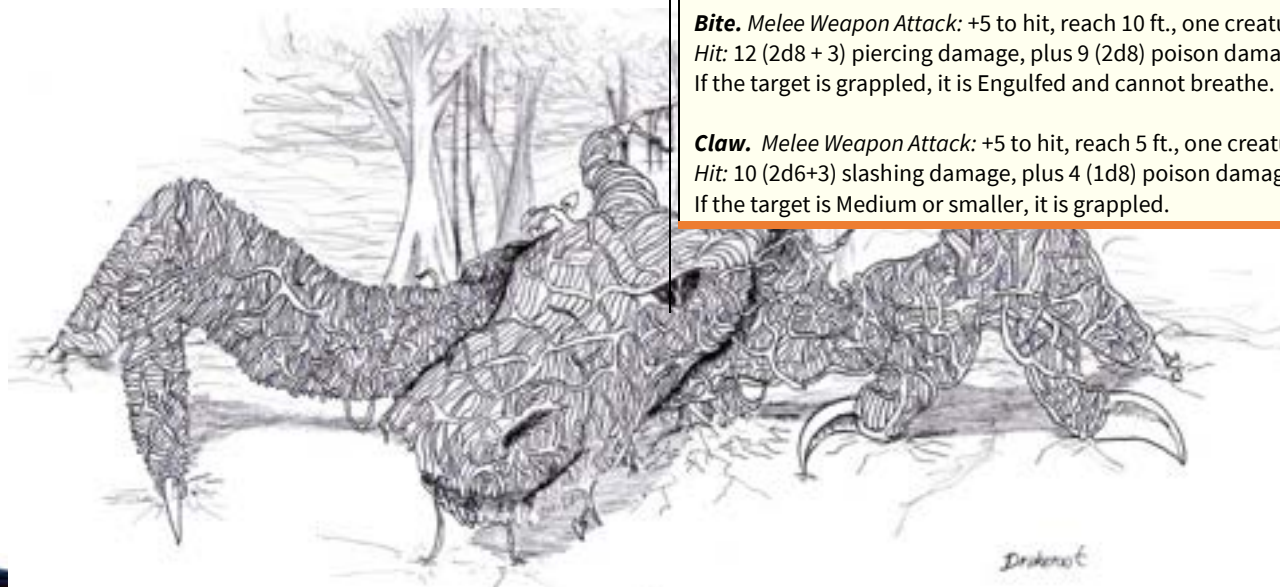
Natural Ambusher. When still in natural surroundings, the drakeroot is indistinguishable from its surroundings

Actions

Multiattack. The drakeroot makes a bite and two claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature.
Hit: 12 (2d8 + 3) piercing damage, plus 9 (2d8) poison damage.
If the target is grappled, it is Engulfed and cannot breathe.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 10 (2d6+3) slashing damage, plus 4 (1d8) poison damage.
If the target is Medium or smaller, it is grappled.



Displacer kitten

Displacer kitten

Tiny monstrosity (feline), neutral

Armor Class 13

Hit Points 7 (3d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	5 (-3)	12 (+1)	8 (-1)

Saving Throws Dex +4

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Understands Common

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

Displacement. The displacer kitten projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted when the displacer kitten is incapacitated or has a speed of 0.

Actions

Multiattack. The displacer kitten makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +4 to hit, range 0 ft., one target. *Hit:* 3 (1d3+2) slashing damage.

The displacer kitten is a specially bred version of the displacer beast designed for wizard and sorcerers as familiars.

Unlike displacer beast, displacer kittens have a much more pleasant disposition, much like that of a housecat. They are fiercely loyal to their owner, though they have been known to dislike fluttercats, and are unable to breed with those exotic animals. Druids have been known to detest Displacer kittens, but rarely go out of their way to harm the beasts.

Displacer kittens cannot speak in more than cat-like meows and growls but can understand common and/or the primary language of its owner.

Note that a displacer kitten does not grow larger than a housecat; its smaller size has been purposely bred into the beast to make it suitable for use as a familiar.

Combat

Displacer kittens are intelligent, and wary of melee combat. They are often employed by their arcane masters to employ touch spells due to their excellent reach and superior defensive abilities.

Displacer kittens as familiars

A displacer kitten may be taken as a familiar at 5th level. A displacer kitten taken as a familiar grants the *blur* spell to its master's spell list. It is possible for non-

spellcasters to occasionally acquire a displacer kitten as a pet for 2,500 gp.

Displacer kittens on Amöros

Created by an unknown mage, displacer kittens have become popular pets and familiars of folk from Doonask. They are almost never encountered in the wild, and then only following the death of a mage or escaped pet. Popularity among mages with these tiny creatures is spreading, and there is currently a lucrative market in breeding and selling Displacer kittens in the City of Sinka in the Silkna Kingdom.

Dread Fey

The dread fey is a creature of pure malice and evil that seems to spontaneously form in dark, untended forests. The dread fey lives to prey on other creatures, its only other friends wild animals of the woods.

They have been known to flay other fey creatures, including dryads, shredding their trees for nothing more than sheer malice.

When seen in full, a dread fey is a humanoid creature that looks like a tall, slender elf. It has an overly large grin and talons made of steel the length of scimitars. Its eyes are black sockets that somehow seem to glint with malice and each socket hides a mouth that can extend on a grisly “eyestalk” to attack foes. It dresses in leaves and twigs, often decorating itself with the body parts (ears, hands, eyes or fingers) of the opponents it has slain.

Combat

Dread fey are whirlwinds of destruction in combat. They will leap into the midst of a group of opponents, slashing and biting. If facing one opponent at a time, they often attempt to rend their foe, biting as they do so to inject their captured prey with painful and deadly poison. Many dread fey are cunning enough to use hit-and-run ambushes, and will often attempt to draw foes into a myriad of natural and manufactured hazards such as quicksand, pits or deadly wild animals - the latter often befriended by the dread fey



Dread Fey

Large fey, chaotic evil

Armor Class 18 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	18 (+4)	14 (+2)	15 (+2)	14 (+2)

Saving Throws Dex +10

Skills Acrobatics +15, Athletics +14, Perception +12

Damage Immunities bludgeoning, piercing and slashing weapons not made of cold iron

Condition Immunities charmed, sleep, surprised

Senses darkvision 60 ft., passive Perception 22

Languages Sylvan

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

Leap. A dread fey can leap 3x normal distances (long jump 57 ft., high jump 63 ft., standing high jump 31 ft.)

Magic Resistance. When the dread fey makes a saving throw against a spell, it has advantage. If the dread fey would suffer an effect or damage on a successful save, it instead is unaffected.

Regenerate. The dread fey regenerates 5 hit points per round, except from wounds dealt by acid, cold, fire, lightning or cold iron

Actions

Multiattack. The dread fey invokes its fearful presence and then makes a bite and two claw attacks.

Pounce. If the dread fey takes the dash action and moves at least 80 feet, it can also take the attack action at the end of its movement.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10+4) piercing damage, plus target must make a DC 17 Constitution save. On a failure, target's speed is reduced by 10 feet. If target's speed is reduced to 0 by this means, the target is rendered unconscious. This effect lasts for 1 minute.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage, plus 9 (2d8) poison damage. If both claws hit the same target, the target takes an additional 19 (4d6+5) slashing damage.

Frightful Presence. Each creature of the dread fey's choice that is within 30 feet must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dread fey's Frightful Presence for the next 24 hours.



Bestiary Malfeasious



Dread Fey on Amberos

Dread Fey were once part of the Evan Cordum, but their mercenary ways and dealings with the Golgoth Empire and Ziga ended up in their expulsion from the Evanthium and their ban from Aurora. After the fall of the Golgoth Empire and the end of the Elvin Golden Age, the dread fey clans became feral and retreated into the wilderness to become enemies of everyone and everything. The dread fey clans can be found across western and middle Amberos; there are no known clans east of the Jsaraths in the south and Simera in the north.

Dreader

Dreader

Large humanoid (dreader), usually neutral

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	11 (+0)	17 (+3)	10 (+0)

Saving Throws Dex +4, Wis +5

Skills Perception +5, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Languages Common

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

Avoidance. If the dreader is subjected to an effect that allow it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The dreader projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of it next turn. This trait is also disrupted when the dreader is incapacitated or has a speed of 0.

Actions

Multiattack. The dreader makes two slam and two longsword attacks and a bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 9 (1d6+4) bludgeoning damage, plus 3 (1d6) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/300 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Dreaders are a race of dread cats that have evolved into an advanced humanoid form for use as warriors by ancient druids. They are intelligent, cruel and warlike. Dreaders have an appetite for elvin flesh and will attack elves in preference to any other opponent.

Combat

Dreaders prefer to strike from ambush, and strike as quickly as they can, attempting to take down as many opponents as able, as quickly as they can. They tend to concentrate on two opponents at a given time, splitting

their tentacle attacks against one foe while striking with weapons against another.

Dreader Society

Dreaders live in simple communities in the wild, where they make their own weapons, tools and other material. They prefer to use minimal materials where possible, save with their weapons that are generally made of steel.

Dreaders are generally very territorial and will make obvious marks to their homeland to warn interlopers. They will attack any being that enters their territory without explanation or delay.

Both males and females are fierce fighters, and their entire society revolves around competition and battle, though in communities the aggression is usually released in arena-like competitions where the dreaders fight wild animals or captive slaves.

Despite their ferocious nature, dreaders are in general awe of druids and will treat such individuals with great respect and deference.



Dreaders on Amberos

The followers of Druidus, in their wars against the elves, created dreaders. They hoped to create a shock troop capable of matching the fury of a elvin warrior. However, many of the druids not involved in the creation of the Dreaders were horrified by their creation, and the dreader's creation eventually led to the schism that ousted Druidus from his position of Hierophant.

In the centuries following their creation, Dreaders have been expelled from the Kennestone forest and have traveled west. Most have found homes in the Lands of Sarve, Riddlekill and Nyrr Ryann, while others have found employ in the armies of Ran Da Khan and even in Randu itself.

Dreaders revere Belli and are more likely to be druids than clerics.

Dreaden Ranger

Large humanoid (dreader), usually neutral

Armor Class 15 (studded leather)

Hit Points 102 (12d10 + 36)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	11 (+0)	17 (+3)	10 (+0)

Saving Throws Dex +6, Wis +6

Skills Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Common

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

Avoidance. If the dreader is subjected to an effect that allow it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The dreader projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted when the dreader is incapacitated or has a speed of 0.

Actions

Multiattack. The dreader makes two slams, three longsword attacks and a bite or the dreader makes two longbow attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 9 (1d6+4) bludgeoning damage, plus 3 (1d6) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/300 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Spellcasting. The dreader is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The creature has the following Ranger spells prepared:

1st level (4 slots): *longstrider*, *hunter's mark*

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



Dreaden Stalker

Large humanoid (dreader), usually neutral

Armor Class 15 (studded leather)

Hit Points 153 (18d10 + 54)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	11 (+0)	19 (+4)	10 (+0)

Saving Throws Dex +6, Wis +6

Skills Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages Common

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

Avoidance. If the dreader is subjected to an effect that allow it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The dreader projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted when the dreader is incapacitated or has a speed of 0.

Land's Stride: The dreader's movement is unhindered by natural terrain and takes no damage from plant obstacles such as thorns or spines.

Actions

Multiattack. The dreader makes two slams, three longsword attacks and a bite or the dreader makes two longbow attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) slashing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 9 (1d6+4) bludgeoning damage, plus 3 (1d6) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/300 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Spellcasting. The dreader is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The creature has the following Ranger spells prepared:

1st level (4 slots): *longstrider*, *hunter's mark*

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

3rd level (3 slots): *nondetection*, *plant growth*



Duvapolus

Duvapolus

Gargantuan beast (reptilian), usually neutral

Armor Class 16 (natural armor)

Hit Points 348 (24d20 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	19 (+4)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Con +9

Skills Perception +7

Senses low-light vision, passive Perception 17

Languages Draconic

Challenge 15 (13,000 XP) **Prof** +5

Regenerate. A duvapolus heals 10 hit points at the start of its turn, unless the damage was caused by fire or acid.

Actions

Multiattack. The duvapolus makes two slam attacks and a tail attack.

Trample. If the duvapolus moves at least 20 feet in a straight line, any creatures of Large size or smaller in its path must make a DC 23 Dexterity save. On a failure, the target takes 14 (4d6) bludgeoning damage and is knocked prone. The duvapolus cannot end its movement in the target's space if it is not knocked down.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one creature. *Hit:* 17 (2d6 + 10) bludgeoning damage.

Tail Swipe. *Melee Weapon Attack:* +15 to hit, reach 20 ft., all targets in a 20 ft. long line. *Hit* 19 (2d8 + 10) bludgeoning damage and the target must make a DC Strength save. On a failure the target is moved 15 feet away and knocked prone.

The duvapolus (pron. dew-vop-awl-us) is an advanced dinosaur that over the ages has gained a degree of intelligence.

Combat

Duvapolus are poor fighters, despite their size. If forced to fight, they will trample smaller foes or strike them with fists or bash opponents with their huge tail.

Duvapolus Society

Duvapolus are nomadic, moving in small family herds. They generally avoid civilized areas, but may sometimes trade

for food, trinkets or decorate cloths to adorn themselves from outlying settlements.

Duvapolus woodcraft is highly prized by other beings, and many duvapolus craftsman perform their work by whittling as they travel. Most duvapolus woodcarvers do not use tools, and instead use their thick nails or teeth to perform their work.

Duvapolus on Amberos

Duvapoluses are found primarily in Lost Vale and the wilderness areas of the Golens, occasionally passing into Doonask or the Silka Kingdom as part of their travels.



Dwarf, General

Dwarves speak Dwarven. Most who travel outside dwarven lands (as traders, mercenaries, or adventurers) know the Common tongue, while warriors in dwarven strongholds and mines usually learn Goblin to better interrogate and spy on those evil denizens of the deep caves.

Dwarves on Amberos

The dwarves of Amberos are said to have been carved from the stone of Tsre Vestu itself by the hand of Harp. Over them was appointed the dwarf Deor, the most industrious and knowledgeable of all the dwarves. When the mountain was split open by the mage Stormonu, many of the dwarves were thrust out of the mountain into the world beyond.

Coral: These dwarves became enamored with the treasures of the seas and used elvin magic before the wars with the elves occurred to transmute them to better mine the seas.

Desert: Originally criminals cast out of the Dur-Wundar nation, these dwarves moved to the eastern desert lands of the Hannex lands to escape the wars with the elves and the goblinoids. They have long since severed their ties with other dwarves, and they hold much animosity towards their other kin, and are poorly regarded by their other dwarven cousins.

Duergar: Some dwarves attempted to dig their way back into the great mountain, becoming the Duergar. In a later age some dwarves would fall in with Ziga, and they became the Derro, twisted by her evilness.

Derro: These duergar formed a cult following worshipping Ziga, and subsequent generations were altered by her magic to enslave them to her will, resulting in the mentally and physically mutated beings they are now.

Hill and Mountain: These dwarves left the ancient mountain and formed their own kingdom known as the Dur-Wundar within the Crystalmire mountains of the newly arisen continent. The ancient empire that united them fractured in a war between the elves of the Evan Cordum and the goblinoids of the Golgoth empire, with many dwarves forming their own holds in the ages since.

These dwarves of Amberos are very much like their counterparts in other realms. They are generally gruff and have a fondness for gold and craftsmanship. They have a general distaste for evil people or their ways, though they rarely leave their underground homes to interfere with others.

Ice: Known as the Ikken, these dwarves moved to the surface of tall mountains to escape the wars with elves and goblinoids and have since charted their own path.

Pech: This branch of duergar formed a pact with the earth elemental lords long ago, selling their souls for magical powers to find the gemstones they craved and the earth magic they desired.

Sand: An evil cult that formed among the sand dwarves, these dwarves were gifted with magical abilities in return for their allegiance to far realm entities such as Tuma and Sethinyor. They are despised by all other dwarves.

Coral Dwarf

Medium humanoid (aquatic, dwarf), usually lawful good

Armor Class 14 (scale mail)

Hit Points 13 (2d8 + 4)

Speed 25 ft., swim 25 ft.

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

Saving Throws Con +4

Skills Blacksmithing Tools

Damage Resistance poison

Senses darkvision 60 ft., passive Perception 9

Languages Common, Dwarven

Challenge 1/2 (100 XP) **Prof** +2

Dwarven Resilience. The dwarf has advantage on saving throws against poison and spells.

Actions

Multiaction. The coral dwarf makes two zanzer attacks, one with each end of the weapon.

Zanzer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) slashing damage [axehead], or 5 (1d6+2) piercing damage [harpoon] and on a critical hit, the target is grappled.

Coral dwarves have sharp features and skin colors that range from a bright red to a dull purplish color. They have eyes that are yellow or amber in color, though it is not unknown to find green-eyed coral dwarves in the deeps. They are rarely taller than 4 feet tall, and males proudly sport beards, though these are left to drift like tendrils of seaweed in the currents of the ocean. Most dwarves utilize coral, seashells and other metals mined from the deep. They prize gold like their above-water cousins, working it into their clothing or using it to ornate jewelry.

Like their surface cousins, coral dwarves tend to be dour and hard-working. They keep to the ocean depths and work the seabed, using coral to shape their homes and kingdom. Like their surface cousins, coral dwarves mine the underwater regions for precious metals and minerals.

Combat

Coral dwarves are experts at fighting at the sea bottom and use the seabed for every advantage they can muster. Dwarves prefer special crossbows designed for use in the water and use axes and maces like their above-water cousins. Coral dwarves have developed a special double weapon known as the zanzer. On one end it sports a harpoon-like hook and on the other it bears a great double-bladed axe.

The weapon's statistics are as follows:

Zanzer cost: 50 gp, damage: 1d8 S / 1d6 P; weight: 15 lb., type: special: on a hit with the

harpoon head, the attacker may start a grapple.

Coral Dwarves on Amberos

Coral dwarves can be found off the western coast of Amberos in the many shoals and island chains found there. They have a powerful dislike of elves and sea elves in particular; the coral dwarves gained their aquatic abilities thanks to elvin magic placed on them during the Elvin Golden Age, but regret now being separated from their land-borne kin. Many still bear ancient grudges against the elves for wars that occurred back at the end of the Elvin Golden Age.

Coral Dwarf Characters

Coral Dwarves do not normally adventure on dry land, but those who do leave their coral mines can find an equal amount of danger on the sea floor.

Coral Dwarves have the following abilities

Ability Score Increase. You increase your Constitution by 2 and your Dexterity or Strength by 1.

Size. A coral dwarf stands on average 4 ft. 3 inches tall, and weighs about 185 lbs. You are Medium size.

Speed. Your base walking speed is 25 ft. You also have a swim speed of 25 ft.

Aquatic. Coral dwarves can breathe water or air naturally. If you are forced onto dry land, you require water five times more than normally required.

Darkvision. Coral dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and coral dwarves can function just fine with no light at all.

Appraisal. You gain advantage on skill checks to History and Nature when attempting to determine the value of undersea objects or examining underwater constructions.

Dwarven Resilience. Coral dwarves gain advantage on saving throws against poison and also gain damage resistance to poison attacks. You also gain advantage on saving throws against spells that target you or include you in the area of effect.

Tool Proficiency. You gain proficiency in one set of artisan's tools – favored tools include alchemist's tools, scrimshaw's tools, smith tools and weaver's tools.

Weapon Familiarity. You gain proficiency with nets, zanzer and tridents, regardless of your class.

Languages. You can read, write and speak Common and Dwarven.

Coral Dwarf Peacekeeper

Medium humanoid (aquatic, dwarf), usually lawful good

Armor Class 15 (scale mail)

Hit Points 51 (6d8 + 24)

Speed 25 ft., swim 25 ft.

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

Saving Throws Con +6

Skills Blacksmithing Tools

Damage Resistance poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven

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

Dwarven Resilience. The dwarf has advantage on saving throws against poison and spells.

Improved Critical. The dwarf's attacks score a critical hit on a natural roll of 19-20.

Actions

Multiattack. The dwarf makes three zanzer attacks, two with the axehead, one with the harpoon.

Zanzer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) slashing damage [axehead], or 7 (1d6 + 4) piercing damage [harpoon] and on a critical hit, the target is grappled.

Coral Dwarf Tidewalker

Medium humanoid (aquatic, dwarf), usually lawful good

Armor Class 16 (scale mail)

Hit Points 102 (12d8 + 48)

Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Con +7

Skills Blacksmithing Tools

Damage Resistance poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven

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

Dwarven Resilience. The dwarf has advantage on saving throws against poison and spells.

Improved Critical. The dwarf's attacks score a critical hit on a natural roll of 19-20.

Indominable (1x/long rest). If the coral dwarf fails a saving throw, it may reroll it.

Actions

Multiattack. The dwarf makes four zanzer attacks, three with the axehead, one with the harpoon.

Zanzer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8+5) slashing damage [axehead], or 8 (1d6 + 5) piercing damage [harpoon] and on a critical hit, the target is grappled.



Coral Dwarf Tsunami

Medium humanoid (aquatic, dwarf), usually lawful good

Armor Class 16 (scale mail)

Hit Points 171 (18d8 + 90)

Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Con +8

Skills Blacksmithing Tools

Damage Resistance poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven

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

Dwarven Resilience. The dwarf has advantage on saving throws against poison and spells.

Improved Critical. The dwarf's attacks score a critical hit on a natural roll of 19-20.

Indomitable (3x/long rest). If the dwarf fails a saving throw, it may reroll it.

Actions

Multiattack. The dwarf makes four zanzer attacks, three with the axehead, one with the harpoon.

Zanzer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8+5) slashing damage [axehead], or 8 (1d6 + 5) piercing damage [harpoon] and on a critical hit, the target is grappled.

Desert Dwarf

Medium humanoid (dwarf), usually lawful neutral

Armor Class 16 (studded leather + shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Saving Throws Con +4

Skills Leatherworking tools, Survival +2

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarven

Challenge ¼ (50 XP) **Prof** +2

Dwarven Resilience. The dwarf has advantage on saving throws against poison.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 120/360 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Dwarven Roll. The dwarf can take the dodge action.

Often referred to as Lost Dwarves, desert dwarves have even ruddier skin than their mountain-dwelling kin. They shun enclosed places, such as mines and other underground areas, though they can enter an above-ground structure without problem.

Desert dwarves tend to be bald and beardless, an element that tends to make them shunned around “true” dwarves. They prefer dark or drab colors, and in some tribes tattoos can be found as either decorations or as a mark of status in the tribe.

They prefer barren and desert areas where they live a nomadic life, traveling on foot from place to place. They are generally more resistant to thirst than most other races, and are capable of spending long times in the deep desert without fear of thirst or hunger.

Combat

Desert dwarves tend to be somewhat quicker than their mountain-dwelling cousins and prefer to fight lightly armed and armored. They prefer dexterity-related feats and favor weapons one-handed weapons such as scimitars, slings and darts for combat. They are well-known for using the terrain to impede or trap opponents and are adept at hiding in their surroundings. Desert dwarves have a penchant from battling from the back of mount, utilizing creatures such as camels, giant spiders or ankheg.

Desert Dwarf Society

Desert dwarves lead a nomadic life of hunting and wandering the deep desert. The typical desert dwarf tribe consists of a cadre of elite raiders, then the remainder of the tribe that generally is a split of hunters camp workers.

The craftiest of the desert dwarf communities are selected to learn the arcane alchemical secrets of the tribe. The strongest warrior generally rules the whole of a tribe, though occasionally the wisest can gain the proper respect to rule a tribe.

Desert Dwarves consider all others they meet in the desert as potential competitors until proven otherwise. They are slow to trust others and may imprison or enslave those they encounter until they prove their worth. The desert dwarves have no room for the ill and weak, and cast such out or leave them behind if the individual does not leave of their own accord first.

Desert Dwarves on Amberos

Desert dwarves on Amberos sprang from criminal and outcast dwarves evicted from the Dur-Wundar empire for various infractions – things the dwarves could not forgive, but at the same time did not feel was worthy of the death of the offender. These outcasts eventually banded together and took to the deserts to avoid their kin.

Most desert dwarf clans exist in Llannhanex and Liannhanex. There are rumors that some clans have discovered a method to safely traverse the Blue Desert and have even made homes in the inhospitable and deadly blue sands.

Desert Dwarf Characters

Desert dwarves gain the following abilities.

Ability Score Increase. You increase your Constitution by 2 and your Dexterity or Strength by 1.

Size. A desert dwarf stands on average 4 ft. 3 inches tall, and weighs about 185 lbs. You are Medium size.

Speed. Your base walking speed is 30 ft.

Darkvision. Desert dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and coral dwarves can function just fine with no light at all.

Appraisal. You gain advantage on skill checks to History and Nature when attempting to determine the value of objects or stone constructions.

Dwarven Resilience. You gain advantage on saving throws against poison and also gain damage resistance to poison attacks. You also gain advantage on saving throws against spells that target you or include you in the area of effect.

Dwarven Roll. When unarmored or in light armor, you can use a bonus action to take the Dodge action.

Sun's Healing. As an action while in direct sunlight, you can roll a number of hit dice equal to your proficiency modifier and heal the amount of hit points rolled. You can use this ability once per long rest.

Survivalist. You can go a week without water or a month without food before you begin to suffer the effects of dehydration or starvation.

Tool Proficiency. You gain proficiency in one set of artisan's tools – favored tools include alchemist's tools, leatherworker's tools, and smith tools.

Weapon Familiarity. You gain proficiency with scimitars, slings and darts regardless of your class.

Languages. You can read, write and speak Common and Dwarven.



Desert Dwarf Nomad

Medium humanoid (dwarf), usually lawful neutral

Armor Class 16 (studded leather + shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Saving Throws Con +5

Skills Leatherworking tools, Survival +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven

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

Dwarven Resilience. A desert dwarf has advantage on saving throws against poison.

Hunter's Prey. A desert dwarf inflicts an additional 4 (1d8) extra damage to targets that are not at maximum hit points.

Actions

Multiaction. The dwarf makes two scimitar or two sling attacks.

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Sun's Healing (1x/long rest). The dwarf heals 9 (2d8) hit points.

Spellcasting. The dwarf is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The dwarf has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike*, *hunter's mark*

2nd level (2 slots): *silence*, *spike growth*

Bonus Actions

Dwarven Roll. The dwarf can take the dodge action.

Desert Dwarf Dervish

Medium humanoid (dwarf), usually lawful neutral

Armor Class 16 (studded leather + shield)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Con +7

Skills Leatherworking tools, Survival +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarven

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

Dwarven Resilience. The dwarf has advantage on saving throws against poison.

Hunter's Prey. The dwarf inflicts an additional 4 (1d8) extra damage to targets that are not at maximum hit points.

Actions

Multiattack. The dwarf makes two scimitar or two sling attacks.

Whirlwind. The dwarf makes a scimitar attack against all opponents within 5 feet. This cannot be combined with multiattack.

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

Sling. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Sun's Healing (1x/long rest). The dwarf heals 13 (3d8) hit points.

Spellcasting. The dwarf is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The dwarf has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike*, *hunter's mark*

2nd level (3 slots): *silence*, *spike growth*

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

Bonus Actions

Dwarven Roll. The desert dwarf can take the dodge action

Desert Dwarf Shi-khah

Medium humanoid (dwarf), usually lawful neutral

Armor Class 16 (studded leather + shield)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	20 (+5)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Con +10

Skills Leatherworking tools, Survival +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarven

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

Dwarven Resilience. The dwarf has advantage on saving throws against poison.

Hunter's Prey. The dwarf inflicts an additional 4 (1d8) extra damage to targets that are not at maximum hit points.

Actions

Multiattack. The dwarf makes two scimitar or two sling attacks.

Whirlwind. The dwarf makes a scimitar attack against all opponents within 5 feet. This cannot be combined with multiattack.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) slashing damage.

Sling. *Ranged Weapon Attack:* +10 to hit, range 30/90 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Sun's Healing (1x/long rest). The dwarf heals 22 (5d8) hit points.

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

1st level (4 slots): *ensnaring strike*, *hunter's mark*

2nd level (3 slots): *silence*, *spike growth*

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

4th level (3 slots): *freedom of movement*, *grasping vine*

5th level (1 slot): *conjure volley*

Bonus Actions

Dwarven Roll. The dwarf can take the dodge action.

Reactions

Uncanny Dodge. The dwarf takes half damage from an attack.

Ice Dwarf

Medium humanoid (dwarf), usually chaotic neutral

Armor Class 18 (scale mail + shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Saving Throws Con +2

Damage Resistances cold, poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarven

Challenge ¼ (50 XP) **Prof** +2

Dwarven Resilience. The dwarf has advantage on saving throws against poison and spells.

Actions

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

Shortbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

Ice dwarves have been altered by their prolonged exposure to frozen climates. They tend to be as cold towards others as the snow they live in. Their harsh life gives them little extra with which to welcome strangers, and they take a dim view of those who cannot hold their own weight. In many ways they also seem callous to the plight of others, always looking after their own – even to the detriment of others.

Combat

Ice dwarves are cunning and cruel fighters, asking for no mercy and granting no quarter. They do not take prisoners, though they have been known to enslave opponents who display workable skills. Any opponent who might present a danger if taken and kept alive is hobbled or slain. Ice dwarves particularly have no love of frost giants and destroy such beings on sight.

Ice Dwarf Society

Ice dwarves make their home burrowing through the glacier searching for riches unearthed or lost by the slow-moving ice. They are rarely seen above ground and have a violent distrust of strangers. They are not above robbing those they encounter, stealing not only food, supplies and treasure, but stripping the victims of any protective clothing and leaving them to face exposure in the icy chill of the glacier.

Ice Dwarves on Amberos

Ice Dwarves dwell on the Glacier of Seasons. They exist in no other place on Amberos and why they chose to dwell in that area is a mystery.



Ice Dwarf Characters

Ice dwarves gain the following abilities.

Ability Score Increase. You increase your Constitution by 2 and your Strength by 1.

Size. An ice dwarf stands on average 4 ft. 3 inches tall, and weighs about 185 lbs. You are Medium size.

Speed. Your base walking speed is 30 ft.

Darkvision. Ice dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and coral dwarves can function just fine with no light at all.

Appraisal. You gain advantage on skill checks to History and Nature when attempting to determine the value of objects or stone constructions.

Dwarven Resilience. You gain advantage on saving throws against cold and poison and also gain damage resistance to cold and poison attacks.

Tool Proficiency. You gain proficiency in one set of artisan's tools – favored tools include alchemist's tools, leatherworker's tools, and smith tools.

Weapon Familiarity. You gain proficiency with all axes, picks and hammers regardless of your class.

Languages. You can read, write and speak Common and Dwarven.

Ice Dwarf Rager

Medium humanoid (dwarf), usually chaotic neutral

Armor Class 18 (scale mail + shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +6, Con +4

Skills Nature +2, Survival +3

Damage Resistances cold, poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven

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

Dwarven Resilience. The dwarf has advantage on saving throws against cold and poison.

Actions

Multiattack. The dwarf makes two war pick or two shortbow attacks.

War pick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

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

Bonus Actions

Rage. The dwarf gains a +1 bonus to hit and deals 2 additional damage after it is wounded. The ice dwarf also gains resistance to all damage except psychic damage, and advantage on Strength saving throws. The rage lasts for up to 1 minute or until the dwarf is reduced to 0 hp.

Ice Dwarf Iceblood

Medium humanoid (dwarf), usually chaotic neutral

Armor Class 18 (scale mail + shield)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

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

Saving Throws Str +7, Con +8

Skills Nature +3, Survival +4

Damage Resistances cold, poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven

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

Brutal Critical. The dwarf rolls two extra damage die when dealing critical damage.

Dwarven Resilience. The dwarf has advantage on saving throws against cold and poison.

Relentless Rage. When the dwarf drops to 0 hit points, it makes a DC 10 Constitution save. On a success, it regains 1 hit point. The DC increases by 5 for each subsequent save.

Actions

Multiattack. The dwarf makes two war pick or two shortbow attacks.

War pick. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

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

Bonus Actions

Rage. The dwarf gains a +1 bonus to hit and deals 3 additional damage after it is wounded. The ice dwarf also gains resistance to all damage except psychic damage, and advantage on Strength saving throws. The rage lasts for up to 1 minute or until the dwarf is reduced to 0 hp.

Ice Dwarf Iceheart

Medium humanoid (dwarf), usually chaotic neutral

Armor Class 18 (scale mail + shield)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +7, Con +8

Skills Nature +3, Survival +4

Damage Resistances cold, poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven

Challenge 12 (8,400 XP) **Prof** +4

Brutal Critical. The dwarf rolls three extra damage die when dealing critical damage.

Dwarven Resilience. The dwarf has advantage on saving throws against cold and poison.

Relentless Rage. When the dwarf drops to 0 hit points, it makes a DC 10 Constitution save. On a success, it regains 1 hit point. The DC increases by 5 for each subsequent save.

Actions

Multiattack. The dwarf makes two war pick or two shortbow attacks.

War pick. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage.

Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Bonus Actions

Rage. The dwarf gains a +1 bonus to hit and deals 4 additional damage after it is wounded. The ice dwarf also gains resistance to all damage except psychic damage, and advantage on Strength saving throws. The rage lasts for up to 1 minute or until the dwarf is reduced to 0 hp.

Sand Dwarf

Medium humanoid (dwarf, earth), usually neutral evil

Armor Class 13 (chain shirt)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Saving Throws Con +4

Skills Smith's tools, Stealth +2

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarven

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

Dwarven Resilience. The dwarf has advantage on saving throws against poison.

Sand Form (1x/long rest). The dwarf and all its gear become flowing sand for up to 2 minutes. It cannot attack, but gains damage resistance to bludgeoning, piercing and slashing weapons and can pass through openings as small as 1 inch wide.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage and 4 (1d8) poison damage.

Sand dwarves are frugal and fierce dwarves who have adapted to wastelands and other areas that most find inhospitable.

Combat

Sand dwarves are crafty fighters, though they rarely resort to tricks. They are tenacious and rarely back down from a fight. They take great care to study their enemy before striking, and are generally well-armed and armored, using their terrain to their advantage whenever possible.

Sand Dwarf Society

Sand Dwarves are xenophobic and prone to break their word with outsiders. However, they are on friendly terms with the Dao geniekin, and it is legend among sand dwarves that this friendship is what granted the sand dwarves their unusual abilities.

Sand dwarves tend to live in caverns carved into desert bluffs, using their ability to move through sand when they leave their underground lairs to scour the lands above as raiders.

Sand dwarves avoid other races, more interested in other's wealth than individuals. They abhor slavery, and rarely allow outsiders to visit their own underground



dwellings. They may sometimes take in a lone individual to act as a mediator for trade with the outside world, but generally prefer to abscond with any item they deem of value rather than trade with outsiders.

Like other dwarves, sand dwarf craftsmanship is highly prized, though sand dwarves tend to work more with bronze and iron instead of gold and mithril.

Sand Dwarves on Amberos

Exiled from dwarven society as desert dwarves, the ancestors of the sand dwarves were taken as prisoners and twisted in shape by Gwieze, the lord of shadows. When Discoff tricked Gwieze into destroying his own empire, the dwarves escaped back into the deep desert, until they accidentally wandered into the elemental Land of Dust & Ash. There, they managed to make a deal with the Dao there, gaining their ability to become sand and finding their way back to the deserts of Amberos.

Sand dwarves are a constant nuisance on the Island of Dragna and plague the wild wastes of Randu in the east. While individuals can be found in other desert-like areas, they are at best, loners.

Sand Dwarf Characters

Sand dwarf characters have the following abilities.

Ability Score Increase. You increase your Constitution by 2 and your Dexterity or Strength by 1.

Size. A sand dwarf stands on average 4 ft. 3 inches tall, and weighs about 185 lbs. You are Medium size.

Speed. Your base walking speed is 30 ft.

Darkvision. Desert dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and coral dwarves can function just fine with no light at all.

Appraisal. You gain advantage on skill checks to History and Nature when attempting to determine the value of objects or stone constructions.

Dwarven Resilience. You gain advantage on saving throws against poison and gain damage resistance to poison attacks. You also gain advantage on saving throws against spells that target you or include you in the area of effect.

Sand Form. As an action, you and your gear transform into sand. You cannot attack while in this form, but gain damage resistance to bludgeoning, piercing and slashing. While in sand form, you can pass through openings that are 1 inch or larger. This ability lasts for up to a number of minutes equal to your proficiency modifier. Once you use this ability, you cannot use it again until you take a long rest.

Survivalist. You can go a week without water or a month without food before you begin to suffer the effects of dehydration or starvation.

Tool Proficiency. You gain proficiency in one set of artisan's tools – favored tools include alchemist's tools, leatherworker's tools, and smith tools.

Weapon Familiarity. You gain proficiency with clubs, quarterstaff and darts regardless of your class.

Languages. You can read, write and speak Common and Dwarven.

Sand Dwarf Scout

Medium humanoid (dwarf, earth), usually neutral evil

Armor Class 17 (chain shirt)

Hit Points 45 (6d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Dex +6, Con +5

Skills Smith's tools, Deception +4, Stealth +8

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarven

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

Dwarven Resilience. The dwarf has advantage on saving throws against poison.

Sand Form (1x/long rest). The dwarf and all its gear become flowing sand for up to 2 minutes. It cannot attack, but gains damage resistance to bludgeoning, piercing and slashing weapons and can pass through openings as small as 1 inch wide.

Sneak Attack (1x/turn). If the dwarf has advantage or is adjacent to an ally in melee, it deals an additional 10 (3d6) damage.

Actions

Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage and 4 (1d8) poison damage.

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

Cantrips (at will): *mage hand, minor illusion, poison spray*
1st level (3 slots): *disguise self, sleep*

Bonus Actions

Cunning Action. The dwarf can take the dash or disengage action.

Reactions

Uncanny Dodge. The dwarf halves the damage it takes from an attack.

Sand Dwarf Infiltrator

Medium humanoid (dwarf, earth), usually neutral evil

Armor Class 18 (chain shirt)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

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

Saving Throws Dex +8, Con +7

Skills Smith's tools, Deception +6, Stealth +11

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarven

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

Dwarven Resilience. The sand dwarf has advantage on saving throws against poison.

Evasion. When the dwarf makes a Dexterity saving throw to take half damage, on a success it takes no damage. On a failure, the dwarf takes only half damage.

Sand Form (1x/long rest). The dwarf and all its gear become flowing sand for up to 3 minutes. It cannot attack, but gains damage resistance to bludgeoning, piercing and slashing weapons and can pass through openings as small as 1 inch wide.

Sneak Attack (1x/turn). If the dwarf has advantage or is adjacent to an ally in melee, it deals an additional 21 (6d6) damage.

Actions

Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage and 4 (1d8) poison damage.

Spellcasting. The dwarf is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The dwarf has the following Wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, poison spray*

1st level (4 slots): *disguise self, fog cloud, sleep*

2nd level (3 slots): *flaming sphere, invisibility, mirror image*

Bonus Actions

Cunning Action. The dwarf can take the dash or disengage action.

Reactions

Uncanny Dodge. The dwarf halves the damage it takes from an attack.

Sand Dwarf Slinker

Medium humanoid (dwarf, earth), usually neutral evil

Armor Class 20 (chain shirt + shield)

Hit Points 102 (18d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	18 (+4)	15 (+2)	12 (+1)	10 (+0)

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

Skills Smith's tools, Deception +6, Stealth +11

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarven

Challenge 14 (11,500 XP) **Prof** +5

Advanced Sand Form (1x/long rest). The dwarf and all its gear become flowing sand for up to 5 minutes. The dwarf gains damage resistance to bludgeoning, piercing and slashing weapons and can pass through openings as small as 1 inch wide.

Dwarven Resilience. The sand dwarf has advantage on saving throws against poison.

Evasion. When the dwarf makes a Dexterity saving throw to take half damage, on a success it takes no damage. On a failure, the dwarf takes only half damage.

Sneak Attack (1x/turn). If the dwarf has advantage or is adjacent to an ally in melee, it deals an additional 31 (9d6) damage.

Actions

Club. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage and 4 (1d8) poison damage.

Spellcasting. The creature is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, poison spray*
1st level (4 slots): *disguise self, fog cloud, sleep*
2nd level (3 slots): *flaming sphere, invisibility, mirror image*
3rd level (3 slots): *blink, major image*

Bonus Actions

Cunning Action. The dwarf can take the dash or disengage action.

Reactions

Uncanny Dodge. The dwarf halves the damage it takes from an attack.

Elemental, Plant

These are special outsiders that druids long ago learned to summon for aid against their ancient rivals. While not elementals in the truest sense, a plant elemental is summoned from a secret plane known only to druids and consist of living plant matter.

The are sometimes mistaken for treants or shambling mounds by the uninitiated.

Combat

Plant elementals are implacable warriors heedless of their own safety. It can travel without a trace through vegetation and enwrap enemies in its vine to crush them.

Plant Elementals on Amöeros

Druidus is thought to have discovered the means to summon plant elementals, and only human druids can summon plant elementals if they choose, instead of Earth Elementals.

Plant Elemental

Large plant, neutral

Armor Class 13 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

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

Damage Resistances lightning

Damage Immunities psychic

Condition Immunities exhaustion, paralyzed, petrified, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Terran

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

Traceless Step. A plant elemental leaves no trail behind in areas of foliage.

Tree Stride. A plant elemental can teleport 30 feet by entering the space of one tree and exiting another at the destination.

Actions

Multiattack. The plant elemental makes two vine lash attacks.

Vine Lash. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage and if the target is medium or smaller, it starts a grapple.



Elemental Lord

Some claim the elemental lords are the creators of the various elemental creatures in their home plane, while others believe them to be “noble” elementals that rose to power as a form of royalty on their home planes.

It is known that there are a limited number of elemental lords of each type in existence, though the exact number and power varies by elemental type, as has changed as the various lords have administrated their providences over the ages.

The elemental lords presented here are somewhat generic versions – there are known elemental lords of greater power that stand out from their brethren.



Inferno Lord

Huge elemental (fire), chaotic evil

Armor Class 18 (natural armor)

Hit Points 396 (24d12 + 240)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	30 (+10)	19 (+4)	19 (+4)	19 (+4)

Saving Throws Dex +10, Con +18, Wis +12, Cha +12

Skills Deception +12, History +12, Intimidate +12, Perception +12

Damage Resistances bludgeoning, piercing and slashing non-iron non-magical weapons

Damage Immunities fire

Condition Immunities exhausted, paralysis, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 22

Languages Common, Ignan

Challenge 25 (75,000 XP) **Prof** +8

Fire Aura. Any creature starting its turn or moving to within 20 feet of the elemental lord must make a DC 17 Constitution save. On a failure, the target takes 13 (4d6) fire damage, half on a successful save.

Legendary Resistance (3x/long rest). If the elemental lord fails a saving throw, it can choose to succeed instead.

Regenerate. At the start of the turn, if the elemental lord has consumable material within 20 feet, it heals 10 hit points

Actions

Multiattack. The elemental lord makes two slam attacks.

Fiery Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 16 (2d8 + 7) bludgeoning damage and 9 (2d8) fire damage.

Spellcasting. The elemental lord is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *friends, mage hand, prestidigitation*

1st level (4 slots): *burning hands, detect magic, ray of sickness, silent image*

2nd level (3 slots): *blur, scorching ray, suggestion*

3rd level (3 slots): *dispel magic, fireball, stinking cloud*

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

5th level (3 slots): *cloudkill, creation, hold monster*

6th level (2 slots): *disintegrate, true seeing*

7th level (2 slots): *fire storm*

8th level (1 slot): *incendiary cloud*

9th level (1 slot): *meteor swarm*

Reactions

Deny Fire. When an opponent uses a fire-based spell or ability and is within 120 feet, the ability or spell is negated.

Legendary Actions

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

Cast (costs 2 actions). The elemental lord casts a 5th level or lower spell.

Slam. The elemental lord makes a slam attack.

Wildfire. The elemental lord moves half its movement rate. Creatures are affected by its fire aura when it moves.

Elemental inferno lords are the whimsical lords of fire elementals. They exist only to consume, and they demand constant entertainment from the subjects they rule. They enforce their laws capriciously and issue a pronouncement based on whim instead of any pretense of justice.

Inferno lords are bullies who are not easily cowed, but they are prone to bluster more so than likely to carry out threats.

Unlike many of the other elemental lords, inferno lords tend to ignore the realms and other lords of their plane, and it is not uncommon for realms to overlap.

In cases where inferno lords are forced to confront one another, they settle their differences with a challenge of wits, riddles, or a simple contest either between themselves or their minions.

Combat

Inferno lords leap into battle with gusto and are slow to disengage from a fight going against them.

They will take on multiple opponents without hesitation, expecting enemies to wilt before its fiery aura and magical onslaught. They especially enjoy grappling foes and watching them combust in their arms.

Inferno Lords on Amöeros

The inferno lords divide the elemental plane of fire up into twelve districts, each itself ruled by a council of twelve inferno lords. Presiding over each council is a greater inferno lord, who in turn pledges their allegiance to a royal court of twenty-two inferno lords. The royal court itself is controlled by the Great Monarch of Fire, an inferno lord of immense physical power and influence. Political machinations are rife within the power structure as each

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inferno lord seeks domination over its rivals. Despite this, turnover among the royal court is relatively rare, but when a power vacuum appears, it tends to throw the twelve realms into chaos as the district lords vie to fill the void.



Earthquake Lord

Huge elemental (earth), neutral evil

Armor Class 22 (natural armor)

Hit Points 396 (24d12 + 240)

Speed 45 ft., earthglide 45 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	19 (+4)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +18, Wis +12, Cha +12

Skills Athletics +18, Deception +12, History +12, Intimidate +12, Perception +11

Damage Resistances thunder

Damage Immunities bludgeoning, piercing and slashing non-iron non-magical weapons

Condition Immunities exhausted, paralysis, poisoned, prone, unconscious

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 21

Languages Common, Terran

Challenge 27 (105,000 XP) **Prof** +8

Earthglide. The elemental lord can move through dirt or stone as if it were air. If it ends in movement in solid stone it takes 5 (1d10) force damage.

Legendary Resistance (3x/long rest). If the elemental lord fails a saving throw, it can choose to succeed instead.

Regenerate. The elemental lord regains 10 hit points at the start of its turn unless it is not in contact with solid ground.

Actions

Multiattack. The elemental lord makes a bite attack and four slam attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one creature. *Hit:* 21 (2d10 + 10) piercing damage, and if the target is Large size or smaller it is engulfed and takes 11 (2d10) acid damage each round.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 23 (2d12 + 10) bludgeoning damage.

Spellcasting. The elemental lord is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *dancing lights, mage hand, prestidigitation*

1st level (4 slots): *detect magic, shield, sleep, witch bolt*

2nd level (3 slots): *blindness/deafness, cloud of daggers, enlarge/reduce*

3rd level (3 slots): *dispel magic, haste, protection from energy*

4th level (3 slots): *confusion, dimension door, stonkskin*

5th level (3 slots): *animate objects, creation, hold monster*

6th level (2 slots): *circle of death, true seeing*

7th level (2 slots): *reverse gravity*

8th level (1 slot): *earthquake*

9th level (1 slot): *power word kill*

Reactions

Deny Earth. When an opponent uses a stone-based spell or ability and is within 120 feet, the ability or spell is negated.

Legendary Actions

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

Cast (costs 2 actions). The elemental lord casts a 5th level or lower spell.

Slam. The elemental lord makes a slam attack.

Earthglide. The elemental lord moves half its movement as per Earth glide and ends its move in an open space.

Earthquake lords are the cruel and domineering lords of the earth elementals. They abhor anyone or anything that would challenge their might and are quick to punish any being - elemental or not - that does not perform their bidding. Earthquake lords of different realms do not get along at all, and often war against each other for the material wealth of their neighbor's realms. It is very rare to find an earthquake lord far from where it rules over its earthly fief, where it often holds court for hours on end, receiving tribute from its realm's inhabitants. Earthquake lords are known to keep various earth elemental creatures as pets - such as thoquaa and earth mephits. They generally have a disdain of independent xorn,

though they may use them as ambassadors in part due their ability to easily pass between realm borders.

Combat

Earthquake lords generally start combat by using their quake power to knock down or damage their foes. They then generally take a round or two to buff themselves up, and then enter melee combat, choosing the strongest-appearing opponent to strike first. Earthquake lords prefer dueling with opponents and will concentrate their attacks on a single opponent unless its foe is "dishonorable" enough to attack from multiple angles. In such cases earthquake lords generally retaliate with attacks strong enough to stun or immobilize the "dishonorable" foe so they can be dealt with next.

Earthquake Lords on Amöeros

The boundaries of Earthquake Lords realms are clearly marked by fault lines. The lords themselves are incapable of passing through these fault lines, as if they were the equivalents of mighty rivers. The position and size of realms, however, rapidly shifts under their rule as they manipulate the fault lines to move and press against other in attempts to expand their own realms and contract those of their neighbors.

If forced to confront one another, earthquake lords prefer to send ambassadors to neutral grounds to settle their differences. More often than not, the results of such episodes merely draw a third earthquake lord into the dispute, rather than solving the problem.



Riptide Lord

Huge elemental (water), lawful neutral

Armor Class 18 (natural armor + shield)

Hit Points 396 (24d12 + 192)

Speed 45 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+2)	27 (+8)	19 (+4)	17 (+3)	25 (+7)

Saving Throws Dex +10, Con +16, Wis +11, Cha +15

Skills History +12, Intimidate +15, Perception +11, Sense Motive +11

Damage Resistances bludgeoning, piercing and slashing non-iron non-magical weapons, fire, thunder

Condition Immunities exhausted, paralysis, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 21

Languages Common, Aquan

Challenge 26 (90,000 XP) **Prof** +8

Aquan. The elemental lord can breathe underwater.

Legendary Resistance (3x/long rest). If the elemental lord fails a saving throw, it can choose to succeed instead.

Regenerate. The elemental lord regains 10 hit points at the start of its turn unless it is not immersed in water.

Actions

Multiattack. The elemental lord makes four trident attacks, one slam and a tail slam.

Salt-Draining Trident. *Melee Weapon Attack:* +15 to hit, reach 10 ft. or range 20/60, one creature. *Hit:* 14 (2d6 + 7) bludgeoning damage, plus 9 (2d8) necrotic damage.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 12 (2d4 + 7) bludgeoning damage, and if the attack hits by 4 or more, the elemental lord starts a grapple. The elemental lord can only keep one individual grappled by this means.

Tail Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one creature. *Hit:* 16 (2d8 + 7) bludgeoning damage and the target is grappled. If the target starts its turn grappled, this attack hits automatically. The elemental lord can only keep one individual grappled (separately from a slam) by this means.

Spellcasting. The elemental lord is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *dancing lights, mage hand, prestidigitation*

1st level (4 slots): *comprehend languages, expeditious retreat, silent image, thunderwave*

2nd level (3 slots): *detect thoughts, mirror image, shatter*

3rd level (3 slots): *dispel magic, hypnotic pattern, slow*

4th level (3 slots): *blight, greater invisibility, ice storm*

5th level (3 slots): *cone of cold, hold monster, seeming*

6th level (2 slots): *eyebite, mass suggestion*

7th level (2 slots): *teleport*

8th level (1 slot): *power word stun*

9th level (1 slot): *time stop*

Reactions

Deny Water. When an opponent uses a water-based spell or ability and is within 120 feet, the ability or spell is negated.

Legendary Actions

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

Cast (costs 2 actions). The elemental lord casts a 5th level or lower spell.

Slam. The elemental lord makes a slam attack.

Swim. The elemental lord moves half its movement.

Riptide lords are the rulers of water elementals and caretakers of the Elemental Plane of Water. They are passionate and firm rulers, with a great love for all who share their waters.

Combat

Riptide lords are loath to risk the lives of others for deeds that they are not themselves willing to risk, and usually lead in any combat to be undertaken. They prefer to undertake duels with champions from the opposing side to minimize losses. Such duels are rarely to the death, ending when one side or the other concedes defeat.

In combat, elemental riptide lord strikes with its full fury, attempting to grab and drag foes about, drowning or spearing them with their trident. They abhor dishonest tactics, but will neither hold back their full skill or ability from an individual who chooses to battle them.

Riptide Lords on Amðeros

The riptide lords hold vast tracts of the waters of the Elemental Plane of Water, divided into 21 known providences, or “seas” each ruled over by a different riptide lord. There is a 22nd and final providence, ruled over by a league of seven of the most powerful riptide lords from among the 21 providences. Each riptide lord represents three adjacent providences from the 21. This 22nd

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providence resides in the center of the Elemental Plane of Water, with each of the other 21 bordering it. All the other riptide lords owe their allegiance to the seven, and the seven lords rotate whom is supreme among their number for a period of seven years each, before passing control to the next riptide lord.



Tornado Lord

Huge elemental (air), lawful good

Armor Class 18 (natural armor)

Hit Points 396 (24d12 + 192)

Speed fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	25 (+7)	19 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +10, Con +16, Wis +11, Cha +15

Skills Acrobatics +12, History +12, Intimidate +13, Perception +11, Stealth +12

Damage Immunities bludgeoning, piercing and slashing non-iron non-magical weapons, lightning, thunder

Condition Immunities exhausted, paralysis, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 25

Languages Common, Auran

Challenge 25 (75,000 XP) **Prof** +8

Body of Wind. The elemental lord can share its space with other creatures. Also, when moving out of a creature's reach it does not provoke attacks of opportunity.

Legendary Resistance (3x/long rest). If the elemental lord fails a saving throw, it can choose to succeed instead.

Regenerate. The elemental lord regains 10 hit points at the start of its turn unless struck by iron or stone.

Actions

Multiattack. The elemental lord makes a whirlwind attack and four slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 14 (2d6 + 7) bludgeoning damage, and if the attack hits a Large or smaller target by 4 or more, the target is hurled 15 feet away and knocked prone.

Whirlwind. *Melee Weapon Attack:* +15 to hit, reach 0 ft., all creatures in the elemental lord's space. *Hit:* 16 (2d8 + 7) bludgeoning damage and the target is grappled. If the target

starts its turn grappled, this attack hits automatically. The elemental lord can only keep one individual grappled (separately from a slam) by this means.

Spellcasting. The elemental lord is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *mage hand, message, prestidigitation*

1st level (4 slots): *expeditious retreat, fog cloud, silent image, thunderwave*

2nd level (3 slots): *gust of wind, phantasmal force, see invisibility*

3rd level (3 slots): *dispel magic, lightning bolt, major image*

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

5th level (3 slots): *cloudkill, dominate person, telekinesis*

6th level (2 slots): *chain lightning, true seeing*

7th level (2 slots): *prismatic spray*

8th level (1 slot): *dominate monster*

9th level (1 slot): *wish*

Reactions

Deny Air. When an opponent uses a wind-based spell, ranged weapon attack or ability and is within 120 feet, the ability, weapon or spell is negated.

Legendary Actions

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

Cast (costs 2 actions). The elemental lord casts a 5th level or lower spell.

Slam. The elemental lord makes a slam attack.

Fly. The elemental lord flies half its movement rate.

Made of pure, moving air, tornado lords are naturally invisible to normal sight. They prefer this natural invisibility to move about their realm and study their subjects without detection.

Elemental tornado lords are like minor gods unto air elementals, and they hold great courts on the Elemental Plane of Air where they direct and rule the lives of the elementals beneath them. They have been known to travel to the prime planes to punish summoners who have abused the elemental creatures the summoner had called.

Combat

An elemental tornado lord uses its superior maneuverability to stay out of contact with an enemy and destroy them with spells and sonic blasts. If forced into melee combat, an elemental tornado lord is generally defensive, waiting for opponents to come to it before unleashing with a flurry of strikes.

As lords of air elementals, tornado lords do not shy from summoning air elementals to aid them in combat.

Elemental Tornado Lords on Amðeros

There are fifty-seven established tornado lords that patrol and rule the elemental plane of air. The lords meet

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annually to report on the state of their realm and to conduct any inter-realm business ranging from trade agreements to punishing an errant tornado lord's actions.

Independent from the fifty-seven, there is a singular tornado lord, greatest of his kind, who wanders randomly and in secret from realm to realm to observe the goings on in each realm. In time of dire need, this tornado lord, reverently referred to as The One, will make itself known to the council to offer its knowledge or assistance as needed. Only once in this being's great past has it ever called an assembly outside the normal annual gathering, when an issue too great to ignore occurred. Such was the case when the Ancient Ones were awakened at the end of the Technological Age of Amberos.



Elf, General

All Amberos elves follow the standard rules and have the standard elf abilities, with the exception that they have low-light vision instead of darkvision – with the exception of ash, drow and shadow elves.

Elves on Amōcros

The elves of Amberos claim to come from the dream realm of Aurora. According to their legends, they were the dream-forms of the Ancient Gods before Amberos even came into existence. These dream-forms mated and had children, which are the elves themselves, and is said to explain the great abilities of the elves themselves, including why they do not sleep, nor die of old age nor worship gods.

According to legend, when Stormonu unleashed the great upheaval upon Tsre Vestu that rose the continent of Amberos, it also tore open a hole into Aurora, and through it the elves heard the music of the god Harp, and followed its musical notes through to the new lands beyond. In the real world, the elves took mortal form, and many were inspired to stay.

An unknown amount of time passed until the coming of the evil dragon Guaradrell, and with it, death. Afterwards, many elves began to retreat back to Aurora as the shadow of death began to descend across Amberos. To fight the growing paling in the world, during the Elvin Golden Age the elves erected great magics that merged Amberos and Aurora, returning a faerie-tale existence to the world for an unknown age. However, the death of the Elvin king, Ymin Greensbeech Earthlayer in battle with the twisted Ziga, sundered the magic between the two realms. In fact, all of the portals to Aurora were sealed at the king's death to prevent Ziga, the Queen of Corruption, from reaching the Land of Dreams and twisting it as she had the goblinoids.

The elves were marred by the loss of their king, and a great host of the elves, whom had allied with Ziga, became the drow that fled to the underdark regions of the world to escape their angered brethren.

Without the portal to Aurora, the souls of the elves have slowly been falling to shadow of death. Hope has arisen though, for the rumor that the twin son of the Ymin of the elves has once again found a secret portal to Aurora, and the elves are hopeful of the day they may again pass to the dream realm when they tire of the real world.

Ash: These light elf traitors have been stripped of their former status and cast out into the world beyond the bounds of elfdom.

Dark: The dark elves were formed from those evil elves who followed Ziga failed her in her plan to overthrow the Ymin of the elves. Branding them with her own night-black skin, these elves fled underground as their link with Aurora was permanently severed and have only recently begun to interact with their surface-dwelling cousins.

Falcon: During the Elvin Golden Age, these elves used magic so that they could soar among the clouds and skies of Amberos. When the gate to Aurora closed, they found themselves trapped in this form and found difficulty relating to their land based cousins.

Grey: By alchemical means, these nobles of the high elves sought to strengthen their link to magic at the cost of physical frailty.

High: These elves are the typical breed of elf to be found across Amberos, and most reside in the Evan Cordum.

Light: These Auroran elves had their abilities increased as they became protectors and bodyguards to the nobility of the elves of the Evan Cordum. When the link to Aurora was severed, their ability to create more of their kind became lost until recently, when doorways to Aurora were once again found and opened.

Sea and Surf: During the Elvin Golden Age, the elves quickly adapted to many environments and climates, their magical affinity allowing them to alter their composition as was needed. After the link to Aurora was severed, the sea elves found they could not shift away from their changed form and over time drifted away from their land borne cousins.

Shadow: These elves became pawns to the god Gwieze, who transformed them into the shadowy visages they became ever after.



A shadow elf noble (left) and a Evan Cordum gray elf noble (right).

Ash Elf

Medium fiend (elf), chaotic evil

Armor Class 16 (mithral scale mail)

Hit Points 36 (8d8)

Speed 30 ft., teleport 60 ft.

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

Saving Throws Con +3

Skills Arcana +6, Perception +3, Stealth +5

Damage Resistances fire

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvin, Infernal

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

Traitor's Strike (1x/round). The elf deals an additional 14 (4d6) necrotic damage on a hit.

Actions

Multiattack. The elf makes two longsword or two longbow attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage.

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

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

Cantrips (at will): *spells*

1st level (4 slots): *charm person, disguise self, witch bolt*

2nd level (3 slots): *blur, darkness, Melf's acid arrow*

3rd level (3 slots): *bestow curse, nondetection*

Ash elves are those light elves that fell under the sway of evil and turned against elvinkind in an attempt that failed. For their failed betrayal, their powers of light were stripped, and they were left full of darkness and bereft of joy.

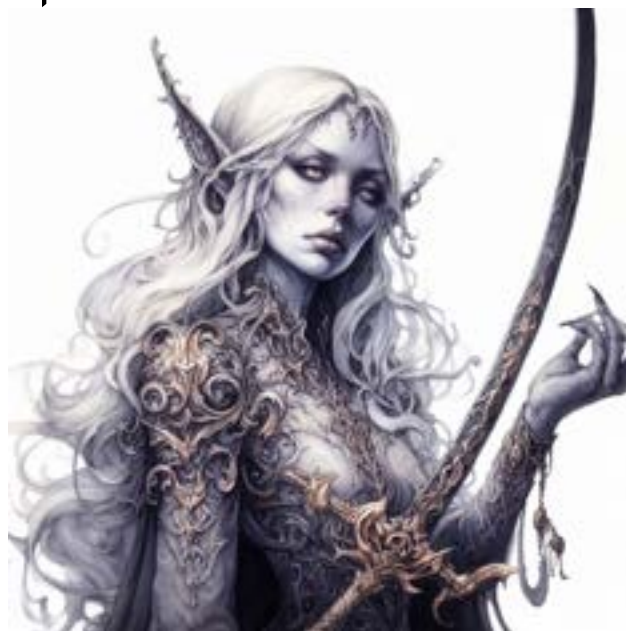
They are unrepentant of their action, and as such are bound by a restless curse to keep on the move. They owe their allegiance to none and will betray allies and friends when they grow tired of their company.

Combat

Ash elves are treacherous and strike without warning or reason. They prefer hit and fade tactics to a stand-up fight and love taunting enemies into traps or ambushes.

Ash Elf Society

Ash elves are lone wanderers, cursed with restlessness to never find a permanent home. All other



elves shun them, save perhaps Drow, and their presence tends to make others feel uneasy around them.

As part of their curse, ash elves are incapable of reproducing with any sort of elf, though they can breed with other races to produce offspring. These offspring are half-elf and do not possess any of the special abilities or curse of their ash elf parent, though they are rarely raised by their elvin parent.

If an ash elf is slain, it reforms in another random area on the same plane in 30 days, with all former knowledge, abilities, and skill.

Ash Elves on Amberos

Ash elves were once part of the royal guard who protected the elvin king during the Elvin Golden Age. Ziga managed to convince many of the elves, including some in this illustrious order, to betray their king. However, Ziga's plan failed, and in her anger, she cursed and transformed the traitors into Ash elves.

Now, the ash elves live agonized lives as wanderers, causing havoc wherever they tread. Forever denied the chance to leave Amberos and travel to the ageless lands of Aurora, their mere existence is a hellish tedium, and this has spurred the ash elves to even greater heights of cruelty and depravity.

Ash Elf Deceiver

Medium fiend (elf), chaotic evil

Armor Class 16 (mithral scale mail)

Hit Points 72 (16d8)

Speed 30 ft., teleport 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	10 (+0)	20 (+5)	10 (+0)	14 (+2)

Saving Throws Con +4

Skills Arcana +9, Perception +4, Stealth +9

Damage Resistances fire

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvin, Infernal

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

Indomitable (2x/long rest). If the elf fails a saving throw, it can reroll it.

Traitor's Strike (1x/round). The elf deals an additional 28 (8d6) necrotic damage on a hit.

Actions

Multiattack. The elf makes three wounding longsword or three flaming longbow attacks.

Wounding Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage, plus 9 (2d8) necrotic damage.

Flaming Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) fire damage.

Spellcasting. The elf is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *dancing lights, minor illusion, true strike*

1st level (4 slots): *charm person, disguise self, witch bolt*

2nd level (3 slots): *blur, darkness, Melf's acid arrow*

3rd level (3 slots): *bestow curse, nondetection*

4th level (3 slots): *Evard's black tentacles, stoneskin*

5th level (3 slots): *dominate person, hold monster*

6th level (2 slots): *eyebite, globe of invulnerability*

8th level (1 slot): *project image*

9th level (1 slot): *antipathy/sympathy*

Ash Elf Unrepentant

Medium fiend (elf), chaotic evil

Armor Class 16 (mithral scale mail)

Hit Points 72 (16d8 + 32)

Speed 30 ft., teleport 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	14 (+2)	10 (+0)	20 (+5)

Saving Throws Con +4, Wis +4

Skills Arcana +9, Deception +9, Perception +4

Damage Resistances fire

Condition Immunities charmed, diseased, sleep

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvin, Infernal

Challenge 11 (7,200 XP) **Prof** +4

Indomitable (2x/long rest). If the elf fails a saving throw, it can reroll it.

Smite (1x/round). The elf can expend a spell slot to deal an additional 7 (2d6) radiant damage, plus an additional 3 (1d6) radiant damage per spell level above 1st on a melee hit.

Traitor's Strike (1x/round). The elf deals an additional 28 (8d6) necrotic damage on a hit.

Actions

Multiattack. The elf makes two wounding longsword or two flaming longbow attacks.

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

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

Spellcasting. The elf is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The creature has the following Paladin spells prepared:

1st level (4 slots): *command, hellish rebuke, heroism, inflict wounds, shield of faith, wrathful smite*

2nd level (3 slots): *aid, branding smite, crown of madness, darkness, protection from poison*

3rd level (3 slots): *animate dead, bestow curse, blinding smite, crusader's mantle, dispel magic*

4th level (2 slots): *blight, confusion, banishment, death ward, staggering smite*

Reactions

Warding Flare. When attacked, the elf flashes brilliantly, causing the attack to be made with disadvantage.

Falcon Elf

Medium humanoid (avian, elf), usually chaotic good

Armor Class 15 (studded leather)

Hit Points 9 (2d8)

Speed 30 ft., fly 60 ft.

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

Skills Perception +2

Condition Immunities sleep

Senses low-light vision, passive Perception 12

Languages Common, Elvin

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

Fey Ancestry. The elf has advantage on saving throws against being charmed.

Actions

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Falcon elves are gifted with the natural ability to fly. They dwell in towering aeries grown from bluffs or cliffs, or in some cases, cities made from clouds.

Combat

Falcon elves are not aggressive and only fight to protect their way of life or their own kind. They are masters of archery, closing to melee only when backed into a corner.

Falcon Elf Society

Falcon elves are a peaceful, if arrogant race, seeing themselves above the non-winged races. They have a dislike of the “barbaric” birdfolk, whom have been known to raid their communities for baubles.

Falcon elf communities are normally one with their surroundings, using shaped trees or natural formations rather than roughly carved or hewn constructions.

Males and females are seen as equals in society, and the their culture encourages creativity, thinking and exploration, especially among the younger generations.

Falcon Elves on Amðeros

During the Elvin Golden Age, the king of the elves transformed several of his subjects into specialized forms to help him run his vast empire. The falcon elves were transfigured so they could be messengers among the elves. Most falcon elves reside in lofty aeries that float above the Evan Cordum.

Falcon Elf Skymage

Medium humanoid (avian, elf), usually chaotic good

Armor Class 17 (studded leather)

Hit Points 27 (5d8+5)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	12 (+1)	14 (+2)	10 (+0)	11 (+0)

Saving Throws Str +3, Con +3

Skills Acrobatics +7, Arcana +4, Perception +2

Condition Immunities sleep

Senses low-light vision, passive Perception 12

Languages Common, Elvin

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

Fey Ancestry. The elf has advantage on saving throws against being charmed.

Actions

Multiattack. The elf makes two longsword or longbow attacks.

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

Cantrips (at will): *prestidigitation, true strike*
1st level (3 slots): *magic missile, shield, sleep*

Falcon Elf Characters

Because the falcon elves encourage their young members to be curious, it is common for members of their races to undertake journeys that lead them into adventure. Falcon elves revere Hamma or Fir.

Falcon elf characters gain the following abilities.

Ability Score Increase. You increase your Dexterity by 3.

Age. Like most elves, falcon elves are long-lived. They reach maturity at the same rate as humans, but on average live to be 700 years or more old.

Size. Falcon elves range from 6 feet to nearly 7 feet tall, with a wingspan of 12 to 15 feet wide. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you Fly 60 ft.

Low-light Vision. You can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination.

Keen Senses. You have proficiency in the Perception skill.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow and longbow.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can put you to sleep.

Trance. Elves don't need to sleep, instead they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish.

Falcon elves revere (but do not worship) Hamma, greatest of elves. Falcon elf clerics may choose from the domains of Air, Chaos or Good.



Falcon Elf Skyknight

Medium humanoid (avian, elf), usually chaotic good

Armor Class 15 (studded leather)

Hit Points 27 (10d8+10)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	12 (+1)	16 (+3)	10 (+0)	11 (+0)

Saving Throws Str +3, Con +3

Skills Acrobatics +7, Arcana +4, Perception +2

Condition Immunities sleep

Senses low-light vision, passive Perception 12

Languages Common, Elvin

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

Fey Ancestry. The elf has advantage on saving throws against being charmed.

Actions

Multiattack. The elf makes two longsword or longbow attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

Cantrips (at will): *prestidigitaton, true strike*

1st level (4 slots): *magic missile, shield, sleep*

2nd level (3 slots): *invisibility, scorching ray, web*

3rd level (2 slots): *dispel magic, fireball*

Falcon Elf Skylord

Medium humanoid (avian, elf), usually chaotic good

Armor Class 17 (studded leather)

Hit Points 27 (15d8+15)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	12 (+1)	20 (+5)	10 (+0)	11 (+0)

Saving Throws Str +4, Con +4

Skills Acrobatics +8, Arcana +8, Perception +3

Condition Immunities sleep

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvin

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

Fey Ancestry. The elf has advantage on saving throws against being charmed.

Indomitable (2x/long rest). If the elf fails a saving throw, it can reroll it.

Actions

Multiattack. The elf makes three longsword or longbow attacks.

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

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

Cantrips (at will): *blade ward, prestidigitation, true strike*

1st level (4 slots): *magic missile, shield, sleep*

2nd level (3 slots): *invisibility, scorching ray, web*

3rd level (3 slots): *dispel magic, fly, fireball*

4th level (1 slots): *fire shield*

Light Elf

Medium celestial (elf), usually lawful good

Armor Class 21 (mithril chain mail + shield)

Hit Points 36 (8d8)

Speed 30 ft., fly 30 ft.

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

Saving Throws Con +3, Wis +3

Skills Perception +3

Damage Resistances bludgeoning, piercing and slashing non-iron weapons

Condition Immunities blinded, charmed, sleep

Senses low-light vision, passive Perception 13

Languages Celestial, Common, Dwarven, Elvin, Gnomish

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

Magic Resistance. The elf has advantage on saving throws against spells.

Smite (1x/turn). The elf adds 10 (3d6) radiant damage non-good enemies.

Actions

Multiattack. The elf makes two longsword or two longbow attacks or a weapon attack and casts a cantrip.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Improved Warding Flare. When the elf or an ally within 30 feet is attacked, a bright flash of light flares to life, causing the attacker to suffer disadvantage on its attack rolls. A creature immune to being blinded is unaffected.

Spellcasting. The creature is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +5 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *dancing lights, firebolt, friends, true strike*

1st level (4 slots): *burning hands, detect magic, disguise self*

2nd level (3 slots): *enlarge/reduce, gust of wind, magic weapon*

3rd level (3 slots): *blink, dispel magic, lightning bolt*

4th level (1 slot): *greater invisibility*

Light elves have an extreme hatred of evil, especially elves that have betrayed their own kind. They will seek to root out and slay any such beings that they learn of.

Though light elves value the life of all non-evil creatures, they easily put the lives and needs of elves before all other concerns, often leading them to act



dispassionately or haughtily towards other races and beings.

Combat

Light elves prefer to deal with non-evil problems without resorting to violence. However, they are quick to dispatch known evil foes without hesitation, bombarding enemies with spells and weapon without fear or mercy.

If facing a superior foe and elf lives are at stake, a light elf will attempt to lead its foe away from any other elves and is not above using trickery to destroy an opponent.

Light Elf Society

Light elves do not generally generate offspring; those that do produce a regular elf with none of the light elf's special abilities. Once a light elf dies, there are no natural light elf young to maintain the population.

Instead, light elves inducted common elves into their ranks to keep their numbers steady. As a rule, no elf younger than 100 years is ever transformed into a light elf, and the light elves generally watch possible candidates for decades or centuries before choosing to induct them into their ranks.

The process to become a light elf is a closely guarded secret of the light elves, only known to the most ancient and trusted of the light elves themselves. The ceremony does not exist in any written or recorded form to prevent other beings or races learning the method to create similar beings.

Elves of good heart and intentions can count on the aid of an encountered light elf, and it is common for elvin communities to openly welcome or beseech light elves to become part of their community.

Light Elves on Ambros

During the Elvin Golden Age, the king of the elves transformed several of his most loyal bodyguards and their families into specialized forms to help protect him from

harm and carry out his will. Light elves were his personal bodyguard, elves whose goodness shone like a beacon of light wherever they passed.

Though only a small handful still reside in the Evan Cordum, they are no longer the king's protectors, and many have taken to wandering the continent to hunt down and destroy the enemies of the elves.

The soul of a slain light elf on Amberos is instantly transported to the dreamlands of Aurora, where it is reincarnated as an elvin prince in that land.

Light Elf Preserver

Medium celestial (elf), usually lawful good

Armor Class 21 (mithral chain mail + shield)

Hit Points 72 (16d8)

Speed 30 ft., fly 30 ft.

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

Saving Throws Con +3, Wis +3

Skills Perception +3

Damage Resistances bludgeoning, piercing and slashing non-iron weapons

Condition Immunities blinded, charmed, sleep

Senses low-light vision, passive Perception 13

Languages Celestial, Common, Dwarven, Elvin, Gnomish

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

Magic Resistance. The elf has advantage on saving throws against spells.

Smite (1x/turn). The elf adds 21 (6d6) radiant against non-good enemies.

Actions

Multiattack. The elf makes three longsword or longbow attacks or two weapon attack and casts a cantrip.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spellcasting. The creature is an 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +5 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *dancing lights, firebolt, friends, true strike*

1st level (4 slots): *burning hands, detect magic, disguise self*

2nd level (3 slots): *enlarge/reduce, gust of wind, magic weapon*

3rd level (3 slots): *blink, dispel magic, lightning bolt*

4th level (3 slot): *dimension door, fire shield, greater invisibility*

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

6th level (1 slot): *flesh to stone*

7th level (1 slot): *forcecage*

8th level (1 slot): *maze*

Reactions

Improved Warding Flare. When the elf or an ally within 30 feet is attacked, a bright flash of light flares to life, causing the attacker to suffer disadvantage on its attack rolls. A creature immune to being blinded is unaffected.

Surf Elf

Medium monstrosity (amphibious, elf), usually chaotic neutral

Armor Class 16 (scale mail)

Hit Points 9 (2d8)

Speed 10 ft., Swim 40 ft.

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

Skills Perception +2, Stealth +4

Condition Immunities sleep

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge ¼ (50 XP) **Prof** +2

Water Breathing. The elf can breathe air or water

Actions

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60, one creature. *Hit:* 4 (1d6 + 1) piercing damage.

Surf elves are coastal dwelling elves with a mischievous streak. They enjoy swimming with other sea creatures and luring land dwellers into their waters for “fun,” often forgetting the limitations of land-bound races.

Combat

Surf elves abhor combat, but are vicious when provoked, fighting with any and every means to win a battle. They prefer to humiliate rather than kill and will attempt to goad opponents into compromising positions or hurting themselves where possible. It is common for them to arrange duels or fights, and then never show up.

Surf elves tend to fight as individuals, and rarely employ team or group tactics. If faced with superior foes, they will often flee battle and avoid their attackers.

Surf Elf Society

Surf elves live in shallow shoals and the edge of rocky cliff bluffs near shore. Though they remain in the water, they can use their lower body to slowly propel themselves on land, much in a manner akin to a snake (with their torso upright). Surf elves only remain on land for an hour or less before their skin begins to dry and they suffer exposure damage.

Most surf elf communities are small and sparsely laid out. They are natural free spirits who dislike being told what to do. Surf elves are capable of making their own items but prefer to acquire items through trade or by taking them from others. They have little fear or dislike of other races, though those who have done them ill they will treat in kind.



Surf Elf Characters

Surf elves rarely venture on land, but there are tales among their own kind who have battled the monstrosities of the sea. However, such surf elf heroes are often outcasts from their own society.

Surf elf characters gain the following abilities.

Ability Score Increase. You increase your Dexterity by 2 and your Wisdom by 1.

Type. Your creature type is Monstrosity.

Age. Surf elves age similarly to most other elves, reaching maturity as quickly as a human but living almost 800 years.

Size. A surf elf averages from head to tail about 5 ½ feet long and weighing 135 lbs. Your size is medium.

Speed. Your base walking speed is 10 ft. and you can Swim 40 ft.

Camouflage. You gain proficiency in Stealth.

Keen Senses. You have proficiency in the Perception skill.

Elf Weapon Training. You have proficiency with the trident, spear and javelin.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can put you to sleep.

Low-light vision. You can see twice as far as humans in areas of low or dim light.

Trance. Elves don't need to sleep, instead they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Water Breathing. You can breathe air or water normally. If you are on dry land for more than a day, you gain a level of exhaustion until you spend an hour or more in water.

Languages. You can speak, read, and write Common and Elvish.

Surf elves do not worship gods, but have an alliance with Triton, the sea lord, in return for clerical spells. They may select spells from the domains Water, Weather or Chaos.



Surf Elf Waverunner

Medium monstrosity (amphibious, elf), usually chaotic neutral

Armor Class 16 (scale mail)

Hit Points 33 (6d8 + 6)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (+0)	18 (+4)	11 (+0)

Saving Throws Int +2, Wis +6

Skills Nature +2, Perception +6, Survival +6

Condition Immunities sleep

Senses low-light vision, passive Perception 16

Languages Common, Elvin

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

Water Breathing. The elf can breathe air or water

Water's Stride. The elf ignores difficult terrain and can pass through coral or plants without damage, and gains advantage on saving throws against plants magical created or manipulated to impede movement.

Actions

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60, one creature. *Hit:* 4 (1d6 + 1) piercing damage.

Wild Shape (2x/long rest). The elf transforms into a crab, giant crab, giant sea horse, octopus, quipper, reef shark or sea horse (use the creature's stats while transformed). When dropped to 0 hit points, it transforms back into elf form with the hit points it had prior to transforming.

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

Cantrips (at will): *druidcraft, guidance, thorn whip*

1st level (4 slots): *charm person, entangle, longstrider*

2nd level (3 slots): *heat metal, hold person, mirror image, misty step*

3rd level (3 slots): *dispel magic, protection from energy, water breathing, water walk*

Surf Elf Lifeguard

Medium monstrosity (amphibious, elf), usually chaotic neutral

Armor Class 16 (scale mail)

Hit Points 66 (12d8 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	10 (+0)	20 (+5)	11 (+0)

Saving Throws Int +2, Wis +7

Skills Nature +2, Perception +7, Survival +7

Damage Immunity poison

Condition Immunities charm (from elementals or fey), sleep

Senses low-light vision, passive Perception 17

Languages Common, Elvin

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

Water Breathing. The elf can breathe air or water

Water's Stride. The elf ignores difficult terrain and can pass through coral or plants without damage, and gains advantage on saving throws against plants magical created or manipulated to impede movement.

Actions

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60, one creature. *Hit:* 4 (1d6 + 1) piercing damage.

Wild Shape(2x/long rest). The elf transforms into a crab, giant crab, giant octopus, giant sea horse, octopus, quipper, reef shark or sea horse (use the creature's stats while transformed). When dropped to 0 hit points, it transforms back into elf form with the hit points it had prior to transforming.

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

Cantrips (at will): *druidcraft, guidance, thorn whip*

1st level (4 slots): *charm person, entangle, longstrider*

2nd level (3 slots): *heat metal, hold person, mirror image, misty step*

3rd level (3 slots): *dispel magic, protection from energy, water breathing, water walk*

4th level (3 slots): *confusion, control water, freedom of movement, polymorph*

5th level (2 slots): *antilife shell, conjure elemental (water), mass cure wounds, scrying*

6th level (1 slot): *conjure fey*

Surf Elf Coral Master

Medium monstrosity (amphibious, elf), usually chaotic neutral

Armor Class 16 (scale mail)

Hit Points 153 (18d8 + 72)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	18 (+4)	10 (+0)	20 (+5)	11 (+0)

Saving Throws Int +3, Wis +8

Skills Nature +3, Perception +8, Survival +8

Damage Immunity poison

Condition Immunities charm (from elementals or fey), sleep

Senses low-light vision, passive Perception 18

Languages Common, Elvin

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

Beast Spells. The elf can cast spells while wild shaped.

Water Breathing. The elf can breathe air or water

Water's Stride. The elf ignores difficult terrain and can pass through coral or plants without damage, and gains advantage on saving throws against plants magical created or manipulated to impede movement.

Actions

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60, one creature. *Hit:* 4 (1d6 + 1) piercing damage.

Wild Shape(2x/long rest). The elf transforms into a crab, giant crab, giant octopus, giant sea horse, octopus, quipper, reef shark or sea horse (use the creature's stats while transformed). When dropped to 0 hit points, it transforms back into elf form with the hit points it had prior to transforming.

Spellcasting. The creature is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The creature has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, thorn whip*

1st level (4 slots): *charm person, entangle, longstrider*

2nd level (3 slots): *heat metal, hold person, mirror image, misty step*

3rd level (3 slots): *dispel magic, protection from energy, water breathing, water walk*

4th level (3 slots): *confusion, control water, freedom of movement, polymorph*

5th level (2 slots): *antilife shell, conjure elemental (water), mass cure wounds, scrying*

6th level (1 slot): *conjure fey*

7th level (1 slot): *regenerate*

8th level (1 slot): *tsunami*

9th level (1 slot): *storm of vengeance*

Shadow Elf

Medium humanoid (elf), usually lawful evil

Armor Class 12 [15 with *mage armor*]

Hit Points 9 (2d8)

Speed glide 30 ft. (no weight; unaffected by difficult terrain)

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

Saving Throws Int +4, Wis +2

Skills Arcana +4, Deception +2, Perception +2

Damage Resistances bludgeoning, piercing or slashing non-silver weapons

Condition Immunities prone, sleep

Senses darkvision 120 ft., passive Perception 12

Languages Common, Elvin

Challenge ¼ (50 XP) **Prof** +2

Glide. The elf does not trigger traps or features that depend on weight and ignores difficult terrain.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 10/30, one creature. *Hit:* 4 (1d4 + 2) piercing damage, plus 9 (2d8) poison damage.

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

Cantrips (at will): *message, minor illusion, prestidigitation, ray of frost*

1st level (3 slots): *mage armor, magic missile, shield*

A shadow elf is shadow made solid, only discernable as an elf by their outline. Their eyes glow a brilliant white but does not illuminate their form in any fashion. It is impossible to make out details on a shadow elf's form; they simple appear as a black silhouette in the light, and are utterly invisible in the dark. They are often found working with the drow, and have in many cases become powerful leaders or lords among the drow. They are most well-known for their despicable magic and the vile tortures they inflict on other races.

Combat

Shadow elves prefer to avoid melee combat, preferring to allow minions to fight for them or keep distant and harass opponents with spells. If forced into a melee position, most shadow elves either flee or surrender.

Society

Shadow elves live in small enclaves where they plot for power and knowledge. They often attempt to insinuate themselves into other cultures, attempting to subvert them for the shadow elves own agendas.



Shadow Elves on Amöcros

The shadow elves are those elves that fell under the sway of the Gwieze during the Elvin Golden Age. Twisted by the darkness within them, they became mere shadows that hide themselves in masks of deceit for their master.

Shadow elves are utter thralls and minions of Gwieze, the Lord of Shadows. They carry out his mysterious work spreading evil and fear wherever they may. Shadow elves are known to work with, and often lead drow enclaves. Most shadow elves are accomplished wizards who have mastered Shadow magic; it is very rare not to find such a shadow elf without magical talent of some sort.

Shadow Elf Enticer

Medium humanoid (elf), usually lawful evil

Armor Class 12 [15 with *mage armor*]

Hit Points 27 (5d8+5)

Speed glide 30 ft. (no weight; unaffected by difficult terrain)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	17 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +4, Deception +2, Perception +2

Damage Resistances bludgeoning, piercing or slashing non-silver weapons

Condition Immunities prone, sleep

Senses darkvision 120 ft., passive Perception 12

Languages Common, Elvin

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

Evasion. If the elf is forced to make a Dexterity save against an attack and would take damage, on a successful save it takes no damage and on a failed save it takes half.

Glide. The elf does not trigger traps or features that depend on weight and ignores difficult terrain.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 10/30, one creature. *Hit:* 4 (1d4 + 2) piercing damage, plus 9 (2d8) poison damage.

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

Cantrips (at will): *message, minor illusion, prestidigitation, ray of frost*

1st level (3 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *cloud of daggers, detect thoughts, misty step*

3rd level (2 slots): *counterspell, vampiric touch*

Shadow Elf Secret Keeper

Medium humanoid (elf), usually lawful evil

Armor Class 12 [15 with *mage armor*]

Hit Points 9 (10d8+10)

Speed glide 30 ft. (no weight; unaffected by difficult terrain)

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

Saving Throws Int +6, Wis +2

Skills Arcana +6, Deception +3, Perception +2

Damage Resistances bludgeoning, piercing or slashing non-silver weapons

Condition Immunities prone, sleep

Senses darkvision 120 ft., passive Perception 12

Languages Common, Elvin

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

Agonizing Spell. If an enemy fails its save against the elf's spell that causes damage, it is stunned until the the end of its next turn.

Evasion. If the elf is forced to make a Dexterity save against an attack and would take damage, on a successful save it takes no damage and on a failed save it takes half.

Glide. The elf does not trigger traps or features that depend on weight and ignores difficult terrain.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 10/30, one creature. *Hit:* 5 (1d4 + 3) piercing damage, plus 9 (2d8) poison damage.

Spellcasting. The creature is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *message, minor illusion, prestidigitation, ray of frost*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *cloud of daggers, detect thoughts, misty step*

3rd level (3 slots): *counterspell, lightning bolt, vampiric touch*

4th level (3 slots): *blight, phantasmal killer*

5th level (2 slots): *Bigby's hand, dominate person*

Shadow Elf Shadowlord

Medium humanoid (elf), usually lawful evil

Armor Class 12 [15 with *mage armor*]

Hit Points 97 (15d8+30)

Speed glide 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	20 (+5)	11 (+0)	12 (+1)

Saving Throws Int +8, Wis +3

Skills Arcana +8, Deception +4, Perception +3

Damage Resistances bludgeoning, piercing or slashing non-silver weapons

Condition Immunities prone, sleep

Senses darkvision 120 ft., passive Perception 13

Languages Common, Elvin

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

Agonizing Spell. If an enemy fails its save against the elf's spell that causes damage, it is stunned until the end of its next turn.

Evasion. If the elf is forced to make a Dexterity save against an attack and would take damage, on a successful save it takes no damage and on a failed save it takes half.

Glide. The elf does not trigger traps or features that depend on weight and ignores difficult terrain.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 10/30, one creature. *Hit:* 5 (1d4 + 3) piercing damage, plus 9 (2d8) poison damage.

Spellcasting. The creature is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *message, minor illusion, prestidigitation, ray of frost*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *cloud of daggers, detect thoughts, misty step*

3rd level (3 slots): *blink, counterspell, vampiric touch*

4th level (3 slots): *dimension door, blight, phantasmal killer*

5th level (2 slots): *Bigby's hand, dominate person*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *finger of death*

Eye Salamander

Eye Salamander

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	11 (+0)	2 (-4)	11 (+0)	6 (-2)

Saving Throws Con +2

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages —

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

Augment Scrying. When used as a focus or sensor for scrying, the scryer gains advantage on Wisdom (Perception) checks.

Keen Sight. An eye salamander has advantage on Wisdom (Perception) checks that rely on sight.

Slippery. The eye salamander has advantage on checks to escape a grapple.

Actions

Nibble. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature. *Hit:* 1 piercing damage.

Eye salamanders are quasi-magical creatures originally engineered by wizards as powerful scrying familiars.

Combat

Eye salamanders are terrible fighters and will generally flee any sort of combat. If captured or otherwise held, the eye salamander will generally attempt to bite, hoping to force the victim to release it or gnaw through its bonds.

Eye Salamander on Amberos

Created during the Baron's Rebellion by wizardly nobles of Thuer's Realm, eye salamanders are only found in the Silkna Kingdom in the wild, though the secret of their creation has become moderately known to most wizards. The creatures have also been employed by Ice Mages (who have developed a cold-climate version), Light Lords of Roonhawk, the Red Cabal and various mages across Amberos, even to Randu and the lands of the east.

Eye Salamanders as Familiars

An eye salamander can be taken as an improved familiar at 3rd level.



Falconi

Falconi

Small beast (avian, canine), unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	4 (-3)	13 (+1)	9 (-1)

Skills Perception +3

Senses low-light vision, passive Perception 11

Languages —

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

Keen Senses. The falconi gains advantage on Wisdom (Perception) checks involving sight or smell.

Actions

Pounce. If the falconi moves at least 20 feet in a straight line, it makes a bite and a claw attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 4 (1d4 + 2) piercing damage. If the target is Small or smaller, it is grappled (escape DC 9).

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

The falconi (pron. fahl-ko-ni) is a stable crossbreed of falcon and a hunting dog. Owned exclusively by nobles, they are generally trained to hunt prey in a manner similar to that of both hunting dogs and hawks.

Combat

Wild Falconi prefer to evade combat with anything larger than themselves, but if pressed will usually harry an opponent from the air, or if in a pack, strike in pairs from ground and air.

Trained Falconi ordered to fight will usually engage opponents larger than themselves from the ground. Against prey smaller than themselves, they often swoop down from above and snatch up prey, take it to a remote location and peck their prey to death.

Training A Falconi

Falconi are only available to those with noble blood (a matter normally enforced by law), and a trained falconi can usually fetch a price of 1,000 gp easily. Training a Falconi takes three weeks. They are trained to hunt and track, and rarely trained for use in battle.



Falconi On Amberos

First bred by magical means in Roonhawk, the Falconi is only found as a domesticated creature in Roonhawk, the Hawk Lands and Hawklord. Trade has spread the birds to owners beyond these lands, but the secret of their breeding has long been a kept only by certain barons of Roonhawk and the Hawk Lands, who refuse to reveal how to properly breed the creatures to others, including the merchants of Nyrr Ryann. Some of the magically inclined nobles of Roonhawk have been attempting to develop falconi using larger dogs as the base breeding stock.

Fauxfolk

Fauxfolk

Medium humanoid (goblin, shapechanger), chaotic neutral

Armor Class 11

Hit Points 7 (2d8 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	9 (-1)	10 (+0)	11 (+0)	13 (+1)

Skills Deception +5, Sense Motive +2

Condition Immunities polymorphed

Senses darkvision 60 ft., passive Perception 10

Languages Common

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

Actions

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

Bonus Actions

Alternate Form. The fauxfolk can assume the appearance of any humanoid from small to large size. It remains in this form until it drops to 0 hit points or it takes a long rest.

Fauxfolk (pron. fow-folk) are a form of curious goblinoid capable of assuming any humanoid form, and often do so to spread confusion and perform deeds undetected by others. Some sages believe they may be forebearers to doppelgangers, while others believe they may be some sort of half-breed of that shapeshifting race.

Combat

Fauxfolk are more curious than combative, usually only striking out when otherwise cornered. Instead, they prefer to sow confusion and discontent to cause their enemies to fight and eliminate themselves without the fauxfolk needing to directly fight.

Fauxfolk Society

While most fauxfolk are encountered as loners, they do secretly gather into larger groups of their own kind for protection and socializing.

Such conclaves prefer remote areas where the fauxfolk can freely shift into odd and entertaining forms that are a sort of badge of the races they have encountered in their past travels.

Traveling conclaves usually disguise themselves as carnivals and other sideshows that allow them to conceal their shapeshifting abilities without drawing attention to their true nature.



Fauxfolk on Amöcros

In the ancient days of the Golgoth goblin empire, several families of goblin sorcerers used alchemical magics to permanently gain the ability to shift their form as they pleased.

A family offshoot of this lineage became aligned with the royal house of the Golgoth empire, becoming feared throughout the realm, both within and outside the empire. Eventually, this lineage developed subservient doppelgangers, but was eventually destroyed by their own creations.

The remaining fauxfolk lineages fell into disfavor and were cast out of the empire. Since then they have remained aloof of their distant goblin kin and managed to avoid Ziga's curse on their kinfolk. The descendants of these ancient lineages still wander the continent, with the rumor of a great underground city of their kind somewhere under the roots of the Twilight Mountains.

Fauxfolk as Characters

Fauxfolk often mingle among other races in secret, looking for something to do. Their chaotic and inquisitive tendencies often get them into trouble, sometimes which they seem to enjoy.

A fauxfolk has the following abilities.

Ability Score Increase. You increase your Charisma by 2 and your Wisdom by 1.

Alternate Form. You can assume the appearance of any humanoid of any gender from Small to Large size as a bonus action. Your ability scores do not change, your gear does not change with you and this change is only skin-deep so you do not gain any special abilities of the form you assume. This change lasts for a number of hours equal to your Charisma modifier, and you can perform it a number of times per long rest equal to your Proficiency Bonus.

Age. Fauxfolk mature quickly, hatching from eggs in a few days and growing to maturity in as little as six

weeks. Once mature, they can live over a hundred years.

Size. A mature fauxfolk averages 6 feet tall and weighs approximately 250 lbs. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Slam. You have a natural weapon attack that deals 1d4 bludgeoning damage on a hit. This is considered a light and finesse weapon.

Darkvision. A fauxfolk can see in lightless conditions out to a range of 60 feet. Darkvision is black-and-white only.

Pure Form. You cannot be polymorphed unless you choose to allow it.

Languages. Fauxfolk can read, write and speak Common.

Fauxfolk believe themselves to be scorned by the gods and thus rarely worship divine beings. Some fauxfolk have taken up the mantle of worshipping the gods of other races, usually that of a race they tend to emulate regularly.

Fauxfolk Troublemaker

Medium humanoid (goblin, shapechanger), chaotic neutral

Armor Class 14 (studded leather)

Hit Points 22 (5d8)

Speed 30 ft.

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

Saving Throws Dex +4, Int +3

Skills Deception +8, Persuasion +8, Sense Motive +4, Stealth +4

Condition Immunities polymorphed

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1 (200 XP)

Prof +2

Sneak Attack (1x/turn). On a non-disadvantaged hit with a weapon, if the enemy is surprised or the fauxfolk has an ally within 5 feet, it deals an additional 10 (3d6) damage.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) bludgeoning damage.

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

Cantrips (at will): *minor illusion, mage hand, prestidigitation*
1st level (3 slots): *charm person, silent image, unseen servant*

Bonus Actions

Alternate Form. The fauxfolk can assume the appearance of any humanoid from small to large size. It remains in this form until it drops to 0 hit points or it takes a long rest.

Cunning Action. The fauxfolk can take the dash, disengage or dodge action.

Reactions

Uncanny Dodge. When hit by an attack, the fauxfolk halves the damage.

Fauxfolk Observer

Medium humanoid (goblin, shapechanger), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 45 (10d8)

Speed 30 ft.

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

Saving Throws Dex +6, Int +3

Skills Deception +8, Persuasion +8, Sense Motive +4, Stealth +6

Condition Immunities polymorphed

Senses darkvision 60 ft., passive Perception 12

Languages Common

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

Evasion. If the fauxfolk is forced to make a Dexterity save to avoid damage, on a success it takes no damage and on a failure takes half damage.

Sneak Attack (1x/turn). On a non-disadvantaged hit with a weapon, if the enemy is surprised or the fauxfolk has an ally within 5 feet, it deals an additional 17 (5d6) damage.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4+4) bludgeoning damage.

Spellcasting. The creature is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *minor illusion, mage hand, prestidigitation*
1st level (3 slots): *charm person, silent image, unseen servant*
2nd level (3 slots): *detect thoughts, invisibility*

Bonus Actions

Alternate Form. The fauxfolk can assume the appearance of any humanoid from small to large size. It remains in this form until it drops to 0 hit points or it takes a long rest.

Cunning Action. The fauxfolk can take the dash, disengage or dodge action.

Reactions

Uncanny Dodge. When hit by an attack, the fauxfolk halves the damage.

Fauxfolk Spy

Medium humanoid (goblin, shapechanger), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 67 (15d8)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5, Wis +5

Skills Deception +10, Persuasion +10, Sense Motive +5, Stealth +7

Condition Immunities polymorphed

Senses blindsense 10 ft., darkvision 60 ft., passive Perception 12

Languages Common

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

Evasion. If the fauxfolk is forced to make a Dexterity save to avoid damage, on a success it takes no damage and on a failure takes half damage.

Sneak Attack (1x/turn). On a non-disadvantaged hit with a weapon, if the enemy is surprised or the fauxfolk has an ally within 5 feet, it deals an additional 28 (8d6) damage.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4+4) bludgeoning damage.

Spellcasting. The creature is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *minor illusion, mage hand, prestidigitation*
1st level (4 slots): *charm person, fog cloud, silent image, unseen servant*
2nd level (3 slots): *blur, detect thoughts, invisibility*
3rd level (2 slots): *clairvoyance, major image*

Bonus Actions

Alternate Form. The fauxfolk can assume the appearance of any humanoid from small to large size. It remains in this form until it drops to 0 hit points or it takes a long rest.

Cunning Action. The fauxfolk can take the dash, disengage or dodge action.

Reactions

Uncanny Dodge. When hit by an attack, the fauxfolk halves the damage.

Fistor

Fistor

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	3 (+0)	10 (+0)	5 (-3)

Saving Throws Con +7

Condition Immunities charmed, exhausted

Senses darkvision 60 ft., passive Perception 10

Languages Understands the language of its creator

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

Magic Resistant. The fistor gains advantage on saving throws against spells or magical effects.

Actions

Multiattack. The fistor makes a Huge slam and Slam attack.

Huge Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 20 (2d12 + 7) bludgeoning damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (1d12 + 7) bludgeoning damage, and if the attack hits by 4 or more, the target is grappled (escape DC 18).

Shockwave(Recharge 5+). The fistor slams the ground with its huge fist. All creatures within 15 feet must make a DC 18 Dexterity save. On a failure, the target takes 28 (8d6) thunder damage and is knocked prone. The target takes half damage on a success.

Fistors are war machines, mindless golems designed to pulp its creator's enemies.

Combat

A fistor attempts to close into melee combat with foes as quickly as it can. It then attempts to pummel opponents into powder, lashing out at the nearest foe available to it. As a mindless creature, it has no target preference; it will continue to pummel the closest thing until that foes ceases to be a problem.

Constructing a Fistor

A Fistor is created from dead bodies bound together with iron. The cost to assemble the body is 2,000 gp and constructing the fistor takes 3 months of work.

Fistors on Amöcros

The Light Lords of Roonhawk employed fistors as personal guards when on the battlefield. The secrets of their creation were transferred to the Skyland Hold when Roonhawk was absorbed by the Hold, and after the end of the Dark Age, the creation of fistors became public



knowledge among wizards. Currently, Fistors are often seen in use by Ice Mages, several of the sorcerous houses of the Silkna Kingdom and among the Red Cabal in Barbed March.

Flame-ingo

Flame-ingo

Medium monstrosity (avian, fire), unaligned

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	3 (-4)	10 (+0)	12 (+1)

Skills Perception +2

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge ½ (100 XP) **Prof** +2

Flame Aura. Creatures that start their turn within 5 feet of the flame-ingo must make a DC 11 Dexterity save. On a failure, the target takes 7 (2d6) fire damage.

Keen Senses. The flame-ingo has advantage on Perception checks involving sight or sound.

Actions

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

Flame-ingos are the unfortunate result of a mad wizard's whimsical magical experimentations. The result is a somewhat crazed, man-sized flamingo covered in a constant aura of fire. The bird's disposition is entirely unstable, making it unpredictable and dangerous.

Combat

Flame-ingos usually attack by wildly squawking and running at their foes, hoping to set them ablaze. If frightened or faced with superior foes, Flamingos generally flee, alighting anything they can in their path to hamper being chased.

Flame-ingos on Amöeros

It is widely believed that flame-ingos are the accursed creation of some demented wizard in Doonask. They can be found in the area of Saltbrine, Millos and Doonask itself, lending support to this theory.

Flame-ingo Alpha

Large monstrosity (fire), unaligned

Armor Class 12

Hit Points 15 (2d10 + 4)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	3 (-4)	10 (+0)	12 (+1)

Skills Perception +2

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 12

Languages —

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

Flame Aura. Creatures that start their turn within 5 feet of the flame-ingo must make a DC 11 Dexterity save. On a failure, the target takes 7 (2d6) fire damage.

Keen Senses. The flame-ingo has advantage on Perception checks involving sight or sound.

Actions

Multiattack. The flame-ingo makes two claw and a beak attack.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

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



Forok

Forok

Large giant, chaotic evil

Armor Class 21 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	15 (+2)	13 (+1)	13 (+1)	15 (+2)

Saving Throws Con +6

Skills Deception +6, Intimidate +6, Perception +5

Damage Resistances cold, lightning

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant, Infernal

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

Leap. The forok's tiny wings increases its jump ability by x2 (Long jump 42 ft., High jump 9 ft.)

Actions

Multiattack. The forok makes three longsword attacks.

Flaming longsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 14 (2d8 + 5) slashing damage, plus 7 (2d6) fire damage.

Flaming Rock. *Ranged Weapon Attack:* +9 to hit, range 30/90 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage, plus 7 (2d6) fire damage.

Innate Spellcasting. The forok can use the following abilities as if a 13th level spellcaster. Its spellcasting ability is Charisma (DC 14, spell attack +7).

At will: *bane, darkness, protection from good/evil*

Foroks (pron. for-awk) are fire giants with infernal bloodlines.

Combat

Foroks wade into combat wielding dual weapons, with the ability to cause the weapon to burst into flames in their grasp. They rarely have the patience to soften foes up with magic or ranged weapons before charging into them, relying on their strength and abilities to smash foes and send them fleeing.

Forok Society

Foroks can appear as individuals in a fire giant clan or in some cases may form their own clans composed entirely of foroks – or enslaved fire giants or other smaller creatures captured in raids.



Foroks clans model their fire giant forebearers in most aspects, though they take delight in raiding, fighting and taking slaves.

Forok on Amberos

Foroks are the result of fire giants who willingly aligned themselves with the Dark One during the Dark Age and knowingly or unknowingly took devilish consorts. The resulting offspring were the forok, which the Dark One used to deadly effect in his massive armies.

Most foroks can be found scattered throughout southwest Amberos, as small clans hidden in the Princes of Xatmas, Misake, Southern Kingdom and Nauwflouwd. Also, some foroks have risen to prominence in the Dark Valley.

Forok Warlock

Large giant, chaotic evil

Armor Class 21 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	15 (+2)	13 (+1)	13 (+1)	20 (+5)

Saving Throws Con +6

Skills Deception +9, Intimidate +9, Perception +5

Damage Resistances slashing from non-magical or non-silver weapons, cold, lightning

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant, Infernal

Challenge 11 (7,200 XP) **Prof** +4

Dark One's Own Luck (1x/short rest). The forok adds d10 to a saving throw or ability check.

Leap. The forok's tiny wings increases its jump ability by x2 (Long jump 42 ft., High jump 9 ft.)

Magic Strike. The forok's weapons are treated as magical for overcoming damage resistance or immunities.

Actions

Multiattack. The forok makes three longsword attacks.

Flaming longsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 14 (2d8 + 5) slashing damage, plus 7 (2d6) fire damage and 5 necrotic damage.

Flaming Rock. *Ranged Weapon Attack:* +9 to hit, range 30/90 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage, plus 7 (2d6) fire damage.

Innate Spellcasting. The forok's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 17), requiring no material component.

At will: *bane, darkness, false life, levitate (self only), protection from good/evil*

1x/long rest: *finger of death, flesh to stone*

Spellcasting. The forok is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The creature has the following Warlock spells prepared:

Cantrips (at will): *eldritch blast, friends, mage hand, prestidigitation*

5th level (3 slots): *banishment, blindness/deafness, burning hands, command, fireball, fire shield, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire.*

Furcap

Furcap

Tiny beast, unaligned

Armor Class 18 (natural armor)

Hit Points 3 (1d4 + 1)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	21 (+5)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Prof +2

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature.

Hit: 1 piercing damage.

Musk Spray. *Ranged Weapon Attack:* +7 to hit, range 10 ft., one creature. *Hit:* The target must make a DC 11 Constitution save.

On a failure, it is nauseated for 1 minute.



The furcap is a small, inoffensive beast. It is generally slothful, preferring to lie about, and are so docile and easy to train that some individuals wear the living creatures as hats in cold weather, hence their name. Some wizards in cold climes also keep the creatures as pets or familiars.

Their defensive musk attack also provides the wearer some small protection against an attack by other predators in the wild.

Combat

If threatened, a furcap initial response is to spray the offender with a blast of its powerful musk. If that tactic fails, the furcap puffs itself and hisses in a manner similar to a cat. If pressed to fight beyond this means, a furcap snaps at opponents, fleeing as soon as an opportunity presents itself, then hides as best as possible.

Training a Furcap

Trained furcaps can be purchased for 50 gp, and 150 gp if they are trained for combat. Training a furcap for general use takes a single week, while training one for combat takes six weeks.

Furcap on Amberos

Furcaps seem to be a fashion statement among the Bark Rangers of the Living Forest, and the creatures can be found throughout western Amberos as far east as Riddlekill in lesser numbers.

Garagator

Garagator

Large monstrosity (reptilian), unaligned

Armor Class 19 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	6 (-2)	12 (+1)	2 (-)

Skills Perception +3, Stealth +3

Damage Resistances piercing or slashing non-magical weapons

Senses darkvision 120 ft., tremorsense 10 ft., passive Perception 10

Languages Draconic

Challenge 4 (700 XP) **Prof** +2

Hold Breath. The garagator can hold its breath for 30 minutes.

Actions

Petrification Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage and the target is grappled (escape DC 14). Also, the target must make a DC 13 Constitution save. On a failure, the target's speed is reduced by 10 feet and it must save again next round. If the target's speed is reduced to 0 by this ability, the creature is petrified.

The Garagator (pron. gar-a-gay-tor) is a semi-intelligent salt-water swamp predator with an deadly bite that transforms prey into pillars of salt.

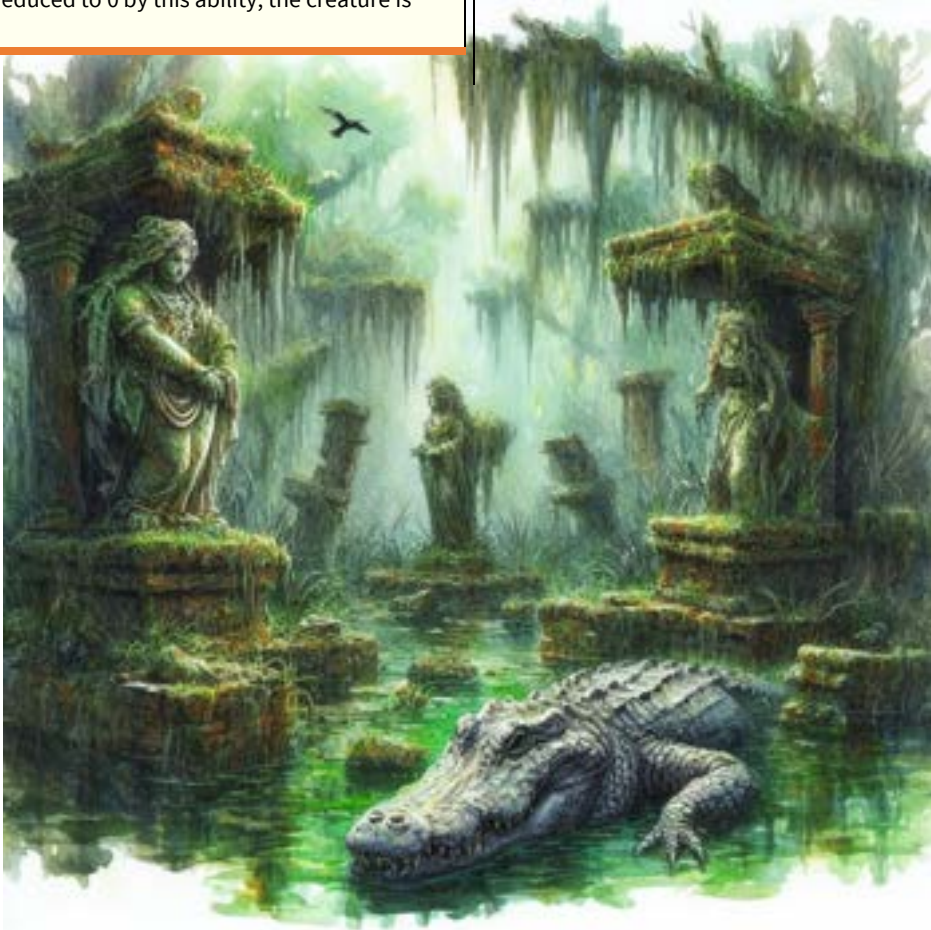
Combat

Garagators can be quite aggressive, though they prefer to strike from ambush, either in water or hidden amid thick vegetation. Some garagators have even been known to find ways into trees and drop down onto opponents.

A garagator strikes swiftly when an opponent comes into reach, and has been known to seize opponents much larger than itself to drag into the water to drown and/or petrify.

Garagators on Ambros

Most garagators are found in the Golens, and it is believed they may originally have been some sort of guardian creature that protected the tower of Gwieze's Shadow Empire during the Elvin Golden Age. Garagators are rarely encountered beyond the Golens but have apparently seeped into Vactorstein and the Lands of Sarve.



Ghargoyle

Ghargoyle

Medium undead (earth), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	19 (+4)	6 (-2)	11 (+0)	7 (-2)

Skills Stealth +2

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't silver, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

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

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

Magic Strike. The ghargoyle's attacks are treated as magical for the purpose of overcoming damage resistance or immunity.

Undead Traits. A ghargoyle does not need to eat, drink or sleep.

Actions

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

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage, plus target must make a DC 14 Constitution save. On a failure, target is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, plus the target must make a DC 14 Constitution save. On a failure, the target's Dexterity is reduced by 2 (1d4) for 1 hour.

Poisoned tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3), plus the target must make a DC 14 Constitution save. On a failure, the target is poisoned.

The ghargoyle [pron. gar-goy-el] is a horrid construct created by necromantic wizards as guardians. A ghargoyle appears at first glance to be an ugly, squat, winged statue of stone. Its features are horribly twisted, and



its skin seems made of marble. These creatures can remain perfectly still for years on end until activated, upon which they animate and use their great strength and necromantic powers to slay or drive off intruders into their guarded area.

A ghargoyle understands and speaks the primary language of its creator.

Combat

The ghargoyle remains inert until triggered by whatever specific instructions the controlling necromancer placed upon it. Once active, the creature attacks with a barrage of wicked claws that paralyzes a foe, a cruel horn that steals the victim's vitality and a tail that injects hallucinogenic venom into its victim.

Construction of a Ghargoyle

It costs 1,000 gp to properly prepare the dead body of a gargoye for transformation into a ghargoyle, and a casting of *create undead* to animate it.

Ghargoyles on Amöeros

Ghargoyles are often employed as warriors for the Animator cult, and they have been known to be crafted by certain members of the Black (Bleak) Cabal. They have no natural habitat, and can be found wherever these secret cults pop up.



Giant, General

All giants speak Giant. Those with Intelligence scores of 10 or higher also speak Common.

Combat

Giants relish melee combat. They favor massive two-handed weapons and wield them with impressive skill. They have enough cunning to soften up a foe with ranged attacks first, if they can. A giant's favorite ranged weapon is a big rock.

Giants on Amberos

The giants of Amberos were the offspring of the Titans, who themselves were the creations of the ancient gods of Amberos. When the ancient gods of Amberos were lulled to sleep after completing the mountain Tsre Vestu, the titans continued in the god's stead, creating the races of the amazons, zamadons and hermaphrodites, and it is believed, the quad. When Tsre Vestu rose from the ocean for whatever reason, the titan's control of the races were usurped and they became mere onlookers, and remained onlookers until the Ancient Ones were awakened during the War of Technology. The Ancient One's first impulse was to destroy all the races, but the titans fought against this, and created the giant races as warriors for their cause. In the war that followed, the gods vented most of their anger on the Titans and their armies. Eventually the titans were confined to Tartarus and the giants were left leaderless on Amberos.

Ko Kassa, the young Amberos god of fire and mountains, took the giants as his own during the Elvin Golden Age, and they have remained under his guidance ever since, though there are many cults of giants who seek to return their titan lords back to Amberos – by any means necessary.



Rock Giant

Gargantuan giant (earth), usually chaotic evil

Armor Class 22 (natural + chain shirt + shield)

Hit Points 512 (25d20 + 250)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	13 (+1)	10 (+0)	10 (+0)

Saving Throws Con +17

Skills Stealth +7

Damage Resistances bludgeoning, piercing and slashing weapons

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 10

Languages Giant, Terran

Challenge 22 (41,000 XP) **Prof** +7

Stone blending. When still, a rock giant is indistinguishable from surrounding stone.

Actions

Multiattack. The rock giant makes three longsword attacks or hurls one rock.

Longsword. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 23 (3d8 + 10) slashing damage.

Rock. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., 10 ft area. *Hit:* 36 (4d12 + 10) bludgeoning damage.

Control Earth. The rock giant can reshape 15 cubic feet of stone into any object it desires.

Rock giants are enormous, towering about 30 feet tall and weighing about 22 tons. They are skilled at acquiring metal and using their control earth ability to form it into armor, weapons, and other gear that they routinely use.

Combat

Rock giants lure opponents into stone traps or trick them with ambush by using their stone blending ability. They are ferocious in combat, unlikely to retreat or give quarter to an enemy.

Rock giants use weapons and armor crafted by use of their *control earth* skill. These items are treated as normal items for all intents and purposes but are made of stone instead of steel.

Rock Giant Society

Rock giants live amongst clans within areas where much stone is common. They will often form small tribes at the base of mountains or within areas with natural caves.

Rock Giants on Amberos

The first attempt by Ko Kassa to enhance the stone giants, Ko Kassa thought these creatures to be failures, and

released them to live wherever they willed on Amberos. Most rock giants dwell in the chains of mountains sweeping off from the Crystalmire mountains, and they tend to dislike interlopers into their lands. Rock giants scorn Ko Kassa, and have turned to worshipping Titanicus, the Lord of Battle, instead.



Shadow Giant

Huge giant, usually chaotic evil

Armor Class 17 (half plate)

Hit Points 184 (16d12 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	21 (+5)	12 (+1)	14 (+2)	12 (+1)

Skills Stealth +6

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Giant, Undercommon

Challenge 11 (7,200 XP) **Prof** +4

Actions

Multiattack. The giant uses its Frightful Presence, it then makes two greatsword or three shadow blast attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 26 (3d12 + 7) slashing damage.

Shadow blast. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 16 (3d10 + 1) necrotic damage.

Frightful Presence. Each creature of the giant's choice that is within 30 feet of the giant must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turn, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the giant's Frightful Presence for the next 24 hours.

Shadow giants stand approximately 16 feet tall and weigh around 5 ½ tons. They rarely engage in conversation with creatures outside of their own race – they either are not worthy of the shadow giant's attention or are considered little more than food or playthings.

Combat

Shadow giants are stealthy creatures and prefer to rush opponents from ambush. They save using their shadow blast to cover their escape, or when hunting other humanoids for food.

Shadow Giant Society

Shadow giants generally live in small, military-minded families led by powerful warlocks. They will stake a claim to a large area surrounding their home, marking it with hideous pillars of bones and skulls. They hunt other sentient creatures for sport, and if unchecked, will plunder homesteads and war with any being they encounter that resists their deprivations.

Shadow giants are indifferent to the plights of others, and have been known to turn on villages and eat the



inhabitants on a mere whim. They have been known to work in the employ of other eldritch beings – especially shadow dragons, bargaining for magical power in return for their services.

Shadow giants display an unusual ability to manufacture their own quality goods and gear, often equipping themselves with strange and powerful arms and armor.

Shadow Giants on Amberos

Shadow giants were created by the mysterious god Gwieze, who imbued the supplicants with eldritch darkness. When Gwieze's shadow realm collapsed, the shadow giants slinked away to the desolate mountains to found their own clans. Nowadays, they can be found in the mountains on the border between Simera and Llannhanex, and the mountains of Ulanst.

Shadow Giant Warlock

Huge giant, usually chaotic evil

Armor Class 17 (half plate)

Hit Points 184 (16d12 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	21 (+5)	12 (+1)	14 (+2)	19 (+5)

Saves Wis +7, Cha +10

Skills Deception +10, Intimidation +10, Persuasion +10, Stealth +7

Damage Resistances cold, psychic

Damage Immunities poison

Condition Immunities poisoned

Senses devilsight 120 ft., passive Perception 12

Languages telepathy 30 ft., Giant, Undercommon

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

Actions

Multiattack. The giant uses its Frightful Presence, it then makes two shortsword or three shadow blast attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 26 (3d12 + 7) slashing damage.

Shadow blast. *Ranged Weapon Attack:* +10 to hit, range 300 ft., one target. *Hit:* 20 (3d10 + 5) necrotic damage and the target is pushed back 10 feet.

Frightful Presence. Each creature of the giant's choice that is within 30 feet of the giant 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 or the effect ends for it, the creature is immune to the giant's Frightful Presence for the next 24 hours.

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

At Will: *alter self, silent image*

1x/long rest: *etherealness, finger of death, power word stun*

Spellcasting. The creature is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The creature has the following Warlock spells prepared:

Cantrips (at will): *mage hand, prestidigitation*

5th level (3 slots): *clairvoyance, crown of madness, darkness, detect thoughts, dissonant whispers, dominate beast, fly, blight, dimension door, dominate person, Evard's black tentacles, hellish rebuke, hold monster, hunger of hadar, invisibility, phantasmal force, scrying, sending, Tasha's hideous laughter, telekinesis, vampiric touch, witch bolt*

Reactions

Entropic Ward (1x/long rest). Attacker gains disadvantage. If attacks misses, the giant's next attack has advantage.



Wind Giant

Huge giant (air), usually neutral

Armor Class 21 (unarmored defense)

Hit Points 189 (18d12 + 72)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	25 (+7)

Saving Throws Dex +7, Wis +8

Skills Sense Motive +8, Perception +8, Persuasion +11

Damage Resistances lightning

Damage Immunities thunder

Senses darkvision 60 ft., passive Perception 18

Languages Auran, Common, Giant

Challenge 12 (8,400 XP) **Prof** +4

Actions

Multiattack. The giant makes two attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +12 to hit, reach 15 ft. or range 60/180 ft., one creature. *Hit:* 21 (3d8 + 8) piercing damage, plus 7 (2d6) lightning damage. The spear returns to the giant after being thrown.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 32 (4d12 + 8) bludgeoning damage.

Innate Spellcasting. The giant's spellcasting ability is Charisma (spell save DC 19). The giant can innately cast the following spells, requiring no material components:

At Will: *gust of wind, message*

3x/long rest: *call lightning, wind wall*

1x/long rest: *reverse gravity*

Wind giants are the messengers of the giant-kin, traveling the world telling tales of the giants and spreading word between giant-kin of the wishes of other clans and the state of giant-kind.

Combat

Wind giants rise into the air and hurl their spear down at foes or call lightning to deal with enemies. If goaded into melee combat, they prefer to issue a challenge to a single combatant and deal with them one on one, with the agreement that the loser's companions surrender if their champion loses.

Wind Giant Society

Wind giants clans are found in remote high mountains or in the very clouds. However, younger wind giants travel

abroad both to learn about the world and keep tabs on their giant kin.

Wind giants abhor even other giants visiting their homesteads, and act poorly to those that dare to enter their homes uninvited.

However, yearly, the wind giant clans have opened their homes to other non-wind giant clans, throwing a great festival that allows for the races to settle their differences and keep in contact.

Sorcerers are common among older wind giants, and they favor divination magics to keep tabs on both their own clan and the outside world. Most clans are ruled by the most powerful sorcerer in their midst, though a rare few eschew clans and seek out a hermitage to ply their magical craft undisturbed.

Wind Giants on Amöeros

Wind giants are the messengers of Ko Kassa, delivering his will to the giants at large. They are swift and capable of flight, usually encumbered with little gear beyond an equipment harness and a few token items.

One item all wind giants carry with them is their stormsilver spear, each one crafted by hand and carved with the ancient words of Ko Kassa himself engraved into the spear's haft and blade.

This spear is the mystically bound to the giant and a symbol of the wind giant's service to Ko Kassa, and for it to be lost, stolen or broken is very dire indeed - reason enough for a wind giant to swear eternal vengeance against whomever causes the loss of this item.



Wind Giant Sorcerer

Huge giant (air), usually neutral

Armor Class 21 (unarmored defense)

Hit Points 189 (18d12 + 72)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	19 (+4)	19 (+4)	19 (+4)	19 (+4)	25 (+7)

Saving Throws Dex +7, Wis +8

Skills Sense Motive +8, Perception +8, Persuasion +11

Damage Resistances lightning

Damage Immunities thunder

Senses darkvision 60 ft., passive Perception 18

Languages Auran, Common, Giant

Challenge 12 (8,400 XP) **Prof** +4

Sorcery Points: The giant has 18 sorcery points (SP) to spend on casting extra 1st-5th level spells (cost 1st – 2, 2nd – 3, 3rd – 5, 4th – 6, 5th – 7) or it may add one metamagic to a spell it casts.

Empowered Metamagic (1 SP): The giant can reroll 5 damage dice on a spell.

Heightened Metamagic (3 SP): One spell target suffers disadvantage on its save against the spell.

Twinned Metamagic (SP = spell level): A non-touch spell that targets one creature instead targets two.

Actions

Multiattack. The giant makes two attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +12 to hit, reach 15 ft. or range 60/180 ft., one creature. *Hit:* 21 (3d8 + 8) piercing damage, plus 7 (2d6) lightning damage. The spear returns to the giant after being thrown.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 32 (4d12 + 8) bludgeoning damage.

Innate Spellcasting. The giant's spellcasting ability is Charisma (spell save DC 19). The giant can innately cast the following spells, requiring no material components:

At Will: *gust of wind, message*

3x/long rest: *call lightning, wind wall*

1x/long rest: *reverse gravity*

Spellcasting. The creature is a 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21, +11 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *dancing lights, minor illusion, true strike*

1st level (4 slots): *comprehend languages, detect magic, feather fall, shield*

2nd level (3 slots): *detect thoughts, shatter*

3rd level (3 slots): *dispel magic, mirror image*

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

5th level (3 slots): *cloudkill, hold monster*

6th level (2 slots): *eyebite, true seeing*

7th level (2 slots): *fire storm, teleport*

8th level (1 slot): *power word stun*

9th level (1 slot): *time stop*

Glemli

Glemli

Small fey, usually chaotic good

Armor Class 12

Hit Points 11 (2d6 + 4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +4, Cha +4

Skills Arcana +3, Perform +4, Persuasion +4, Survival +2

Condition Immunities charmed

Senses low-light vision, passive Perception 10

Languages Common, Elvin, Draconic

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

Leap. A glimli can jump x4 normal (long jump 40 feet, high jump 20 feet)

Actions

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

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

Cantrips (at will): *friends, light, prestidigitation*

1st level (3 slots): *Tasha's uncontrollable hideous laughter, vicious mockery*

Bonus Actions

Bardic Inspiration (recharge 5+): An ally of the glimli within 60 feet adds 1d6 to its next ability check, attack roll or saving throw made within the next 10 minutes.

Glemli Society

Glemli (pron. guh-lim-lee) are wanderers and travelers, though they may take up short-term residence in other settlements before eventually moving on. They particularly crave magical knowledge and are obsessed with understanding how it works, and can be a wealth of such information.

Glemli occasionally gather to hold annual celebrations out of sight of other races. Nighttime festivals are popular among glimli, often held on weekends and lasting from sundown at the end of the workweek and lasting until sunrise on the last day of the week, giving attendees a day to recover before returning to work.

Glemli are especially fond of ballads and singing, and many tales tell of bards or musicians who were able to seek out glimli revelries, and by virtue of their song, were allowed to join the festivities.



Glemli on Amberos

Originally hailing from Aurora, many glimli traveled to Amberos during the Elvin Golden Age and were trapped on Amberos when the magic portals between the two worlds collapsed. The glimli have made the best of their situation on Amberos, treating it as a home-away-from-home, and few are interesting in returning to Aurora. Glemli enclaves can be found all across Amberos, though they are much rarer eastward of the Kirranays.

Glemlí Characters

Glemlí are natural wanderers and their curiosity often gets them into many adventures. A glemlí character gains the following abilities.

Ability Score Increase. You increase your Dexterity by 1 and your Constitution by 2.

Fey. Your creature type is Fey.

Age. Glimli mature rapidly, starting as tadpoles and gaining humanoid form within three weeks. From there, they mature within a year and live up to 75 years.

Size. Glimli stand approximately 3 feet tall and weigh around 25 lbs. Your size is small.

Speed. You base walking speed is 20 feet, and you have a Climb speed of 20 feet.

Charm Immunity. You are immune to being charmed.

Natural Performer. You gain proficiency in Perform and a musical instrument of your choice.

Leap. Your jumping distance is increased by x4.

Low-light Vision. You can see twice as far as a human in twilight conditions or dim light.

Languages. You can read, speak and write Common, Elvin and Draconic.

Glemlí generally revere Discoff, Belli or nature in general. Priests of Discoff can choose from the domains of Chaos, Luck or Trickery. Priests of Belli are druids, not clerics.

Glemlí Bellringer

Small fey, usually chaotic good

Armor Class 15 (unarmored defense)

Hit Points 21 (5d6 + 5)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +3, Cha +3

Skills Arcana +3, Perform +5, Persuasion +5, Survival +3

Condition Immunities charmed

Senses low-light vision, passive Perception 10

Languages Common, Elvin, Draconic

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

Leap. A glemlí can jump x4 normal (long jump 40 feet, high jump 20 feet)

Jack of All Trades. The glemlí adds +1 to all non-proficient skill results.

Actions

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

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

Cantrips (at will): *friends, light, prestidigitation*

1st level (4 slots): *Tasha's uncontrollable hideous laughter, vicious mockery*

2nd level (3 slots): *enhance ability, suggestion*

3rd level (2 slots): *bestow curse, hypnotic pattern*

Bonus Actions

Bardic Inspiration (recharge 4+): An ally of the glemlí within 60 feet adds 1d8 to its next ability check, attack roll or saving throw made within the next 10 minutes.

Glemlí Courtier

Small fey, usually chaotic good

Armor Class 16 (unarmored defense)

Hit Points 21 (10d6 + 10)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	13 (+1)	12 (+1)	19 (+4)

Saving Throws Dex +3, Cha +3

Skills Arcana +5, Perform +8, Persuasion +6, Survival +4

Condition Immunities charmed

Senses low-light vision, passive Perception 10

Languages Common, Elvin, Draconic

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

Leap. A glimli can jump x4 normal (long jump 40 feet, high jump 20 feet)

Jack of All Trades. The glimli adds +1 to all non-proficient skill results.

Actions

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

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

Cantrips (at will): *friends, light, prestidigitation*

1st level (4 slots): *Tasha's uncontrollable hideous laughter, vicious mockery*

2nd level (3 slots): *enhance ability, suggestion*

3rd level (3 slots): *bestow curse, hypnotic pattern*

4th level (3 slots): *compulsion, freedom of movement*

5th level (2 slots): *animate objects, seeming*

Bonus Actions

Bardic Inspiration (recharge 3+): An ally of the glimli within 60 feet adds 1d10 to its next ability check, attack roll or saving throw made within the next 10 minutes.

Glemlí Balladeer

Small fey, usually chaotic good

Armor Class 18 (unarmored defense)

Hit Points 67 (15d6 + 15)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	13 (+1)	12 (+1)	20 (+5)

Saving Throws Dex +3, Cha +3

Skills Arcana +5, Perform +8, Persuasion +6, Survival +4

Condition Immunities charmed

Senses low-light vision, passive Perception 10

Languages Common, Elvin, Draconic

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

Leap. A glimli can jump x4 normal (long jump 40 feet, high jump 20 feet)

Jack of All Trades. The glimli adds +1 to all non-proficient skill results.

Actions

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

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

Cantrips (at will): *friends, light, prestidigitation*

1st level (4 slots): *Tasha's uncontrollable hideous laughter, vicious mockery*

2nd level (3 slots): *enhance ability, suggestion*

3rd level (3 slots): *bestow curse, hypnotic pattern*

4th level (3 slots): *compulsion, freedom of movement*

5th level (2 slots): *animate objects, seeming*

6th level (1 slot): *otto's irresistible dance*

7th level (1 slot): *mirage arcane*

8th level (1 slot): *glibness*

Bonus Actions

Bardic Inspiration. An ally of the glimli within 60 feet adds 1d10 to its next ability check, attack roll or saving throw made within the next 10 minutes.

Glitchen

with the plant creature have been recorded across western Amberos.

Glitchen

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	15 (+2)	5 (-3)	10 (+0)	13 (+1)

Skills Stealth +1

Damage Resistances bludgeoning or piercing weapons

Condition Immunities prone

Senses blindsense 10 ft., passive Perception 10

Languages —

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

Camouflage. The glitchen is indistinguishable from natural tree moss when still.

Damage Transfer. While the glitchen grapples a creature, the glitchen only takes half the damage dealt to it (rounded down) and that creature takes the other half.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). The target must also make a DC 12 Constitution saving throw. On a failure, the target is paralyzed for 1 minute. The target can make another saving throw at the end of its turn, ending the condition on a successful save.

A glitchen (pron. glitch-en) is a mass of magically intelligent and malevolent form of tree moss. Glitchen tend to care about nothing more than surviving until their next meal, though they can be trained to not attack an “owner”.

They are intelligent enough to hunt and generally avoid harming medusas but will defend themselves from any being that attacks them. They have a symbiotic relationship with medusas, breaking down and devouring the stone statues that the creatures create, while catching and paralyzing prey for medusas to turn to more stone.

Combat

Glitchen generally remains at rest, hidden from normal view due their similarity in appearance to regular moss. Once they are within striking range of a foe, they usually jump at their prey, attempt to quickly engulf and paralyze the victim, then wait for their medusa patron to find the victims it has paralyzed, and turn them to stone that the glitchen can slowly devour and digest.

Glitchen on Amberos

Glitchen are one of the cursed creations of the Living Forest of Vall Vega. Though attempts have been made to keep the vile plant from spreading, individual encounters



Gnome, General

Gnomes speak their own language, Gnome, which has elements of Dwarven and Elvin in it. Most gnomes who travel outside gnome lands (as traders, tinkers, or adventurers) know Common, while warriors in gnome settlements usually learn Goblin.

Gnomes of Amberos

The gnomes of Amberos are the ancient offshoots of magical union of elves and dwarves. Before the Age of Technology and the rise of the Amberos gods, the elves and the dwarves came together and attempted to hammer out a peace between their kind. As part of the peace, the two races joined their magical prowess together and created the gnomish race, which was to be a liaison between elves and dwarves.

Unfortunately for the two races, the gnomes proved to be too full of mischievousness, and their pranks instead drove a wedge between the two races, rather than bring them together.

When the War of Technology broke out, the elves retreated to their forests and the dwarves to the earth. The trouble-making gnomes were left to fend for themselves, and they became a wandering race that seemed to disappear completely during the Elvin Golden Age. Many believe the gnomes during that time had been captured by the shadowy lord Gwieze, but the gnomes refute the claim, only speaking they were “elsewhere” at the time.

However, after the defeat of Gwieze and his Shadow Empire, it does appear that the gnomish race resurfaced in the area now known as Llinn, for the goddess Discoff led the halflings she had freed to the gnomes for them to nurture and protect. Since that time, gnomes and halflings have been fast friends, a practice that still continues to this day.

As for where the gnomes had been during half of the Elvin Golden Age, no gnome will say, and those who lived through the mysterious times have not even passed the knowledge down to their heirs, so it has become one of the great mysteries of Amberos.

The gnomes of Amberos worship primarily Discoff, though some of the more serious members of their society have devoted themselves to Deor of the dwarves or to Fir, the First Blacksmith.



Gnome Illusionist

Small humanoid (gnome), usually chaotic good

Armor Class 13 (16 *mage armor*)

Hit Points 33 (6d6 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	19 (+4)	12 (+1)	13 (+1)

Saving Throws Int +6, Wis +3

Skills Arcana +6, Investigation +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish, Small beasts

Challenge 1 (250 XP) **Prof** +2

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom and Charisma saving throws.

Malleable Illusions: The gnome can change the parameters of an illusion that lasts 1 minute or more.

Actions

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

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, plus the target must make a DC 10 Constitution save. On a failure, target is unconscious 1 minute or until awakened by slapping or taking damage.

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

Cantrips (at will): *chill touch, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *color spray, disguise self, mage armor, silent image*

2nd level (3 slots): *blur, mirror image, phantasmal force*

3rd level (3 slots): *fear, hypnotic pattern, major image*

Goane Doua

Goane Doua

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 180 (19d12 + 57)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	9 (-1)	14 (+2)	8 (-1)

Saving Throws Str +9, Con +8, Wis +7, Cha +4

Skills Perception +7

Damage Immunities fire

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

Languages Goblin

Challenge 14 (11,500 XP) **Prof** +5

Actions

Multiattack. The goane doua makes three attacks; one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw. On a failure, the target is poisoned.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6+5) slashing damage.

Flame Breath (Recharge 5+). The goane doua breathes a cone of fire 60 ft. long. Targets in the area of effect must make a DC 16 Dexterity saving throw. On a failure, the target takes 66 (19d6) fire damage, half on a successful save.

will turn on riders they perceive as weak. A trained goane doua can be bought for around 14,250 gp but the owner must take at least a week to gain dominance over the creature before it can be considered loyal enough to use appropriately – especially in combat.

Goane Doua on Amberos

The goane doua, or goblin dragon, is a creature of Aurora spawned by the goblinoids. It is said they took the eggs of dragons and worked goblin magic on them to birth steeds the goblinoids could raise and control. However, after the fall of the Golgoth Empire, most of the goane doua became wild, and can now be found in the dark places of Amberos.



A goane doua (pron. gawn da-ow) is a dragon-like creature often found near goblinoid communities; its name literally means “goblin dragon” in the Goblin and Elvin tongue. Goblinoids have been known to capture and train the beasts for use as riding mounts, though they are equally as dangerous when encountered in the wild.

Comḃac

A goane doua usually sweeps in on prey from the air, landing as it blasts the area with its fire breath. Survivors of the fiery attack are then mauled by claw and tooth until all opponents are dead or eaten.

Luckily, goane doua are primarily scavengers, and if they take considerable damage or the prey otherwise proves difficult to slay, the goane doua is likely to fly away to seek easier prey.

Goane Doua as Mounts

Goane doua can be trained or coerced as working as mounts, though they have a foul and crafty disposition and

Goblin Beast

One of the few magics that survived the fall of the goblinoid Golgoth Empire was the secret to the goblinoid's magic to manipulate the form of creatures over several generations of breeding. Initially, the magical alterations were designed to make better use of domestic animals – cows that never ran out of milk, sheep whose wool grew back in a day, goats that could be slaughtered and eaten to return whole the next day, and so forth.

Some goblinoid tribes still practice this magic, now fouled to produce horrid beasts of war and destruction.

A goblin beast template can be applied to any natural beast.

Size: A goblin beast enlarges by one size category; colossal creatures do not gain in size.

Hit Dice: Goblin beasts double their normal hit dice and increase the die size appropriate to its new size.

Armor Class: A goblin beast gains an additional +4 natural armor bonus, above and beyond any natural armor it may already have.

Attack: The goblin beast's attack value is recalculated with the size and ability increase

Damage: The damage caused by the goblin beast's attacks are increased by two die sizes (1d4 → 1d8, 1d6 → 1d10, 1d8 → 1d12, 1d10 → 1d6 + 1d8, 1d12/2d6 → 2d8)

Special Qualities: Goblin beasts gain the fast-healing ability at a level equal to their Constitution modifier.

Abilities: A goblin beast gains a +8 bonus to Strength and Constitution.

Saves: Saves are recalculated for ability and size changes

Abilities: Goblin beasts get +4 Strength, -2 Dexterity and +4 Constitution.

Alignment: The goblin beast's alignment shifts one step towards evil.



Goblin Boar

Large beast, chaotic evil

Armor Class 15 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	2 (-4)	9 (-1)	5 (-3)

Senses darkvision 60 ft., passive Perception 0

Languages —

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

Charge. If the goblin boar moves at least 20 feet straight towards a target and then hits with a tusk attack on the same turn, the target takes an extra 5 (1d10) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Fast Healing. The goblin beast regains 3 hit points at the start of its turn, unless it is at 0 hit points.

Relentless (1x/short rest). If the goblin boar takes 8 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) slashing damage.

The goblin boar is a much larger and uglier version of the normal boar. It is covered with a tough, thick black hide and its face is covered with bony protrusions and iron-hard warts.

Combat

Goblin boars are unnaturally aggressive and will attack anything they scent or see. They continue to fight regardless of odds or condition.

Goblin Boar Counts

Rarely sold or used by non-goblins, a goblin boar can be purchased for around 750 gp.

Goblinoid, General

Goblinoids are fey-like creatures of dark intent and malice. As evil as most fey are good, goblinoid creatures epitomize all that is cruel, evil and twisted in the soul. Their evil hearts are often matched by their outward ugliness.

Like fey creatures, goblinoids tend to have a sorcerous knack. Unlike fey however, most goblinoids put their faith in strength of arms and material items, making them fearful of others with magical ability. Many goblinoid race bend towards dark alchemy to “improve” slave races to make them better servants or warriors, often utilizing the infusion of their own sorcerous blood into other creatures to create and control new forms for war and conquest.

Goblinoids of Amberos

Often referred to a “Ziga’s races”, goblinoids are one of the two races that predates the habitation of Amberos, and the second major race to inhabit the dream-realm of Aurora. By the goblinoids legends, they were born of dark, impulsive dreams of the sleeping ancient gods.

When the ancient cataclysm that brought Amberos to the surface occurred, it rent the very fabric of space, opening a portal between Aurora and Amberos. Eventually, the goblinoids passed into Amberos, seeing it as new land to conquer.

Before the fall of the Elvin Golden Age, the goblinoids were as graceful and beautiful as the elves, despite the darkness within their souls. Like the fey and elves, the goblinoid races built their own empire in Amberos, known as the Golgoloth Empire.

Later, when the goddess Ziga fell to evil, she turned to the goblinoids for help against the elves she felt had betrayed her. She made a pact with the royalty of the Golgoloth empire, who pledged their legions to her war. In return, she gave them access to powerful alchemical infusions that made them mighty in battle. However, in short order, the treacherous goblinoids fell to infighting, then turned on Ziga when they discovered the changes wrought by the alchemical infusions were addictive and eventually permanent.

Over the succeeding eons, the twisted and degenerate descendants of the goblinoids have fallen into veneration of Ziga and are once again her pawns.

Goblin Fleshtwister

Small humanoid (goblin), usually neutral evil

Armor Class 13 (*mage armor* 16)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	17 (+3)

Saving Throws Wis +3, Cha +5

Skills Arcana +2, Deception +5

Condition Immunities polymorph

Senses darkvision 60 ft., passive Perception 11

Languages Goblinoid

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

Actions

Fey Presence (1x/short rest). The goblin beguiles each creature within 10 ft. The target must make a DC 13 Wisdom save. On a failure, it is charmed or frightened until the end of the goblin’s next turn.

One With Shadow. In dim light or darkness, become invisible until the goblin moves or takes an action or reaction.

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

Innate Spellcasting. The goblin’s spellcasting ability is Charisma (spell save DC 13). The goblin can innately cast the following spells, requiring no material components:

At Will: *disguise self, false life, mage armor*

1x/long rest: *polymorph*

Spellcasting. The goblin is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The creature has the following Warlock spells prepared:

Cantrips (at will): *eldritch blast, prestidigitation, true strike*

3rd level (2 slots): *armor of Agathys, blink, calm emotions, crown of madness, dispel magic, faerie fire, hellish rebuke, hold person, hunger of Hadar, phantasmal force, plant growth, protection from evil and good, sleep*

Bonus Actions

Nimble Escape. The goblin can take the Disengage or Hide action.

Reactions

Misty Escape (1x/short rest). After taking damage, the goblin teleports 60 feet and is invisible until the end of its next turn.

Golden Unicorn

A golden unicorn is a mystical manifestation of an primeval forest. A forest may only have one golden unicorn in existence at any given time and generally only manifests in those ancient forests that have long been the home of fey creatures.

A golden unicorn will help good and innocent creatures that have come to its forest seeking aid in fighting

evil. Though the golden unicorn can magically detect the intent of those who come seeking its aid, it prefers to test subjects without revealing its presence initially to see if they are worthy of aid. Once such beings have earned the golden unicorn's trust, it will supply them with advice, cast spells or even provide caches of magical items stored in ancient fey vaults for such an occasion.

Once per month, a golden unicorn can use a variant of *teleport* to move its entire forest and its natural inhabitants from one location to another. The forest returns

Golden Unicorn

Large celestial, lawful good

Armor Class 13 [barkskin 16]

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	12 (+1)	23 (+6)	26 (+8)

Saving Throws Con +5, Wis +9, Cha +11

Skills Animal Handling +9, Arcana +4, History +4, Perception +9, Persuasion +11

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Celestial, Common, Sylvan

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

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

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

Pure Essence: The unicorn gives all allies, including itself, within 10 feet a +2 bonus to saving throws.

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Healing Touch (3x/long rest): The unicorn touches another creature with its horn. The target magically regains 15(2d8+6) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 19). The unicorn can innately cast the following spells, requiring no components.

At Will: *detect good and evil, druidcraft, pass without trace*

1x/long rest: *calm emotions, dispel evil and good, entangle*

Spellcasting. The creature is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The creature has the following Druid spells prepared:

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

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

2nd level (3 slots): *barkskin, heat metal, moonbeam*

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

4th level (3 slots): *conjure woodland beings, dominate beast, polymorph*

5th level (2 slots): *antilife shell, tree stride*

6th level (1 slot): *heal*

Teleport(1x/long rest): The unicorn magically teleports itself and up to ten willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 10 miles away.

Legendary Actions

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

Hooves. The unicorn makes one attack with its horn.

Shimmering Shield (2 actions): The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +6 bonus to AC until the end of the unicorn's next turn.

Heal (2 actions): The unicorn or a creature it touches magically regains 15 (2d8+6) hit points.

Bestiary Malfeasious

to its original location the next day. A golden unicorn will never use the latter ability to move its forest to a place that will put it or its inhabitants in danger.

Comðac

When forced to fight, a golden unicorn will employ magic to strike from unseen locations, attempting to scatter and scare any intruders out of its woods, avoiding harming sentiments wherever possible.

When its magic fails to drive away intruders, or when faced with evil foes, the golden unicorn will charge into melee combat with intent to drive off opponents.

Golden Unicorns on Amðeros

Golden Unicorns were first created during the Elvin Golden Age by the magics of the great Ymin (king) of the Elves. Since the passing of that age, Golden Unicorns have passed on the tradition of elevating unicorns to the status of Golden Unicorns when a previous golden unicorn passes away. Most forests of Ambersos have their own golden unicorn, with the exception of the Living Forest, the Demon Jungle and the Broken Woods of the Duchy of Molvak.



Golem, Technological

TechnoGolem Series A10

Medium construct, unaligned

Armor Class 20 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Saving Throws Con +7

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite; fire, lightning

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Speaks the language of its creator

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

Legendary Magic Resistance (x3/long rest). When the golem fails a saving throw against a spell, it can choose instead to succeed.

Self Repair: When the golem is reduced to 0 hit points, it makes a DC 10 + any excess damage Constitution saving throw. On a success, it is instead reduced to 1 hit point. Each time the golem makes the saving throw, increase the save by 1.

Actions

Multiattack. The golem makes two attacks with its longsword or ray gun. It may instead make one attack with its longsword and one with its ray gun.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage, plus 7 (2d6) lightning damage.

Ray gun. *Ranged Weapon Attack:* +7 to hit, range 120/480 ft., one target. *Hit:* 15 (2d8 + 6) radiant damage.

Technogolems are advanced clockwork creations meant to strike terror in its creator's enemies. They are fearless automatons that are nigh indestructible and relentless in fulfilling their master's orders. The A10 series is designed exclusively for battle, armed specifically with weapons for hunting down enemy sentients.

Combat

Technogolems are generally crafted for combat, and will advance upon an enemy, firing its ray gun until it is close enough to fight in hand-to-hand combat. A technogolem will mercilessly hound an opponent until it is slain or its opponent has been killed. If it should encounter an obstacle or threat that prevents it from proceeding

after its chosen prey, it will pause long enough to deal with the obstacle by whatever means necessary, and then continue after its prey.



Creating A technological Golem

A technological golem is forged from a mixture of metals and mechanisms that weights 380 lbs. Fashioning the frame for a technological golem costs 25,000 gp and takes 51 days to complete.

Technological Golems on Amberos

Created during the Technological Age of Amberos, the secrets to the creation of these machines has long been lost. Those that exist still lurk around ancient technological sites such as the Pyramids of Kufu and the Genesis Pits of Lost Vale. There is also rumor of a vault of these golems hidden just outside the ancient capital of Swordfall – but no one is brave enough to seek them out as they were created by the traitorous Fineburr the Astronomican, with the purpose to hunt down human soldiers of the Dragon War.



Gorgona

Gorgona (pro. gor-gawn-naw) are hags that have undergone a terrifying transformation into a ravenous beast. The gorgona is constantly forced to hunt for food for the screaming tail-heads, which once eventually nourished enough fall off and grow into a gorgona themselves.

Comðac

Gorgonas are fierce combatants, fueled by a need to acquire food to sate their crying baby tail-heads. A gorgona swoops in on an opponent with a bite attack, dropping to then melee using its astonishing quickness to dart around an opponent and strike.

Gorgonas on Amðeros

Gorgonas were hags that fought alongside the titans in the ancient wars. They were sought out and cursed by one of the gods – thought to be Athena or Venus - with a mindless, ravening hunger to deny their titan allies their powerful magic.

Gorgonas can be found across Amberos, though they seem to have larger numbers in Misake and Riddlekill.



Gorgona

Large monstrosity, neutral

Armor Class 17 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	16 (+3)	12 (+1)	14 (+2)

Saving Throws Dex +4, Con +5

Skills Acrobatics +4, Deception +4, Perception +3

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Dwarven, Elvin

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

Improved Initiative. The gorgona gains a +2 bonus to its initiative.

Offspring. If the gorgona causes 24 or more points of damage with its bite attack, one of the baby heads on its tails drops off and transforms into a gorgona offspring.

Regeneration. The gorgona regenerates 5 hit points a turn, except from fire or acid damage.

Actions

Multiattack. The gorgona performs a petrifying gaze attack and then makes two attacks: one with its bite and one with its hooves.

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

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Petrifying Gaze. The gorgona locks eyes with one creature that can see it within 30 feet. The target must make a DC 13 Constitution saving throw. On a failure, the target's speed is reduced by 10 feet and it must save again at the start of its next turn. If the target's speed is reduced to 0 by this attack, the target is petrified.

Reactions

Improved Dodge. If the gorgona is targeted by a weapon attack, it gains a +2 bonus to its AC until the start of its next turn.

Gorgona Offspring

Small monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 7 (1d10 + 2)

Speed 40 ft., fly 80 ft.

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

Saving Throws Dex +4, Con +5

Skills Acrobatics +4, Deception +4, Perception +3

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge ¼ (50 XP) **Prof** +2

Improved Initiative. The gorgona gains a +2 bonus to its initiative.

Unnatural Growth. For every 8 hit points the gorgona causes with its bite attack, it gains 7 hit points. After this occurs 3 times, the gorgona turns into a gorgona young (transfer any damage it has taken to the new form).

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Reactions

Improved Dodge. If the gorgona is targeted by a weapon attack, it gains a +2 bonus to its AC until the start of its next turn.

Gorgona Young

Medium monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., fly 80 ft.

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

Saving Throws Dex +4, Con +5

Skills Acrobatics +4, Deception +4, Perception +3

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 10

Languages Common

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

Improved Initiative. The gorgona gains a +2 bonus to its initiative.

Unnatural Growth. For every 12 hit points the gorgona causes with its bite attack, it gains 6 hit points. After this occurs 3 times, it transforms into an adult gorgona (transfer any damage it has taken to the new form).

Actions

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

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage.

Reactions

Improved Dodge. If the gorgona is targeted by a weapon attack, it gains a +2 bonus to its AC until the start of its next turn.



Goss

The goss (pron. gaws) are a race of extraplanar birds that traverse the elemental planes on a never-ending quest for knowledge and adventure. They are truly wild spirits who enjoy traveling the different planes of existence to encounter new experiences.

Little is known about the goss, and they do not seem to have a unifying goal or culture. They tend to be nomadic, though individual goss have been known to congregate to share adventures or pursue a common short-term goal.

Goss on Amberos

The common goss is born on the elemental plane of fire, while its cousin, the blue goss has been empowered with lightning after visiting the elemental plane of air. The rare and noble elder goss arise once a goss has ventured to all four elemental planes, and keep watch over their brethren goss-kin.

There are legends of a great city of the goss somewhere in a fiery mountain chain on the elemental plane of fire. Made of liquid gold, singing crystal and living flame, the city is said to be so beautiful that it drives mortals mad to see it.

Likewise, according to legend, there is a library on the elemental plane of air tended by blue goss that contains volumes of information brought back by traveling goss. The great library is said to exist on a perfectly round outcropping of rock shrouded in a vicious electrical storm. Many sages believe that the blue goss may have even evolved from regular goss to tend and protect the library.

Sages also believe there may be goss with affinity to other elemental planes, but there have been no reliably verifiable encounters with such goss.



Goss

Large elemental (fire), chaotic good

Armor Class 18 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	18 (+4)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +8

Skills Perception +5, Persuasion +6

Damage Resistance thunder

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages Ignan

Challenge 8 (2,900 XP) **Prof** +3

Magic Strike. A goss's weapons are treated as magic for the purposes of bypassing damage resistance or immunity.

Actions

Multiattack. The goss makes five attacks: one beak, two longsword and two talon attacks.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) piercing damage.

Flaming Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage, plus 7 (2d6) fire damage.

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

Sonic Screech (Recharge 5+). The goss utters a piercing screech, affecting a 30 ft. cone. All targets in the area of effect must make a DC 15 Constitution save. On a failure, the target takes 21 (6d6) thunder damage, half as much on a success.

Reactions

Fiery Death. When a goss is reduced to 0 hit points, it transforms into a fiery ball of flame that streaks about randomly. All creatures within 30 feet must make a DC 15 Dexterity save. On a failure, they take 17 (5d6) fire damage.

The typical goss is a creature that is a mix of elemental fire and air. They are carefree wanderers who all too often find a way to the prime material plane, where their combustibility and penchant for adventure often causes all kind of havoc. Goss are, luckily, not vicious creatures, and are willing to help others in battles against evil creatures.

A goss speaks Auran, Ignan and common, and usually knows at least two other languages from its travels.

Combat

Goss are easily goaded into combat, but will only fight to the death against creatures of evil. Normally they

open combat with their piercing shriek, then zoom towards opponents to strike with beak and claw. They will use their fly-by and hover attacks to engage foes from the air, and if possible will grab opponents and drop them from high altitudes.

Summoning a Goss

Goss can be summoned to the prime material plane by *Conjure Elemental* spell by those who know the secret, rare and correct rites to call them forth. However, upon being summoned in this fashion they can make a Wisdom saving throw against the summoner's spellcasting DC. On a success, the goss is not under the control of the summoner and may act independently – often attacking the summoner if not appeased or dismissed.



Blue Goss

Large elemental (air), chaotic good

Armor Class 18 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	18 (+4)	12 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +8

Skills Perception +5, Persuasion +6

Damage Resistance thunder

Damage Immunities fire, lightning

Senses darkvision 60 ft., passive Perception 15

Languages Aurun, Ignan

Challenge 8 (2,900 XP) **Prof** +3

Magic Strike. A goss's weapons are treated as magic for the purposes of bypassing damage resistance or immunity.

Actions

Multiattack. The goss makes five attacks: one beak, two longsword and two talon attacks.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) piercing damage.

Lightning Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage, plus 7 (2d6) fire damage.

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

Sonic Screech (Recharge 5+). The goss utters a piercing screech, affecting a 30 ft. cone. All targets in the area of effect must make a DC 15 Constitution save. On a failure, the target takes 21 (6d6) thunder damage, half as much on a success.

Reactions

Lightning Death. When a goss is reduced to 0 hit points, it transforms into a bolt of lightning that rebounds about randomly. All creatures within 30 feet must make a DC 15 Dexterity save. On a failure, they take 17 (5d6) lightning damage.

Blue Goss are creatures that are a mix of elemental air and elemental lightning. Like standard goss, they are carefree wanderers who all to often find a way to the prime material plane, where their curiosity and explorative nature often causes all kind of havoc. Blue Goss are, luckily, not vicious creatures, and are willing to help others in battles against evil creatures.



Combat

Blue Goss are easily goaded into combat but will only fight to the death against creatures of evil. Normally they open combat with their piercing shriek, then zoom towards opponents to strike with beak and claw. They will use their fly-by and hover attacks to engage foes from the air, and if possible, will grab opponents and drop them from high altitudes.

A blue goss's magical longswords are powered by its very existence. If disarmed of the weapons, or upon the blue goss's death, the weapon reverts to that of a normal longsword.

Summoning a Blue Goss

Unlike normal goss, blue goss cannot be summoned from a *Conjure Elemental* spell, but can be contacted via *Planar Ally* or *Gate*. They tend to deal poorly with those who have summoned goss in the past, however.

Elder Goss

Large elemental (air, earth, fire, water), chaotic good

Armor Class 19 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	21 (+5)	18 (+4)	14 (+1)	19 (+2)	16 (+3)

Saving Throws Dex +9, Wis +6

Skills Perception +6, Persuasion +7

Damage Resistance thunder

Damage Immunities fire, lightning, radiant

Senses darkvision 60 ft., passive Perception 17

Languages Aquan, Auran, Ignan, Terran

Challenge 12 (8,400 XP) **Prof** +4

Magic Resistance. A goss has advantage on saving throws against spells.

Magic Strike. A goss's weapons are treated as magic for the purposes of bypassing damage resistance or immunity.

Actions

Multiattack. The goss makes seven attacks: one beak, two longsword and four talon attacks.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8+5) piercing damage.

Brilliant Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage, plus 7 (2d6) radiant damage.

Talons. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6+5) slashing damage.

Sonic Screech (Recharge 5+). The goss utters a piercing screech, affecting a 30 ft. cone. All targets in the area of effect must make a DC 16 Constitution save. On a failure, the target takes 21 (6d6) thunder damage, half as much on a success.

Reactions

Brilliant Death. When a goss is reduced to 0 hit points, it transforms into exploding brilliance that burns everything nearby. All creatures within 30 feet must make a DC 16 Dexterity save. On a failure, they take 49 (14d6) radiant damage.

Elder goss are long lived goss that have undertaken a special quest through the various elemental planes, whereupon they must learn the elemental languages from the plane's inhabitants and live with them for at least a year. Upon their return, they undergo a special rite that transforms them into a superior form.

Elder goss are more aloof than normal goss, lacking the wandering spirit of younger, more inexperienced



members of their race. An elder goss's task is to instead ensure that the goss race remains healthy and protected from its enemies. They generally will not intervene in non-goss matters except in cases where a goss is being mistreated.

Elder goss cannot be summoned and react poorly to those that have summoned other goss to their service.

Combat

An elder goss forced into combat is a terror to behold. It will generally fly above its opponent, first striking with its sonic screech, then closing to deal with survivors. They are fond of grabbing opponents, taking them to great heights, then dropping them.

Elder Goss on Amberos

There is an goss shrine located in the fiery mountains of the lands of Smanvalla, known as the Molten Temple. It is both a hatchery for the goss and a sort of embassy for the elder goss to deal with members of the Mortal Plane. Though it is purposely difficult to reach and protected by many magical wards to keep out intruders, those beings who can make their way to the Molten Temple can request an audience with the goss elders there to request assistance or planar knowledge store in the Temple's deep vaults.

The temple also has a secondary function as a tribunal, where the enemies of the goss are brought, tried and either imprisoned or flung from the great aerie to their doom.

Guad

Guad (pronounced goo-awed) are an ancient race of humanoids whose civilization was destroyed long ago in a forgotten cataclysm.

According to Guad legend, jealous gods sought to displace the Guad and erase their culture with a fiery cataclysm that burned their cities to the ground and sank their vast libraries into salty depths.

Since the Guad themselves do not die of old age, individual Guad escaped the cataclysm and survived, and rebuilt what they could away from eyes of the gods that sought to destroy them.

Very quickly, those Guad who had survived the cataclysm learned of the treachery of the gods who sought to destroy them. In anger, the Guad took up arms against the races favored by these gods, seeking to slaughter them as payback for the destruction of their own kind. Time has ebbed the ferocity of this hatred, and generations of new Guad have since been raised who only have heard the stories of their elders, but do not feel the same desire for revenge as their surviving ancestors.

Since the time of the great cataclysm, all that remained of the ancient race have been taught as warriors first, though some have retired from fighting after centuries of battle. All Guad have ingrained a sense of superiority and disdain of the lesser races of the old gods, with the distant hope to regain the glory of their ancient civilization and culture.

Guad on Amberos

The Guad were the proud offspring of the Ancient Ones who lived during the Time Before Time. They dwelt outside the great mountain Tsre Vestu on small islands that are now the peaks of the Crystalmire mountains. When Amberos rose from the sea, their civilization was destroyed, and they became a wandering people jealous of the new races who emerged from the mountain. For a time, the Guad brooded, attempting to rebuilt their civilization and avoided the new races – with the exception of elves.

With the coming of Guaradrell, many Guad who had survived the ancient cataclysm were slain by the great dragon's rampage. The surviving Guad fled into the deep earth where Guaradrell could not pursue and were mostly forgotten.

Sometime during the Elvin Golden Age, the Guad learned that Stormonu, a human, had been behind the cataclysm that rose Amberos from the sea. The surviving Guad concluded that the cataclysm had been staged by the upstart "New Gods" (Phromus, Belli, Dhorian, and the gods of Amberos) in an attempt to destroy their kind and replace them with humanity. This sparked a war that quickly ended when the Dragon War began, as the Guad retreated in the face of draconic troops and memories of Guaradrell's rampage.

Since that time, meeting a Guad is a rare, wondrous, and dangerous event. Over the centuries they have become completely hateful of the mortal races, and some of those slain long ago have returned from the lands of the dead to haunt the living. Nowadays, the entire race is referred to as the Guad Warriors, for peaceful encounters with these beings are now unheard of.

Demiguad Warrior

The demiguad is a template that may be applied to any humanoid creature.

The demiguad warrior is the offspring of a mortal and one of the Guad. Their diluted blood condemns them to a mortal life, though they have abilities far beyond that of a mortal being. Most demiguad have elvin blood these days, though even unions such as these are almost unheard off outside of the lands of Aurora, the dream realm.

Celestial Type. The creature's type turns to celestial.

Armor Class. A demiguad increases its AC by 2 (natural armor).

Hit Dice. add 5d8 + 5 times Constitution modifier hit points.

Speed. A demiguad's base speed is increased by 10 feet.

Ability Scores. The demiguad increases all ability scores by 4.

Saving Throws. The demiguad is proficient in Dexterity, Constitution and Wisdom saving throws.

Damage Resistance. acid, cold, fire; bludgeoning, piercing and slashing nonmagical weapons

Darkvision 60 ft.

Innate Spellcasting. The demiguad's innate spellcasting ability is Charisma (spell save DC 8 + proficiency bonus + Charisma modifier). The demiguad can innately cast the following spells, requiring no components.

At will. *detect good or evil, detect magic, detect poison, detect thoughts*

3x/long rest. *Alter self, dispel magic, vampiric touch*

Magic Resistance. The demiguad has advantage on saving throws against spells.



Demiguad Elf Warrior

Medium celestial (elf), usually chaotic neutral

Armor Class 18 (chain mail + natural)

Hit Points 59 (7d8 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Str +6, Dex +5, Wis +4

Skills Arcana +5, Athletics +6

Damage Resistances acid, cold, fire; bludgeoning, piercing and slashing nonmagical weapons

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvin, Sylvan

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

Magic Resistance. The demiguad has advantage on saving throws against spells.

Actions

Multiaction. The demiguad makes two longsword or two longbow attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Innate Spellcasting. The demiguad's innate spellcasting ability is Charisma (spell save DC 12). The demiguad can innately cast the following spells, requiring no components.

At will. *detect good or evil, detect magic, detect poison, detect thoughts*

3x/long rest. *Alter self, dispel magic, vampiric touch*

One of the few remaining unions of elf and guad, the demiguad elf is usually encountered in secluded, ancient settlements that had contact with the guad before they became a mercenary race of warriors.

Demiguad elves tend to be reserved and refrain from contact with other elves or speaking much of their past. They prefer actions to words, but their reaction to any given situation is by whim and emotion, making them unstable as allies.

Combat

Demiguad elves rely on their skill with the sword and bow. They will often strike opponents from afar with a sniping shot from their bow and never get close to melee. If forced into close quarters, they are quick to show their skill with a longsword and have been known to play with opponents they find to be inferior to their skill.

Demiguad on Amöeros

Even before elves had come to Amberos, they had contact with the guad for there are accounts of several demiguad bodyguards accompanying the great Ymin to Amberos.

While unions between the guad and other races were rare, it was rarer for such a union to produce children. This guad associated with only elves until the rage of the dragon Guaradrell, for which the guad blamed humanity and bent to destroying them. It was only during the much later Elvin Golden Age that the guad gave up their war against mankind, and other sorts of demiguad began to appear.

Those existing demiguad half-elvin children have become a shameful reminders of the growing distance between elves and the guad, and most have been left to fend for themselves. Since guad and their offspring do not die of old age, most of the surviving demiguad have been alive since before the fall of Kas's empire.

Demiguad Elf Invoker

Medium celestial (elf), usually chaotic neutral

Armor Class 13 [mage armor 17]

Hit Points 59 (7d8 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	19 (+4)	15 (+2)	16 (+3)

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

Skills Arcana +5, Athletics +6

Damage Resistances acid, cold, fire; bludgeoning, piercing and slashing nonmagical weapons

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvin, Sylvan

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

Magic Resistance. The demiguad has advantage on saving throws against spells.

Actions

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

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

At will. *detect good or evil, detect magic, detect poison, detect thoughts*

3x/long rest. *Alter self, dispel magic, vampiric touch*

Spellcasting. The demiguad is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *firebolt, friends, mage hand, prestidigitation*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *blur, scorching ray, shatter*

3rd level (3 slots): *counterspell, lightning bolt, sending*

4th level (1 slots): *fire shield*

Demiguad Elf Eldritch Knight

Medium celestial (elf), usually chaotic neutral

Armor Class 18 (chain mail + natural)

Hit Points 59 (11d8 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	18 (+4)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Str +8, Dex +6, Wis +5

Skills Arcana +6, Athletics +8

Damage Resistances acid, cold, fire; bludgeoning, piercing and slashing nonmagical weapons

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvin, Sylvan

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

Magic Resistance. The demiguad has advantage on saving throws against spells.

Actions

Multiattack. The demiguad makes three longsword or three longbow attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

At will. *detect good or evil, detect magic, detect poison, detect thoughts*

3x/long rest. *Alter self, dispel magic, vampiric touch*

Spellcasting. The creature is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *shield, true strike*

1st level (3 slots): *absorb elements, burning hands, magic missile, shield*

Demiguad Elf Arcane Archer

Medium celestial (elf), usually chaotic neutral

Armor Class 19 (studded leather + natural)

Hit Points 59 (11d8 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	18 (+4)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Str +6, Dex +8, Wis +5

Skills Arcana +6, Acrobatics +8, Nature +6

Damage Resistances acid, cold, fire; bludgeoning, piercing and slashing nonmagical weapons

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvin, Sylvan

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

Arcane Shot (*Recharge 5+*). The demiguad can imbue its longbow shot with one of the following options.

Bursting Arrow. The target and all creatures in 10 feet take 7 (2d6) force damage.

Seeking Arrow. Target seen in the last minute is automatically hit and must make a DC 14 Dexterity save. On a failure, the target takes longbow damage, plus 3 (1d6) force damage and the demiguad learns the target's location. On a failure, target takes half damage and demiguad does not learn the target's location.

Magic Resistance. The demiguad has advantage on saving throws against spells.

Actions

Multiattack. The demiguad makes three longsword or three longbow attacks.

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

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

At will. *detect good or evil, detect magic, detect poison, detect thoughts, druidcraft*

3x/long rest. *Alter self, dispel magic, vampiric touch*

Gleaming Guadwarrior

Large celestial (titanspawn), usually lawful neutral

Armor Class 16 (breastplate)

Hit Points 115 (11d10 + 55)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	21 (+5)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Dex +8, Con +9, Wis +9

Skills Intimidation +9, Perception +9, Survival +9

Damage Resistances acid, cold, fire; bludgeoning, piercing and slashing nonmagical weapons

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 19

Languages Any

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

Magic Resistance. A guadwarrior has advantage on saves against spells.

Magic Strike. A guadwarrior's weapons are considered magical for the purpose of bypassing damage resistance or immunity

Actions

Multiattack. The guadwarrior makes two longspear attacks.

Lightning longspear. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* 14 (2d6 + 7) piercing damage, plus 7 (2d6) lightning damage.

Searing Light (*Recharge 4+*). A blast of searing light erupts from the guadwarrior's outstretched hand, affecting a 30 ft. cone. Targets in the area must make a DC 17 Dexterity save. On a failure, the target takes 14 (4d6) radiant damage, half on a successful save.

Innate Spellcasting. The guadwarrior's innate spellcasting ability is Charisma (spell save DC 17). The guadwarrior can innately cast the following spells, requiring no components.

At will. *detect good or evil, detect magic, detect poison, detect thoughts*

3x/long rest. *Alter self, dispel magic, vampiric touch*

The gleaming guadwarrior are the offspring of the Ancient Ones. They have humanoid bodies and emit a golden glow from their entire body. Some have been gifted with animalistic features following along the line of their parentage, though the majority could pass as entirely human.

Combat

Guadwarriors are tactical geniuses and do not enter combat without a plan or having studied the enemy beforehand, if possible. They prefer to focus on

striking down one opponent before moving on to the next. They enjoy one-on-one challenges, though they will use every ability and trick in their repertoire to defeat an enemy – they do not ascribe to “honorable” combat, simply whatever works best to defeat their enemy and subject themselves to the least chance of being harmed.

Gleaming Guadwarrior Society

The guad build their own protected communities with fortified buildings of stone in isolated areas. They will allow other races to live in proscribed sections within their city, so long as those individuals show proper reverence to the superior guadwarriors. The guad do not keep slaves, but they are unwilling to accept non-guad into their households as anything more than servants or supplicants.



Gleaming Guadwarrior Battle-hardened

Large celestial (titanspawn), usually lawful neutral

Armor Class 16 (breastplate)

Hit Points 115 (17d10 + 55)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	21 (+5)	20 (+5)	20 (+5)	22 (+6)

Saving Throws Dex +9, Con +10, Wis +10, Cha +11

Skills Intimidation +11, Perception +10, Persuasion +11, Survival +10

Damage Resistances acid, cold, fire; bludgeoning, piercing and slashing nonmagical weapons

Condition Immunities charmed, diseased, sleep

Senses darkvision 60 ft., passive Perception 20

Languages Any

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

Aura of Protection. The guadwarrior and allies within 10 feet gain a +5 bonus to saving throws.

Magic Resistance. A guadwarrior has advantage on saves against spells.

Smite (1x/turn, Recharge 4+). The guadwarrior's longspear attack adds 9 (2d8) radiant damage.

Actions

Multiattack. The guadwarrior makes two longspear attacks.

Lightning longspear. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one creature. *Hit:* 14 (2d6 + 7) piercing damage, plus 7 (2d6) lightning damage.

Lay on Hands. The guadwarrior can heal 30 hit points per long rest by touch.

Searing Light (Recharge 4+). A blast of searing light erupts from the guadwarrior's outstretched hand, affecting a 30 ft. cone. Targets in the area must make a DC 19 Dexterity save. On a failure, the target takes 14 (4d6) radiant damage, half on a successful save.

Innate Spellcasting. The guadwarrior's innate spellcasting ability is Charisma (spell save DC 19). The guadwarrior can innately cast the following spells, requiring no components.

At will. detect good or evil, detect magic, detect poison, detect thoughts

3x/long rest. Alter self, dispel magic, vampiric touch

Spellcasting. The creature is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The creature has the following Paladin spells prepared:

1st level (4 slots): command, compelled duel, thunderous smite

2nd level (2 slots): aid, branding smite

Gleaming guadwarriors are those among the guad who are old enough to take upon the proscribed martial vow of their people. They serve for a period of 40 years, after which they can continue their military service (which many do) or retire back into guad society.

Guadwarriors on their first tour of service are placed into encampments away from guad society, where they are taught the art of war – often as small mercenary companies that participate in forays against evil creatures or enemy countries (in the case of local wars).

Gleaming Guadwarriors on Amberos

The gleaming guadwarriors are the last few true remaining members of the guad race. Most have moved west beyond the coast of Amberos into the various isles or southward into the continent of Aur-Seth. The few remaining enclaves of gleaming guadwarriors on the continent tend to be mercenary warriors, constantly seeking to pit themselves in any battle in a fruitless war to win the continent back for their own kind. Few know a life beyond the endless war their dwindling race has chosen or may seek a worthy enemy to destroy themselves in glorious warfare.

Gleaming guadwarriors worship the Ancient Ones, primarily the Greek Pantheon.

Gripper Guad

Large fiend (titanspawn), chaotic evil

Armor Class 13 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	19 (+4)	19 (+4)	14 (+2)	16 (+3)

Saving Throws Dex +3, Con +7, Wis +5

Skills Perception +5

Damage Resistances acid, cold, fire; bludgeoning, piercing and slashing nonmagical weapons

Damage Immunities psychic

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 10

Languages Any, Telepathy 60 ft.

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

Magic Resistance. A guadwarrior has advantage on saves against spells.

Regeneration. A guad regains 10 hit points at the start of its turn except from acid and fire attacks.

Actions

Multiattack. The guad uses its fearful presence, then makes three attacks: a claw attack and two tentacle attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 11 (1d8 + 7) slashing damage.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 12 (1d10 + 7) bludgeoning damage, and the guadwarrior starts a grapple (escape DC 18).

Fear. All creatures within 50 ft. of the guad must make a DC 14 Wisdom save. On a failure, the target is frightened for 1 minute. A creature may repeat the saving throw each turn, ending the condition on a success. Creatures that successfully save against this effect cannot be affected again for 24 hours.

Mind Blast. *Ranged Weapon Attack:* +7 to hit, range 90 ft., two targets. *Hit:* 22 (6d6 + 4) psychic damage, and the target must make a DC 14 Intelligence save or be unable to concentrate on spells or abilities. A target that has failed the save may save again each round as an action to end the effect.

Innate Spellcasting. The guad's innate spellcasting ability is Charisma (spell save DC 14). The guadwarrior can innately cast the following spells, requiring no components.

At will. *detect good or evil, detect magic, detect poison, detect thoughts*

3x/long rest. *Alter self, dispel magic, vampiric touch*



The gripper guad is the fell offspring of the guad race twisted by madness and evil, and their bodies are twisted and vile-looking. Grippers prefer to let their tough hides protect them in combat, and rarely wield weapons of any sort.

Gripper guad can understand any known language and speak it fluently if it desires so, but these creatures often pretend not to understand the language of others or speak in a tongue it believes its victims do not comprehend.

Combat

Grippers are uninterested in combat, but cruel and ruthless when opposed. Prior to any physical engagement, a gripper will taunt and play mind games with foes, seeking to make them concede to their whims without ever actually attacking.

If forced to fight, they open with a psychic strike. They only engage in melee combat if it is unavoidable and prefer to pin enemies with their tentacles and using the pinned foes as body shields whilst attempting to convince the pinned foes allies to surrender to save the target's life.

Gripper Guadwarrior Society

Grippers are introverts who cannot stand the psychic static of other beings around them – especially their own kind. They seek remote, abandoned places for solitude, though their madness drives them do strange things.

If forced into an area near living, sentient beings a gripper quickly goes berserk, seeking to silence anything whose thoughts their warped minds can contact.

Gripper Guadwarriors on Amberos

Following the near-destruction of the guad when Tsre Vestu rose from the ocean, the guad quested to discover a safe haven for their people. One sect of the guad contacted the Realm of Madness, and they were thrust into the mad planes and twisted by it. Though they survived the experience and managed to return to Amberos, they were



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forever shunned by the other quad and forever transformed by their harrowing experience. Gripper quadwarriors are found only in the foulest of places, and there is rumor that most of the surviving gripper quadwarriors are mercenary minions to the demon-lord Sethinyor in the Hold of Severn.



Screeching Guad

Large undead, chaotic evil

Armor Class 18 (incorporeal)

Hit Points 66 (7d10 + 28)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	19 (+4)	15 (+2)	16 (+3)	17 (+3)

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

Skills Stealth +6

Damage Resistances acid, cold, fire, psychic; bludgeoning, piercing and slashing nonmagical weapons

Condition Immunities charmed, petrified, prone, sleep

Senses darkvision 60 ft., passive Perception 13

Languages Understands all languages, but cannot speak

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

Magic Resistance. A guad has advantage on saves against spells.

Actions

Multiattack. The guad uses its fearful presence and makes a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, plus 9 (2d8) necrotic damage. Also, the target's maximum hit points is reduced by the same amount. This condition ends after a long rest.

Fearful Presence. All creatures within 30 feet must make a DC 13 Wisdom save. On a failure, the target is frightened for 1 minute. At the start of its turn, the creature can make another saving throw to shake off the condition. Creatures that make the saving throw cannot be affected again for 24 hours.

Screech (*Recharge 5+*). The guad unleashes a mind-numbing moan. All creatures within 30 feet that can hear must make a DC 14 Wisdom save. On a failure, the target is takes 17 (5d6) psychic damage and is stunned. The target can make subsequent saves at the end of it turn to negate the condition.

Innate Spellcasting. The guad's innate spellcasting ability is Charisma (spell save DC 13, spell attack +5). The guadwarrior can innately cast the following spells, requiring no components.

At will. *detect good or evil, detect magic, detect poison, detect thoughts*

3x/long rest. *dispel magic, vampiric touch*

These Guad are those who have returned from death to terrorize living mortals. Their features are distorted and ghost-like, making identifying their true form incredibly difficult.



Combat

Screeching guad are rather straight-forward in combat, if not dangerous. They will strike at the first opponent who comes within range to strike, and continue attacking until beaten or it decimates its opponent. Once engaged, a screeching guad generally will not break off from combat or grant mercy to its enemy.

Screeching Guadwarriors on Amberos

Before the creation of Hades following the death of Jilhi, the giant, those who died on Amberos were reincarnated into a new form. However, those guad who died found that they did not reincarnate, and simply remained as spirits after death. This was during the time before the first undead, so the deceased guad did not become undead entities, but simply remained as spirits. Over the years, many of these guad learned ways to interact and manifest on the mortal realm. When the realm of Hades was created, many dead guad moved on to that realm. A few, however, lingered on, still hateful of the living.

Spirit Guad

Large celestial (titanspawn), usually lawful neutral

Armor Class 16 (splint mail)

Hit Points 66 (7d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	16 (+3)	15 (+2)	18 (+4)

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

Damage Immunities acid, cold, fire, psychic; bludgeoning, piercing and slashing nonmagical weapons

Condition Immunities charmed, petrified, prone, sleep

Senses darkvision 60 ft., passive Perception 12

Languages All

Challenge 7 (200 XP)

Prof +3

Magic Resistance. A guadwarrior has advantage on saves against spells.

Magic Strike. A guadwarrior's weapons are considered magical for the purpose of bypassing damage resistance or immunity

Actions

Multiattack. The guadwarrior makes two greatsword attacks or radiant beam attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 19 (4d6 + 5) slashing damage.

Radiant Beam. *Ranged Weapon Attack:* +6 to hit, range 150 ft., one target. *Hit:* 15 (2d10 + 4) radiant damage.

Dread Gaze. The guadwarrior selects one target that can see it within 30 feet. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the start of the guadwarrior's next turn. A creature that successfully saves against this attack cannot be affected by it again for 24 hours.

Innate Spellcasting. The guadwarrior's innate spellcasting ability is Charisma (spell save DC 14). The guadwarrior can innately cast the following spells, requiring no components.

At will. *detect good or evil, detect magic, detect poison, detect thoughts*

3x/long rest. *Alter self, dispel magic, vampiric touch*

Some Guad have discovered the secret of becoming like ghosts without having to die. These spirit Guad appear human-like, though of great proportions and being distinctly opaque. Unlike most of the surviving Guad who dwell on the material plane, the changes that the spirit Guad have undergone has turned them into ghostly immortals tied to the ethereal plane.

Combat

Spirit Guad have little interest in the material world and do not engage enemies unless their domicile or isolation is threatened.

If forced into combat, they silently slip into place, and then strike quickly in an attempt to disrupt the enemy's ability to effectively counter attack. They are content to drive enemies away from their domicile but will track those they believe might attempt to return to preemptively stop foes from returning in greater force.

Spirit Guadwarrior Society

Spirit Guad only comes into existence after undergoing an extreme ordeal to learn the secrets of shedding their mortal body and becoming shimmering beings of pure energy.

This regimen often requires a hermit-like lifestyle, leaving the Guad isolated and rejecting all material connections and social bonds.

In rare cases, upon becoming a spirit, they may encounter others of their kind and form a community or otherwise band together to continue their quest for personal enlightenment.

Spirit Guadwarrior on Amberos

When dead guad (see screeching guad) learned to commune with the mortal realm, many sought out their relatives to put things to rest that they had left undone at their passing. Through communion with these deceased guad, several secret sects of guad learned the secret to becoming like ghosts. When the dragon Guaradrell brought death during his rampage across the continent, these secret sects moved themselves to the spirit world, and have remained there ever since.

Most of these spirit guadwarriors inhabit remote and out-of-the-way places – usually on islands off the western coast of Amberos, where they can continue their lives quietly without fear of being embroiled in a fight that may end their life.



Guaz De

Guaz De

Medium humanoid (guaz de, shapeshifter), usually neutral evil

Armor Class 16 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	13 (+1)	10 (+0)	11 (+0)

Skills Perception +2

Damage Vulnerabilities radiant

Condition Immunities polymorph

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblinoid

Challenge ½ (100 XP) **Prof** +2

Actions

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

Bonus Action

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution save or be poisoned.

Shapeshift (1x/long rest). A guaz de can assume the form of any humanoid or beast with a CR of ½ or less. It uses the stat block of the assumed form, but retains its Int, Wis and Cha. When dropped to 0 hit points or slain, the guaz de returns to its own form. When switching forms, any damage it has received transfers to its current form.

The guaz de (pro. gawz day) are a race of shape-changing protohumanoids with distant relations to the goblinoid races. Though they are able to take on a less frightening form for a short period of time, their natural hideous appearance keeps them from mingling with civil society for long.

Most guaz de can pass for human or other humanoid in low or bad light, but if seen in bright light have obvious disfigurements or animalistic qualities that no human-like creature should have.

Combat

Guaz de use their frightening appearance to cow lesser victims and then deal with those not so easily fooled by appearances.

Against stronger foes guaz de prefer to use stealth and hit-and-run tactics, depending on their ability to hide or mingle into crowds to avoid being overmatched. They are not above taking hostages or using human shields to protect their own hide.

Guaz De Society

Guaz de are sociable creatures among their own kind, doing as they will out of the sight of other races. These communities can often be found in abandoned ruins or underground caves out of the reach of sunlight, and are most active at night.

However, a fair number of guaz de communities pride itself off of (literally) feeding off of the flesh of other races, and they will create their own reclusive night ghettos in large communities where their odd behavior or animalistic forms are less likely to be noticed.

Among the guaz de, leadership is generally passed down through heredity, though the leader's physical strength and his or her ability to fend off competitors for their position is quite common. A guaz de that shows weakness risks being challenged and overthrown, often by their own treacherous family members.

It is not unusual for rebellious families in a given clan or tribe to be driven out by those in power to avoid a future possible coup.

Guaz De on Amöeros

Guaz de are thought to have been goblinoids that fell to the tricks of Gwieze, the lord of shadows. Their association twisted the guaz de form and mind, making them into the monsters they are now.

Guaz de can be found in the Twilight Mountains, the edge of the Golens and have rumored to dwell at the edge of the Twilight Forest and in the Demon Jungle.



Guaz De Characters

Guaz de are unique individuals who vary greatly in appearance and ability, and it is not unheard of them to become adventurers, especially when pushed out of their traditional homeland or city.

Guaz de characters have the following abilities.

Ability Score Increase. You increase your Strength and Dexterity by 2. You increase your Constitution and Intelligence by 1.

Size. An average guaz de stands 6 feet tall, but usually is hunched over, with arms nearly reaching the ground. Your size is Medium.

Speed. Your base walking speed is 30 feet. You can fly 50 feet.

Bite. As a bonus action, you can make a melee bite attack that deals 1d4 piercing damage. A bitten target must also make a DC 8 + your Constitution modifier + Proficiency bonus Constitution save. On a failure, the target is poisoned until it takes a long rest.

Claws. When unarmed, you can make a melee claw attack that deals 1d6 damage. This is considered a finesse weapon.

Shapechange. You can transform yourself into any humanoid or animal you are familiar with that has a CR of ¼ of your level or lower.

You use the basic stat block of the being you transform into, but retain your own Intelligence, Wisdom and Charisma. You do not gain any spellcasting ability in new humanoid forms, but retain any spellcasting ability you possess while in humanoid form. In humanoid form, you retain your gear. In beast form, your gear melds into your new form.

Any damage you have suffered carries with you into your new form. If you drop to 0 hit points or die, you transform back into your original form.

Sunlight Vulnerability. You have a damage vulnerability to radiant damage, and when in sunlight or similar light you cannot heal damage and suffer disadvantage on Perception checks.

Languages. You can read, speak and write Common and Goblinoid.

Guaz de normally worship Ziga or Gwieze as their leadership desires.

Guaz De Shapeshifter

Medium humanoid (gauz de, shapeshifter), usually neutral evil

Armor Class 16 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 50 ft.

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

Skills Deception +6, Perception +3, Stealth +6

Damage Vulnerabilities radiant

Condition Immunities polymorph

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblinoid

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

Metamagic: The guaz de can apply one metamagic to a cast spell per turn, or cast a spell with Font of Magic.

Empowered Spell Metamagic. The guaz de may reroll up to 3 damage dice when attacking with a spell.

Heightened Spell Metamagic (Recharge 5+). The guaz de may force one target of its spells to save with disadvantage.

Actions

Font of Magic (recharge 5+). The guaz de casts a 1st – 3rd level spell without expending a spell slot. For every spell level below 3rd, add +1 to the recharge roll.

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

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

Cantrips (at will): *blade ward, friends, poison spray*
1st level (4 slots): *chromatic orb, fog cloud, witch bolt*
2nd level (3 slots): *blur, hold person*
3rd level (3 slots): *blink, lightning bolt*

Bonus Action

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) piercing damage, and the target must make a DC 12 Constitution save or be poisoned.

Shapeshift (1x/long rest). A gauz de can assume the form of any humanoid or beast with a CR of 3 or less. It uses the stat block of the assumed form, but retains its Int, Wis and Cha. When dropped to 0 hit points or slain, the guaz de returns to its own form. When switching forms, any damage it has received transfers to its current form.

Guaz De Changelond

Medium humanoid (gauz de, shapeshifter), usually neutral evil

Armor Class 16 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft., fly 50 ft.

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

Skills Deception +8, Perception +4, Stealth +7

Damage Vulnerabilities radiant

Condition Immunities polymorph

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblinoid

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

Metamagic: The gauz de can apply one metamagic to a cast spell per turn, or cast a spell with Font of Magic.

Empowered Spell Metamagic. The gauz de may reroll up to 4 damage dice when attacking with a spell.

Heightened Spell Metamagic (Recharge 4+). The gauz de may force one target of its spells to save with disadvantage.

Actions

Font of Magic (recharge 5+). The gauz de casts a 1st – 5rd level spell without expending a spell slot. For every spell level below 5th, add +1 to the recharge roll.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Spellcasting. The creature is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, friends, poison spray*
1st level (4 slots): *chromatic orb, fog cloud, witch bolt*
2nd level (3 slots): *blur, hold person*
3rd level (3 slots): *blink, lightning bolt*
4th level (3 slots): *confusion, stoneskin*
5th level (3 slots): *dominate person, telekinesis*
6th level (2 slots): *circle of death, mass suggestion*

Bonus Action

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 14 Constitution save or be poisoned.

Shapeshift (2x/long rest). A gauz de can assume the form of any humanoid or beast with a CR of 3 or less. It uses the stat block of the assumed form, but retains its Int, Wis and Cha. When dropped to 0 hit points or slain, the gauz de returns to its own form. When switching forms, any damage it has received transfers to its current form.



Guaz De Master of Subterfuge

Medium humanoid (guaz de, shapeshifter), usually neutral evil

Armor Class 16 (natural armor)

Hit Points 90 (18d8 + 36)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	13 (+1)	11 (+0)	20 (+5)

Skills Deception +9, Perception +4, Stealth +7

Damage Vulnerabilities radiant

Condition Immunities polymorph

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblinoid

Challenge 12 (8,400 XP) **Prof** +4

Metamagic: The guaz de can apply one metamagic to a cast spell per turn, or cast a spell with Font of Magic.

Empowered Spell Metamagic. The guaz de may reroll up to 5 damage dice when attacking with a spell.

Heightened Spell Metamagic (Recharge 3+). The guaz de may force one target of its spells to save with disadvantage.

Twinned Spell Metamagic (Recharge 5+). When the dragon casts a spell that affects one target, it may affect two targets instead.

Actions

Font of Magic (Recharge 4+). The guaz de casts a 1st – 5th level spell without expending a spell slot. For every spell level below 5th, add +1 to the recharge roll.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Spellcasting. The creature is a 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, friends, poison spray*
1st level (4 slots): *chromatic orb, fog cloud, witch bolt*
2nd level (3 slots): *blur, hold person*
3rd level (3 slots): *blink, lightning bolt*
4th level (3 slots): *confusion, stoneskin*
5th level (3 slots): *dominate person, telekinesis*
6th level (2 slots): *circle of death, mass suggestion*
7th level (2 slots): *fire storm, teleport*
8th level (1 slot): *power word stun*
9th level (1 slot): *power word kill*

Bonus Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 1) piercing damage, and the target must make a DC 15 Constitution save or be poisoned.

Shapeshift (3x/long rest). A guaz de can assume the form of any humanoid or beast with a CR of 3 or less. It uses the stat block of the assumed form, but retains its Int, Wis and Cha. When dropped to 0 hit points or slain, the guaz de returns to its own form. When switching forms, any damage it has received transfers to its current form.





Hillienfaey

Hillienfaey (pron. hil-en-fay) use the halfling traits as found in the player's handbook.

Halflings on Amberos

The hillienfaey race is perhaps one of the more unusual races of Amberos. Gwieze captured a variety of races to use as slaves in service to his empire, using foul magic to shrink them in stature and mind so they could not rebel against him. When Discoff tricked Gwieze into destroying his own empire, his hold over the hillienfaey was broken.

Discoff led the freed hillienfaey to the lands of modern-day Llinn, where they were taken in by the local gnomish communities.

While the halfling races still has some deceptive traits from their past heritage, most halflings have forsaken the old evil of their ancestors and embraced the ways of self-reliance and good deeds.

At one time, the halflings had a kingdom of their own, known as Luthinway. During the First Dragon War, humans from the Empire of Vall Vega came to the area to fight dragons in the nearby Golens swamp. Luthinway passed away quietly as it ceded to human hands and became Llinn. The greatest concentration of halflings (and gnomes) still dwell here and is generally content to let the humans believe they are in charge.

There are four main family trees of hillienfaey on Amberos – Dwillow, Hairfoot, Tallfellows and Stout. Tallfellows and Dwillow are described here; the other two races are found in the Player's Handbook.



Dwillow Hillenfaey

Small humanoid (halfling), usually lawful evil

Armor Class 14 (leather armor)

Hit Points 11 (2d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Int +3

Skills Deception +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge ½ (100 XP) **Prof** +2

Halfling Nimbleness. The halfling can move through the space of Medium or larger creatures.

Magic Resistance. The halfling has advantage on spell saving throws.

Sneak Attack (1x/turn). If the halfling has advantage or is within 5 feet of an attacking ally, it deals 3 (1d6) damage on a hit.

Actions

Two-weapon Fighting. The halfling makes two shortsword attacks.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Magic Reflection (1x/long rest). When the halfling is struck by a spell and make the saving throw against it, it reflects the spell back against the caster with the same spell save DC.

The Dwillow (pron. doo-wil-low), or dark fey are a race of hillenfaey who turned their back on the sunlit portion of the world. They prefer dark caverns, shadowy ruins or the night streets and sewers of large cities, often still worshipping dark and forgotten gods.

Combat

Dwillow hillenfaey are vicious, tenacious fighters. They attack in swarms from hidden ambush points, using their ability to hide in the underground gloom to strike at opponents or attack from places too small for larger beings to follow them.



Dwillow Hillenfaey Society

Unlike other hillenfaey, Dwillow are driven by their fear and paranoia. They are extremely xenophobic and have been known to capture and consume those of other races they encounter.

Dwillow hillenfaey live in tight-knit clans composed of close relatives. A prominent family, ruling through fear, power and wealth stands at the fore of each clan. They are direct lesser members of the extended family with an iron hand that dispenses permission for all things.

While most of the Dwillow are related by blood, these families tend to include members several generations removed, as well as inducting individuals from other families that have been defeated or disbanded. The lowest branches of a family perform everyday functions with little chance for advancement and kept in conditions barely above slavery.

The head of the most prominent family – known as a Don, keeps a portion of the loyalist and capable family members as his personal council and strike force.

The lowest members of this organization are usually tasked with thuggery – raiding enemy positions, collecting tribute or engaging in covert strikes against other Dwillow families.

Above the thugs is generally a duo of “lieutenants” who are tasked with carrying out the tasks of the thugs and responsible for their success for failure. The lieutenants closely watch each other for weakness or treachery and are in constant competition with one another.

Each lieutenant has at their disposal a duo of specialists assigned to them, regularly known as extortionists (treat as 3HD Dwillow, hp 16). These heavy hitters are often used for delicate matters, assassination or are brought in when the lieutenant’s thugs fail to handle a job properly.



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Dwillo Willow Hillenfaey Characters

The lieutenants report to a single individual known as an Executioner. The Executioner generally devises and oversees the plans for all activities authorized by the Don. The executioner is also the final arbitrator over the activities of the lieutenants – and their literal executioner, if need be.

Besides the Executioner, the Don also keeps on hand a single, trusted Advisor – a specialist Dwillo Willow assassin and bodyguard – for dealing with matters not easily handled by their lesser. Advisors are generally well-read and many are trained in the magical arts as well.

To prevent inbreeding, the clans occasionally intermarry, purchasing young Dwillo Willows from other clans before the young ones have had time to be influenced by their parent clan – usually between the ages of 3 to 5. It is rare for these “adopted” Dwillo Willows to ever return to their own clan, for they would be seen as spies by their former kin and traitors to their current family.

Outside of the Don families, the most prominent group of Dwillo Willow is known as the Watchers. A militarist police force, the Watchers have foresworn family allegiances and instead sworn a blood pact to the Watcher organization. The Watchers monitor the individual Dwillo Willow clans and keep an eye on the various families, ensuring that no one family becomes too destructive or belligerent towards the surface races. They also hunt the enemies of the Dwillo Willow, keeping their threat in check. It is not uncommon, however, for the Watchers to turn a blind eye to a given clan’s activities in return for supplies or a substantial bribe.

Dwillo Willow have been known to interact with other underground races such as the drow and the duergar, but they are careful to look after their own interests first, and rarely lend martial aid, preferring only to trade for goods or premier locations in the underdark.

Dwillo Willow hillenfaeys have a hatred of the “light loving” races, especially their former “traitorous” hillenfaey kin. Their entire society is structured around this hate and fear of the well-to-do races. Unlike most other hillenfaey societies, Dwillo Willow like to keep a sharp eye on their fellows, and their rules are cruel and oppressive. Ultimately, each dark hillenfaey is only concerned with himself or herself, and will generally act in the most self-serving manner as possible.

Dwillo Willow Hillenfaey on Amöeros

The most prominent Dwillo Willow clans can be beneath the Twilight Mountains, but clans extend as far west as the deeps beneath the Crystalmire Mountains, and there are rumors that there is a clan working in conjunction with the merchant house of Nyrr Ryan trading surface goods for rare magics from the underdark.

A Dwillo Willow hillenfaeys traits are as follows:

Ability Score Increase. You increase your Dexterity by 2 and your Charisma by 1.

Age. A dark hillenfaey reaches adulthood at the age of 20 and generally live close to 200 years.

Size. Dwillo Willow hillenfaeys are spindly and stand a meager 3 feet tall, weighing in about 35 lbs. Your size is small.

Speed. Your base walking speed is 25 feet.

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

Magic Resistant. You make saving throws against spells with advantage.

Magic Reflection. When you are struck by a spell and make the saving throw against it, you can use your reaction to reflect the spell back against the caster with the same spell save DC. Once you use this ability, you cannot use it again until you take a long rest.

Languages. You can speak, read, and write Undercommon and Halfling.



Dwillow Lieutenant

Small humanoid (halfling), usually lawful evil

Armor Class 15 (leather armor)

Hit Points 27 (5d6 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Dex +6, Int +3

Skills Deception +3, Insight +3, Perception +3, Persuasion +5, Stealth +8

Senses darkvision 60 ft., passive Perception 13

Languages Halfling, Undercommon

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

Halfling Nimbleness. The halfling can move through the space of Medium or larger creatures.

Magic Resistance. The halfling has advantage on spell saving throws.

Sneak Attack (1x/turn). If the halfling has advantage or is within 5 feet of an attacking ally, it deals 10 (3d6) damage on a hit.

Actions

Two-weapon Fighting. The halfling makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

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

Reactions

Magic Reflection (1x/long rest). When the halfling is struck by a spell and make the saving throw against it, it reflects the spell back against the caster with the same spell save DC.

Redirect. When targeted by an attack, the Halfling can redirect the attack to an adjacent ally.

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

Dwillow Executioner

Small humanoid (halfling), usually lawful evil

Armor Class 15 (leather armor)

Hit Points 27 (5d6 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Dex +6, Int +3

Skills Disguise Kit, Poisoner's Kit, Deception +3, Perception +3, Sleight of Hand +8, Stealth +8

Senses darkvision 60 ft., passive Perception 13

Languages Halfling, Undercommon

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

Assassinate. If a target has not acted yet in initiative, the halfling has advantage.

Halfling Nimbleness. The halfling can move through the space of Medium or larger creatures.

Magic Resistance. The halfling has advantage on spell saving throws.

Sneak Attack (1x/turn). If the halfling has advantage or is within 5 feet of an attacking ally, it deals 10 (3d6) damage on a hit.

Actions

Two-weapon Fighting. The halfling makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

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

Reactions

Magic Reflection (1x/long rest). When the halfling is struck by a spell and make the saving throw against it, it reflects the spell back against the caster with the same spell save DC.

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

Dwiflow Advisor

Small humanoid (Halfling), usually lawful evil

Armor Class 15 (leather armor)

Hit Points 55 (10d6 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	12 (+1)	12 (+1)

Saving Throws Dex +8, Int +7

Skills Deception +5, History +11, Insight +9, Perception +9, Stealth +12

Senses darkvision 60 ft., passive Perception 19

Languages Halfling, Undercommon

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

Evasion. When the halfling makes a Dexterity saving throw to take half damage, it instead takes no damage on a successful save and half on a failure.

Halfling Nimbleness. The halfling can move through the space of Medium or larger creatures.

Magic Resistance. The halfling has advantage on spell saving throws.

Sneak Attack (1x/turn). If the halfling has advantage or is within 5 feet of an attacking ally, it deals 17 (5d6) damage on a hit.

Actions

Two-weapon Fighting. The halfling makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target takes 2d4 (5) poison damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

Cantrips (at will): *friends, mage hand, message*

1st level (4 slots): *color spray, illusionary script, silent image, unseen servant*

2nd level (3 slots): *blur, detect thoughts, phantasmal force*

Bonus Actions

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

Reactions

Magic Reflection (1x/long rest). When the halfling is struck by a spell and make the saving throw against it, it reflects the spell back against the caster with the same spell save DC.

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

Dwillow Watchman

Small humanoid(halfling), usually lawful evil

Armor Class 16 (leather armor)

Hit Points 55 (10d6 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Dex +9, Int +5

Skills Disguise Kit, Poisoner's Kit, Deception +9, Perception +9, Sleight of Hand +13, Stealth +13

Senses darkvision 60 ft., passive Perception 19

Languages Halfling, Undercommon

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

Assassinate. If a target has not acted yet in initiative, the halfling has advantage.

Evasion. When the halfling makes a Dexterity saving throw to take half damage, it instead takes no damage on a successful save and half on a failure.

Halfling Nimbleness. The halfling can move through the space of Medium or larger creatures.

Magic Resistance. The halfling has advantage on spell saving throws.

Sneak Attack (1x/turn). If the halfling has advantage or is within 5 feet of an attacking ally, it deals 17 (5d6) damage on a hit.

Actions

Two-weapon Fighting. The halfling makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, plus the target must make a DC 14 Constitution save. On a failure, the target takes 9 (2d8) poison damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

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

Inspiring (3x/long rest). The halfling selects an ally within 60 feet, and adds d12 to the target's next ability check, attack roll or saving throw.

Reactions

Magic Reflection (1x/long rest). When the halfling is struck by a spell and make the saving throw against it, it reflects the spell back against the caster with the same spell save DC.

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



Dwiflow Don

Small humanoid(halfling), usually lawful evil

Armor Class 16 (leather armor)

Hit Points 99 (18d6 + 36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +10, Int +6

Skills Deception +13, Insight +11, Perception +3, Persuasion +13, Sleight of Hand +9, Stealth +15

Senses darkvision 60 ft., passive Perception 13

Languages Halfling, Undercommon

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

Evasion. When the halfling makes a Dexterity saving throw to take half damage, it instead takes no damage on a successful save and half on a failure.

Halfling Nimbleness. The halfling can move through the space of Medium or larger creatures.

Magic Resistance. The halfling has advantage on spell saving throws.

Sneak Attack (1x/turn). If the halfling has advantage or is within 5 feet of an attacking ally, it deals 31 (9d6) damage on a hit.

Actions

Two-weapon Fighting. The halfling makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

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

Inspiring (3x/long rest). The halfling selects an ally within 60 feet, and adds d12 to the target's next ability check, attack roll or saving throw.

Reactions

Magic Reflection (1x/long rest). When the halfling is struck by a spell and make the saving throw against it, it reflects the spell back against the caster with the same spell save DC.

Redirect. When the halfling is targeted by an attack, it can select an ally within 10 feet, who becomes the target instead.

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

Hairfoot Hillenfaey

Small humanoid (Halfling), usually neutral good

Armor Class 17 (studded leather + shield)

Hit Points 11 (2d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Int +3

Skills Athletics +2, Insight +5, Perception +3, Stealth +7

Senses passive Perception 13

Languages Common, Halfling

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

Brave. The Halfling has advantage on saves against being frightened.

Halfling Nimbleness. The Halfling can move through the space of creatures of Medium size or larger.

Lucky. The Halfling rerolls a 1 on attack rolls, ability checks and saving throws. It must keep the new result.

Sneak Attack (1x/turn). If the halfling has advantage or is within 5 feet of an attacking ally, it deals 3 (1d6) damage on a hit.

Actions

Two Weapon Fighting. The Halfling attacks with two shortswords.

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

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

Hairfoot hillenfaey are agrarian fellows who have a penchant for the simple life and the amenities that come with it. Hairfeet tend to be homebodies, but they will fiercely defend their community from outside threats.

Hairfoot are a bit stockier than normal – they are often almost described as rotund or teddy bearish,. They have a penchant for the finer things in life – good food, a roomy home and a life of riches.

Combat

When pressed, a hairfoot hillenfaey is not to be trifled with. Though small, they are tenacious fighters and generally once engaged, fight without fear. Hairfoot hillenfaeys are generally well-organized when forced into combat, and they excel at group tactics and employing massed forces against an enemy.

Hairfoot Hillenfaey Society

Hairfoot hillenfaeys tend to gather in small farming communities composed entirely of their own racial stock.

They are generally self-sustaining and though they occasionally trade with other communities or races, they do not do so on a regular basis.

All hairfoot hillenfaeys are expected to follow in their parent's footsteps and to aspire to a lifestyle akin to their parentage. Hairfoot hillenfaey marriages are generally arranged shortly after birth and they are expected to marry and start their career as soon as they reach maturity.

Hairfoot Hillenfaeys on Amberos

Hairfoot hillenfaeys are exclusive to the lands of Linn. They produce few characters that stand out or involve themselves in the mighty occurrences on Amberos, and as such tend to only take up a footnote in the annals of its history.

Hairfoot Hillenfaey Characters

Hairfoot halflings have the base Halflings traits, and the following subrace benefits.

Ability Score Increase. Your Wisdom score increases by 1.

Hairfoot Tenacity. You have advantage on Wisdom saving throws.

Halfpoot Hillenfaey Caretaker

Small humanoid (Halfling), usually neutral good

Armor Class 18 (breastplate + shield)

Hit Points 27 (6d6 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	12 (+1)	18 (+4)	11 (+0)

Saving Throws Wis +6, Cha +2

Skills Medicine +6, Religion +3

Senses passive Perception 14

Languages Common, Halfling

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

Brave. The Halfling has advantage on saves against being frightened.

Halfling Nimbleness. The Halfling can move through the space of creatures of Medium size or larger.

Lucky. The Halfling rerolls a 1 on attack rolls, ability checks and saving throws. It must keep the new result.

Actions

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

Blessings of the Trickster. The Halfling touches an individual, giving them advantage on their next Dexterity (Stealth) check for one hour, or until used again.

Channel Divinity (2x/short rest). The Halfling can use one of the following two abilities.

Cloak Of Shadows . The Halfling becomes invisible until the end of its next turn.

Turn Undead. Undead that can see and hear the Halfling within 30 feet must make a DC 14 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 halfling is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame*

1st level (4 slots): *bless, charm person, command, disguise self, sanctuary*

2nd level (3 slots): *aid, enhance ability, mirror image, pass without trace, spiritual weapon*

3rd level (3 slots): *beacon of hope, blink, dispel magic, protection from energy, mass healing word*

Halfpoot Hillenfaey Lieutenant

Small humanoid (Halfling), usually lawful good

Armor Class 18 (studded leather + shield)

Hit Points 27 (5d6 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Int +3

Skills Athletics +2, Insight +5, Perception +3, Stealth +7

Senses passive Perception 13

Languages Common, Halfling

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

Brave. The Halfling has advantage on saves against being frightened.

Halfling Nimbleness. The Halfling can move through the space of creatures of Medium size or larger.

Lucky. The Halfling rerolls a 1 on attack rolls, ability checks and saving throws. It must keep the new result.

Sneak Attack (1x/turn). If the halfling has advantage or is within 5 feet of an attacking ally, it deals 7 (2d6) damage on a hit.

Actions

Two Weapon Fighting. The Halfling makes two shortsword attacks.

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

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

Hairfoot Hillenfaey Sheriff

Small humanoid (Halfling), usually lawful good

Armor Class 18 (studded leather + shield)

Hit Points 55 (10d6 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	15 (+2)	13 (+1)	12 (+1)	12 (+1)

Saving Throws Dex +8, Int +4

Skills Athletics +3, Insight +7, Perception +4, Stealth +11

Senses passive Perception 14

Languages Common, Halfling

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

Brave. The Halfling has advantage on saves against being frightened.

Halfling Nimbleness. The Halfling can move through the space of creatures of Medium size or larger.

Improved Critical. The Halfling scores a critical hit on a natural 19 or 20.

Lucky. The Halfling rerolls a 1 on attack rolls, ability checks and saving throws. It must keep the new result.

Sneak Attack (1x/turn). If the halfling has advantage or is within 5 feet of an attacking ally, it deals 7 (3d6) damage on a hit.

Actions

Two Weapon Fighting. The Halfling makes three shortsword attacks. Cannot be combined with multiattack.

Multiattack. The halfling makes two shortbow attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

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

Reactions

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

Hairfoot Hillenfaey Commoner

Small humanoid (Halfling), usually chaotic good

Armor Class 18 (breastplate + shield)

Hit Points 54 (12d6 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	12 (+1)	20 (+5)	12 (+1)

Saving Throws Wis +8, Cha +4

Skills Medicine +8, Religion +4

Senses passive Perception 15

Languages Common, Halfling

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

Brave. The Halfling has advantage on saves against being frightened.

Halfling Nimbleness. The Halfling can move through the space of creatures of Medium size or larger.

Lucky. The Halfling rerolls a 1 on attack rolls, ability checks and saving throws. It must keep the new result.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60, one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Blessings of the Trickster. The Halfling touches an individual, giving them advantage on their next Dexterity (Stealth) check for one hour, or until used again.

Channel Divinity (2x/short rest). The Halfling can use one of the following two abilities.

Cloak Of Shadows. The Halfling becomes invisible until the end of its next turn.

Turn Undead. Undead that can see and hear the Halfling 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 halfling is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame*

1st level (4 slots): *bless, charm person, command, disguise self, sanctuary*

2nd level (3 slots): *aid, enhance ability, mirror image, pass without trace, spiritual weapon*

3rd level (3 slots): *beacon of hope, blink, dispel magic, protection from energy, mass healing word*

4th level (3 slots): *death ward, dimension door, guardian of faith, polymorph*

5th level (2 slots): *dispel evil and good, dominate person, mass cure wounds, modify memory*

6th level (1 slots): *blade barrier, heal*

Stout Hillenfaey

Small humanoid (Halfling), usually neutral good

Armor Class 18 (chain shirt + shield)

Hit Points 11 (2d6 + 4)

Speed 25 ft.

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

Saving Throws Str +4, Con +4

Skills Athletics +4, Acrobatics +5

Damage Resistances poison

Senses passive Perception 11

Languages Common, Halfling

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

Brave. The Halfling has advantage on saves against being frightened.

Halfling Nimbleness. The Halfling can move through the space of creatures of Medium size or larger.

Lucky. The Halfling rerolls a 1 on attack rolls, ability checks and saving throws. It must keep the new result.

Stout Resistance. The Halfling has advantage on poison saving throws.

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Stout hillenfaeys have more dwarven blood in them than most other hillenfaeys, leaving them to be taller and stronger than their cousins. They are more interested in the world around them than their Hairfoot cousins, but less mischievous than their brethren.

Combat

Stout hillenfaeys will take a battle wherever it must go. They are fierce independent fighters, but they also work well in a group and are not above employing complex, group-based tactics to defeat enemies.

Stout Hillenfaey Society

Stout societies are usually found mixed within or near to hairfoot communities. They tend to retain their own traditions and rarely intermarry with hairfoot, but generally get along well with their neighbors. Stouts tend to be slightly more outgoing than hairfoot Hillenfaeys, and it is not uncommon for youths just reaching maturity to take a trek into the world that lasts a year or two before they return home to take up their place in society. It is perhaps this one trait that has kept the hairfoot at arm's length, for the

hairfoot feel that this trait of the stout makes them untrustworthy and foolish.

Stout Hillenfaey on Amberos

Most hillenfaeys hail from the lands of Linn, though there are some stout hillenfaey communities in the southwest portion of Amberos, most notably in the Duchy of Molvak and the Southern Kingdom. Stout hillenfaeys are much more likely to take up a cause and become involved in the occurrences on the continent than hairfoot hillenfaeys, and this has been proven time and again with the number of stout Hillenfaey heroes found in tales across Amberos.

Stout Hillenfaey Characters

Most stout adventurers are on their trek about the world. A rare few come to see settling back down in hillenfaey society as a bother or hindrance to their growth and either remain wanderers or become acclimated to the world beyond the walls of Hillenfaey society.

Stout Hillenfaey Sojourner

Small humanoid (Halfling), usually neutral good

Armor Class 18 (chain shirt + shield)

Hit Points 27 (5d6 + 10)

Speed 25 ft.

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

Saving Throws Str +4, Con +4

Skills Athletics +4, Acrobatics +6

Damage Resistances poison

Senses passive Perception 11

Languages Common, Halfling

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

Brave. The Halfling has advantage on saves against being frightened.

Halfling Nimbleness. The Halfling can move through the space of creatures of Medium size or larger.

Lucky. The Halfling rerolls a 1 on attack rolls, ability checks and saving throws. It must keep the new result.

Stout Resistance. The Halfling has advantage on poison saving throws.

Actions

Multiattack. The Halfling makes two rapier or shortbow attacks.

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

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

Stout Hillenfaey Marshall

Small humanoid (Halfling), usually neutral good

Armor Class 18 (chain shirt + shield)

Hit Points 82 (11d6 + 44)

Speed 25 ft.

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

Saving Throws Str +4, Con +6

Skills Athletics +4, Acrobatics +6

Damage Resistances poison

Senses passive Perception 11

Languages Common, Halfling

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

Brave. The Halfling has advantage on saves against being frightened.

Halfling Nimbleness. The Halfling can move through the space of creatures of Medium size or larger.

Improved Critical. The Halfling scores a critical hit on a natural 19 or 20.

Indomitable (1x/long rest). The Halfling can reroll a failed save.

Lucky. The Halfling rerolls a 1 on attack rolls, ability checks and saving throws. It must keep the new result.

Stout Resistance. The Halfling has advantage on poison saving throws.

Actions

Multiattack. The Halfling makes three rapier or shortbow attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) piercing damage.

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

Stout Hillenfaey Governor

Small humanoid (Halfling), usually neutral good

Armor Class 18 (chain shirt + shield)

Hit Points 120 (16d6 + 64)

Speed 25 ft.

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

Saving Throws Str +8, Con +8

Skills Athletics +8, Acrobatics +8

Damage Resistances poison

Senses passive Perception 11

Languages Common, Halfling

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

Brave. The Halfling has advantage on saves against being frightened.

Halfling Nimbleness. The Halfling can move through the space of creatures of Medium size or larger.

Lucky. The Halfling rerolls a 1 on attack rolls, ability checks and saving throws. It must keep the new result.

Sneak Attack (1x/turn). If the halfling has advantage or is within 5 feet of an attacking ally, it deals 7 (3d6) damage on a hit.

Stout Resistance. The Halfling has advantage on poison saving throws.

Actions

Cunning Action (bonus action). The halfling takes the Dash, Disengage or Hide action.

Multiattack. The Halfling makes three rapier or shortbow attacks.

Rapier *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) piercing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

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

Hauk

Hawks (pron. hawk) are a proud folk, and have a strong air of superiority over land-bound races. They often expect “lesser” races to do as they command, and have been known to destroy communities who mock or spurn them.

Combat

Hauk fighters are generally weaker than humans, but their ability to take wing makes them slightly more difficult to hit than humans. They prefer to use weapons when fighting, but can hover in place or swoop in to attack using their talons as well as their weapons. Hawks are very good at fighting in organized formations or as single soldiers.

Hauk Society

The race of hawks live in cloud cities that drift high above the lands or in mountain citadels impossible for land-based beings to reach. They prefer to avoid becoming involved with the earth-bound races, though they are on good terms with cloud and storm giants.

In their own society, hawks are outgoing and industrious, but not overly so. They prefer to be conservative in all things.

For some strange reason, the hauk race abhors bejorns, and they will often organize hunts to locate and destroy such beings.

Hauks on Amöeros

Most hauk clans can be found in the Curtain mountains between the Princes of Xatmas and Barbed March. Other clans are known to exist in the Wanderer’s Hills of the Kirranays and among the hills and mountains of Nyrr Ryann, and individuals have been encountered in many different countries.

Hauk

Medium humanoid (hawk), usually neutral

Armor Class 16 (unarmored defense)

Hit Points 16 (3d8 + 3)

Speed 30 ft., 50 ft.

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

Saving Throws Wis +5, Cha +3

Skills Medicine +5, Religion +2

Senses low-light vision, passive Perception 13

Languages Common

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

Actions

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

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Channel Divinity (2x/short rest). The hauk can use one of the following two abilities.

Radiance of the Dawn. The hauk dispels any magical darkness in 30 feet and each hostile creature makes a DC 13 Constitution saving throw. On a failure, the target takes 14 (2d10 + 3) radiant damage, half on success.

Turn Undead. Undead that can see and hear the hauk 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 hauk is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *burning hands, command, cure wounds, faerie fire, shield of faith*

2nd level (2 slots): *flaming sphere, hold person, scorching ray, warding bond*

Reactions

Warding Flare (3x/long rest). When attacked by an enemy within 30 feet, the hauk imposes disadvantage on enemy’s attack roll.

Hawk Characters

Hawks are loners, and it is not unknown for them to strike out as adventurers. A Hawk character gains the following abilities.

Ability Score Increase. You increase your Dexterity by 2 and your Wisdom by 1.

Size. Hawk stand nearly six feet, with a weight of about 250 lbs. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you can fly 50 feet.

Lowlight Vision. You can see twice as far as a human in dim light or twilight.

Keen Senses. You have advantage when making Wisdom (Perception) checks or Intelligence (Investigation) based on sight.

Languages. You can read, write and speak Common and Auran.

Hawks generally worship Lorus. A priest of Lorus can choose two of the three domains of Air, Travel and Healing.



Hawk Wingman

Medium humanoid (hawk), usually neutral

Armor Class 16 (unarmored defense)

Hit Points 33 (6d8 + 6)

Speed 30 ft., 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	11 (+0)	18 (+4)	12 (+1)

Saving Throws Wis +7, Cha +4

Skills Medicine +7, Religion +3

Senses low-light vision, passive Perception 14

Languages Common

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

Actions

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

Sling. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Channel Divinity (2x/short rest). The hawk can use one of the following two abilities.

Radiance of the Dawn. The hawk dispels any magical darkness in 30 feet and each hostile creature makes a DC 15 Constitution saving throw. On a failure, the target takes 17 (2d10 + 6) radiant damage, half on success.

Turn Undead. Undead that can see and hear the hawk 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 hawk is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *burning hands, command, cure wounds, faerie fire, shield of faith*

2nd level (3 slots): *flaming sphere, hold person, scorching ray, warding bond*

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

Reactions

Warding Flare (4x/long rest). When the hawk or an ally is attacked by an enemy within 30 feet, the hawk imposes disadvantage on enemy's attack roll.

Hawk Feathered Knight

Medium humanoid (hawk), usually neutral

Armor Class 19 (unarmored defense)

Hit Points 66 (12d8 + 12)

Speed 30 ft., 50 ft.

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

Saving Throws Wis +9, Cha +5

Skills Medicine +9, Religion +4

Senses low-light vision, passive Perception 15

Languages Common

Challenge 12 (8,400 XP) **Prof** +4

Actions

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

Sling. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Channel Divinity (2x/short rest). The hawk can use one of the following two abilities.

Radiance of the Dawn. The hawk dispels any magical darkness in 30 feet and each hostile creature makes a DC 17 Constitution saving throw. On a failure, the target takes 23 (2d10 + 12) radiant damage, half on success.

Turn Undead. Undead that can see and hear the hawk 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. If the undead is CR 2 or less, it is destroyed instead. This effect lasts for 1 minute or until the undead takes damage.

Spellcasting. The hawk is a 12th-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): *light, sacred flame, thaumaturgy*

1st level (4 slots): *burning hands, command, cure wounds, faerie fire, shield of faith*

2nd level (3 slots): *flaming sphere, hold person, scorching ray, warding bond*

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

4th level (3 slots): *banishment, death ward, guardian of faith, wall of fire*

5th level (2 slots): *contagion, flame strike, greater restoration, scrying*

6th level (1 slot): *blade barrier, heal*

Reactions

Warding Flare (5x/long rest). When the hawk or an ally is attacked by an enemy within 30 feet, the hawk imposes disadvantage on enemy's attack roll.

Hawk Cloudmaster

Medium humanoid (hawk), usually neutral

Armor Class 19 (unarmored defense)

Hit Points 99 (18d8 + 18)

Speed 30 ft., 50 ft.

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

Saving Throws Wis +10, Cha +6

Skills Medicine +10, Religion +5

Senses low-light vision, passive Perception 15

Languages Common

Challenge 14 (11,500 XP) **Prof** +5

Actions

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

Sling. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Channel Divinity. As an action, the hawk can use one of the following two abilities thrice per short or long rest.

Radiance of the Dawn. The hawk dispels any magical darkness in 30 feet and each hostile creature makes a DC 16 Constitution saving throw. On a failure, the target takes 29 (2d10 + 18) radiant damage, half on success.

Turn Undead. Undead that can see and hear the hawk within 30 feet must make a DC 18 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. If the undead is CR 4 or less, it is destroyed instead. This effect lasts for 1 minute or until the undead takes damage.

Spellcasting. The hawk is an 18th-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): *light, sacred flame, thaumaturgy*

1st level (4 slots): *burning hands, command, cure wounds, faerie fire, shield of faith*

2nd level (3 slots): *flaming sphere, hold person, scorching ray, warding bond*

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

4th level (3 slots): *death ward, freedom of movement, guardian of faith, wall of fire*

5th level (3 slots): *dispel evil and good, flame strike, geas, scrying*

6th level (2 slots): *blade barrier, true seeing*

7th level (2 slots): *conjure celestial, fire storm*

8th level (1 slot): *antimagic field, holy aura*

9th level (1 slot): *gate, mass heal*

Corona of Light. The hawk emits bright light in a 60 foot radius and dim light 30 foot further. Enemies have disadvantage on saving throws against spells that deal fire or radiant damage.

Reactions

Warding Flare (5x/long rest). When the hawk or an ally is attacked by an enemy within 30 feet, the hawk imposes disadvantage on enemy's attack roll.

Hermaphrodite

Hermaphrodite

Medium humanoid (titanspawn), unaligned

Armor Class 13 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	12 (+1)	17 (+3)

Saving Throws Dex +4, Cha +5

Skills Deception +5, Performance +5, Persuasion +5

Damage Resistances psychic

Senses passive Perception 11

Languages Celestial, Common

Challenge ¼ (50 XP) **Prof** +2

Jack of All Trades. The hermaphrodite adds +1 to all non-proficient skill results.

Actions

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

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

Spellcasting. The hermaphrodite is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The creature has the following Bard spells prepared:

Cantrips (at will): *message, vicious mockery*

1st level (3 slots): *charm person, disguise self, sleep, Tasha's hideous laughter, unseen servant*

Bonus Actions

Bardic Inspiration. An ally of the hermaphrodite within 60 feet adds 3 (1d6) to its next ability check, attack roll or saving throw made within the next 10 minutes.

Hermaphrodites are humanoids that are both male and female. They are generally gregarious and sociable and scorn violence. Most hermaphrodites are skilled in one or many forms of entertainment, and often tend to indulge themselves in the luxuries of life.

Hermaphrodites are usually light skinned, with golden or brown hair and blue or green eyes. They tend to be tall and slim, with a trim physique that does not appear muscular. They have little body hair, save for that on their head, and are unable to grow beards.

Combat

Hermaphrodites are generally loath to fight, seeing it as an act of desperation when diplomacy has utterly failed.

However, many hermaphrodites are familiar with weapons or battle magic, even though most have little practical combat experience. If forced to fight, most hermaphrodites prefer to disable opponents or force them to surrender or flee, without need to kill.

Hermaphrodite Society

Hermaphrodites generally live among their own kind, though some have come to enjoy living among other races at large - usually elves and/or humans. Hermaphrodites are loathe to associate with zamadons and are generally disliked by amazons. While hermaphrodites prefer living among their own kind, they encourage other humanoids to visit their dwellings. For this very reason, hermaphrodites are skilled in a variety of social skills, including fortune telling, grooming, dancing, singing or other performances. In some cases, they enjoy acting as courtesans or companions to the lonely. Only in extremely rare cases will a hermaphrodite resort to coarse prostitution for companionship.

Hermaphrodites are incapable of mating with themselves or each other and can only produce children after first having relations with a male, followed within 24 hours with relations with a female (with the female becoming pregnant). Offspring from such a union produce hermaphrodites once out of approximately every six births, otherwise the offspring is a normal male or female of the parent's lineage. Hermaphrodites can never become pregnant themselves, though they can, and sometimes do, act as nursemaids for the offspring they help create.

Hermaphrodites do not marry and abhor the thought of such a subject among their own kind (Though they are often quite joyful at the thought of other races marrying). Though they are willing to be friends with practically any humanoid they are exceptionally unwilling to tie themselves on an emotional level to one individual.

Hermaphrodites on Amberos

Created as one of the three original races to populate pre-continent Amberos, the hermaphrodites were liaisons between the zamadons and amazons. Unfortunately, the hermaphrodites became decadent and absorbed in only their own self-satisfaction. This eventually caused strife as the zamadons, unable to allay their aggressive tensions with the hermaphrodites tending, enslaved the amazons and began to treat them cruelly.

The amazons revolted and separated themselves where even the zamadons could not easily find them. Once again frustrated, the zamadons began to take the hermaphrodites as slaves and treated them poorly, blaming them for the amazon's revolt.

When the continent of Amberos arose from the ocean, the hermaphrodites were able to free themselves during the chaos, and like the amazons, retreated to their own communities. As other humanoid races appeared and the zamadons became rarer, the hermaphrodites slowly opened up to the new races, but have been wary and aloof to their

Bestiary Malfearous

kind. Nowadays, the meeting between the three original races have been rare and volatile.

Hermaphrodites as Characters

While most hermaphrodites are content to remain among their own kind and attract other humanoids to their presence, there are those who go out to find their way in the wild world. Hermaphrodites have the following abilities.

Ability Score Increase. You increase your Charisma by 2. You increase your Intelligence and Constitution by 1.

Size. Hermaphrodite are usually 5' 8", and weigh about 125 lbs. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Diplomatic. You gain advantage on any Charisma based skill check.

Strong Mind. You gain resistance to psychic damage.

Languages. You can read, speak and write Common and Celestial.

Hermaphrodites worship the titans and honor the Greek Pantheon. A hermaphrodite cleric can choose any domains.



Hermaphrodite Lyracist

Medium humanoid (titanspawn), unaligned

Armor Class 13 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Dex +4, Cha +6

Skills Musical Instrument (Lute), Deception +6, History +4, Insight +3, Medicine +3, Performance +8, Persuasion +8

Damage Resistances psychic

Senses passive Perception 11

Languages Celestial, Common

Challenge ½ (100 XP) **Prof** +2

Jack of All Trades. The hermaphrodite adds +1 to all non-proficient skill results.

Actions

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

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

Spellcasting. The hermaphrodite is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The creature has the following Bard spells prepared:

Cantrips (at will): *message, vicious mockery*

1st level (4 slots): *charm person, disguise self, sleep, Tasha's hideous laughter, unseen servant*

2nd level (3 slots): *calm emotions, enthrall*

3rd level (2 slots): *hypnotic pattern*

Bonus Actions

Bardic Inspiration. An ally of the hermaphrodite within 60 feet adds 1d8 to its next ability check, attack roll or saving throw made within the next 10 minutes.

Reactions

Cutting Words. When a creature within 60 feet makes an attack roll, ability check or damage roll, expend one use of Bardic Inspiration and subtract result from creature's roll.

Hermaphrodite Entertainer

Medium humanoid (titanspawn), unaligned

Armor Class 14 (leather armor)

Hit Points 27 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	19 (+4)

Saving Throws Dex +5, Cha +6

Skills Musical Instrument (Lute, Harp), Deception +6, History +4, Insight +3, Medicine +3, Performance +8, Persuasion +8

Damage Resistances psychic

Senses passive Perception 11

Languages Celestial, Common

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

Jack of All Trades. The hermaphrodite adds +1 to all non-proficient skill results.

Actions

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

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

Countercharm. The hermaphrodite and allies within 30 feet gain advantage on saving throws against being frightened or charmed until the end of its next turn.

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

Cantrips (at will): *message, vicious mockery*

1st level (4 slots): *charm person, disguise self, sleep, Tasha's hideous laughter, unseen servant*

2nd level (3 slots): *calm emotions, enthrall*

3rd level (3 slots): *hypnotic pattern, major image*

4th level (3 slots): *compulsion, polymorph*

5th level (2 slots): *dominate person, modify memory*

Bonus Actions

Bardic Inspiration. An ally of the hermaphrodite within 60 feet adds 1d10 to its next ability check, attack roll or saving throw made within the next 10 minutes.

Reactions

Cutting Words. When a creature within 60 feet makes an attack roll, ability check or damage roll, expend one use of Bardic Inspiration and subtract result from creature's roll.

Hermaphrodite Courtier

Medium humanoid (titanspawn), unaligned

Armor Class 14 (leather armor)

Hit Points 27 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	14 (+2)	12 (+1)	21 (+5)

Saving Throws Dex +5, Cha +7

Skills Musical Instrument (Dulcimer, Lute, Harp), Deception +7, History +4, Insight +3, Medicine +3, Performance +9, Persuasion +9

Damage Resistances psychic

Senses passive Perception 11

Languages Celestial, Common

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

Jack of All Trades. The hermaphrodite adds +1 to all non-proficient skill results.

Actions

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

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

Countercharm. The hermaphrodite and allies within 30 feet gain advantage on saving throws against being frightened or charmed until the end of its next turn.

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

Cantrips (at will): *message, vicious mockery*

1st level (4 slots): *charm person, disguise self, sleep, Tasha's hideous laughter, unseen servant*

2nd level (3 slots): *calm emotions, enthrall*

3rd level (3 slots): *hypnotic pattern, major image*

4th level (3 slots): *compulsion, polymorph*

5th level (2 slots): *dominate person, modify memory*

6th level (1 slot): *mass suggestion, Otto's Irresistible Dance*

7th level (1 slot): *regenerate, teleport*

8th level (1 slot): *feeblemind, glibness*

Bonus Actions

Bardic Inspiration. An ally of the hermaphrodite within 60 feet adds 1d12 to its next ability check, attack roll or saving throw made within the next 10 minutes.

Human, General

All humans use the standard racial abilities from the Player's Handbook.

Humans on Amberos

The first humans did not appear on Amberos until the mighty disaster that rose the great mountain Tsre Vestu and the continent of Amberos from the sea. The disaster also split open a section of the great mountain (which the dwarves later sealed), allowing humankind to pass from the mountain's interior into the lands beyond. The god Harp led the first humans to fertile lands where they were left to grow and develop their own culture.

Unfortunately humans, elves and the goblinoids did not get along and the elves and goblinoids treated the humans poorly, often enslaving them. This continued until a powerful warrior and runecaster, named Kas, was able to solidify an empire that kept the elves and goblinoids at bay.

However, the first wizard of Amberos -the human wizard Mage - who sought to enslave the first of dragons, Guaradrell, undid Kas's empire. Guaradrell went mad and rampaged across the continent, bringing true death to the world in his wake, and crushing Kas's empire.

Luckily, the human Dhorian was able to kill Guaradrell and stop his rampage. Ascending to godhood with his four companions Shame, Fir and Gosend, as a former human Dhorian assured humankind a dominant place in the world from that point on.

Though humans have suffered all sorts of setbacks and other calamities over the years on Amberos, they have become the undisputed masters of the world, with a wide variety of subgroups who have affinity to one of the many gods of Amberos.

Author's Note: The various humans listed in this section are more than simply humans grouped by different cultures. Each one of the human subraces listed here has been touched and altered by one of the gods of Amberos. It is possible, for example, to find Farian (the default) humans who strongly resemble Ubelti, Aztechs or even Dhorics. However, without the divine spark invested in their blood, the appearance is superficial at best.

The gods of Amberos have touched the various human subraces as follows: Shames - Shame, Aharati - Lorius, Aztech - Ssrell, Dhoric - Dhorian, Ghan - Titanicus, Zend - Gosend, Ubelti - Belli, Randese - Visha, Skierian - The Dark One. Ziga has likewise touched humans at one time, but her meddling has twisted them to such a degree they can no longer be considered human - they are the grimlocks. Triton, the god of the sea, has likewise altered humans to create merfolk.

Aharati Hunter

Medium humanoid (human), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	12 (+1)	15 (+2)	11 (+1)

Saving Throws Str +5, Dex +4

Skills Athletics +5, Perception +4, Stealth +4, Survival +6

Senses passive Perception 14

Languages Aharati, Common

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

Favored Foe (Recharge 5+). When the human hits an opponent, it marks the opponent. Thereafter, the first attack the human deals that hits each turn against the target deals 2 (d4) extra damage.

Actions

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage.

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

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

1st level (3 slots): goodberry, hunter's mark, longstrider

The Aharati (pron. ah-ha-rah-tee) are a semi-nomadic race who are in tune with the natural spirits of the world. They tend to be ruddy skinned and usually have raven-black hair and brown eyes, though slate gray eyes have been found in members of the Aharati bloodline. Aharati males do not have facial hair/beards.

Combat

Aharati are expert hunters, skilled with their powerful, long-ranged bows. They are also cunning skirmishers, able to approach their enemy unseen and unheard.

A common battle practice among the Aharati is the concept of "counting coup", where they approach unseen and tap an enemy with their warhammer, signifying they could have killed their enemy unseen, and supernaturally stealing the enemy's will to fight or resist.

Aharati Society

Aharati generally consist of family clans that dwell in hide tents as they follow seasonal game through wilderness areas. Most travel on foot, though several clans have semi-

domesticated a variety of beasts to speed their travels and assist in hunts.

Some clans have built semi-permanent buildings of adobe or claimed caves where they dwell during winter months between hunting seasons. A few clans also maintain plots of planted crops that they migrate between, which may or may not correlate with nearby permanent structures.



Aharati on Amöeros

During the terrible reign of Guaradrell, Lorius, the god of the wind, saw that his father Belli was helpless to stop the dragon's rampage. Lorius took what human tribes he could and led them to safety away from the rampaging dragon. Lorius's fast feet kept the nomadic Aharati on the move and out of the dragon's clutches, and even after the dragon's rampage ended, the tribes of Lorius continued to wander the continent, always one step ahead of trouble.

Aharati Characters

Aharati gain the standard human racial traits. They worship Belli, Lorius, M'Kree Malka or Aspus and tend towards druidism instead of clerics.

Aharati Brave

Medium humanoid (human), any alignment

Armor Class 13 (leather armor) [16 barkskin]

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	13 (+1)	12 (+1)	15 (+2)	11 (+1)

Saving Throws Str +6, Dex +4

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

Senses passive Perception 14

Languages Aharati, Common

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

Favored Foe (Recharge 5+). When the human hits an opponent, it marks the opponent. Thereafter, the first attack the human deals that hits each turn against the target deals d4 extra damage.

Actions

Multiattack. The human makes two warhammer or longbow attacks.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) bludgeoning damage.

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

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

1st level (3 slots): *goodberry*, *hunter's mark*, *longstrider*

2nd level (3 slots): *barkskin*, *cordon of arrows*

Aharati Stalker

Medium humanoid (human), any alignment

Armor Class 14 (unarmored defense)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Str +6, Con +4

Skills Athletics +6, Perception +3, Survival +3

Damage Resistances all except psychic (raging)

Senses passive Perception 13

Languages Aharati, Common

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

Danger Sense. The human gains advantage on Dexterity saving throws.

Reckless Attack. The human can grant enemies advantage on their attack rolls against it to gain gain advantage on its attack rolls.

Actions

Multiattack. The human makes two warhammer or longbow attacks.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) bludgeoning damage.

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

Bonus Actions

Rage. The human gains advantage on Strength checks and Strength saving throws. Also, add +2 damage on melee attack rolls. The rage lasts for up to 1 minute.

Aharati Shohi

Medium humanoid (human), any alignment

Armor Class 13 (leather armor) [16 barkskin]

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	12 (+1)	18 (+4)	13 (+1)

Saving Throws Int +3, Wis +3

Skills Animal Handling +6, Medicine +6, Survival +6

Senses passive Perception 14

Languages Aharati, Common, Druidic

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

Actions

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

Shillelagh. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) magical bludgeoning damage.

Combat Wild Shape. The human expends a spell slot while in beast shape to regain 4 (1d8) hp per level of the spell slot.

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

Cantrips (at will): *druidcraft, mending, shillelagh*

1st level (4 slots): *animal friendship, faerie fire, thunderwave*

2nd level (3 slots): *barkskin, enhance ability, heat metal*

3rd level (3 slots): *call lightning, dispel magic*

Bonus Actions

Beast Shape (Recharge 4+). The human transforms into a beast of CR ½ or less that cannot fly. While transformed, the human uses the beast's stat block, but retains its *combat wild shape* and *spellcasting* ability. This transformation lasts up to 1 hour or until the human is reduced to 0 hp. When reduced to 0 hp, the human returns to its former shape with the hit points it had before transforming.

Aharati Chief

Medium humanoid (human), any alignment

Armor Class 13 (leather armor) [16 barkskin]

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	13 (+1)	12 (+1)	17 (+3)	11 (+1)

Saving Throws Str +7, Dex +5

Skills Athletics +7, Perception +5, Stealth +5, Survival +7

Senses passive Perception 15

Languages Aharati, Common

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

Favored Foe (recharge 4+). When the human hits an opponent, it marks the opponent. Thereafter, the first attack the human deals that hits each turn against the target deals 2 (d4) extra damage.

Actions

Multiattack. The human makes two warhammer or longbow attacks.

Warhammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (1d8 + 7) bludgeoning damage.

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

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

1st level (4 slots): *goodberry, hunter's mark, longstrider*

2nd level (3 slots): *barkskin, cordon of arrows*

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

Aztech Warrior

Medium humanoid (human), any alignment

Armor Class 16 (hide + shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Skills Intimidation +5, Religion +2

Senses passive Perception 10

Languages Common, Tech

Challenge ¼ (50 XP) **Prof** +2

Actions

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

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

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

At Will: *false life, silent image*

Spellcasting. The human is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The human has the following Warlock spells prepared:

Cantrips (at will): *blade ward, true strike*

1st level (2 slots): *armor of agathys, expeditious retreat, hellish rebuke, shield, wrathful smite*

Bonus Actions

Hexblade's Curse (1x/long rest). The human targets an enemy in 30 ft., cursing them. The human adds +2 damage to the target on a hit and scores a critical on a natural 19 or 20. If the cursed target is reduced to 0 hp, the human regains 5 hp.

Aztechs (pron. az-tek) tend to be shorter than most other human variants, with dark complexions and flat, wide facial features. They generally have black or stark white hair and brown, yellow or slate gray eyes. Aztech males do not have facial hair/beards.

Combat

Those Aztech who worship the Central American pantheon or who have fallen under the sway of the Tzuchamus tend to be vicious warriors. Most Aztech will attempt to take prisoners alive to sacrifice to their



deities, and will attempt to surround opponents and force them to surrender. The Aztech tend to fight as individuals or in small cadres for their own glory. The more renowned the Aztech warrior, the greater the chance that he or she fight alone.

Aztech who worship the supercomputer Aztech are much more peaceful and attempt to avoid conflict when possible. Their ranks often include spellcasters who prefer arsenals of spells that shut down an opponent without necessarily harming them.

Aztech Society

Aztech culture tends to be one step above a hunting/gathering society. Most Aztech cultural centers have learned to work stone and primitive metals and have settled into small cities with agricultural support. There are still several tribes however, that still willingly wander the wilderness, preying on the cities of others and disappearing before a unified attack can be launched against them.

Aztech on Amberos

During the ancient Technological Age, the individual known as Ssrell used a mix of magic and superscience to ascend to godhood. Like the other gods of Amberos, Ssrell augmented his family and worshippers to become the first Aztech.

Bestiary Malfeasious

When the great wars of the Technological Age began, Ssrell gathered his people and hid them in what is now Lost Vale. By the end of the war, Ssrell was forced into hiding to avoid the wrath of the awakened Ancient Gods.

In the following centuries, the Aztech fell first under the sway of the AI computer Aztech, then the battle computer Tzuchamus. Though Ssrell eventually reemerged, many of his former followers were lost to him and now under the sway of these powerful supercomputers.

Aztech Characters

Aztech humans have the standard human racial abilities.

Aztech humans worship either the Central American pantheon Ancient Ones, Ssrell or the Lost Vale A.I. computers Tzuchamus or Aztech.

Aztech Jaguar Warrior

Medium humanoid (human), any alignment

Armor Class 16 (hide + shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	18 (+4)

Saving Throws Wis +2, Cha +6

Skills Intimidation +6, Religion +2

Senses passive Perception 10

Languages Common, Tech

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

Actions

Multiattack. The human makes two pact longsword attacks.

Pact Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) magical slashing damage.

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

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

At Will: *false life, silent image*

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

Cantrips (at will): *blade ward, true strike*

3rd level (2 slots): *armor of Agathys, blink, blur, branding smite, elemental weapon, expeditious retreat, gaseous form, hellish rebuke, invisibility, shield, spider climb, vampiric touch, wrathful smite*

Bonus Actions

Hexblade's Curse (1x/long rest). The human targets an enemy in 30 ft., cursing them. The human adds +2 damage to the target on a hit and scores a critical on a natural 19 or 20. If the cursed target is reduced to 0 hp, the human regains 10 hp.

Aztech Eagle Warrior

Medium humanoid (human), any alignment

Armor Class 16 (hide + shield)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	20 (+5)

Saving Throws Wis +2, Cha +7

Skills Intimidation +7, Religion +2

Senses passive Perception 10

Languages Common, Tech

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

Accursed Specter (1x/long rest). If the human slays an individual, it rises as an allied spectre with 6 temporary hp and it gains a +5 bonus to attack rolls.

Eldritch Smite (1x/turn). On a hit, the human can expend a spell slot to deal an additional 27 (6d8) force damage and knock the target prone, if it is Huge or smaller.

Actions

Multiattack. The human makes two pact longsword attacks.

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

Javelin. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

At Will: *false life, levitate, silent image*

1x/long rest: *circle of death*

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

Cantrips (at will): *blade ward, true strike*

5th level (3 slots): *armor of Agathys, banishing smite, blink, blur, branding smite, cone of cold, elemental weapon, expeditious retreat, gaseous form, hellish rebuke, invisibility, phantasmal killer, shield, spider climb, staggering smite, vampiric touch, wrathful smite*

Bonus Actions

Hexblade's Curse (1x/long rest). The human targets an enemy in 30 ft., cursing them. The human adds +2 damage to the target on a hit and scores a critical on a natural 19 or 20. If the cursed target is reduced to 0 hp, the human regains 17 hp.

Relentless Hex. The human can teleport 30 feet to within 5 feet of a creature it has cursed.

Dhoric Legionaire

Medium humanoid (human), any alignment

Armor Class 18 (chain mail + shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Wis +3, Cha +4

Skills Athletics +5, History +3, Intimidation +4

Senses passive Perception 11

Languages Common, Kassian

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

Heavy Armor Master. The human reduces damage by 3 from bludgeoning, piercing or slashing non-magical weapons.

Smite (1x/turn). The human can expend a spell slot to add 9 (2d8) radiant damage to a melee or ranged weapon attack.

Actions

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or Range 20/60, one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Abjure Enemy (1x/short rest). A creature within 60 feet must make a DC 12 Wisdom save. On a failure, the target is frightened for 1 minute or until damaged. Also, the target's speed is reduced to 0 and can't benefit from bonuses to speed.

Lay on Hands (1x/long rest). The human can heal itself or others by touch for 10 hit points.

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

1st level (2 slots): *bane, command, hunter's mark, wrathful smite*

Bonus Actions

Vow of Enmity. The human gains advantage on attack rolls against a creature within 10 feet for 1 minute.

Reactions

Protection. When a creature attacks an ally within 5 feet, the attack is made with disadvantage.

The Dhorics (pron. dor-ick) are a proud race whose skin is almost albino in color. They have a wide variety of hair colors ranging from stark white through a sandy yellow to a muddy brown color. Most Dhorics have

naturally curly hair, and those with straight hair are often thought to be doomed to a short, tragic life. Eye color is generally blue or gray, though those with darker hair color may have green or brown eyes.

Combat

The Dhorics see competition, as well as war, as a sort of social sport. Disagreements are often settled more often with fisticuffs than discussion, and the Dhorics extol the virtues of those with might of arms over those who use their brains to solve problems (though they do recognize those with craft enough to defeat an enemy without having to lift a blade to do so). The Dhorics are often quick to anger and ready to fight, though they rarely hold a grudge. Once engaged in combat, Dhorics tend to believe any advantage over the opponent is a fair one, and they abhor breaking off a combat or a show of cowardice. Mercy is rarely shown to enemies; when swords are drawn it is expected that only one side will walk away alive.

While capable of working in large, organized groups, most Dhorics seek personal fame and glory for themselves. However, failure is a greater folly than embarrassment, so there are few Dhorics who will allow their glory hounding to interfere with their chances to win a combat.

Dhoric Society

The Dhoric have a long tradition of high culture and city-building, despite their war-like nature. They are not adverse to the comforts of civilization, and often attempt to spread their "gifts" to other people, whether they are willing or not. Dhorics highly prize intellectual pursuits as well as dabble in physical superiority when not engaged in competition. They are most well-known for their poetry, stories and plays – though many of said stories and plays extol the virtues of athleticism almost as much as the pursuit of knowledge.

Dhorics on Amberos

The Dhorics are the descendants of relatives, friends, and close associates of Dhorian before his ascension to godhood. When Dhorian first became a god, he used his new-found powers to attempt to better the lives of all humans. His compatriots, Gosend and Shame, attempted to do likewise for those they had known as mortals.

Eventually, a schism developed between the three gods on how to best influence those under their care, and each of the gods began to develop humanity in a way they thought best.

Dhorian ruled directly over his "offspring" until near the middle of the Technological War when Belli punished Dhorian for attempting to rewrite the rules of the universe in his favor by meddling with Belli's Tree of Life. The Dhorics continued their war against the Shamesss without Dhorian, though eventually their creation of the Technological Avatars brought the ire of the Ancients ones upon them, and their thousand-year enslavement (or so is claimed by the Dhorics) by the elves. Most Dhorics can now be found in the lands of Misake and the Principalities of Xatmas.



Bestiary Malefearous



Dhoric Characters

Dhorics use the standard human racial abilities.

Dhorics normally worship Dhorian, the god of justice or the Greek pantheon of the Ancient Ones.

Dhoric Centurion

Medium humanoid (human), any alignment

Armor Class 18 (chain mail + shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Wis +3, Cha +4

Skills Athletics +6, History +3, Intimidation +4

Senses passive Perception 11

Languages Common, Kassian

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

Heavy Armor Master. The human reduces damage by 3 from bludgeoning, piercing or slashing non-magical weapons.

Smite (1x/turn). The human can expend a spell slot to add 9 (2d8) radiant damage, plus 4 (1d8) damage per spell level past 1st to a melee or ranged weapon attack.

Actions

Multiattack. The human makes two spear attacks.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or Range 20/60, one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Abjure Enemy (1x/short rest). A creature within 60 feet must make a DC 12 Wisdom save. On a failure, the target is frightened for 1 minute or until damaged. Also, the target's speed is reduced to 0 and can't benefit from bonuses to speed.

Lay on Hands (1x/long rest). The human can heal itself or others by touch for 30 hit points.

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

1st level (4 slots): *bane, command, hunter's mark, wrathful smite*

2nd level (2 slots): *hold person, magic weapon, misty step*

Bonus Actions

Vow of Enmity. The human gains advantage on attack rolls against a creature within 10 feet for 1 minute.

Reactions

Protection. When a creature attacks an ally within 5 feet, the attack is made with disadvantage.



Dhoric Spatzi

Medium humanoid (human), any alignment

Armor Class 18 (chain mail + shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	14 (+2)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Wis +4, Cha +6

Skills Athletics +8, History +4, Intimidation +6

Condition Immunities disease, frightened

Senses passive Perception 11

Languages Common, Kassian

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

Heavy Armor Master. The human reduces damage by 3 from bludgeoning, piercing or slashing non-magical weapons.

Smite (1x/turn). The human can expend a spell slot to add 9 (2d8) radiant damage, plus 4 (1d8) damage per spell level past 1st to a melee or ranged weapon attack.

Actions

Multiattack. The human makes two spear attacks.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or Range 20/60, one creature. *Hit:* 8 (1d6 + 5) piercing damage, plus 7 (2d6) radiant damage.

Abjure Enemy (2x/long rest). A creature within 60 feet must make a DC 14 Wisdom save. On a failure, the target is frightened for 1 minute or until damaged. Also, the target's speed is reduced to 0 and can't benefit from bonuses to speed.

Lay on Hands (1x/long rest). The human can heal itself or others by touch for 60 hit points.

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

1st level (4 slots): *bane, command, hunter's mark, wrathful smite*

2nd level (3 slots): *hold person, magic weapon, misty step*

3rd level (3 slots): *crusader's mantle, dispel magic, elemental weapon*

Bonus Actions

Vow of Enmity. The human gains advantage on attack rolls against a creature within 10 feet for 1 minute.

Reactions

Protection. When a creature attacks an ally within 5 feet, the attack is made with disadvantage.

Relentless. After making an opportunity attack, the human can move half its speed without provoking opportunity attacks.



Dhoric Augustus

Medium humanoid (human), any alignment

Armor Class 18 (chain mail + shield)

Hit Points 78 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	14 (+2)	13 (+1)	12 (+1)	19 (+4)

Saving Throws Wis +5, Cha +8

Skills Athletics +9, History +5, Intimidation +8

Condition Immunities disease, frightened

Senses passive Perception 11

Languages Common, Kassian

Challenge 11 (200 XP) **Prof** +4

Heavy Armor Master. The human reduces damage by 3 from bludgeoning, piercing or slashing non-magical weapons.

Legendary Resistance (3x/long rest). When the human fails a saving throw, it can choose to succeed instead.

Smite (1x/turn). The human can expend a spell slot to add 9 (2d8) radiant damage, plus 4 (1d8) damage per spell level past 1st to a melee or ranged weapon attack.

Actions

Multiattack. The human makes two spear attacks.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or Range 20/60, one creature. *Hit:* 8 (1d6 + 5) piercing damage, plus 4 (1d8) radiant damage.

Abjure Enemy (2x/short rest). A creature within 60 feet must make a DC 16 Wisdom save. On a failure, the target is frightened for 1 minute or until damaged. Also, the target's speed is reduced to 0 and can't benefit from bonuses to speed.

Cleansing Touch. The human ends a spell on itself or an ally.

Lay on Hands (1x/long rest). The human can heal itself or others by touch for 90 hit points.

Spellcasting. The human is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The human has the following Paladin spells prepared:

1st level (4 slots): *bane, command, hunter's mark, wrathful smite*

2nd level (3 slots): *hold person, magic weapon, misty step*

3rd level (3 slots): *crusader's mantle, dispel magic, elemental weapon*

4th level (3 slots): *death ward, staggering smite*

5th level (1 slot): *destructive smite*

Bonus Actions

Vow of Enmity. The human gains advantage on attack rolls against a creature within 10 feet for 1 minute.

Reactions

Protection. When a creature attacks an ally within 5 feet, the attack is made with disadvantage.

Relentless. After making an opportunity attack, the human can move half its speed without provoking opportunity attacks.

Legendary Actions

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

Protection. When an ally within 10 feet is attacked, the human can choose the attack to miss.

Reposition. The human moves half its movement rate.

Thrust. The human makes a javelin attack.

Farian Sellsword

Medium humanoid (human), any alignment

Armor Class 16 (scale mail)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Str +5, Con +4

Skills Smith's Tools, Athletics +5, Intimidate +3

Senses passive Perception 10

Languages Common

Challenge ½ (100 XP) **Prof** +2

Cleave. If the human reduces an opponent to 0 hit points with an attack, it may make a bonus melee attack against another target.

Great Weapon Master. The human can take a -2 penalty to hit to add +4 to damage.

Superior Fighter (1x/turn). The human can expend a 1d8 superiority die to use one of the following maneuvers.

Menacing Attack. On a hit, target makes a DC 13 Wisdom save. On a failure, target is frightened until the end of the human's next turn.

Precision Attack. The human adds the superiority die roll to its attack roll.

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage. Reroll 1's or 2's for damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Riposte. When an opponent misses the human, the human uses it reaction to make a single attack. On a hit, add the superiority die roll to damage.

Farians (pron. far-eeen) are a wide mix of people from a variety of cultures, and in some case racial blood lines other than human.

Their heritage is so mixed that describing a typical member is practically impossible. Skin color can range from albino white to a deep, near-black brown. Hair color fills the range from stark white through sandy to a deep ebony black. Eye colors can be blue through a slate gray to a dark brown. Farian physical build varies wildly, ranging from short and stocky – almost dwarf-like, up through tall and stout – like a short giant. Thin frames,

reminiscent of elf-like builds have been noted as have the scarred and warped bloodlines from goblin and orc blood.

Combat

Farians generally fight in loose ranks of soldiers, peppering distant opponents with arrows and quickly moving to melee those opponents within charging range.

Farian Society

Farian culture is constantly adapting and is generally progressive. It runs the wide gamut of civilizations.

Farians on Amberos

Most Farian humans are actually from stock from beyond Amberos, brought to the realm during the height of the Ancient One's time on Amberos during the Elvin Golden Age. Others are the result of mixed marriages of different human subtypes – or even those with small amounts of non-human blood in their veins. Farians can be found across Amberos, and make up the majority of the human population.

Farian Characters

Farian characters use the standard human abilities.

Farians worship a wide variety of gods, either from the Amberos pantheon, the Ancient Ones or possibly even the Old Ones. A Farian priest can choose domains appropriate to the god he worships or may choose any two domains.

Ferian Mercenary

Medium humanoid (human), any alignment

Armor Class 17 (chain mail)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Str +5, Con +4

kills Smith's Tools, Athletics +5, Intimidate +3

Senses passive Perception 10

Languages Common

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

Cleave. If the human reduces an opponent to 0 hit points with an attack, it may make a bonus melee attack against another target.

Great Weapon Master. The human can take a -2 penalty to hit to add +4 to damage.

Heavy Armor Master. The human reduces bludgeoning, piercing and slashing non-magical weapon damage by 3.

Superior Fighter (1x/turn). The human can expend a 1d8 superiority die to use one of the following maneuvers.

Menacing Attack. On a hit, target makes a DC 13 Wisdom save. On a failure, target is frightened until the end of the human's next turn.

Precision Attack. The human adds the superiority die roll to its attack roll.

Actions

Multiattack. The human makes two greatsword or javelin attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage. Reroll 1's or 2's for damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Know Enemy. The human selects a target it can see in 30 feet. It gains advantage on attack rolls and saving throws against the target and the target suffers disadvantage on its attack rolls against the human. This lasts until the target is reduced to 0 hp or the human changes targets.

Reactions

Riposte. When an opponent misses the human, the human uses it reaction to make a single attack. On a hit, add the superiority die roll to damage.

Ferian Swordsman

Medium humanoid (human), any alignment

Armor Class 17 (chain mail)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Str +8, Con +6

Skills Smith's Tools, Athletics +8, Intimidate +4

Senses passive Perception 10

Languages Common

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

Cleave. If the human reduces an opponent to 0 hit points with an attack, it may make a bonus melee attack against another target.

Great Weapon Master. The human can take a -3 penalty to hit to add +6 to damage.

Heavy Armor Master. The human reduces bludgeoning, piercing and slashing non-magical weapon damage by 3.

Indomitable (1x/long rest). The human can reroll a failed saving throw.

Superior Fighter (1x/turn). The human can expend a 1d10 superiority die to use one of the following maneuvers.

Lunging Attack. The human increases its reach by 5 feet and adds the superiority die to the damage on a hit.

Menacing Attack. On a hit, target makes a DC 13 Wisdom save. On a failure, target is frightened until the end of the human's next turn.

Precision Attack. The human adds the superiority die roll to its attack roll.

Sweeping Attack. On a hit, the human chooses a second target within 5 feet and deals damage to the second target equal to the superiority die.

Actions

Multiattack. The human makes three greatsword or javelin attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage. Reroll 1's or 2's for damage.

Javelin. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Bonus Actions

Know Enemy. The human selects a target it can see in 30 feet. It gains advantage on attack rolls and saving throws against the target and the target suffers disadvantage on its attack rolls against the human. This lasts until the target is reduced to 0 hp or the human changes targets.

Reactions

Riposte. When an opponent misses the human, the human uses its reaction to make a single attack. On a hit, add the superiority die roll to damage.

Ghan Outrider

Medium humanoid (human), any alignment

Armor Class 17 (chain shirt + shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Str +4, Dex +4

Skills Animal handling +3, Nature +3, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Zend

Challenge ¼ (50 XP) **Prof** +2

Mounted Combatant. The human has advantage on melee attacks against unmounted opponents. Likewise, the human can direct attacks against the mount to themselves instead. Finally, if the mount makes a Dexterity save to avoid damage, it takes no damage on a successful save and only half on a failure.

Actions

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

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

1st level (2 slots): *ensnaring strike*, *hunter's mark*

The Ghan (pron. gahn) began as a clan of Zend under the leadership of a mighty warlord known as Ghan. After Ghan's death, his people retreated to the barren steppes to forge their own empire, only to end up becoming a nomadic race of horsemen raiders and warriors.

The Ghan have a ruddy, dark complexion and the epicanthic folds found among the Zend. They generally have black or very dark brown hair and their eye color is black, dark brown or a muddy gray.

Combat

The Ghan live and fight from the backs of their mounts, and they are merciless in their assault on opponents. The Ghan tend to believe all beings to be inferior to themselves, and do not easily grant mercy or break off from a fight once engaged. They are crafty warriors, using smaller numbers and guerilla tactics to bring down larger forces, and to use their brains rather than their brawn to bring doom to entrenched foes.



Ghan Society

The Ghan have adopted a mixture of Zend, Randese and Aharati bits of culture into their own. They prefer to live on the edge of civilization in large mobile groups generally centered around an extended family.

All Ghan are trained in the warrior arts to some degree, and those who make it their livelihood consist of outriders, with Teegs acting as veterans and commanders for groups of warriors. Lucky groups will be accompanied by a Tygaran shamanistic wizard. Overall, the tribe will be led by a Kha'less who is either the most fit patriarch or matriarch of the clan.

The ability to hunt and war is highly prized among the Ghan, and noncombatants live in support of their warriors. A family who cannot support at least one warrior among their household is either cast out or made into servants of another household until they can produce a warrior of their own. In all things, the members of any given tribe seek to be as useful as possible, and waste of any sort is frowned on – in some cases punishable by death.

Ghan on Amberos

Before the laws of non-interference by the gods were laid down, Titanicus took Ghan and his relatives as his own people. Titanicus developed rituals for Ghan's people to undertake that made them mighty warriors but also bound them to him as servants. He used the rituals to sneak himself in mortal form back onto Amberos, and even began usurping the Randese to his worship. This practice continued unabated until Visha revealed Titanicus's plot to use the Ghan to usurp the other god's control on humanity by means of the Randu wars, and he was forced to abide by

the laws of non-interference like the other gods. The Ghan are now spread across southeastern Amberos, often mixing into the lands of the Randese, where they often compete for land and resources.

Ghan Characters

Ghan gain the racial traits of humans.

The Ghan primarily worship Titanicus, the bloody god of war. There are cults that have taken to worshipping Tuma or in extremely rare cases, Teeth.

Ghan Teeg

Medium humanoid (human), any alignment

Armor Class 17 (chain shirt + shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Str +4, Dex +6

Skills Animal handling +3, Nature +3, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Zend

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

Colossus Slayer (1x/round). When the human hits a creature that is not at maximum hit points, it deals an additional 1d8 damage.

Mounted Combatant. The human has advantage on melee attacks against unmounted opponents. Likewise, the human can direct attacks against the mount to themselves instead. Finally, if the mount makes a Dexterity save to avoid damage, it takes no damage on a successful save and only half on a failure.

Actions

Multiattack. The human makes two scimitar or shortbow attacks.

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

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

Spellcasting. The human is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The human has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike, fog cloud, hunter's mark*
2nd level (2 slots): *pass without trace, silence*

Ghan Tygaran

Medium humanoid (human), any alignment

Armor Class 12 [15 mage armor]

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	18 (+4)

Saving Throws Con +5, Cha +7

Skills Deception +7, Intimidation +7, Nature +4

Damage Resistances lightning, thunder

Senses passive Perception 11

Languages Auran, Common, Ghan

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

Metamagic. The human can apply one of the two metamagic to a single spell it casts each turn.

Empowered Spell Metamagic (1 SP). The human can reroll up to 4 damage dice.

Quickened Spell Metamagic (2 SP). The human can change the casting time of its spell from 1 action to 1 bonus action.

Heart of the Storm. When the human casts a spell that deals lightning or thunder damage, it deals 3 points of lightning damage to foes within 10 feet as well.

Tempest Magic. When the human casts a spell of 1st level or higher, it can use a bonus action to fly 10 ft. without provoking opportunity attacks.

Spellcasting. The human is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The human has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, dancing lights, mage hand, mending, ray of frost*

1st level (4 slots): *chromatic orb, disguise self, mage armor*

2nd level (3 slots): *blur, crown of madness*

3rd level (3 slots): *fear, lightning bolt*

Actions

Font of Magic. The human has 6 Sorcery points (SP) to spend on metamagic or casting 1st-3rd level spells it knows. (1st level = 2 SP, 2nd level = 3 SP, 3rd level = 5 SP). Spells cast using spell points do not expend a spell lot.

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

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Ghan Khan

Medium humanoid (human), any alignment

Armor Class 17 (chain shirt + shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Str +5, Dex +8

Skills Animal handling +4, Nature +4, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Zend

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

Colossus Slayer (1x/round). When the human hits a creature that is not at maximum hit points, it deals an additional 1d8 damage.

Land's Stride. The human (and its mount, while mounted) can move through nonmagical difficult terrain at no extra cost to movement. Likewise, the human (and mount) have advantage on saving throws against magically created or controlled plants that impede movement.

Mounted Combatant. The human has advantage on melee attacks against unmounted opponents. Likewise, the human can direct attacks against the mount to themselves instead. Finally, if the mount makes a Dexterity save to avoid damage, it takes no damage on a successful save and only half on a failure.

Multiattack Defense. The human gains a +4 bonus to AC against attacks in a turn after the first time it is hit in a round.

Actions

Multiattack. The human makes two scimitar or shortbow attacks.

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

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Volley. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., all targets in 10 feet of a chosen point. *Hit:* 8 (1d6 + 5) piercing damage.

Spellcasting. The human is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The human has the following Ranger spells prepared:

1st level (4 slots): *ensnaring strike, fog cloud, hunter's mark*

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

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

Randese Saracen

Medium humanoid (human), any alignment

Armor Class 17 (scale mail + shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, History +3, Intimidate +2

Senses passive Perception 11

Languages Common, Randese

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

Deadly Attack (Recharge 4+). When the human hits with a weapon attack, it adds 9 (2d8) damage.

Precision Attack (Recharge 4+). When making a weapon attack, add 4 (1d8) to the attack roll.

Actions

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

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

Reactions

Parry (Recharge 4+). When hit by melee attack, reduce the damage by 6 (1d8+2).

The Randese (pron. rahn-deez) tend to have darkly tanned skin and are of typical human height. Males tend to sport small cropped beards or goatees as a sign of knowledge or wisdom. They have brown or green eyes, and almost universally have dark brown to almost black hair.

Combat

Randese often start an attack aback horses with volleys of arrows. After softening their enemy, mounted Randese will ride into melee combat from aback their horse, only dropping to foot once their mount has been taken out from under them.

Randese foot soldiers usually strike opponents from ambush or a distance with volleys of arrows. Once they have soften their foe, they draw their weapons and charge into combat.

Once engaged, Randese fight with cunning and craft. They use the terrain and movement to their advantage, often attempting to draw an enemy combatant into a trap by luring them to positions where their fellows lie in wait. Overall, Randese are loath to surrender or to take prisoners. If faced with defeat, they often run. If an opponent surrenders, they often kill the opponent rather than deal the trouble of keeping prisoners.



Randese Society

Randese culture is divided along two lifestyles. There are two main camps: there are the Bedine, who still live in tribes who wander the deserts, and the Bejerin, who have settled into cities across the harsh lands of Randu and the east.

The Bedine are often accused of being raiders, thugs and pirates of the worst lot, though among themselves they have a powerful code of honor. The Bedine's harsh life tends to make them belligerent and often cruel towards outsiders, but they can be likewise as generous with friends and family. Few Bedine have a taste for riches and extravagance, though the barrens of the desert often require them to prey on settlements for the goods they need to survive. At the same time their disassociation with material things leads many to be more spiritual in nature than their settled cousins.

The Bejerin are often accused of being soft and corrupt, but tend to be more cultured, and a formal education among the people is not uncommon. The settled Bejerin tend to have access to more creature comforts and wealth as their neighbor and are often more peaceful than their desert-dwelling cousins as they are better able to fend for themselves. The history, architecture and literature of the Bejerin is very rich, and the formalized education many

receive disseminates this knowledge throughout the culture.

While Bedine warriors are generally raiders, bandits and pirates who learn their skills in actual combat, the Bejerin train their warriors in professional schools. Most Bedine and Bejerin start as Saracen warriors, though those among the Bejerin who are willing to forgo a civilian life can enter the ranks of the Mameluke elite.

The most fearsome and skilled Randese may be adopted by the elite cults known as the Immortals who are accompanied into battle by their Seleucid priests.

Randese On Am̄eros

Descended from the Ghan clans, the Randese's history is intertwined with the goddess Visha. Arnd the Wondrous, once Ghan's companion, sought Visha's aid against Titanicus's tyranny. Empowered by Visha, Arnd led the Randese to victory over Ghan's enemies, establishing Randu. Yet, Titanicus, in a covert move, manipulated Randu's leader, sparking wars in the west. Visha exposed the deceit, and with divine intervention, toppled the puppet Khan. The Randese, now scattered, inhabit Erakatuo, Simera, Ran Da Khan, Randu, and neighboring regions.

Randese Characters

Randese use the standard human racial abilities.

Randese worship Visha, Titanicus or the Ancient Ones of the Persian pantheon.

Randese Mameluke

Medium humanoid (human), any alignment

Armor Class 17 (scale mail + shield)

Hit Points 63 (6d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Str +6, Con +4

Skills Athletics +6, History +3, Intimidate +2

Senses passive Perception 11

Languages Common, Randese

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

Deadly Attack (Recharge 4+). When the human hits with a weapon attack, it adds 9 (2d8) damage.

Precision Attack (Recharge 4+). When making a weapon attack, add 4 (1d8) to the attack roll.

Actions

Multiattack. The human makes two longsword or shortbow attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage.

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

Reactions

Parry (Recharge 4+). When hit by melee attack, reduce the damage by 7 (1d8 + 6).

Randese Immortal

Medium humanoid (human), any alignment

Armor Class 13 (scale mail + shield)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Str +8, Con +6

Skills Athletics +8, History +4, Intimidate +3

Senses passive Perception 11

Languages Common, Randese

Challenge 5 (1,100 XP) **Prof** +3

Commander's Strike (Recharge 4+). The human forgoes an attack to allow an ally it can see to make a single attack as a reaction, adding 5 (1d10) to hit with the attack.

Deadly Attack (Recharge 4+). When the human hits with a weapon attack, it adds 11 (2d10) damage.

Indomitable (1x/long rest). If the human fails a saving throw, it can reroll the save.

Precision Attack (Recharge 4+). When making a weapon attack, add 4 (1d8) to the attack roll.

Actions

Multiattack. The human makes three longsword or shortbow attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 9 (1d8 + 5) slashing damage.

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

Reactions

Parry (Recharge 4+). When hit by melee attack, reduce the damage by 16 (1d8 + 12).

Randese Seleucid

Medium humanoid (human), any alignment

Armor Class 17 (scale mail + shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	13 (+1)	18 (+4)	12 (+1)

Saving Throws Wis +6, Cha +3

Skills History +3, Medicine +6, Religion +3

Senses passive Perception 14

Languages Common, Randese

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

Actions

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

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

Channel Divinity. As an action, the human can use one of the following two abilities twice per short or long rest.

War God's Blessing. The human or an ally within 30 ft. gains a +10 bonus to the attack roll.

Turn Undead. Undead that can see and hear the human within 30 feet must make a DC 14 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 human is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The human has the following Cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, spare the dying*

1st level (4 slots): *bless, command, cure wounds, divine favor, shield of faith*

2nd level (3 slots): *aid, hold person, magic weapon, spiritual weapon*

3rd level (3 slots): *bestow curse, crusader's mantle, dispel magic, protection from energy, spirit guardians*

Shamess Mejida

Medium humanoid (human), any alignment

Armor Class 17 (scale mail + shield)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Wis +5, Cha +2

Skills Medicine +5, Religion +3

Senses passive Perception 13

Languages Common, Tech

Challenge ½ (100 XP) **Prof** +2

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or Range 20/60, one creature. *Hit:* 5 (1d6 + 2) piercing damage.

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

Channel Divinity. As an action, the human can use one of the following two abilities once per short or long rest.

Guided Strike (bonus action). The human gains a +10 bonus to its next attack roll.

Turn Undead. Undead that can see and hear the human 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 human is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame*

1st level (3 slots): *bless, command, divine favor, shield of faith*

The Shamess (pron. shay-mehs) people are a near-albino skinned people with straight black hair and brown or blue eyes. They are of moderate height and build for humans.

Combat

Shamess mejida act as police forces and guards during times of peace, and as foot soldiers during time of war. They are taught to fight in tight ranks in light armor, allowing them to swiftly descend upon a foe in the shimmering heat of their native lands.

The Senjii are temple guards, though during times of strife, they may be called from the temple to fight in elite squads. They fight with a mix of blade and

magic, and will often augment the prowess of allies with their magical abilities.

The Cha'oatii are professional warriors who are trained to fight from chariots, employing lances and bows. They are considered officers and leaders, and will generally be found leading lesser forces into combat.

Faresii are extremely rare, said to be sent by the gods to protect the exalted leaders of the Shamess. They are never far from their charge, and only take to the field when their leader does so as well.



Shamess Society

The Shamess culture has fractured into two major camps. At one end is the Liannians, who still worship Shame as their goddess. The Liannians prefer small, tight-knit communities where there are no strict social castes and all individuals tend to be involved in community affairs and projects.

The other group is the Llanns, who have turned to the Ancient Egyptians Gods to guide their culture. The Llanns have had many years of growth and many cultural advances leading to large cities and a semi-rigid caste system. However, their leadership has become corrupt and the population decadent in many ways, and slavery among the Llanns is a common practice.

In both groups, bronze is the preferred holy material because of its use by the gods and goddesses in many stories, and its creation is attributed to the gods themselves. All sorts of brass adornments bedeck Shamess cultural items, and Shamess spellcasters believe bronze to

be a superior substance with which to fashion items of magic. Though steel is the preferred composition of most weapons and armor, even these items are bedecked with brass filigrees, inlays, sheathing or other adornments, or even beaten into stronger metals to create distinct patterns or marks.

Shameless on Amöeros

The “children of Shame”, the Shameless are descendants and relatives of the goddess Shame from back when she was a mortal. Upon ascending to godhood with Dhorian, Fir, and Gosend, she continued to rule and guide her people until the end of the Technological War. At the final climax of the Technological War Shame was imprisoned by the Ancient Ones and her people given over to the Egyptian pantheon to rule. Her people are now deeply divided by those who have returned to her worship and those who still worship the Ancient Ones. Most Shameless can be found in Llannhanex or Liannhanex.

Shameless Characters

Shameless humans use the standard human racial abilities.

Shameless humans worship either the Egyptian pantheon or Shame. Priestesses of Shame usually choose the Trickery or Knowledge domain.

Shameless Senjii

Medium humanoid (human), any alignment

Armor Class 19 (splint + shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

Saving Throws Wis +5, Cha +2

Skills Medicine +5, Religion +3

Senses passive Perception 13

Languages Common, Tech

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

Actions

Multiattack (4x/long rest). The human makes two spear or shortbow attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or Range 20/60, one creature. *Hit:* 5 (1d6 + 2) piercing damage.

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

Channel Divinity. As an action, the human can use one of the following two abilities twice per short or long rest.

War God's Blessing (bonus action or reaction). The human or an ally within 30 ft. gains a +10 bonus to its next attack roll.

Turn Undead. Undead that can see and hear the human 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 human is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The creature has the following Cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame*

1st level (3 slots): *bless, command, shield of faith*

2nd level (3 slots): *aid, magic weapon, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, spirit guardians*

Shamess Hekaun

Medium humanoid (human), any alignment

Armor Class 12 (mage armor 15)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	18 (+4)	12 (+1)	13 (+1)

Saving Throws Int +6, Wis +5

Skills Arcana +6, Medicine +5, Religion +3

Senses passive Perception 11

Languages Common, Tech

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

Actions

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

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

Cantrips (at will): *blade ward, chill touch, minor illusion, prestidigitation*

1st level (4 slots): *charm person, disguise self, expeditious retreat, mage armor*

2nd level (3 slots): *crown of madness, hold person, mirror image*

3rd level (3 slots): *fly, lightning bolt, slow*

Shamess Cha'oatfi

Medium humanoid (human), any alignment

Armor Class 19 (splint + shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Wis +7, Cha +2

Skills Animal Handling +7, Religion +3

Senses passive Perception 15

Languages Common, Tech

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

Actions

Multiattack (4x/long rest). The human makes two spear or shortbow attacks.

Radiant Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or Range 20/60, one creature. *Hit:* 5 (1d6 + 2) piercing damage, plus 4 (1d8) radiant damage.

Radiant Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, plus 1d8 radiant damage.

Channel Divinity. As an action, the human can use one of the following two abilities twice per short or long rest.

War God's Blessing. The human or an ally within 30 ft. gains a +10 bonus to the attack roll.

Turn Undead. Undead that can see and hear the human 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. If the undead is CR 2 or less, it is destroyed instead. This effect lasts for 1 minute or until the undead takes damage.

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

Cantrips (at will): *guidance, resistance, sacred flame*

1st level (3 slots): *bless, command, shield of faith*

2nd level (3 slots): *aid, magic weapon, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, spirit guardians*

4th level (3 slots): *death ward, freedom of movement, stoneskin*

5th level (2 slots): *contagion, flame strike, hold monster*

6th level (1 slot): *blade barrier, harm*

Shameless Faresfi

Medium humanoid (human), any alignment

Armor Class 19 (splint + shield)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Wis +9, Cha +4

Skills History +9, Religion +5

Damage Resistance: bludgeoning, piercing and slashing nonmagical weapons

Senses passive Perception 15

Languages Common, Tech

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

Actions

Multiattack (4x/long rest). The human makes two khopesh or shortbow attacks.

Radiant Khopesh. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) piercing damage, plus 9 (2d8) radiant damage.

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

Channel Divinity. As an action, the human can use one of the following two abilities thrice per short or long rest.

War God's Blessing. The human or an ally within 30 ft. gains a +10 bonus to the attack roll.

Turn Undead. Undead that can see and hear the human 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. If the undead is CR 2 or less, it is destroyed instead. This effect lasts for 1 minute or until the undead takes damage.

Spellcasting. The human is a 18th-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, resistance, sacred flame*

1st level (3 slots): *bless, command, shield of faith*

2nd level (3 slots): *aid, magic weapon, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, spirit guardians*

4th level (3 slots): *death ward, freedom of movement, stoneskin*

5th level (2 slots): *contagion, flame strike, hold monster*

6th level (1 slot): *blade barrier, harm*

7th level (1 slot): *fire storm*

8th level (1 slot): *earthquake*

9th level (1 slot): *mass heal*

Skierian Kshatriya

Medium humanoid (human), any alignment

Armor Class 19 (splint + shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	15 (+2)	13 (+1)	12 (+1)

Saving Throws Str +2, Con +4

Skills Arcana +3, Deception +6, Intimidate +6

Senses passive Perception 10

Languages Common, Skierian

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

Sneak Attack (1x/turn). If the human has advantage or an ally is adjacent to a target, the human deals an additional 7 (2d6) damage.

Actions

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcaster. The human is a 3rd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The human has the following Wizard spells prepared:

Cantrips (at will): *dancing lights, friends, mage hand, minor illusion*

1st level (3 slots): *charm person, disguise self, silent image*

Bonus Actions

Cunning Action. The human can take the Dash, Disengage or Hide action as a bonus action.

Skierians (pron. skayr-ee-un) are descendants of the Ghan whose bloodlines were mixed with that of fiends. The typical Skierian is slim and swarthy and most engrave their bodies with tattoos to ward off fiendish influence or imprison their baser desires or taint. Skierians prefer a logical and lawful approach to all things in life, and they are often merciless in their pursuit of an organized society.

Combat

Skierians are well-organized and crafty. Militarily, they prefer to lure opponents into ambushes and strike with superior numbers and tactics.

Once engaged in combat, Skierians can be surprisingly savage, killing any and all who show the slightest resistance. They take delight in obtaining prisoners, transforming such individuals into servants or slaves for private or communal use.

When taking large number of prisoners, Skierians have been known to throw the prisoners into a pit to fight to the death until the number of prisoners is small enough for the Skierians to easily control.

Skierian Society

Skierian culture is separated into a rigid five-tiered caste system, and reincarnation into the higher rungs through the accumulation of wealth and power within a moralistic frame is a driving force of their society.

The ascending castes tend to ignore or treat those below them with righteously derived scorn, while those below envy ascension into the higher caste by proving their worth.

Only by excelling in their caste can they hope to move up after death, and it is believed only those in the highest caste are close enough to perfection to be able to finally escape the rebirth process at the completion of their life and pass on to a hedonistic afterlife free of worry or care.

Skierians on Amōeros

When the Ghan empire collapsed during the Age of



Man, a cult worshipping a triumvirate of The Dark One, Ziga and Morian (Known as the Dark Three) began to rise and infected the surviving nobility and its people. For many generations, unholy blood often became intermixed with the survivors of this horrendous time as new empires grew out of the ashes, until the Skierians were finally able to wrest themselves from the grip of these evil beings.

Bestiary Malfeasious

However, the influence of the past did not die away, and many of the crueler aspects of the Skierian lifestyle remain still in place.

Most Skierians can be found in the Skienlands and Lanster, with a scattering to be found in Randu-controlled lands such as Simera, Randu and Ran Da Khan.

Skierian Characters

Skierians use the standard human traits.

Skierians worship either Titanicus, The Dark One, Ziga, Morian, Dhorian or in extremely rare cases the Indian pantheon of the Ancient Ones.

Skierian Sahib

Medium humanoid (human), any alignment

Armor Class 19 (splint + shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	17 (+3)	13 (+1)	12 (+1)

Saving Throws Str +2, Con +4

Skills Arcana +5, Deception +5, Intimidate +5

Senses passive Perception 11

Languages Common, Skierian

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

Sneak Attack (1x/turn). If the human has advantage or an ally is adjacent to a target, the human deals an additional 10 (3d6) damage.

Actions

Multiattack. The human makes two scimitar or shortbow attacks.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcaster. The human is a 5th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The human has the following Wizard spells prepared:

Cantrips (at will): *dancing lights, friends, mage hand, minor illusion*

1st level (4 slots): *charm person, disguise self, silent image*

2nd level (3 slots): *hold person, invisibility*

Bonus Actions

Cunning Action. The human can take the Dash, Disengage or Hide action as a bonus action.

Reactions

Uncanny Dodge. When hit by an attack, halve the attack's damage.

Skierian Sirdan

Medium humanoid (human), any alignment

Armor Class 19 (splint + shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	19 (+4)	13 (+1)	12 (+1)

Saving Throws Str +3, Con +5

Skills Arcana +10, Deception +7, Intimidate +7

Senses passive Perception 11

Languages Common, Skierian

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

Evasion. When the human makes a Dexterity save and would take half damage on a success, it instead takes none, and only takes half damage on a failure.

Sneak Attack (1x/turn). If the human has advantage or an ally is adjacent to a target, the human deals an additional 21 (6d6) damage.

Actions

Multiattack. The human makes two scimitar or shortbow attacks.

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

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

Spellcaster. The human is a 11th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The human has the following Wizard spells prepared:

Cantrips (at will): *dancing lights, friends, mage hand, minor illusion*

1st level (4 slots): *charm person, disguise self, silent image, sleep, Tasha's hideous laughter*

2nd level (3 slots): *crown of madness, hold person, invisibility, phantasmal force*

Bonus Actions

Cunning Action. The human can take the Dash, Disengage or Hide action as a bonus action.

Reactions

Uncanny Dodge. When hit by an attack, halve the attack's damage.

Skierian Maharajah

Medium humanoid (human), any alignment

Armor Class 19 (splint + shield)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	19 (+4)	13 (+1)	12 (+1)

Saving Throws Str +4, Con +7

Skills Arcana +12, Deception +9, Intimidate +9

Senses passive Perception 11

Languages Common, Skierian

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

Evasion. When the human makes a Dexterity save and would take half damage on a success, it instead takes none, and only takes half damage on a failure.

Sneak Attack (1x/turn). If the human has advantage or an ally is adjacent to a target, the human deals an additional 31 (9d6) damage.

Actions

Multiattack. The human makes two scimitar or shortbow attacks.

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

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Spellcaster. The human is a 17th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The human has the following Wizard spells prepared:

Cantrips (at will): *dancing lights, friends, mage hand, minor illusion*

1st level (4 slots): *charm person, disguise self, silent image, sleep, Tasha's hideous laughter*

2nd level (3 slots): *crown of madness, hold person, invisibility, phantasmal force*

3rd level (3 slots): *fear, major image, phantom steed*

Bonus Actions

Cunning Action. The human can take the Dash, Disengage or Hide action as a bonus action.

Reactions

Uncanny Dodge. When hit by an attack, halve the attack's damage.

Ubelti Native

Medium humanoid (human), any alignment

Armor Class 17 (unarmored defense + shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Str +4, Con +4

Skills Athletics +4, Survival +3

Damage Resistances bludgeoning, piercing and slashing nonmagical weapons (while raging)

Senses passive Perception 11

Languages Common, Ubelti

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

Danger Sense. The human has advantage on Dexterity saving throws when not blinded or deafened.

Eagle Totem. While raging, opponents have disadvantage to hit the human. Likewise, the human can use the Dash action as a bonus action.

Reckless Attack. Can gain advantage on melee attacks, but all enemies gain advantage on their attacks against the human until the human's next turn.

Actions

Throwing Razor. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or Range 30/120, one creature. *Hit:* 6 (1d6 + 3) slashing damage. The razor returns to the human on a miss.

Bonus Actions

Rage (2x/long rest). The human gains advantage on Strength check and Strength saving throws. Also, the human adds +2 to weapon damage. The rage lasts for 1 minute.

The Ubelti (pron. oo-bel-tee) are wanderers and nomads who live on some of the most remote islands and areas of Amberos. The Ubelti are a generally tall people, between 4 inches to a full foot taller than common Amberosians. Their skin is a dark, almost black color, and they have generally wide, flat noses. Their hair is generally short and curly, though some clans have been known to have long dreadlocks of black hair. Eye color is generally dark, almost universally brown in color.

Combat

Ubelti tend to fight in small groups, using wolf-pack like tactics. They will often preempt a large scale attack with missile fire from a concealed position from half of the group, and then rush into melee from the opposite position with the remainder of the group.

When fighting individually, Ubelti are ruthless, and will use every advantage available to them to win.

However, they are more likely to spare the life of a weaker foe and make them into a slave than kill them. In cases when facing a superior foe, Ubelti often surrender themselves to slavery to their better. Normally, this condition is expected to last no more than a year. Ubelti are not required to take prisoners, and may very well refuse to surrender to or take prisoners from a hated foe or those who have been known to mistreat prisoners.



Ubelti Society

Most Ubelti dwell in small tribes scattered across plains or in jungles, though there are larger Ubelti cities in those areas that can support a large population.

The Ubelti revere nature and seek to be one in tune with it at every turn. They are careful not to tax or pollute their surroundings, taking from it only what they need and seeking to give back in whatever means they can. Minor Ubelti communities are often composed of hunter-gatherers who regularly uproot and move about to both follow natural trends and to avoid overtaxing the lands they currently inhabit. Any structures they utilize are made of local materials – wood, wattle and loose stone being the most common. Such Ubelti do not mine or build permanent structures, though they will collect or harvest easily obtained materials and goods. They will often trade with others for the goods they lack, and any goods they have created tend to be community built with specialists in any one skill or craft being rare.

Larger population centers of Ubelti have often bent or relaxed these tenets, incorporating a more active role in guiding or controlling the natural world around

them. Such communities build permanent structures of stone, treated lumber and other such materials. The community is more likely to conduct mining, host permanent crops and domesticate herds of animals for the communities own use. Guilds often develop in these communities, allowing specializations in skills and crafts.

Ubelti on Amöeros

As humanity emerged from Tsre Vestu, the god Harp appointed Belli, lord of Nature, as their guardian. Belli built homes out of the natural world and imparted knowledge, ensuring human safety. However, Belli's wife, Vermnia, fueled by jealousy, troubled humanity's existence, leading Belli to withdraw. Despite minimal involvement with the Ubelti, whenever Vermnia's gaze is averted, Belli secretly aids them, honoring his commitment to Harp.

Ubelti Characters

Ubelti use the standard human traits.

Ubelti generally worship nature or Belli, but some have taken to worship of Vermnia. In rare cases, some tribal arcanists have fallen to worship of Kerundinius.

Ubelti Xhosan

Medium humanoid (human), any alignment

Armor Class 17 (unarmored defense + shield)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Str +4, Con +4

Skills Athletics +4, Survival +3

Damage Resistances bludgeoning, piercing and slashing nonmagical weapons (while raging)

Senses passive Perception 11

Languages Common, Ubelti

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

Danger Sense. The human has advantage on Dexterity saving throws when not blinded or deafened.

Eagle Totem. While raging, opponents have disadvantage to hit the human.

Reckless Attack. Can gain advantage on melee attacks, but all enemies gain advantage on their attacks against the human until the human's next turn.

Actions

Multiattack. The human makes two throwing razor attacks.

Throwing Razor. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or Range 30/120, one creature. *Hit:* 7 (1d6 + 4) slashing damage. The razor returns to the human on a miss.

Bonus Actions

Rage (2x/long rest). The human gains advantage on Strength check and Strength saving throws. Also, the human adds +2 to weapon damage. The rage lasts for 1 minute.

Eagle Dash. While raging, the human can take the dash action.

Ubelti Zula

Medium humanoid (human), any alignment

Armor Class 20 (unarmored defense + shield)

Hit Points 90 (12d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Str +5, Con +6

Skills Athletics +5, Survival +4

Damage Resistances bludgeoning, piercing and slashing nonmagical weapons (raging)

Senses passive Perception 11 (distance 1 mile by sight)

Languages Common, Ubelti

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

Brutal Critical. When rolling critical damage, add an extra die of damage.

Danger Sense. The human has advantage on Dexterity saving throws when not blinded or deafened.

Eagle Totem. While raging, opponents have disadvantage to hit the human. Likewise, the human can use the Dash action as a bonus action.

Feral Instinct. The human can act when surprised, but must rage to do so.

Reckless Attack. Can gain advantage on melee attacks, but all enemies gain advantage on their attacks against the human until the human's next turn.

Actions

Multiattack. The human makes two throwing razor attacks.

Throwing Razor. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or Range 30/120, one creature. *Hit:* 8 (1d6 + 5) slashing damage. The razor returns to the human on a miss.

Bonus Actions

Rage. The human gains advantage on Strength check and Strength saving throws. Also, the human adds +3 to weapon damage. The rage lasts for 1 minute.

Eagle Dash. While raging, the human can take the dash action

Ubelti Sangoma

Medium humanoid (human), any alignment

Armor Class 15 (leather + shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	13 (+1)	18 (+4)	12 (+1)

Saving Throws Wis +6, Cha +3

Skills Insight +6, Medicine +6, Persuasion +3

Senses passive Perception 14

Languages Common, Ubelti

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

Disciple of Life. When using healing magic, the target heals an additional 2 + the spell's level. Also, when healing others, the human heals themselves for 2 + the spell's level.

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Channel Divinity. As an action, the human can use one of the following two abilities twice per short or long rest.

Preserve Life. The human selects any number of allies within 30 feet and heal up to 30 hit points between any of the targets. A target cannot be restored to more than half hit points by this means.

Turn Undead. Undead that can see and hear the human within 30 feet must make a DC 14 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. If the undead is CR ½ or less, it is destroyed instead. This effect lasts for 1 minute or until the undead takes damage.

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

Cantrips (at will): *guidance, mending, resistance, spare the dying*

1st level (4 slots): *bless, cure wounds, healing word, protection from evil and good, sanctuary*

2nd level (3 slots): *aid, augury, lesser restoration, prayer of healing, spiritual weapon*

3rd level (3 slots): *beacon of hope, magic circle, remove curse, revivify*

Bestiary Malfeasous

Zend Bushi

Medium humanoid (human), any alignment

Armor Class 13 (padded armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	13 (+1)	11 (+0)	12 (+1)

Saving Throws Wis +2, Str +5

Skills Athletics +5, Intimidation +3, Religion +3

Senses passive Perception 10

Languages Common, Zend

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

Smite (1x/turn). When the human hits with a melee weapon attack, it can expend a spell slot to deal an extra 9 (2d8) radiant damage.

Actions

Spears. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or Range 20/60, one creature. *Hit:* 7 (1d8 + 3) piercing damage. The human can reroll 1 or 2's rolled for damage.

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

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

1st level (2 slots): *heroism, wrathful smite*

The Zend (pron. zen-de) tend to be a few inches shorter than other humans and have a yellowish tinge to their skin. They have epicanthic folds about their brown eyes, and their hair tends to be straight and black. Blue or green eyed Zend have been noted, but they are very rare indeed.

Combat

When given the opportunity, the Zend prefer stylized duels. While these duels are often to the death, they believe that combat should be a one-on-one affair that is a test of one's skill.

In mass combat, the Zend are fearless, uniting so that the objective of the group is greater than any one individual. While they are not mindless, they will press combat against a foe, never retreating or backing down from a fight. They accept no mercy nor expect it, and will often fall on their own weapons rather than surrender.

Creatures who attempt to surrender to them are treated poorly, if not killed outright.

Zend Society

The Zend have a very strict culture based on honor and duty. There is a very rigid caste system among the Zend, with little chance for social advancement.

All Zend, from the lowliest peasant to the highest noble or warrior must maintain a civilized air; order is everything in Zend society. An individual's "face" – a mixture of a person's etiquette, honor and reliability is greatly admired in society, and maintaining face is one of the greatest social pressures. To lose any one of these three attributes often results in the ritual suicide of the individual in question.

Zend on Amōcros

Originally humans of Gosend's tribe, the Unarmed Warrior elevated to godhood alongside Dhorian, Fir, and Shame after aiding in the defeat of Guaradrell.

Returning as a god, Gosend shared wisdom and mystical skills with his people, transforming them into the Zend. Despite guiding them until the Technological War, foreseeing its devastation, Gosend urged the Zend north to safety.

Unscathed by the war, Gosend was later imprisoned by the Ancient Ones, and upon his release, found the Zend under the influence of other pantheons. Opting not to force his return, Gosend focused on combating evil, leaving behind teachings for the Zend.

Presently, most Zend reside in the far northern Emerald Empire, with a few in Spi Dak Su and Chiamung.

Zend Characters

Zend characters gain human racial abilities.



Bestiary Malfeasious

The Zend worship Gosend or the Chinese or Japanese pantheons of the Ancient Ones.

Zend Samurai

Medium humanoid (human), any alignment

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	13 (+1)	11 (+0)	12 (+1)

Saving Throws Wis +2, Chr +3

Condition Immunity Diseased

Skills Athletics +6, History +3, Intimidation +3, Religion +3

Senses passive Perception 10

Languages Common, Zend

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

Aura of Protection. When a friendly creature in 10 feet makes a saving throw, it gains a +1 bonus.

Smite (1x/turn). When the human hits with a melee weapon attack, it can expend a spell slot to deal an extra 9 (2d8) radiant damage, plus 4 (1d8) per slot level above 1st.

Actions

Multiattack. The human makes two katana or longbow attacks.

Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 4) slashing damage, or 9 (1d10+4) slashing damage (two-handed).

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

Spellcasting. The human is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The human has the following Paladin spells prepared:

1st level (2 slots): *heroism*, *wrathful smite*

2nd level (2 slots): *branding smite*, *magic weapon*

Bonus Actions

Fighting Spirit (3x/long rest). The human gains advantage on weapon attack rolls until the end of the current turn. Also gain 5 temporary hp.

Zend Shogun

Medium humanoid (human), any alignment

Armor Class 17 (half plate)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Int +3, Wis +2, Chr +5

Condition Immunity Diseased, Frightened

Skills Athletics +6, History +3, Intimidation +5, Persuasion +5

Senses passive Perception 10

Languages Common, Zend

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

Aura of Protection. When a friendly creature in 10 feet makes a saving throw, it gains a +3 bonus. They also can't be frightened.

Smite (1x/turn). When the human hits with a melee weapon attack, it can expend a spell slot to deal an extra 9 (2d8) radiant damage, plus 4 (1d8) per slot level above 1st.

Actions

Multiattack. The human makes two katana or longbow attacks.

Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 4) slashing damage, plus 4 (1d8) radiant or 9 (1d10+4) slashing damage plus 4 (1d8) radiant (two-handed).

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

Spellcasting. The human is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The human has the following Paladin spells prepared:

1st level (4 slots): *compelled duel, heroism, wrathful smite*

2nd level (3 slots): *branding smite, magic weapon, zone of truth*

3rd level (3 slots): *blinding smite, crusader's mantle, dispel magic*

Bonus Actions

Fighting Spirit (3x/long rest). The human gains advantage on weapon attack rolls until the end of the current turn. Also gain 10 temporary hp.

Zend Kensai

Medium humanoid (human), any alignment

Armor Class 16 (unarmored defense)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+2)	16 (+3)	13 (+1)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Str +4, Dex +5

Skills Acrobatics +5, Athletics +4, Performance +4

Senses passive Perception 13

Languages Common

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

Ki-empowered Strike. The human's unarmed strikes count as magical for the purposes of overcoming damage resistance and immunity.

Actions

Multiattack. The human makes two katana attacks and one unarmed strike.

Katana. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) bludgeoning damage

Bonus Actions

Flurry of Blows (Recharge 3+). The human makes two katana attacks and three unarmed strikes. Cannot be combined with multiattack.

Reactions

Deflect Missiles. When hit by a ranged weapon, reduce the damage taken by 13 (1d10+8).

Slow Fall. Reduce the damage the human takes from a fall by 25.

Humslayer

Humslayer

Huge plant, unaligned

Armor Class 16 (natural armor)

Hit Points 87 (10d12 + 22)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	15 (+2)

Skills Performance +5, Stealth +3

Damage Resistances fire, lightning

Damage Immunities psychic

Condition Immunities blinded, deafened

Senses tremorsense 30 ft., passive Perception 9

Languages —

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

Musical. Those within 60 feet of a humslayer who can hear it must make a DC 13 Wisdom save. On a failure, the target is charmed for as long as it remains in range or is harmed. A charmed target will attempt to move closer to the humslayer (automatically moving in the correct direction) unless restrained.

Natural Camouflage. An inactive humslayer is indistinguishable from an ordinary tree.

Ventriloquist. The humslayer's is able to disguise the source of its music, making Perception checks to discern its actual location be made with disadvantage.

Actions

Multiattack. The humslayer makes six slams and a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 15 ft.. *Hit:* 8 (1d8 + 4) bludgeoning damage and if the humslayer beats the target's AC by 4 or more, it starts a grapple (escape DC 15).

Humslayers are odd, quasi-intelligent plants. They live mostly in swamp areas but have been known to be found near streams and rivers in forests. Luckily, humslayers are rather dim-witted and will often blow their cover by humming or singing near prey, tuning up to use their charm power. If the charm power fails, they will lash out to strike and devour any moving prey.

Combat

Humslayers attempt to charm their victims and trick those victims into their waiting maws. If they cannot charm their victim, they will rush to the attack with their

tentacles. They are surprising resilient to fire, and do not shy from open flame.

Humslayers on Amöcros

Humslayers are plants found exclusively in the Golens and the Lands of Sarve.



Hundra

The hundra is a semi-divine creature used by powerful outsiders to protect treasures or other valuables. The creature is known for its vicious appetite, and its extreme aggressiveness over any treasure it is set to guard.

A hundra can be of any color but appears as a large reptilian creature with a mass of long, snake-like heads – one hundred in number.

Combat

A hundra normally attacks with ten heads assailing a single target, attempting to tear it apart and devour it in short order. Hundra show no fear, remorse or hesitation in their attacks, though they will not pursue a foe that flees from its area of guardianship.

Hundra on Amberos

Hundra are not native to Amberos and can usually only be found guarding the entranceway to Olympus. However, there have been tales of encounters with hundra in ancient Misake and there is a legend that speaks of a hundra guarding a portal directly to Olympus somewhere in a forgotten city state in Misake.



Hundra

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 385 (22d20 + 154)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	25 (+7)	3 (-4)	12 (+1)	10 (+0)

Saving Throws Con +15

Skills Perception +9

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 19

Languages Understands Common and Celestial

Challenge 26 (90,000 XP) **Prof** +8

Epic Strike. A hundra's attacks are treated as artifacts or magic weapons for purposes of damage immunity or damage resistance.

Legendary Resistance (3x/long rest). If a hundra fails a saving throw, it can choose to succeed instead. If it would take damage on a successful save, it instead takes none.

Magic Resistance. The hundra gains advantage on saving throws against spells.

Supernatural Grasp. The hundra can attack creatures on the astral or ethereal plane.

Writhing Defense. For each attack the hundra foregoes, it increases its AC by 2 (max AC 30).

Actions

Multiattack. The hundra makes 10 bite attacks.

Swarm of Bites. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one creature. *Hit:* 16 (2d8 + 6) piercing damage, plus 25 (9d6) piercing damage and the hundra starts a grapple (escape DC 22). The attack is made with advantage.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one creature. *Hit:* 15 (2d8 + 6) piercing damage.

Legendary Actions

The hundra can take 5 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 hundra regains spent legendary actions at the start of its turn.

Bite. The hundra makes a bite attack.

Lunge. The hundra moves half its movement rate, without provoking an attack of opportunity.

Recover. The hundra recovers 10 hit points.



Author's Note – One hundred heads, ten attacks?

Myths are full of creatures with innumerable heads, arms, legs and whatnot. However, incorporating that into the game, and still making things playable, is difficult.

The hundra CAN make up to one hundred head attacks a round (each at +8 melee, dealing $2d8+6$ piercing damage). However, such a system is unwieldy and would bog the game down considerably. If you really want to roll all those attacks, you're welcome to – but realize it's going to slow things down to a crawl.

For the ease of play, the hundra's attacks were reduced – ten heads attempt to strike an individual target, with one making the attack roll and the rest assisting. This greatly reduces the number of attack rolls made in a round. Further, limiting the creature to only being able to bring up to 10 heads (one attack) against a single opponent gives the characters a chance to survive an encounter with a Hundra.

Id Beast

Id Beast

Huge construct (psionic), neutral evil

Armor Class 18 (force armor)

Hit Points 76 (8d12 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	19 (+4)	18 (+4)	22 (+6)

Saving Throws Wis +7, Cha +9

Skills Deception +9, Stealth +3

Damage Resistances bludgeoning, piercing or slashing nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, diseased, poisoned, sleep

Senses darkvision 60 ft., passive Perception 14

Languages Cannot speak, but understands all languages

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

Actions

Multiattack. The id beast makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) force damage.

Psionic Scream (Recharge 5+). All creatures in a 30 ft. cone must make a DC 17 Wisdom save. On a failure the target takes 21 (6d6) psychic damage and is stunned, and takes half damage on a successful save. A stunned target can make a subsequent saving throw at the end of its turn to negate the condition.

Innate Spellcasting. The id beast can use the following spells as indicated below, without need for somatic or material components.

At Will. *Invisibility, non-detection, shocking grasp*

Reactions

Backhand. After being hit with an attack, the id beast makes a slam attack. On a hit, if the target is Large or smaller it is moved 15 feet and knocked prone.

An id beast is created when a powerful psionicist manifests an astral construct goes mad or dies before dispelling such a construct. The id beast is given a life of its own and it becomes a raging thing of destruction.

An id beast is no longer connected to the psionicist that made it; if either the Id beast or the psionicist that created it is destroyed, the other is unaffected.

Comðac

Id beasts have only one thought in mind: to destroy. They have an innate ability to sense other living creatures, and immediately move to the closest such



being and begin attacking, destroying anything in its way if need be to get at the being. It is not unknown for the Id beast to target the psionicist who spawned it first. The death of the psionicist who spawned the beast, unfortunately, does not destroy the Id beast.

Infernus Mantis

Infernus Mantis

Large fiend (devil), neutral evil

Armor Class 18 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 30 ft., climb 30 ft, fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	15 (+2)	2 (+0)	10 (+0)	5 (+0)

Skills Acrobatics +6, Athletics +8, Perception +3

Damage Resistances lightning

Damage Immunities fire

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Understands Infernal

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

Pounce. If the infernus mantis moves at least 20 feet, it can attack with four scything claws and a bite attack.

Rend. If the infernus mantis hits the same target with two or more claw attacks, it deals an additional 31 (6d6+10) slashing damage. It cannot rend if it pounces.

Actions

Multiattack. The infernus mantis makes two scything claw attacks and a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, plus the target must make a DC 12 Constitution save. On a failure, the target is poisoned and its speed is reduced by 10 feet for 1 hour.

Scything claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 15 (3d6 + 5) piercing damage.

Acid Spray (*Recharge 6+*). All creatures in a 30 ft. cone must make a DC 13 Dexterity saving throw. On a failure, the target takes 21 (6d6) acid damage, half on a successful save.

The infernus mantis is a deadly creature from the depths of hell. They populate mostly the 6th layer, where they are spontaneously formed from larva of remorseless killers that escape or are left forgotten on the plane.

They are sometimes captured and employed by devils in a manner similar to hunting dogs to hunt down creatures.

In rare cases, they may escape their home plane to the material world, where they undertake a murderous rampage.

Infernus Mantis reproduces quickly if unchecked, generating a clutch of 2-12 eggs four hours after every meal. The young – which might be mistaken for unnaturally large praying mantis - hatch within hours, rapidly growing as they consume living prey. Luckily, only adult infernus mantis can reproduce and away from

Hell their lifespans are mercifully short, lasting less than a month or so.

Combat

Infernus mantis generally use their pounce ability to quickly overtake and eviscerate their foes. Prey that manages to survive the initial assault is bitten and slashed until it can fight no more. They generally only unleash their breath weapon when engaged by multiple foes it cannot quickly overtake or evade its scything claws.



Iron Eagle

These massive beasts are the kings of the sky and symbols of power and freedom. They arise when an ironclad falcon reaches an age of 450 years or older.

Combat

An iron eagle is an impassive hunter; anything smaller than it is valid prey. It opens an attack by passing once over a victim to allow its feathers to do their work before grasping victims and flying off with them, dropping them from great heights if they prove troublesome. If prey turns out to be very tenacious or dangerous, most iron eagles will breathe fire on them, then depart for easier prey.

Iron Eagles on Amberos

Iron eagles are native to the Crystalmire mountains. These creatures inspired several noble families to use their image on heraldic crests and banners. Nobles ranging from the Hawk Lands down into the Principalities of Xatmas use them as icons of nobility and strength to this day.



Iron Eagle

Gargantuan monstrosity (avian), neutral

Armor Class 21 (natural armor)

Hit Points 435 (30d20 + 120)

Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	17 (+3)	19 (+4)	11 (+0)	13 (+1)	9 (-1)

Saving Throws Dex +10, Con +13

Skills Perception +3

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities bludgeoning, piercing or slashing nonmagical weapons

Condition Immunities charmed, dominated

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 24 (62,000 XP) **Prof** +7

Magic strike. The iron eagle's attacks are considered magical weapons for the purpose of bypassing damage resistance or immunity.

Spell Reflection. If the iron eagle makes its saving throw against a hostile spell, the spell instead targets the original caster as if the iron eagle was the source of the spell.

Actions

Multiattack. The iron eagle makes two beak attacks and two claw attacks.

Beak. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one creature. *Hit:* 20 (3d6 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one creature. *Hit:* 19 (2d8+10) piercing damage and if the target is Large or smaller it is grappled.

Fire breath (Recharge 5+). In place of a beak attack, the iron eagle breathes a 60 ft. cone of fire. Targets in the area must make a DC 19 Dexterity save. On a failure, the target takes 70 (20d6) fire damage, half on a successful save.

Screech of the Four Winds (1x/long rest). All creatures within 80 feet must make a DC 19 Constitution save. On a failure, the target takes 35 (10d6) thunder damage and stunned until the end of their next turn. A successful save deals half damage. One round later, the iron eagle can affect the weather as if it had cast *control weather*, without need to wait more than a round for the conditions to take effect and with an hour's duration.

Bonus Actions

Iron Rain. When the iron eagle flies, any target under the path of its flight must make a DC 20 Dexterity saving throw. On a failure, the target takes 9 (2d8) piercing damage.

Reactions

Burst Free. The iron eagle breaks any mundane or magical bindings or imprisonment and is no longer restrained.

Ironclad Falcon

Ironclad Falcon

Large monstrosity (avian), unaligned

Armor Class 17 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., fly 80 ft.

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

Saving Throws Con +6

Skills Perception +5

Damage Resistances bludgeoning, piercing or slashing nonmagical weapons

Senses lowlight vision, passive Perception 15

Languages —

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

Actions

Multiattack. The ironclad falcon makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and if the target is Small or smaller, it is grappled.

Molten Lead Breath (*Recharge 6*). The ironclad falcon breathes a 20 ft. line of molten lead. Targets in the area of effect must make a DC 14 Dexterity save. On a failure, the target takes 9 (2d8) fire damage each round until it makes a successful save. The area breathed on also becomes difficult terrain for 1 minute.

An ironclad falcon is a large bird with a foul temperament, deadly talons and a razor-sharp beak. Oddly, ironclad falcons hate rocs, and attack to kill or drive off the later when they encounter them, despite being much smaller than the larger birds.

Combat

Ironclad falcons are somewhat ungainly, but deadly fliers. They commonly make an initial swoop at prey, attempting to capture the largest meal they can fasten their claws onto, and drag it away to a secluded spot to kill by pecking it to death. If they miss with the initial attack, they land and chase down their foe on foot, leaping onto their prey with their talons. When defending its nest, ironclad falcons generally pick foes up and dash them against the rocks, leaving survivors to tumble hundreds of feet to the ground.

Ironclad Falcons as Mounts

Some Ghan nobles keep ironclad falcons as mounts for themselves or their armies. Such falcons have been hatched and raised from birth for such tasks, and have been either intimidated or bribed into acting as mounts.

Trained ironclad falcons cannot be sold or bought, though an ironclad falcon egg will fetch 7,500 gp to interested parties. It takes an ironclad falcon 6 months to reach maturity once hatched.

Ironclad Falcons on Amberos

Ironclad falcons are primarily found in the lands near Ran Da Khan, Jsarath and South Jsarath. They have even been encountered in Tlestio, Ksiki and the Dark Lands, where goblinoids have sometimes captured the birds for use as winged transports.



Javana

Javana

Small monstrosity (primate), unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)	8 (-1)

Skills Acrobatics +4, Stealth +6

Damage Resistances psychic

Condition Immunities charmed, dominated

Senses passive Perception 11

Languages Telepathy 60 ft.

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

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d3+2) slashing damage.

Mind Lash. *Ranged Spell Attack:* +3 to hit, range 90 ft., one creature. *Hit:* 4 (1d8) psychic damage.

Javana (pron. jaw-van-ah) are a race of intelligent, tree-living monkey-like creatures. Their fur can change colors in seconds, and often matches their mood. They have an elongated tail that ends in a third hand, which they employ to enhance their climbing abilities, or use as an extra off hand.

Combat

Javana are not aggressive creatures, but they do tend to treat all other sentient creatures as potential sources of food. Javana will set up containment traps and allow the victims to linger within the trap long enough to expire before recovering the remains to feast on.

If forced into a physical confrontation, a javana strikes with claws, attempting to get to safety as quickly as possible. Only if pressed will they strike with their mind lash. If forced into sustained melee combat, they prefer to attack in waves and use the trees and other high places to their advantage. Some tribes have learned how to use weapons, and even others have learned how to harvest poison to apply to such weapons.

Javana Society

The javana are isolationists that live in family troupes and are generally quite surprised to discover that other beings are more than cunning animals and capable of truly intelligent thought and action.

However, javana do not ascribe intelligence to an entire species based on the actions of one individual, and each being that wishes to prove its sentience to a javana must do it independently. This can be especially



difficult as javana are suspicious of those who merely mimic the actions of others and do not show signs of independent thought.

The javana are masters of wood and rope, building cities high in the trees made of the two holy materials. The use of rope is especially important, having found its way into religious ceremonies, wedding rituals and being the basis for many holidays and famous “works of art”.

Javana have an unbridled hatred for magic monkeys and will hunt them down and destroy any they find in their territory.

Javana Familiars

Though javana cannot be called by magical means as familiars, javana who encounter highly intelligent spellcasters or psions might find these creatures becoming curious and psychically attaching themselves to an individual, effectively acting as a non-dismissable familiar. However, if mistreated or an irreconcilable difference occurs between the two, the javana may choose to depart, breaking the psychic link.

Javana on Amberos

Javana can be found on Arocnek, living outside of the spheres of influence of the Mahatmas of that island.

Javana Spinner

Small monstrosity (primate), unaligned

Armor Class 16 (leather + shield)

Hit Points 13 (3d6+3)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Saving Throws Str +1, Dex +5

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

Damage Resistances psychic

Condition Immunities charmed, dominated

Senses passive Perception 14

Languages Telepathy 60 ft.

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

Favored Foe (2x/long rest). When the javana hits a creature, it marks it for 1 minute. While marked, the first time each round the javana hits the target, it deals an additional 2 (1d4) damage.

Actions

Multiattack. The javana makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage, plus 2 (1d4) psychic damage.

Mind Lash. *Ranged Spell Attack:* +4 to hit, range 90 ft., one creature. *Hit:* 4 (1d8) psychic damage.

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

1st level (3 slots): *animal friendship, charm person, hunter's mark, speak with animals*

Javana Tailor

Small monstrosity (primate), unaligned

Armor Class 17 (leather + shield)

Hit Points 27 (6d6+6)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Saving Throws Str +1, Dex +6

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

Damage Resistances psychic

Condition Immunities charmed, dominated

Senses passive Perception 14

Languages Telepathy 60 ft.

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

Favored Foe (2x/long rest). When the javana hits a creature, it marks it for 1 minute. While marked, the first time each round the javana hits the target, it deals an additional 2 (1d4) damage.

Actions

Multiattack. The javana makes three shortsword attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage, plus 2 (1d4) psychic damage.

Mind Lash. *Ranged Spell Attack:* +4 to hit, range 90 ft., one creature. *Hit:* 9 (2d8) psychic damage.

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

1st level (4 slots): *animal friendship, charm person, hunter's mark, speak with animals*

2nd level (2 slots): *beast sense, locate animals or plants, misty step, pass without trace*

Javana Weaver

Small monstrosity (primate), unaligned

Armor Class 12

Hit Points 27 (6d6 + 6)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+2)	13 (+1)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Con +3, Cha +5

Skills Acrobatics +4, Insight +3, Religion +3, Stealth +6

Damage Resistances psychic

Condition Immunities charmed, dominated, frightened

Senses passive Perception 11

Languages Telepathy 60 ft.

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

Metamagic. The javana can apply one of the following metamagics to a spell it casts if it expends the appropriate spell points (SP).

Empowered Spell Metamagic (1 SP). The javana can reroll up to 4 damage dice.

Quickened Spell Metamagic (2 SP). The javana can change the casting time of its spell from 1 action to 1 bonus action.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d3 + 2) slashing damage.

Mind Lash. *Ranged Weapon Attack:* +3 to hit, range 90 ft., one target. *Hit:* 9 (2d8) psychic damage.

Font of Magic. The javana has 6 Sorcery points (SP) to spend on metamagic or casting 1st-3rd level spells it knows. (1st level = 2 SP, 2nd level = 3 SP, 3rd level = 5 SP). Using spell points to cast a spell does not expend spell slots.

Spellcasting. The javana is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The javana has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, friends, light, poison spray, prestidigitation*

1st level (4 slots): *arms of Hadar, dissonant whispers, false life, sleep, witch bolt*

2nd level (3 slots): *calm emotions, crown of madness, detect thoughts, invisibility*

3rd level (3 slots): *clairvoyance, hunger of Hadar, major image, sending*

Jungo

The jungo (pron. jun-go) is barely aware of its surroundings and vaguely sentient. Its purpose seems to be to lead victims astray where it can feast on them at its leisure.

Combat

Jungos usually disguise themselves from sight by using their *hallucinatory terrain* power, then strike when victims are within range. It will attempt to grasp and constrict foes, mauling and biting those that resist being rooted in place.

Jungo on Amokros

Jungo seem to be native creatures of the Demon Forest, and have likewise been encountered in the Yaz forest. They have not been seen elsewhere.



Jungo

Large plant, neutral evil

Armor Class 16 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	17 (+3)	4 (-3)	10 (+0)	5 (-3)

Saving Throws Con +6

Skills Perception +3

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common (halting)

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

Constrict. If the jungo is grappling a target, it's tentacle attack automatically hits and deals damage to the target.

Regenerate. At the start of its turn, the Jungo regains 5 hit points, unless the damage was acid or fire-based.

Actions

Multiattack. The jungo makes five attacks; it makes two tentacle attacks, two claw attacks and a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 12 (2d6 + 5) bludgeoning damage, and if the target is Medium or smaller, the target is grappled.

Innate Spellcasting. The jungo can use the following abilities as if a 8th level spellcaster. Its spellcasting ability is Constitution (DC 14, spell attack +6).

At Will. *entangle, plant growth*

1x/long rest. *hallucinatory terrain*

Bonus Actions

Overgrowth. The jungo chooses a 5 foot area within 60 feet. The area becomes difficult terrain and any creature ending its turn in the area must make a DC 14 Strength save. On a failure, the target is restrained, as an action may repeat the save to break free. The area remains until the jungo chooses another area to affect.

Reactions

Replant. After it is hit by an attack, the Jungo can move half its speed without provoking an attack of opportunity.

K'less Tau

K'less Tau Philosopher

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	17 (+3)	16 (+3)	14 (+2)	22 (+6)

Saving Throws Wis +4

Skills Arcana +5, Insight +4, Investigation +5, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, K'less

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

Metamagic. The k'less tau can apply one of the following metamagics to a spell it casts if it expends the appropriate spell points (SP).

Empowered Spell Metamagic (1 SP). The k'less tau can reroll up to 4 damage dice.

Quickened Spell Metamagic (2 SP). The k'less tau can change the casting time of its spell from 1 action to 1 bonus action.

Actions

Multiattack. The k'less tau makes four tentacle attacks.

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

Font of Magic. The k'less tau has 8 Sorcery points (SP) to spend on metamagic or casting 1st-4th level spells it knows. (1st level = 2 SP, 2nd level = 3 SP, 3rd level = 5 SP, 4th level = 6 SP). Using spell points to cast a spell does not expend spell slots.

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

Cantrips (at will): *acid splash, dancing lights, friends, mage hand, minor illusion*

1st level (4 slots): *color spray, disguise self, shield*

2nd level (3 slots): *levitate, suggestion*

3rd level (3 slots): *dispel magic, stinking cloud*

4th level (3 slots): *confusion*

Reactions

Self Heal. At initiative count 0, the k'less tau can regain 5 hp.

K'less Tau Warlock

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	17 (+3)	16 (+3)	14 (+2)	22 (+6)

Saving Throws Wis +4

Skills Arcana +5, Deception +8, Insight +4, Investigation +5, Perception +4, Persuasion +8

Senses darkvision 60 ft., passive Perception 14

Languages Common, K'less, Telepathy 30 ft.

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

Actions

Multiattack. The k'less tau makes four tentacle attacks.

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

Innate Spellcasting. The k'less tau can use the following abilities as if a 8th level spellcaster. Its spellcasting ability is Charisma (DC 16, spell attack +8).

At Will. *detect magic, false life, disguise self*

Spellcasting. The k'less tau is a 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The k'less tau has the following Warlock spells prepared:

Cantrips (at will): *eldritch blast, friends, message, minor illusion, prestidigitation, vicious mockery*

4th level (2 slots): *armor of agathys, charm person, clairvoyance, detect thoughts, dissonant whispers, dominate beast, Evard's black tentacles, phantasmal force, sending, Tasha's hideous laughter, witchbolt*

Reactions

Entropic Ward (1x/long rest). The k'less tau imposes disadvantage on opponent's attack roll; gain advantage on own next attack roll if opponent misses

Self Heal. At initiative count 0, the k'less tau can regain 5 hp.

The K'less Tau (pron. kay-les tau) are a race of alien squid-like beings that seek to secretly dominate lesser races.

Combat

The K'less Tau are masters of deception and mind control. They prefer to strike unseen, and avoid flashy spells that draw attention to themselves. It is not uncommon for them to send charmed victims to fight their

Bestiary Malfeas

enemies or to negotiate with troublemakers in a manner to avoid a fight. K'less Tau have little use for mundane items, and may trade or give away such items to bribe opponents into leaving them alone.

A group of five or more K'less Tau who are anticipating facing powerful opponents can undertake a minute long ritual that combines their form into a Great Tau in order to remove the threat.

K'less Tau Society

The K'less Tau are secretive with their own alien aims. They most often are involved in quests to obtain magical items, spells or knowledge, using their vast intellects to maneuver or sweep aside anyone who is a threat to their goals.

K'less Tau abhor menten, and the two alien races will go out of their way to destroy each other if they meet face to face. However, since both races tend to employ puppets in their schemes, they often go out of their way to avoid each other, though they are not above setting their "minions" against each other.

Unlike the Menten, the K'less Tau do not employ slaves, and do not devour their prey's minds. They do treat other races as being mere fodder for their use or as unworthy of their attention. The K'less Tau do not seem to be interested in the domination of other races other than to steal the magical secrets of other races.

K'less Tau on Amöeros

The K'less Tau seem to have gained a foothold in Vilalance and the Misake Barbarians, where they have been allying with various tribes in the Misake Barbarians, guiding their raids and requesting only magical trinkets and charms in return for their aid. It is rumored that the K'less Tau also have established themselves in the Hold of Severn, though no one has been able to prove this yet.

K'less Tau worship M'Kree Malka or sometimes become warlocks of the entity Severn.

The great Tau has a passing similarity to the regular Tau, but is much more massive and armored. It stands on thick, tree-trunk like legs, and its entire torso is coated in thick armor. The great Tau is created when 6 or more Tau merge into one form, blending their abilities to create one monstrous form for the sole purpose of combat. Because of the coordination required by the Tau to retain the Great Tau's form, it cannot bring its mental facility and spellcasting abilities to bear, but it is a much more dangerous physical opponent.



Great Tau

Gargantuan aberration, lawful evil

Armor Class 19 (natural armor)

Hit Points 210 (12d20 + 84)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	12 (+1)

Saving Throws Wis +3, Cha +3

Skills Perception +9

Damage Resistances bludgeoning, piercing and slashing nonmagical weapons

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 19

Languages Common, K'less

Challenge 26 (90,000 XP) **Prof** +8

Constrict. If the great tau is grappling a target, tentacle attacks automatically hit the target and deal damage.

Legendary Resistance (3 uses). If the great tau fails a saving throw, it makes it instead.

Magic Strike. The great tau's attacks are considered artifact/magical weapons for the purpose of bypassing damage resistance or damage reduction

Regeneration. At the beginning of its turn, the great tau regains 15 hit points if it took no radiant damage in the current or previous turn.

Spell Resistance. The great tau has advantage on saving throws against spells. If it would take damage on a successful spell save, it takes none instead.

Actions

Multiattack. The great tau makes twelve attacks; it makes 8 tentacle attacks, 3 claw attacks and a mental blast attack.

Claw. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one creature. *Hit:* 23 (3d8 + 10) slashing damage. If the attack hits by 4 or more and the target is Large or smaller, the great tau can choose to move the target 15 ft. and knock them prone.

Tentacle. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one creature. *Hit:* 15 (1d10+10) bludgeoning damage, and if the creature is Large or smaller, the target is grappled.

Mental Blast. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 10 (3d6) psychic damage.

Inky Darkness (1x/long rest). The great tau discharges an inky darkness that emanates from the creature out to 20 ft. Any creature starting its turn or entering the area must make a DC 23 Constitution save. On a failure, the creature takes 9 (2d8) necrotic damage. The aura moves with and does not harm the great tau and lasts for 1 minute. It can be dispelled with a *daylight* or *dispel magic* as if it were a 6th level spell.

Legendary Actions

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

Claw. The great tau makes a claw attack.

Mental blast. The great tau makes a mental blast attack.

Scuttle. The great tau moves half its speed without provoking attacks of opportunity.

A Great Tau is formed when a cabal of five k'less tau join together in a ritual. The ritual takes one minute to complete.

If the Great Tau is slain, the shock kills the five k'less tau that joined to merge it. Otherwise, the k'less tau can choose to end the link, separating back into individual k'less tau over the period of one minute – though the Great Tau is incapacitated during the unlinking, so it is only done when there is no discernable threat to the group remaining. Any damage the Great Tau suffered does not carry back to the individual k'less tau on reversion to their normal forms.

Combat

The great Tau is built for physical combat. It wades into battle using its tentacle to grab opponents and slam them about or strangle the life from them.

The Great Tau is not mindless, but its intellect is somewhat hampered by the fact the individual k'less tau must spend most of their concentration maintaining the

great Tau's form. It is cunning, but unable to draw on the vast knowledge the k'less tau normally have access to.



Karrook

The karrook (pron. kayr-ock) is a cursed undead filled with bile and spite, lost in a terrified daze. They tend to appear in areas prone to plague where individuals may have died swiftly without the chance to resolve important tasks or duties in life before they succumbed to disease.

With only the most rudimentary of minds left to it, the karrook wanders in a diseased daze until it encounters a living creature, which awakens its unending anger and desire to feed and produce more of its kind.

Combat

A karrook attacks by rushing a foe and attempting to claw and bite it. It is mindless enough that its hunger will drive it through traps, fire and other obstacles that may harm or destroy it. At the same time, these creatures can be oddly cunning while lucid, hiding underground or sneaking up on foes to get an easy meal.



Karrook

Medium undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	7 (-2)	8 (-1)	6 (-2)

Skills Stealth +2

Damage Resistances bludgeoning weapons

Damage Immunities disease, poison, psychic

Condition Immunities diseased, exhausted, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common when lucid

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

Aimless. When not engaged in combat, the karrook must make a DC 10 Intelligence save. On a failure, the creature is confused.

Turn Resistance. A karrook has advantage on saving throws against being turned or controlled by the Channel Divinity ability or undead-controlling necromancy spells.

Undead Nature. The karrook doesn't require air, food, drink or sleep.

Actions

Multiattack. The karrook makes three attacks, it makes one infecting bite and two claw attacks.

Infecting Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage, plus the target must make a DC 14 Constitution save. On a failure, the target is infected and loses 1 point of Constitution at the start of each of its turns. The target can repeat the save at the end of its turn to avoid the loss for that round or it can be eliminated by any spell or ability that negates disease. A creature reduced to 0 Constitution is slain and raises in one minute as a karrook. A creature that takes a long rest while infected dies, and rises as karrook.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) slashing damage.

Reactions

Deadly Hack. When the karrook is hit with an attack, it violently coughs, targeting one creature in 5 feet. The target must make a Constitution save. On a failure, the target is infected, as per *infecting bite*.

Keeper

Keepers are lone guardians and protectors of ancient places and people. They will harass any being that does not make its home in the place it protects. Keepers rarely speak or utter a sound beyond its warning or a threat of dire consequences to those would attempt to enter their protected area.

Keepers are constructed undead, but the exact procedure to create them – or who is creating them – is unknown, and there do not seem to be any known procedures to spawn new keepers.

Combat

Keepers glide in patrol of the area they guard, usually one that is forbidden or filled with extremely evil creatures. When facing creatures unknown to it, it will fan the robe wide in a frightening display, challenging the presence and affiliation of those it faces. If unwanted interlopers attempt to enter the area, it will usually open an attack with witch bolt or other magic, saving its life-draining bite for those foolish enough to attempt to melee it.



Keeper

Medium undead, neutral

Armor Class 19 (incorporeal)

Hit Points 97 (15d8 + 30)

Speed fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	15 (+2)	14 (+2)	13 (+1)	25 (+7)

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

Skills Perception +5

Damage Resistances psychic, lightning

Damage Immunities bludgeoning, slashing and piercing nonmagical weapons; cold, necrotic, poison

Condition Immunities grappled, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 11 (7,200 XP) **Prof** +4

Turn Immunity. A keeper cannot be affected by the Turn Undead Channel Divinity ability or Necromancy spells that control undead.

Undead Nature. The keeper doesn't require air, food, drink or sleep.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target's maximum hit points is reduced by a like amount. A target whose maximum hit points is reduced to 0 is slain and cannot be raised short of a *wish* or *miracle* spell.

Spellcasting. The keeper is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The keeper has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame*

1st level (4 slots): *command, comprehend languages, protection from good/evil, witch bolt*

2nd level (3 slots): *augury, hold person, spiritual weapon*

3rd level (3 slots): *bestow curse, blindness/deafness, counterspell*

4th level (3 slots): *banishment, divination, guardian of faith*

5th level (3 slots): *contagion, dispel evil and good, geas*

6th level (2 slots): *blade barrier, create undead*

7th level (2 slots): *divine word*

8th level (1 slot): *holy aura*

Reactions

Regather Strength. If at initiative count 0 the keeper has not taken damage in the turn, it regains 10 hit points.

Bestiary Malfeasious

Keepers on Amōeros

It is thought that the deceased god Teeth, The Master Vampire, passed the secret of creation of these creatures to his priests. With the god's destruction, the secret to creating new keepers has become lost.

The last known encounter with a keeper occurred just prior to the Dark Age, when Flanan Molvak was forced to defeat one that was guarding the last citadel of the Golgoloth Empire, commonly referred to as the Keep of the Orcs.

Flanan Molvak & his court wizard Oogla the Wise face off against a Keeper and the High Troll who commands it.



Ket-tet-kneck

Ket-tet-kneck

Medium humanoid (avian), usually neutral

Armor Class 16 (breastplate)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	15 (+2)	15 (+2)	10 (+0)

Saving Throws Con +3

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

Senses low-light vision, passive Perception 14

Languages Ket-tet, Elvin, Tech

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

Actions

Khopesh. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, plus 4 (1d8) poison damage.

Innate Spellcasting. The Ket-tet-kneck can use the following abilities as if a 3rd level spellcaster. Its spellcasting ability is Intelligence (DC 12, spell attack +4).

At will: detect magic, ghost sound

1x/long rest: hypnotism, identify

Reactions

Evade. When an opponent makes an attack and misses, the ket-tet-kneck flies half its movement rate, without provoking attacks of opportunity.

The Ket-tet-kneck (pron. ket-tet-nek) are a proud race of humanoid vultures. They have little care for the people and races of the world but go to great lengths to protect ancient sites and items of magical or technological nature.

Combat

The Ket-tet-kneck prefers to fight on the ground, though they will use their wings to maneuver around an opponent before striking. The Ket-tet-kneck swarm enemies with superior numbers where possible but will accept a one on one duel if so challenged.

Ket-tet-kneck Society

The Ket-tet-kneck believe themselves to be the protectors of ancient technology and lore. They dwell in cities and roosts in high, inaccessible areas that provide inaccessible protection of the artifacts and wonders they protect. As a race they are highly educated and spend a

large amount of time engaging in philosophy and craftsmanship to keep alive the wonders and knowledge of the past.

Ket-tet-kneck groups are amazingly progressive. Duties and tasks are not divided into gender or social roles, and the Ket-tet-kneck prefer to perform tasks they enjoy or collaborate to ensure that tasks that must be done to benefit their flock are distributed equitably among individuals.

Ket-Tet-Kneck on Amberos

Ket-Tet-Kneck are primarily found in the mountains around Llannhanex and Iannhanex. Though the Ket-Tet-Kneck primarily keep to themselves, there have been intermittent quarrels with the Shamess descendants of Erakatu, who covet many of the secrets and items that the Erakatuons consider to be rightfully theirs.

Ket-tet-kneck worship Ssrell, the Lord of Levels.



Ket-tet-kneck Harrier

Medium humanoid (avian), usually neutral

Armor Class 16 (breastplate)

Hit Points 49 (9d8 + 9)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	13 (+1)	15 (+2)	15 (+2)	10 (+0)

Saving Throws Con +3

Skills Disguise kit, poisoner's kit, History +6, Insight +6, Perception +4

Senses low-light vision, passive Perception 14

Languages Ket-tet, Elvin, Tech

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

Assassinate. The ket-tet-kneck has advantage on opponents that haven't acted yet in combat and scores a critical hit on surprised targets.

Sneak Attack (1x/turn). If the Ket-tet-kneck has advantage or an ally is adjacent to a target, the Ket-tet-kneck deals an additional 10 (3d6) damage.

Actions

Khopesh. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 4 (1d8) poison damage.

Innate Spellcasting. The Ket-tet-kneck can use the following abilities as if a 3rd level spellcaster. Its spellcasting ability is Intelligence (DC 12, spell attack +4).

At will: *detect magic, ghost sound*

1x/long rest: *hypnotism, identify*

Bonus Actions

Cunning action. The Ket-tet-kneck can take the dash, disengage or hide action.

Reactions

Evade. When an opponent makes an attack and misses, the ket-tet-kneck flies half its movement rate, without provoking attacks of opportunity.

Uncanny Dodge. When hit by an attack, the Ket-tet-kneck takes half damage.



Ket-tet-kneck Souleater

Medium humanoid (avian), usually neutral

Armor Class 16 (breastplate)

Hit Points 49 (14d8 + 14)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	13 (+1)	17 (+3)	15 (+2)	10 (+0)

Saving Throws Con +4

Skills Disguise kit, Poisoner's kit, History +7, Insight +7, Perception +5

Senses low-light vision, passive Perception 15

Languages Ket-tet, Elvin, Tech

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

Assassinate. The ket-tet-kneck has advantage on opponents that haven't acted yet in combat and scores a critical hit on surprised targets.

Evasion. If the Ket-tet-kneck makes a Dexterity save to avoid damage, it takes no damage on a successful save, and only half damage on a failed save.

Sneak Attack (1x/turn). If the Ket-tet-kneck has advantage or an ally is adjacent to a target, the Ket-tet-kneck deals an additional 10 (3d6) damage.

Actions

Multiattack. The Ket-tet-kneck makes two khopesh or two shortbow attacks.

Khopesh. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus 4 (1d8) poison damage.

Innate Spellcasting. The Ket-tet-kneck can use the following abilities as if a 3rd level spellcaster. Its spellcasting ability is Intelligence (DC 14, spell attack +6).

At will: detect magic, ghost sound

1x/long rest: hypnotism, identify

Spellcasting. The Ket-tet-kneck is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Ket-tet-kneck has the following Wizard spells prepared:

Cantrips (at will): *mage hand*, *shocking grasp*

1st level (3 slots): *chromatic orb*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *darkness*, *scorching ray*

Bonus Actions

Cunning action. The Ket-tet-kneck can take the dash, disengage or hide action.

War Magic. If the Ket-tet-kneck cast a cantrip, it can make a single weapon attack.

Reactions

Evade. When an opponent makes an attack and misses, the ket-tet-kneck flies half its movement rate, without provoking attacks of opportunity.

Uncanny Dodge. When hit by an attack, the Ket-tet-kneck takes half damage.

Ket-tet-kneck Eater of the Dead

Medium humanoid (avian), usually neutral

Armor Class 16 (breastplate)

Hit Points 49 (14d8 + 14)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	15 (+2)	22 (+6)	10 (+0)

Saving Throws Con +4

Skills History +7, Insight +9, Perception +9

Senses low-light vision, passive Perception 19

Languages Ket-tet, Elvin, Tech

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

Sneak Attack (1x/round). If the Ket-tet-kneck has advantage or an ally is adjacent to a target, the Ket-tet-kneck deals an additional 10 (3d6) damage.

Actions

Multiattack. The Ket-tet-kneck makes two khopesh or two shortbow attacks.

Khopesh. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) slashing damage.

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

Innate Spellcasting. The Ket-tet-kneck can use the following abilities as if a 3rd level spellcaster. Its spellcasting ability is Intelligence (DC 13, spell attack +5).

At will: detect magic, ghost sound

1x/long rest: hypnotism, identify

Spellcasting. The ket-tet-kneck is a 10th-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, resistance, sacred flame, thaumaturgy

1st level (4 slots): bane, guiding bolt, inflict wounds, shield of faith

2nd level (3 slots): aid, blindness/deafness, spiritual weapon

3rd level (3 slots): bestow curse, dispel magic, mass healing word

4th level (3 slots): banishment, death ward, guardian of faith

5th level (2 slots): contagion, flame strike

Bonus Actions

Cunning action. The Ket-tet-kneck can take the dash, disengage or hide action.

Reactions

Evade. When an opponent makes an attack and misses, the ket-tet-kneck flies half its movement rate, without provoking attacks of opportunity.

Uncanny Dodge. When hit by an attack, the Ket-tet-kneck takes half damage.



Khao Toji

Khao toji (pron. ka-how tow-gee) are a race of mercenary bounty hunters who sell their services to elvin, fey, fiendish or goblinoid employers.

The khao are generally described as “slimy” or untrustworthy and are only as loyal if they feel they benefit from the reward they will receive from completing their task.



Combat

Khao toji never give opponents a fighting chance and prefer striking from ambush whenever possible. They enjoy taking prisoners to ransom, or to use as bait for a trap to lure others into an ambush.

One of the khao toji’s most feared abilities is their energy draining kiss. This is the primary method they use to feed, and they will often attempt to lure unsuspecting victims close before combat or when they are hungry to drain them of life and use the stolen health to bolster their combat abilities. They are exceptionally fond of hunting down someone well-liked by the individual they are tracking, draining the life from the poor associate, and revealing their horrid act to their target to unnerve or break the morale of their enemy.

Khao Toji

Medium fey, usually neutral evil

Armor Class 16 (studded leather)

Hit Points 26 (4d8 + 8)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	11 (+0)	14 (+2)	16 (+3)

Skills Athletics +6, Intimidate +5, Stealth +6, Survival +4

Damage Resistances piercing and slashing nonmagical weapons; cold, lightning

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvin, Goblin, Sylvan

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

Death’s Bliss. When the khao toji successfully uses its Kiss of Death, it gains 5 temporary hit points. Unlike normal temporary hit points, these stack and last until lost or 1 hour passes.

Actions

Multiattack. The khao toji makes two attacks; one with a longsword and one with its kiss of death.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Kiss of Death. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) necrotic damage and the target’s maximum hit points is reduced by the same amount. Also, the target must make a DC 13 Wisdom save or be charmed until the start of the khao toji’s next turn. A target whose maximum hit points is reduced to 0 is slain.

Reactions

Protective Aura. If the khao toji is targeted by an attack and has temporary hit points, it can expend 5 temporary hit points to subtract 5 from the opponent’s attack roll or add 5 to any save against the attack.

Khao Toji Society

The khao toji do not have their own lands and wander as mercenaries through the lands of others. While most khao prefer to work alone, sometimes they gather into guilds or in rare cases, form their own raiding parties to terrorize regions until they are driven away or tire of the mayhem they cause.

Khao Toji on Amberos

Khao toji can be found across Amberos, in any place once touched by the Evan Cordum or the Golgoloth Empire.

Like most fey of Amberos, Khao Toji do not worship gods and actively spurn the gods when they can.

Khao Toji Pursuer

Medium fey, usually neutral evil

Armor Class 16 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	11 (+0)	14 (+2)	18 (+4)

Skills Athletics +7, Intimidate +7, Stealth +7, Survival +5

Damage Resistances piercing and slashing nonmagical weapons; cold, lightning

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvin, Goblin, Sylvan

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

Death's Bliss. When the khao toji successfully uses its Kiss of Death, it gains 5 temporary hit points. Unlike normal temporary hit points, these stack and last until lost or 1 hour passes.

Actions

Multiattack. The khao toji makes three attacks; two with a longsword and one with its kiss of death. Or it makes two longbow attacks.

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Kiss of Death. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) necrotic damage and the target's maximum hit points is reduced by the same amount. Also, the target must make a DC 15 Wisdom save or be charmed until the start of the khao toji's next turn. A target whose maximum hit points is reduced to 0 is slain.

Reactions

Protective Aura. If the khao toji is targeted by an attack and has temporary hit points, it can expend 5 temporary hit points to subtract 5 from the opponent's attack roll or add 5 to any save against the attack.

Khao Toji Lifestealer

Medium fey, usually neutral evil

Armor Class 16 (studded leather)

Hit Points 97 (15d8 + 30)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	11 (+0)	14 (+2)	20 (+5)

Skills Athletics +7, Intimidate +8, Stealth +7, Survival +5

Damage Resistances piercing and slashing nonmagical weapons; cold, lightning

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvin, Goblin, Sylvan

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

Death's Bliss. When the khao toji successfully uses its Kiss of Death, it gains 5 temporary hit points. Unlike normal temporary hit points, these stack and last until lost or 1 hour passes.

Actions

Multiattack. The khao toji makes four attacks; three with a longsword and one with its kiss of death. Or it makes three longbow attacks.

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Kiss of Death. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) necrotic damage and the target's maximum hit points is reduced by the same amount. Also, the target must make a DC 16 Wisdom save or be charmed until the start of the khao toji's next turn. A target whose maximum hit points is reduced to 0 is slain.

Reactions

Protective Aura. If the khao toji is targeted by an attack and has temporary hit points, it can expend 5 temporary hit points to subtract 5 from the opponent's attack roll or add 5 to any save against the attack.

Korax

Korax

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	2 (-4)	8 (-1)	8 (-1)

Condition Immunities blinded, deafened, exhaustion, sleep

Senses tremorsense 30 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Prof +2

Natural Disguise. A still korax is indistinguishable from a normal palm tree.

Plant Traits. A korax does not need to breathe or sleep.

Actions

Multiattack. The korax makes a three attacks; a bladed leaf attack, a bite and a push.

Bladed leaf. *Melee Weapon Attack:* +6 to hit, all creatures in 10 ft.. *Hit:* 10 (1d12 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage, and the target is grappled.

Push. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8+4) bludgeoning damage and the target must make a DC 14 Strength save. On a failure, the target is pushed back 10 feet and knocked prone.

Bonus Actions

Swallow. If a korax begins its turn grappling a Medium or smaller creature, the target is engulfed, and takes 2d4 acid damage each round while engulfed.

Reactions

Knock Aside. If a creature makes a melee attack against the korax, after the attack is resolved, the korax makes a push attack against the attacker.

Korax (pron. kor-acks) are aggressive semi-sentient palm trees that are meat-eaters. They plague civilized, arid lands where the korax hunt for any available living creature to soak their roots with its blood. Evil beings of wealth have been known to tend a “garden” of these creatures to dispose of unwelcome visitors or rivals. Unfortunately, korax do not differentiate between gardener and prey, having been known to devour incautious owners.

Combat

The korax attacks by swinging its bladed leaves about and striking with its maw. Its only purpose is to feed on the carnage it creates and will generally not pursue fleeing foes far.

Korax on Amberos

Another creation of the malignant Living Forest, korax have managed to migrate out of the Kingdom of Vall Vega into other forests, invading areas as far west as Shovnov Coast, north into Bansado and south into the Principalities of Xatmas and east into Vilalance.

It is extremely odd that a Korax takes on the appearance of a palm tree; there are no such trees native to western Amberos, and it is thought that they may have developed from transplants brought from the east during the height of the Kingdom of Swordfall.



Lava Blob

Lava Blob

Large ooze (fire, earth), unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+5)	5 (-3)	15 (+2)	1 (-5)	8 (-1)	3 (-4)

Vulnerabilities cold

Damage Resistances bludgeoning, piercing or slashing weapons; lightning

Damage Immunities acid, fire, psychic

Condition Immunities exhausted, grappled, prone

Senses blindsense 30 ft. (blind beyond that range), passive Perception 10

Languages Common

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

Engulf. If the lava blob enters an enemy's square, the creature must make a DC 15 Dexterity save. On a failure, the target is engulfed and takes 13 (4d6) fire damage at the start of each of its turn while engulfed. If a lava blob engulfs a target, it stops moving.

Fire aura. Creatures ending their turn within 10 ft. of the lava blob take 7 (2d6) fire damage. Likewise, unattended combustible materials ignite within 5 ft. of the lava blob.

Actions

Fiery slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) bludgeoning damage, plus 10 (3d6) fire damage.

Reactions

Dissolve. When hit by a weapon attack, the attacker must make a DC 12 Dexterity save. On a failure, the weapon is destroyed.

A lava blob is an oozing creature from the Elemental Earth, where the plane touches Elemental Fire. It is composed of "living" magma, with just enough sentience to seek out other beings and attempt to "devour" them. It often preys on earth elementals or creatures from the Mortal plane.

Combat

A lava blob attacks by slamming its semi-liquid form into victims, attempting to absorb them into itself for digestion. It will mindlessly pursue prey, though it will avoid contact with water or ice.

Lava Blobs on Amderos

Lava blobs are found in volcanic areas, such as the Steaming Horns of Smanvalla and other areas where volcanoes have erupted. They have also been found in deep caverns near sources of great heat, such as near underground volcanic flows or rivers.



Vast Lava Blob

Huge ooze (fire, earth), unaligned

Armor Class 14 (natural armor)

Hit Points 37 (20d12 + 40)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	5 (-3)	15 (+2)	1 (-5)	8 (-1)	3 (-4)

Vulnerabilities cold

Damage Resistances bludgeoning, piercing or slashing weapons; lightning

Damage Immunities acid, fire, psychic

Condition Immunities exhausted, grappled, prone

Senses blindsense 30 ft. (blind beyond that range), passive Perception 9

Languages Common

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

Engulf. If the lava blob enters an enemy's square, the creature must make a DC 17 Dexterity save. On a failure, the target is engulfed and takes 28 (8d6) fire damage at the start of each of its turn while engulfed. If a lava blob engulfs a target, it stops moving.

Fire aura. Creatures ending their turn within 10 ft. of the lava blob take 14 (4d6) fire damage. Likewise, unattended combustible materials ignite within 5 ft. of the lava blob.

Actions

Fiery slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 16 (3d6 + 6) bludgeoning damage, plus 28 (8d6) fire damage.

Reactions

Dissolve. When hit by a weapon attack, the attacker must make a DC 13 Dexterity save. On a failure, the weapon is destroyed.

Leodusa

A leodusa (pron. lee-o-doo-sah) is a foul creature with a penchant for deception. It is ferally intelligent, capable of assuming an alluring humanoid form to lure victims to their doom.

Combat

A leodusa usually hides underground in desolate areas, waiting for prey to come directly above it. Some leodusas have learned to hide among cities and other places, using their human form to conceal their animalistic true nature. The leodusa attempts to meet the gaze of as many opponents as it can, then closes to bite and poison prey. If harried by ranged attacks, the leodusa will pounce at the foe, crushing them under a flurry of poisoned bites.

Leodusa Society

Leodusas live in small prides, with a single matriarch, her mate and a collection of sisters. Excess males are driven from the pride upon reaching puberty, left to wander alone until they can attract an unmated female from a pride or, in rare cases, gain permission from a pride's matriarch to fight and defeat the pride's sole male and replace him.

Leodusa on Amberos

Leodusas are thankfully rare creatures usually only found in the areas of Misake, Misake Barbarians and the Principalities of Xatmas. There are legends of encounters with these creatures as far east as Randu, though many are believed to be no more than tales told by those who had heard of the creature in tales of the west.



Leodusa

Large monstrosity (feline), neutral evil

Armor Class 16 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 50 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	6 (-2)	12 (+1)	15 (+2)

Skills Deception +4, Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblinoid

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

Alternate Form. As an action, the leodusa can assume the form of medium sized humanoid. It cannot make bite, claw or tendril attacks while in humanoid form and can change back as a bonus action, or when it drops to 0 hp.

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

Pounce. If the leodusa moves at least 20 feet straight toward a creature and then hit with a claw attack on the same turn, the target must make a DC 13 Strength saving throw. On a failure, the target is knocked prone. If the target is prone, the leodusa can make one bite attack against it as a bonus action. It can still make tendril attacks against the same or different targets.

Actions

Multiattack. The leodusa makes two attacks; it makes a bite or claw attack and a mane of tendrils attacks.

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

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

Mane of Tendrils. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, plus 9 (2d8) poison damage.

Tendril. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, plus 4 (1d8) poison damage.

Death Gaze (Recharge 5+). *Ranged Spell Attack:* +4 to hit, range 30 ft., one target that can see the leodusa. *Hit:* 44 (8d10) necrotic damage.

Reactions

Tendril Attack. The leodusa has eight reactions. It can use a single tendril attack as a reaction, and only one reaction per triggering event.

Lich, Cyber

For some, magic is not the only method to obtain immortality. Over the ages, some scientists have managed to tap into ways to unnaturally lengthen their lifespan. Such practices often require diabolical or evil methods for the scientist to remain alive, and thus few, if any cyberliches are of non-evil alignment. However, such is the fear of death, and the want for power, that those who have attained a sort of immortality rarely care who else is made to suffer so they may stay alive.

Cyberliches on Amberos

Survivors of the fallen Age of Technology, all known cyberliches are several millennium old already, and prefer to remain undetected by the populace of Amberos. Occasionally, an individual may unearth the secret to make themselves into a cyberlich from documents found in an ancient technological cache, but such occurrences are extremely rare, and many result in the death of the researcher, instead of his transformation into a cyberlich.

Cyberliches can be encountered anywhere on Amberos, though most legends tend to place them in the Lost Vale, Llannhanex and the FarrenLands.



Cyberlich Initiate

Medium undead, any non-good

Armor Class 16 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	16 (+3)	18 (+4)	11 (+0)	14 (+2)

Saving Throws Con +5, Int +6, Wis +2

Skills History +6, Investigation +6, Technology +6

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing and slashing nonmagical weapons; cold, fire, psychic, thunder

Damage Immunities poison

Condition Immunities diseased, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Tech

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

Magic Resistance. The cyberlich gains advantage on saving throws against spells or magic items.

Actions

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

Laser Pistol. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) radiant damage.

Spellcasting. The cyberlich is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The cyberlich has the following Wizard spells prepared:

Cantrips (at will): *blade ward, fire bolt, message, true strike*
1st level (3 slots): *comprehend languages, magic missile, shield*

A cyberlich initiate is more often the subject of an experiment than having made a conscious choice to become a cyberlich. With only a rudimentary grasp of technology, they are only dangerous due to their tenacity and resistance to damage.

Cyberliches often surround themselves with constructs or bodyguards to perform any physical tasks that they may need performed.

Combat

Initiates and Cyborgs are the foot soldiers of a greater cyberlich collective, and will unhesitatingly advance and close on foes at the direction of their leaders.

Overseers and Mechanoids are much more cautious about openly engaging in direct confrontation and will do their utmost to minimize risk to themselves – though they can generally hold themselves if forced into direct combat.

Cyberlich Society

Cyberlich collectives tend to be rigidly organized and controlled by their more powerful masters. Overseers and/or Mechanoids pass orders down the chain, and the lesser individuals unquestionably obey those above them.

Some collectives have rejected the control imposed on them by an Overseer or Mechanoid. These collectives follow their own needs and desires.



Cyberliches on Amöeros

Cyberlich initiates were originally scientists-in-training working for the Kingdom of Vall Vega during the First Dragon War. They were transformed when Fineburr the Astronomican went rogue, attempting to turn the technomagic creations he and others had been working on against mankind. Fineburr had hoped to enslave his apprentices to his twisted will, creating overseers from formerly aspiring apprentices. When Fineburr was defeated, most of the created cyberliches deactivated, though a handful under Overseer control slipped away in the confusion.

Since that time, the individual overseers have worked in secret on their own machinations. To increase or maintain their power base, surviving Mechanoids and Overseers have captured individuals and converted them into Initiates or Cyborgs to assist their secretive goals.

Cyberlich Cyborg

Medium undead, any non-good

Armor Class 17 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	16 (+3)	20 (+5)	11 (+0)	14 (+2)

Saving Throws Con +6, Int +8, Wis +3

Skills History +8, Investigation +8, Technology +8

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing and slashing nonmagical weapons; cold, fire, psychic, thunder

Damage Immunities poison

Condition Immunities diseased, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Tech

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

Magic Resistance. The cyberlich gains advantage on saving throws against spells or magic items.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage, plus 4 (1d8) necrotic damage.

Spellcasting. The cyberlich is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The cyberlich has the following Wizard spells prepared:

Cantrips (at will): *blade ward, fire bolt, message, true strike*

1st level (3 slots): *comprehend languages, magic missile, shield*

2nd level (3 slots): *levitate, hold person*

3rd level (3 slots): *blink, vampiric touch*

Cyberlich Overseen

Medium undead, any non-good

Armor Class 18 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	18 (+4)	20 (+5)	11 (+0)	14 (+2)

Saving Throws Con +9, Int +10, Wis +5

Skills History +10, Investigation +10, Technology +10

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing and slashing nonmagical weapons; cold, fire, psychic, thunder

Damage Immunities poison

Condition Immunities diseased, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Tech plus up to 2 other languages

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

Magic Resistance. The cyberlich gains advantage on saving throws against spells or magic items.

Turn Resistance. The cyberlich has advantage on saving throws against the Turn Undead Channel Divinity ability.

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage, plus 9 (2d8) necrotic damage.

Spellcasting. The cyberlich is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The cyberlich has the following Wizard spells prepared:

Cantrips (at will): *blade ward, fire bolt, message, true strike*

1st level (3 slots): *comprehend languages, magic missile, shield*

2nd level (3 slots): *levitate, hold person*

3rd level (3 slots): *blink, vampiric touch*

4th level (3 slots): *fire shield, Otiluke's resilient sphere*

5th level (3 slots): *telekinesis, wall of force*

6th level (2 slots): *circle of death, globe of invulnerability*

Cyberlich Mechanoid

Medium undead, any non-good

Armor Class 20 (natural armor)

Hit Points 102 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	18 (+4)	20 (+5)	11 (+0)	14 (+2)

Saving Throws Con +11, Int +11, Wis +6

Skills History +11, Investigation +11, Technology +11

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing and slashing nonmagical weapons; cold, fire, psychic, thunder

Damage Immunities poison

Condition Immunities diseased, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Tech plus up to 5 other languages

Challenge 17(18,000 XP) **Prof** +6

Legendary Resistance (3x/long rest). If the cyberlich fails a saving throw, it can choose to make it instead. If the cyberlich would have taken damage on a successful save, it takes none instead.

Magic Resistance. The cyberlich gains advantage on saving throws against spells or magic items.

Rejuvenation. If it has a phylactery, a destroyed cyberlich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Turn Immunity. A cyberlich automatically succeeds saving throws against the Turn Undead Channel Divinity ability.

Actions

Multiattack. The cyberlich makes three attacks; two slam attacks and casts one spell.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage, plus 13 (3d8) necrotic damage and the cyberlich regains hit points equal to half the necrotic amount dealt.

Spellcasting. The cyberlich is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The cyberlich has the following Wizard spells prepared:

Cantrips (at will): *blade ward, fire bolt, message, prestidigitation, true strike*

1st level (4 slots): *comprehend languages, magic missile, shield*

2nd level (3 slots): *levitate, hold person*

3rd level (3 slots): *blink, vampiric touch*

4th level (3 slots): *fire shield, Otiluke's resilient sphere*

5th level (3 slots): *telekinesis, wall of force*

6th level (2 slots): *circle of death, globe of invulnerability*

7th level (2 slots): *finger of death, teleport*

8th level (1 slot): *antimagic field, dominate monster*

9th level (1 slot): *time stop, wish*

Legendary Actions

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

Reactive Spell (costs 2 actions). The cyberlich casts a spell of 3rd level or less.

Force Screen (costs 2 actions). The cyberlich causes the next attack against it to have disadvantage on the attack roll or the cyberlich gains advantage on the saving throw. On a hit, the cyberlich reduces the damage it takes by 14 (1d10 + 9) damage.

Relocate. The cyberlich teleports 30 feet.

Slam. The cyberlich makes a slam attack.

Living Dead

The Living Dead are beings that have been infected with a deadly disease that stops the living processes (heartbeat, need for rest), yet sustains the body in a semblance of life. Unfortunately, the disease sparks a foul hunger in the living dead, forcing them to seek out living beings to keep the disease from consuming the host body.

The living dead appear as gaunt, deathly versions of their former living counterpart. They are nearly mindless when hungry (which is almost always the case), but a well-fed living dead may be able to draw upon past life memories, at least until the disease's hunger suppresses the mind once again.

Living Dead Commoner

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned, sleep

Senses darkvision 60 ft., passive Perception 10

Languages Common (when Int is 3 or more)

Challenge ½ (100 XP) **Prof** +2

Feed. Each time a living dead causes damage with its bite, it regains 1 point of Intelligence, until its Intelligence becomes 10. The living dead loses 2 points of Intelligence for every hour it does not feed.

Turn Resistance. A living dead has advantage on saving throws against the Turn Undead Channel Divinity ability.

Undead Traits. A living dead does not breathe, eat, drink or sleep.

Actions

Multiattack. The living dead makes three attacks; two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target is diseased and loses 1 point of Constitution. The target can repeat the saving throw each hour to end the condition. Once the condition ends, the target can regain lost Constitution with a long rest. A target reduced to 0 Constitution dies, and rises as a living dead in one hour.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d3+2) slashing damage.

Wracked with a horrid disease that makes the victim like a walking zombie, the living dead is a being cursed to feed on human flesh and spread the terrible disease to others. They are mostly mindless until they have eaten a full meal of living, raw flesh. It is only then that some of their senses and memories come back to them, but the hunger continues, as does the need for flesh.

Combat

How the living dead reacts in combat greatly depends on how much flesh it has recently eaten. Those living dead that are freshly made or have not eaten flesh recently mindlessly move towards the closest living thing and strike, hoping to devour the foe and quell the insatiable hunger within. The more the living dead has eaten, the more crafty and cunning it will become, though its hunger and need for fresh meat does not abate. Those living dead who have recently eaten may employ weapons, spells or even traps to capture more prey.

Living Dead on Amberos

It is thought that the living death disease is a creation of Lepornunse, who in some way wanted to emulate his father Teeth, lord of the undead. Luckily, the other gods of Amberos see this disease as a horrible threat and have done their best to keep the living death from spreading, though they have not been able to wipe it completely from Amberos.



Living Dead Plaguebearer

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 15 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	1 (-5)	13 (+1)	12 (+1)

Damage Immunities poison

Condition Immunities exhaustion, poisoned, sleep

Senses darkvision 60 ft., passive Perception 11

Languages Common (when Int is 3 or more)

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

Feed. Each time a living dead causes damage with its bite, it regains 1 point of Intelligence, until its Intelligence becomes 10. The living dead loses 2 points of Intelligence for every hour it does not feed.

Turn Resistance. A living dead has advantage on saving throws against the Turn Undead Channel Divinity ability.

Frenzied Attack (1x/turn). If the living dead has advantage or an ally is adjacent to a target, the living dead deals an additional 10 (3d6) damage with an attack.

Undead Traits. A living dead does not breath, eat, drink or sleep.

Actions

Multiattack. The living dead makes three attacks; two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target is diseased and loses 1 point of Constitution. The target can repeat the saving throw each hour to end the condition. Once the condition ends, the target can regain lost Constitution with a long rest. A target reduced to 0 Constitution dies, and rises as a living dead in one hour.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d3+4) slashing damage.

Living Dead Lord of Disease

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 15 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	1 (-5)	13 (+1)	12 (+1)

Damage Immunities poison

Condition Immunities exhaustion, poisoned, sleep

Senses darkvision 60 ft., passive Perception 11

Languages Common (when Int is 3 or more)

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

Feed. Each time a living dead causes damage with its bite, it regains 1 point of Intelligence, until its Intelligence becomes 10. The living dead loses 2 points of Intelligence for every hour it does not feed.

Turn Resistance. A living dead has advantage on saving throws against the Turn Undead Channel Divinity ability.

Frenzied Attack (1x/turn). If the living dead has advantage or an ally is adjacent to a target, the living dead deals an additional 10 (3d6) damage with an attack.

Undead Traits. A living dead does not breath, eat, drink or sleep.

Actions

Multiattack. The living dead makes three attacks; two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target is diseased and loses 1 point of Constitution. The target can repeat the saving throw each hour to end the condition. Once the condition ends, the target can regain lost Constitution with a long rest. A target reduced to 0 Constitution dies, and rises as a living dead in one hour.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d3+4) slashing damage, plus 4 (1d8) necrotic damage.

Innate Spellcasting. The living dead's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 11), requiring no material component.

At will. darkness, disguise self, faerie fire

1x/long rest. hunger of Hadar, invisibility

Lycan, General

Lycans (pron. li-kan) are the descendants of lycanthrope and non-lycanthrope unions. While the majority of children from such unions will either be true lycanthropes or non-lycanthropes, there are some cases in which the child gains only some of the shape-shifting qualities of its lycanthropic parent.

These Lycans, as they are called, are second-class citizens, caught in the world between the shape shifters and the “normals”.

The table below lists the known Lycans that can be found on Amberos

Subspecies	Animal Form	Advanced Form
Badger Lycan	Badger	Giant badger
Bear Lycan	Black bear	Brown bear
Boar Lycan	Boar	Giant boar
Eagle Lycan	Eagle	Giant eagle
Rat Lycan	Rat	Giant rat
Raven Lycan	Raven	Giant raven
Serpent Lycan	Poisonous snake	Constrictor snake
Cat Lycan	Panther	Lion or Tiger
Wolf Lycan	Wolf	Dire wolf

Lycans on Amberos

Most of the common lycanthropes on Amberos congregate in the Lands of Sarve, in an area set aside for their own use by the powerful sorcerer Sarve. In these lands, the lycanthropes have freely associated with each other and those who willingly live in the land, and their unions have created the lycans.

Though the birth or appearance of a lycan outside the Lands of Sarve is possible, such individuals tend to be persecuted or hunted for fear of the dread curse of lycanthropy, even though a lycan cannot cause lycanthropy in others.

Lycan Characters

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

Age. Lycans grow to adulthood at the same pace as humans, however, the effects of old age do not set in until they are well over a hundred years old, and they can live 250 years or more.

Size. A lycan follows the range of human height and weight, ranging from around 5' 2" to around 6' 2" and weighing in from between 120 lbs to 200 lbs. or more. Your size is Medium.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Shift. As a bonus action, you can take on a semblance of the animal that you are associated with. This manifests in a covering of fur, sharp claws and facial features reminiscent of your animal semblance. You

may or may not grow a tail, as you choose. While shifted, you gain advantage on Strength and Dexterity checks. You remain shifted for 1 minute, until you choose to return to your normal form or you are unconscious. You can shift a number of times equal to your proficiency modifier. You regain all uses of this ability after a long rest.

Lycan Aptitude. At character creation, you select one of the feat abilities listed below. You can also select one of the feats below instead of taking an ability score increase at 4th, 8th, 12th, 16th or 20th level.

Natural Attacks. When shifted, you gain a natural bite attack that deals 1d6 + your Str modifier piercing damage, and two claw attacks that deal 1d4 slashing damage. The bite attack is treated as a Light weapon. The claw attacks are treated as Light and Finesse.

Languages. You can read, write and speak Common and Sylvan.



Lycan Feats

Animal Rage

You gain an animalistic rage.

Prerequisite: Lycan, Shifted, Cha 13+

Benefit: You gain the ability to Rage like a barbarian when shifted. Once you use this ability, you cannot use again until you take a long rest. This feat may be taken multiple times.

Animal Affinity

You understand the animal you can become better than others.

Prerequisite: Lycan

Benefit: You increase your Wisdom by 1. Also, you gain proficiency in Animal Handling if you do not already have the skill. While shifted, you gain advantage on Animal Handling (Wisdom) skill checks to influence animals that match your animal semblance.

Animal Hide

Your skin is tougher when shifted.

Prerequisite: Lycan, shifted.

Benefit: While shifted, you gain a natural armor bonus equal to your Proficiency Modifier.

Animal Shape

You can become the animal you are descended from.

Prerequisite: Lycan, Animal Affinity, shifted.

Benefit: You can take the shape of an animal you have an affinity to. You use the animal's stat block while shifted, and change back to your former form if you are reduced to 0 hit points. When you revert, any damage in excess of your shapeshifted form's total hit points is carried over to your natural form.

At 8th level, you can assume the Advanced form listed on the table above, or assume the regular animal form for up to 1 hour.

Burrow

You can tunnel through soft earth.

Prerequisite: Badger Lycan, shifted.

Benefit: You increase your Strength by 1. When shifted, you gain a burrow speed of 10 ft.

Constrict

You can squeeze and opponent in your tail

Prerequisite: Serpent Lycan, serpent's tail, shifted.

Benefit: When shifted, you do not gain claw attacks, but instead gain a tail attack that deals 1d6 bludgeoning damage. If you hit an opponent with your tail attack, you can choose to start a grapple.

Disease Carrier

You can infect others with disease

Prerequisite: Rat lycan, shifted.

Benefit: You gain advantage when making saving throws against disease or infections whether shifted or not. Also, when you make a bite attack, the target must make a DC 8 + your Con modifier + your PB Constitution save. On a failure, the target is diseased.

Fearsome Roar

You can unleash an animalistic roar that frightens opponents.

Prerequisite: Panther, Bear or Wolf lycan, shifted.

Benefit: As an action while shifted, you can let out a mighty roar that frightens opponents. Those opponents within a 15 ft. cone must make a Wisdom save (DC 8 + PB + Cha modifier) or frightened of you for 1 minute. Targets that make the saving throw cannot be affected again for 24 hours.

Flight

You can fly while shifted

Prerequisite: Eagle or Raven Lycan, Shifted.

Benefit: While shifted, your arms become wings and you can fly at a rate of 30 ft. However, you cannot use your arms to hold items or weapons while flying.

Keen Sense

You gain a keen sense of hearing, smell, or sight

Prerequisite: Any lycan, shifted.

Benefit: While in shifted form, you are treated as proficient in Perception, and gain advantage on any Perception (Wisdom) skill checks involving sight, hearing or smell.

Mighty Leap

You can jump farther in shifted form.

Prerequisite: Panther or Rat Lycan, shifted.

Benefit: You increase your Strength by 1. Also, while shifted, you triple your jump distance.

Poison Bite

You can inject venom into your opponent with a bite

Prerequisite: Serpent Lycan, shifted.

Benefit: When you hit with your bite attack, the target must make a DC 8 + your Con modifier + your PB Constitution saving throw. On a failure, the target takes 1d8 poison damage. At 11th level, this increases to 2d8 poison damage.

Pounce

You gain a pounce attack while shifted.

Prerequisite: Panther or Wolf Lycan, shifted

Benefit: You increase your Dexterity by 1. Also, while shifted, if you move at least 20 feet in a straight line, after making a normal attack and score a hit, you can also make a bite attack as a free action.

Rend

You gain a rend attack while shifted.

Prerequisite: Bear Lycan, Shifted.

Benefit: While in shifted form, if you hit with both of your claw attacks, you rend the victim for additional damage. You deal an additional 2d4 plus your Str modifier slashing damage.

Supernatural Resistance

You gain more of a lycanthrope's resistance to damage.

Prerequisite: Any lycan, 4th level or higher, shifted.

Benefit: While in shifted form, you gain Damage Resistance to bludgeoning, piercing or slashing nonmagical weapons that aren't silvered.

Takedown

You can pull a foe down to the ground with a single bite

Prerequisite: Wolf or Bear Lycan, shifted.

Benefit: You increase your Strength by 1. Also, if you hit with your bite attack, the target must make a DC 8 + your Str modifier + your PB bonus Strength save or be knocked prone.

Rat Lycan Urchin

Medium humanoid (shapeshifter), any alignment

Armor Class 15 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	11 (+0)

Saving Throws Dex+5

Skills Deception +2, Perception +5, Sleight of Hand +6, Stealth +7

Condition Immunities diseased

Senses darkvision 60 ft., passive Perception 15

Languages Common, Thieves' Cant

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

Sneak Attack (1x/round). If the lycan is within 5 feet of an ally or has advantage it deals an additional 3 (1d6) damage on a hit.

Actions

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

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

Bonus Actions

Cunning Action. The lycan takes the Dodge, Disengage or Hide action.

Diseased Bite (shifted). *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage and the target must make a DC 11 Constitution save. On a failure, the target is diseased.

Shift (2x/long rest). The lycan takes on a rat-like semblance, gaining advantage on Strength and Dexterity checks. The shift lasts for 1 minute.

Rat lycans are those with wererat blood in their ancestry. Generally sociable and prone to mischief, many put their skills to use in less than honorable conditions.

Combat

Rat lycans use their ability to misdirect and stealth to lure opponents into positions where they can easily be struck down swiftly and silently. It is common for multiple rat lycans to work in concert to bring down a foe, sharing in the resulting spoils. However, they tend to be somewhat cowardly and will often break off from any fight that is not quickly and easily resolved.

Rat Lycans on Amöcros

Rat lycans are common in small communities at the edge of the Lands of Sarve, often constituting entire populations who happily interact and trade with nearby Silkna Kingdom communities.

Rat Lycan Footpad

Medium humanoid (shapeshifter), any alignment

Armor Class 15 (leather)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	13 (+1)	15 (+2)	12 (+1)	11 (+0)

Saving Throws Dex+6

Skills Deception +2, Perception +5, Sleight of Hand +6, Stealth +8

Condition Immunities diseased

Senses darkvision 60 ft., passive Perception 15

Languages Common, Thieves' Cant

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

Sneak Attack (1x/round). If the lycan is within 5 feet of an ally or has advantage it deals an additional 10 (3d6) damage on a hit.

Actions

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

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

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

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*
1st level (3 slots): *charm person*, *silent image*, *sleep*

Bonus Actions

Cunning Action. The lycan takes the Dodge, Disengage or Hide action.

Diseased Bite (shifted). *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage and the target must make a DC 11 Constitution save. On a failure, the target is diseased.

Shift (2x/long rest). The lycan takes on a rat-like semblance, gaining advantage on Strength and Dexterity checks. The shift lasts for 1 minute.

Reactions

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

Tiger Lycan

Medium humanoid (lycan), any alignment

Armor Class 17 (splint mail)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Saving Throws Str +4, Con +4

Skills Athletics +4, Intimidation +2, Perception +3

Damage Resistances (shifted) bludgeoning, piercing or slashing nonmagical weapons that aren't silvered

Senses low-light vision, passive Perception 13

Languages Common, Zend

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

Actions

Multiattack. The lycan makes two longsword and a bite attack or two longbow attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if used two-handed.

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

Bonus Actions

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

Shift (2x/long rest). The lycan takes on a tiger-like semblance, gaining advantage on Strength and Dexterity checks. The shift lasts for 1 minute.

A tiger lycan is a human with an ancestor who was a weretiger. Generally fierce and proud, they are energetic and quick to take up a challenge.

Combat

A tiger lycan prefers to swiftly rush an opponent and attack with its sword while also attempting to bite its foe. They prefer to concentrate on a single opponent at a time, downing one foe before moving to the next.

Tiger Lycans on Amderos

Tiger lycans are much more common in the lands of Spi Dak Su than any other place on the continent. According to imperial records, there was a very prodigious samurai family who had many weretiger offspring. When the evil curse of lycanthropy befell the family, they were hunted down and destroyed, but apparently one of the clan members had secretly fathered many children among the peasantry, and they had his lycanthrope blood. As

the blood diluted over the years with more and more human descendants, eventually all that remained of the family line were occasional tiger lycans that would pop up.

Tiger Lycan Samurai

Medium humanoid (lycan), any alignment

Armor Class 17 (splint mail)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +3, Perception +4

Damage Resistances (shifted) bludgeoning, piercing or slashing nonmagical weapons that aren't silvered

Senses low-light vision, passive Perception 14

Languages Common, Zend

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

Indomitable (1x/long rest). If the lycan fails a saving throw it can reroll it.

Actions

Multiattack. The lycan makes three longsword and a bite attack or three longbow attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used two-handed.

Bite (bonus action, shifted). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

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

Bonus Actions

Shift (2x/long rest). The lycan takes on a tiger-like semblance, gaining advantage on Strength and Dexterity checks. The shift lasts for 1 minute.

Wolf Lycan Tracker

Medium humanoid (lycan), any alignment

Armor Class 15 (studded leather)

Hit Points 13 (2d8 + 4)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Str +3, Dex +5

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

Senses low-light vision, passive Perception 14

Languages Common

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

Favored Foe (2x/long rest). When the lycan hits an opponent, it marks the opponent. Thereafter, the first attack the lycan deals that hits each turn against the target deals 2 (d4) extra damage.

Actions

Two-weapon fighting. The lycan makes two scimitar attacks.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

1st level (2 slots): *ensnaring strike*, *hunter's mark*

Bonus Actions

Bite (shifted). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage and the target must make a DC 11 Strength save. On a failure, the target is knocked prone.

Shift (2x/long rest). The lycan takes on a wolf-like semblance, gaining advantage on Strength and Dexterity checks. The shift lasts for 1 minute.

Wolf lycans, like other lycans, are those humans with werewolf blood in their ancestry. Of all lycans, they most easily blend into regular human society. Many become trappers, hunters or trackers, where their supernatural abilities help them

Combat

Wolf lycans usually do not use their shifting ability until they are in the thick of a fight, instead of prior to engagement. They use their altered appearance to strike dread into opponents.

Wolf Lycan Ranger

Medium humanoid (lycan), any alignment

Armor Class 16 (studded leather)

Hit Points 39 (6d8 + 12)

Speed 35 ft., climb 35 ft., swim 35 ft.

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

Saving Throws Str +3, Dex +6

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

Damage Resistances (shifted) bludgeoning, piercing or slashing nonmagical weapons that aren't silvered

Senses low-light vision, passive Perception 14

Languages Common

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

Favored Foe (2x/long rest). When the lycan hits an opponent, it marks the opponent. Thereafter, the first attack the lycan deals that hits each turn against the target deals 2 (d4) extra damage.

Actions

Two-weapon fighting/Multiattack. The lycan makes three scimitar attacks or two longbow attacks.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

1st level (4 slots): *ensnaring strike*, *hunter's mark*
2nd level (2 slots): *pass without trace*, *spike growth*

Bonus Actions

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

Shift (2x/long rest). The lycan takes on a wolf-like semblance, gaining advantage on Strength and Dexterity checks. The shift lasts for 1 minute.

Wolf Lycans on Amōeros

Often called the sons and daughters of Sarve, there are relatively few who share a blood relation with the mysterious mage. Instead, many have received their shifting abilities as part of a ceremony of allegiance to the powerful mage and the land in which they dwell.

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

On Amberos, lycanthropy originally was the result of a curse laid on the god Urdeus, Twin of Night and his followers. Following a mystical quest, the curse was turned into a tool for Urdeus to combat evil, and a state of being for those born with shapeshifting ability.

The greatest of lycanthropes on Amberos is Sarve of the Wilderlands, a powerful werewolf and sorcerer who overcame the prejudices against his race and carved out a kingdom where his kind could live in peace away from the petty hatreds and fears of the other races. While many claim Sarve to be wicked and evil, among the lycanthropes he is considered to be a great hero and saint for the acts he has performed and trials he has endured all because he is a lycanthrope.



Werebadger

Medium humanoid (dwarf, shapechanger), chaotic good

Armor Class 10

Hit Points 30 (4d8 + 12)

Speed 25 ft. (30 ft., burrow 10 ft. in hybrid or animal form)

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

Skills Smith's Tools, Perception +3

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarven (can't speak in badger form)

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

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

Actions

Shapechanger. The werebadger polymorphs into a Medium badger-humanoid hybrid or into a Medium giant badger, or back into its true form, which is humanoid. 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.

Multiattack. In badger form, the werebadger makes two attacks; one with its bite and one with its claws. In humanoid form, it makes one greataxe attack or one crossbow attack. In hybrid form, it can attack like a badger or a humanoid.

Greataxe (Dwarf or Hybrid only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 7 (1d12 + 1) slashing damage.

Bite (Hybrid or Animal only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage.

Claws (Hybrid or Animal only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4 + 1) slashing damage.

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

Combat

Werebadgers have a lust for battle, and quickly leap into combat. They almost always instantly shift to animal form and use their superior strength and rage ability to tear foes apart.

Werebadgers on Amberos

Unlike most other lycanthropes, Deor, the lord of the dwarves, was the one who gifted his followers with the ability to assume an animal shape. Ziga twisted the transformation into a curse at the end of the Elvin Golden Age, making the lycanthropic werebadgers thorns in



dwarven society with their disruptive outlook towards stilted and structured dwarven society.

Werebadgers can be found in any dwarven or gnomish community, though they tend to be shunned or exiled by dwarves if discovered. Lone werebadger hermits inhabit many of the mountains of Amberos, and seem to be more common in the Crystalmire mountains.

Werebadger Loner

Medium humanoid (dwarf, shapechanger), chaotic good

Armor Class 15 (breastplate; dwarf or hybrid form), 11 (animal form)

Hit Points 60 (8d8 +24)

Speed 25 ft. (30 ft., burrow 10 ft. in hybrid or animal form)

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

Saving Throws Str +5, Con +5

Skills Smith's Tools, Athletics +5, Intimidation +2, Perception +3

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarven (can't speak in badger form)

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

Improved Critical. The werebadger scores a critical hit on natural roll of 19 or 20.

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

Actions

Shapechanger. The werebadger polymorphs into a Medium badger-humanoid hybrid or into a Medium giant badger, or back into its true form, which is humanoid. 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.

Multiattack. In badger form, the werebadger makes two attacks; one with its bite and one with its claws. In humanoid form, it makes two greataxe attacks or one crossbow attack. In hybrid form, it can attack like a badger or a humanoid.

Greataxe (Dwarf or Hybrid only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (1d12 + 3) slashing damage.

Bite (Hybrid or Animal only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Claws (Hybrid or Animal only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage.

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

Werebadger Hermit

Medium humanoid (dwarf, shapechanger), chaotic good

Armor Class 15 (breastplate; dwarf or hybrid form), 11 (animal form)

Hit Points 119 (14d8 +56)

Speed 25 ft. (30 ft., burrow 10 ft. in hybrid or animal form)

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

Saving Throws Str +7, Con +7

Skills Smith's Tools, Athletics +7, Intimidation +3, Perception +4

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarven (can't speak in badger form)

Challenge 5 (1,800 XP) **Prof** +3

Indomitable (1x/long rest). If the werebadger fails a saving throw, it may reroll the saving throw.

Improved Critical. The werebadger scores a critical hit on natural roll of 19 or 20.

Keen Smell. The werebadger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Shapechanger. The werebadger polymorphs into a Medium badger-humanoid hybrid or into a Medium giant badger, or back into its true form, which is humanoid. 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.

Multiattack. In badger form, the werebadger makes two attacks; one with its bite and one with its claws. In humanoid form, it makes three greataxe attacks or one crossbow attack. In hybrid form, it can attack like a badger or a humanoid.

Greataxe (Dwarf or Hybrid only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d12 + 4) slashing damage.

Bite (Hybrid or Animal only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Claws (Hybrid or Animal only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) slashing damage.

Heavy Crossbow (Dwarf or Hybrid only). *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

WereEagle

Medium humanoid (elf, shapechanger), lawful good

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft. (30 ft., fly 60 ft. in hybrid; 10 ft., fly 80 ft. in animal)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Senses low-light vision, passive Perception 14

Languages Common, Elvin, Sylvan

Challenge 3 (700 XP) **Prof** +2

Fey Ancestry. The wereeagle has advantage on saving throws against being charmed, and cannot be magically put to sleep.

Keen Sight. The wereeagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Shapechanger. The wereeagle polymorphs into a Medium eagle-humanoid hybrid or into a Large giant eagle, or back into its true form, which is humanoid. 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.

Multiattack. The wereeagle makes two attacks; one with its beak and one with its talons. In humanoid form, it makes one longsword attack or one longbow attacks. In hybrid form, it can attack like an eagle or a humanoid.

Longsword (Humanoid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Beak (Eagle or hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Talons (Eagle or hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage

Longbow (Humanoid form only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Natural-born wereeagles are generally elves or half-elves in nature. They have slightly elongated ears and sharper eyes than normal. They usually sport a hawkish nose. Wereeagles are generally regal in outlook and demeanor, and often seem detached from their surroundings.

Combat

Wereeagles will generally assume giant eagle form, flying to a great height and then swooping down to attack their foes. If forced to fight on the ground, they generally assume hybrid form.

WereEagles on Amöeros

The giant wereeagle is an abnormality among lycanthropes as it is the result of elvin magic and is not a manifestation of Ziga's curse on the followers of Urdeus. Because of this, giant wereeagle lycanthropes are always natural lycanthropes and cannot spread the curse of lycanthropy.



WereEagle Overseen

Medium humanoid (elf, shapechanger), lawful good

Armor Class 13 [16 *mage armor*]

Hit Points 55 (10d8 + 10)

Speed 30 ft. (30 ft., fly 60 ft. in hybrid; 10 ft., fly 80 ft. in animal)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	18 (+4)	14 (+2)	10 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7, Perception +5

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Senses low-light vision, passive Perception 15

Languages Common, Elvin, Sylvan

Challenge 5 (1,800 XP) **Prof** +3

Fey Ancestry. The wereeagle has advantage on saving throws against being charmed, and cannot be magically put to sleep.

Keen Sight. The wereeagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Shapechanger. The wereeagle polymorphs into a Medium eagle-humanoid hybrid or into a Large giant eagle, or back into its true form, which is humanoid. 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.

Multiattack. The wereeagle makes two attacks; one with its beak and one with its talons. In humanoid form, it makes one longsword attack or one longbow attack. In hybrid form, it can attack like an eagle or a humanoid.

Longsword (*Humanoid form only*). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Beak (*Eagle or hybrid form only*). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Talons (*Eagle or hybrid form only*). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage.

Longbow (*Humanoid form only*). *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spellcasting. The wereeagle is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The wereeagle has the following Wizard spells prepared:

Cantrips (at will): *friends, light, mage hand, prestidigitation*
1st level (4 slots): *obscuring mist, mage armor, magic missile*
2nd level (3 slots): *blur, detect thoughts, melf's acid arrow*
3rd level (3 slots): *fireball, slow*

WereEagle Azure Lord

Medium humanoid (elf, shapechanger), lawful good

Armor Class 14 [17 *mage armor*]

Hit Points 88 (16d8 + 16)

Speed 30 ft. (30 ft., fly 60 ft. in hybrid; 10 ft., fly 80 ft. in animal)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	13 (+1)	20 (+5)	14 (+2)	10 (+0)

Saving Throws Int +10, Wis +7

Skills Arcana +10, History +10, Perception +7

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered

Senses low-light vision, passive Perception 17

Languages Common, Elvin, Sylvan

Challenge 15 (200 XP) **Prof** +5

Fey Ancestry. The wereeagle has advantage on saving throws against being charmed, and cannot be magically put to sleep.

Keen Sight. The wereeagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Shapechanger. The wereeagle polymorphs into a Medium eagle-humanoid hybrid or into a Large giant eagle, or back into its true form, which is humanoid. 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.

Multiattack. The wereeagle makes two attacks; one with its beak and one with its talons. In humanoid form, it makes one longsword attack or one longbow attack. In hybrid form, it can attack like an eagle or a humanoid.

Longsword (*Humanoid form only*). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Beak (*Eagle or hybrid form only*). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Talons (*Eagle or hybrid form only*). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage

Longbow (*Humanoid form only*). *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Spellcasting. The wereeagle is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The wereeagle has the following Wizard spells prepared:

Cantrips (at will): *friends, light, mage hand, prestidigitation*

1st level (4 slots): *obscuring mist, mage armor, magic missile*

2nd level (3 slots): *blur, detect thoughts, melf's acid arrow*

3rd level (3 slots): *fireball, slow*

4th level (3 slots): *greater invisibility, Otiluke's resilient sphere*

5th level (3 slots): *cone of cold, hold monster*

6th level (2 slots): *chain lightning, mass suggestion*

Werehorse

Medium humanoid (equine, human, shapechanger), neutral

Armor Class 10

Hit Points 22 (4d8 + 4)

Speed 30 ft. (50 ft. in hybrid and 60 ft. in animal)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Damage Immunities bludgeoning, piercing or slashing nonmagical weapons that aren't silvered

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP) **Prof** +2

Charge (hybrid only). If the werehorse moves at least 30 feet straight toward a target and then hits with a spear attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Actions

Shapechanger. The werehorse polymorphs into a Medium centaur (monstrosity) hybrid or into a Large riding horse, or back into its true form, which is humanoid. 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.

Hooves (Hybrid or Horse only). **Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 8 (2d4 + 3) bludgeoning damage.

Spear (Hybrid or Human only). **Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. **Hit:** 6 (1d6 + 3) piercing damage, 7 (1d8 + 3) piercing damage if two-handed.

Shortbow (Hybrid or Human only). **Ranged Weapon Attack:** +2 to hit, range 80/320 ft., one target. **Hit:** 3 (1d6) piercing damage.

Werehorses are very rare, often only found in wild, open areas might be found. Werehorses are more common among Aharati than any other race. A werehorse in humanoid form often has unusually long hair and larger than normal eyes and nose, the latter of which is usually flat and wide.

Werehorses are indomitable individuals who dislike settling down to one area. They prefer to remain cordial to outsiders and create strong bonds of friendship, and are often hard, tireless workers.

A werehorse's hybrid form is unusual as the creature's lower body becomes that of a horse with a humanoid torso and arms and a horse's head.

Combat

Werehorse almost universally transform to hybrid form for combat. Unlike most other hybrids, a

werehorse in hybrid form strikes with hoof and weapon attacks, instead of with a bite.

Werehorses on Amōeros

Werehorses are common among Aharati tribes, and are considered a blessing passed down by Belli. Aharati have high regard for werehorses, and they are afforded many comfort and offerings to live with tribes. Though a werehorse can pass the curse of lycanthropy by bite, werehorses rarely bite others even in combat, and thus the passing of this ability is usually deliberate, and done as a "blessing".

Most werehorses can be found in the plains of the Southern Kingdom and Nauwflouwd. Though they are welcome in the lands of Sarve, the marshland make for poor running land, and few werehorses live there.



Werehorse Runner

Medium humanoid (human, shapechanger), neutral

Armor Class 15 (leather) [14 as horse] [16 barkskin]

Hit Points 52 (8d8 + 16)

Speed 30 ft. (50 ft. in hybrid and 60 ft. in animal)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Str +5, Dex +6

Skills Nature +3, Perception +4, Survival +4

Damage Immunities bludgeoning, piercing or slashing nonmagical weapons that aren't silvered

Senses passive Perception 14

Languages Common, Elvin, Sylvan

Challenge 3 (700 XP) **Prof** +2

Charge (*hybrid only*). If the werehorse moves at least 30 feet straight toward a target and then hits with a spear attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Favored Foe (*2x/long rest*). When the human hits an opponent, it marks the opponent. Thereafter, the first attack the human deals that hits each turn against the target deals d6 extra damage.

Actions

Shapechanger. The werehorse polymorphs into a Medium centaur (monstrosity) hybrid or into a Large riding horse, or back into its true form, which is humanoid. 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.

Multiattack. The werehorse makes two spear or two shortbow attacks.

Hooves (*Hybrid or Horse only*). **Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 8 (2d4 + 3) bludgeoning damage.

Spear (*Hybrid or Human only*). **Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. **Hit:** 6 (1d6 + 3) piercing damage, 7 (1d8 + 3) piercing damage if two-handed.

Shortbow (*Hybrid or Human only*). **Ranged Weapon Attack:** +6 to hit, range 80/320 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage.

Spellcasting. The werehorse is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The werehorse has the following Ranger spells prepared:

1st level (4 slots): *goodberry*, *hunter's mark*, *speak with animals*

2nd level (2 slots): *barkskin*, *pass without trace*

Werehorse Windguide

Medium humanoid (human, shapechanger), neutral

Armor Class 15 (leather) [14 as horse] [16 barkskin]

Hit Points 91 (14d8 + 28)

Speed 30 ft. (50 ft. in hybrid and 60 ft. in animal)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	15 (+2)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Str +7, Dex +8

Skills Nature +4, Perception +5, Survival +5

Damage Immunities bludgeoning, piercing or slashing nonmagical weapons that aren't silvered

Senses passive Perception 15

Languages Common, Elvin, Sylvan

Challenge 6 (2,300 XP) **Prof** +3

Charge (*hybrid only*). If the werehorse moves at least 30 feet straight toward a target and then hits with a spear attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Defensive Tactics. Opportunity attacks against the werehorse suffer disadvantage.

Favored Foe (*2x/long rest*). When the human hits an opponent, it marks the opponent. Thereafter, the first attack the human deals that hits each turn against the target deals 3 (d6) extra damage.

Hunter's Prey (*1x/turn*). When the werehorse hits a creature, the target takes an extra 4 (1d8) damage if it is below max hit points.

Actions

Shapechanger. The werehorse polymorphs into a Medium centaur (monstrosity) hybrid or into a Large riding horse, or back into its true form, which is humanoid. 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.

Multiattack. The werehorse makes two spear or two shortbow attacks.

Whirlwind Attack. The werehorse makes a spear attack against all enemies within 5 feet. This cannot be combined with multiattack.

Hooves (*Hybrid or Horse only*). **Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 8 (2d4 + 3) bludgeoning damage.

Spear (*Hybrid or Human only*). **Melee Weapon Attack:** +7 to hit, reach 5 ft., one creature. **Hit:** 6 (1d6 + 3) piercing damage, 7 (1d8 + 3) piercing damage if two-handed.

Shortbow (*Hybrid or Human only*). **Ranged Weapon Attack:** +8 to hit, range 80/320 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage.

Spellcasting. The werehorse is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The werehorse has the following Ranger spells prepared:

1st level (4 slots): *animal friendship*, *goodberry*, *hunter's mark*, *speak with animals*

2nd level (3 slots): *barkskin*, *beast sense*, *pass without trace*

3rd level (3 slots): *conjure barrage*, *protection from energy*, *speak with plants*

Wereowl

Medium humanoid (avian, human, shapechanger), neutral

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 30 ft. (30 ft., fly 60 ft. in hybrid form; 5 ft., fly 60 ft. in animal form)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +4

Damage Immunities bludgeoning, piercing and slashing nonmagical weapons that aren't silvered

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge ½ (100 XP) **Prof** +2

Flyby (Hybrid and Animal only). The wereowl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The wereowl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Shapechanger. The wereowl polymorphs into a Medium owl-humanoid hybrid or into a Large giant owl, or back into its true form, which is humanoid. 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.

Talons (Hybrid and Animal only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 1) slashing damage.

Club (Human or Hybrid only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature, *Hit:* 4 (1d6 + 1) bludgeoning damage.

Light Crossbow (Human or Hybrid only). *Ranged Weapon Attack:* +4 to hit, range 80/320, one creature. *Hit:* 6 (1d8 + 2) piercing damage.

In humanoid form, wereowls tend to have slightly larger and rounder eyes than normal. They also tend to have long eyebrows and thin fingers.

Combat

Wereowls often take giant owl shape and hunt down prey at night. Among the more amoral wereowls, such prey may be humanoid in nature. Wereowls often fly high above an area to spot prey, then swoop down to snatch prey, and then carry it away to a quiet place to kill and eat. If attacked, wereowls will often attempt to break away from combat – perhaps to return later its own terms or to avoid future attacks altogether.



Wereowls on Amðeros

In the same manner that werebears are the patrons of Urdeus and wereeagles were created by the elvin magic, wereowls are the result of the deity Menos, the Mindlord. Like the other lycanthropes, Ziga corrupted the force that allows them to take animal shape. Wereowls are hoarders of knowledge, and unlike many other lycanthropes, can often be found in heavily populated areas tending areas such as libraries or other locations where knowledge is kept or shared.

Wereowl Savant

Medium humanoid (human, shapechanger), neutral

Armor Class 12 [15 mage armor]

Hit Points 58 (9d8 + 18)

Speed 30 ft. (30 ft., fly 60 ft. in hybrid form; 5 ft., fly 60 ft. in animal form)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	18 (+4)	13 (+1)	11 (+0)

Saving Throws Int +6, Wis +3

Skills Arcana +6, Insight +3, Perception +3, Stealth +4

Damage Immunities bludgeoning, piercing and slashing nonmagical weapons that aren't silvered

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP) **Prof** +2

Flyby (*Hybrid and Animal only*). The wereowl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The wereowl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Shapechanger. The wereowl polymorphs into a Medium owl-humanoid hybrid or into a Large giant owl, or back into its true form, which is humanoid. 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.

Talons (*Hybrid and Animal only*). **Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature. **Hit:** 8 (2d6 + 1) slashing damage.

Club (*Human or Hybrid only*). **Melee Weapon Attack:** +3 to hit, reach 5 ft., one creature, **Hit:** 4 (1d6 + 1) bludgeoning damage.

Light Crossbow (*Human or Hybrid only*). **Ranged Weapon Attack:** +4 to hit, range 80/320, one creature. **Hit:** 6 (1d8 + 2) piercing damage.

Spellcasting. The wereowl is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The wereowl has the following Wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *charm person*, *comprehend languages*, *mage armor*, *ray of sickness*

2nd level (3 slots): *detect thoughts*, *invisibility*, *suggestion*

3rd level (3 slots): *clairvoyance*, *dispel magic*, *nondetection*

Wereowl Yogi

Medium humanoid (human, shapechanger), neutral

Armor Class 12 [15 *mage armor*]

Hit Points 58 (15d8 + 30)

Speed 30 ft. (30 ft., fly 60 ft. in hybrid form; 5 ft., fly 60 ft. in animal form)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	20 (+5)	13 (+1)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +9, Insight +5, Perception +5, Stealth +6

Damage Immunities bludgeoning, piercing and slashing nonmagical weapons that aren't silvered

Senses darkvision 120 ft., passive Perception 15

Languages Common

Challenge 9 (5,000 XP) **Prof** +4

Flyby (Hybrid and Animal only). The wereowl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The wereowl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Shapechanger. The wereowl polymorphs into a Medium owl-humanoid hybrid or into a Large giant owl, or back into its true form, which is humanoid. 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.

Talons (Hybrid and Animal only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 1) slashing damage.

Club (Human or Hybrid only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature, *Hit:* 4 (1d6 + 1) bludgeoning damage.

Light Crossbow (Human or Hybrid only). *Ranged Weapon Attack:* +6 to hit, range 80/320, one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Spellcasting. The wereowl is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The wereowl has the following Wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *charm person*, *comprehend languages*, *mage armor*, *ray of sickness*

2nd level (3 slots): *detect thoughts*, *invisibility*, *suggestion*

3rd level (3 slots): *clairvoyance*, *dispel magic*, *nondetection*

4th level (3 slots): *arcane eye*, *banishment*, *locate creature*

5th level (3 slots): *contact other plane*, *creation*, *dominate person*

6th level (2 slots): *circle of death*, *eyebite*

Wereraven

Small humanoid (avian, halfling, shapechanger), neutral

Armor Class 12

Hit Points 10 (3d6)

Speed 30 ft. (30 ft., fly 30 ft. in Hybrid form; 10 ft., fly 50 ft. in Animal form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3

Damage Immunities bludgeoning, piercing or slashing nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 11

Languages Common, Halfling

Challenge 1 (200 XP) **Prof** +2

Mimicry. The wereraven can mimic simple sounds it has heard. A creature who hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Sneak Attack (1x/turn). When the wereraven has advantage or makes an attack against an opponent who is within 5 feet of an ally, it deals an additional 3 (1d6) damage.

Actions

Shapechanger. The wereraven polymorphs into a Small raven-humanoid hybrid or into a Tiny raven, or back into its true form, which is humanoid. 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.

Short Sword (Halfling or Hybrid only). **Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. **Hit:** 5 (1d6 + 2) piercing damage.

Sling (Halfling or Hybrid only). **Ranged Weapon Attack:** +4 to hit, range 30/120 ft., one target. **Hit:** 4 (1d4 + 2) bludgeoning damage.

Wereravens are scruffy and tricky by nature, with a tendency to collect and seek out valuable objects. Wereravens are more common among Halflings, kobolds and goblins than any other race. In humanoid form, wereravens often have dark, almost black eyes and raven-black, straight hair.

Combat

Wereravens rarely fight fair, and often use their small size to surprise and ambush opponents. Since they are generally weaker than other lycanthropes, most wereravens prefer to avoid direct combat, and will often wage their wars using trickery, bribery and any other unscrupulous method they can to bring their opponent down.

Wereravens on Amberos

Of all the lycanthropes of Amberos, it is the most difficult to discern the motives of the wereravens. These creatures tend to go wherever whim takes them and are practical in their outlook. They rarely take sides or involve themselves in matters that do not directly affect them; many times if threatened, they simply relocate to an area less dangerous rather than seek out combat. Wereravens can be found in practically all places of the world, employing their tricks to enjoy the benefits of other's hard work.



Wereraven Scavenger

Small humanoid (halfling, shapechanger), neutral

Armor Class 14 (leather) (13 in animal form)

Hit Points 48 (8d6+16)

Speed 30 ft., climb 30 ft. (30 ft, climb 30 ft., fly 30 ft in Hybrid form; 10 ft., fly 50 ft. in Animal form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	13 (+1)	12 (+1)	11 (+0)

Skills Deception +4, Perception +3, Performance +2, Sleight of Hand +5, Stealth +7,

Damage Immunities bludgeoning, piercing or slashing nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 13

Languages Common, Halfling

Challenge 3 (700 XP) **Prof** +2

Mimicry. The wereraven can mimic simple sounds it has heard. A creature who hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Sneak Attack (1x/turn). When the wereraven has advantage or makes an attack against an opponent who is within 5 feet of an ally, it deals an additional 10 (3d6) damage.

Actions

Shapechanger. The wereraven polymorphs into a Small raven-humanoid hybrid or into a Tiny raven, or back into its true form, which is humanoid. 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.

Short Sword (Halfling or Hybrid only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Sling (Halfling or Hybrid only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Bonus Actions

Fast Hands. The wereraven can take the Dash, Disengage, Use an Object or Dodge action or to make a Sleight of Hand check.

Reactions

Uncanny Dodge. When hit by an attack, the wereraven reduces the damage taken by half.

Wereraven Collector

Small humanoid (halfling, shapechanger), neutral

Armor Class 14 (leather) (13 in animal form)

Hit Points 48 (14d6+28)

Speed 30 ft., climb 30 ft. (30 ft, climb 30 ft., fly 30 ft in Hybrid form; 10 ft., fly 50 ft. in Animal form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	13 (+1)

Skills Deception +6, Perception +4, Performance +5, Sleight of Hand +7, Stealth +9

Damage Immunities bludgeoning, piercing or slashing nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages Common, Halfling

Challenge 6 (2,300 XP) **Prof** +3

Evasion. When the wereraven makes a Dexterity save, it takes no damage on a successful save and only half on a failure.

Mimicry. The wereraven can mimic simple sounds it has heard. A creature who hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Sneak Attack (1x/turn). When the wereraven has advantage or makes an attack against an opponent who is within 5 feet of an ally, it deals an additional 21 (6d6) damage.

Actions

Shapechanger. The wereraven polymorphs into a Small raven-humanoid hybrid or into a Tiny raven, or back into its true form, which is humanoid. 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.

Short Sword (Halfling or Hybrid only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Sling (Halfling or Hybrid only). *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Bonus Actions

Fast Hands. The wereraven can take the Dash, Disengage, Use an Object or Dodge action or to make a Sleight of Hand check.

Reactions

Uncanny Dodge. When hit by an attack, the wereraven reduces the damage taken by half.

Werespider

Medium humanoid (elf, shapechanger), chaotic evil

Armor Class 15 (chain mail) (14 natural armor in Animal)

Hit Points 38 (7d8 + 7)

Speed 30 ft. (30 ft., climb 30 ft. in Hybrid and Animal)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +7

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered; poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 12

Languages Elvin, Undercommon

Challenge 2 (450 XP) **Prof** +2

Fey Ancestry. The werespider has advantage on saving throws against being charmed, and magic can't put the werespider to sleep.

Spider Climb (Hybrid or Spider only). The werespider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the werespider has disadvantages on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense (Hybrid or Spider only). While in contact with a web, the werespider knows the exact location of any other creature in contact with the same web.

Web Walker. The werespider ignores movement restrictions caused by webbing.

Actions

Shapechanger. The werespider polymorphs into a Medium spider-humanoid hybrid or into a Large spider, or back into its true form, which is humanoid. 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.

Bite (Hybrid or Spider only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, plus the target must make DC 11 Constitution save. On a failure, the target takes 9 (2d8) poison damage or half as much on a success. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after gaining hit points, and is paralyzed while poisoned.

Shortsword (Drow or Hybrid only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Web (Hybrid or Spider only; Recharge 5+). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The web can also be attacked and destroyed (AC 10; hp 5; vulnerable to fire; immunity to bludgeoning, poison and psychic damage)

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material component.

At Will: dancing lights

1x/long rest: darkness, faerie fire

Werespiders are devious, plotting plans within plans as they lure unsuspecting prey to their doom. Werespiders in humanoid form have spindly limbs and preference for dark clothing – usually preferring blacks with red trim. Werespiders are more common among drow than any other race, though there have been hunting-spider versions seen among the Duergar and deep gnomes.

A werespider's hybrid form appears similar to a huge spider, with a humanoid head and the front two legs ending in manipulative hands. Among the drow, the spider form looks like a massive black widow spider, and among Duergar and deep gnomes the spider form looks like a giant hairy hunting spider. Infected lycanthropes always take the spider form of the lycanthrope that bit them.

Combat

The werespider's hybrid form is truly horrifying to most races, and it generally take this shape when attacking. They prefer to strike from above and prefer to lure victims into webbed areas where they can be dispensed with easier.

Most werespiders prefer to poison, but not kill their victims straight away, leaving their victims to linger for days.

Werespiders on Amöeros

Unlike many of the other lycanthropes, whose abilities were a gift of Belli, it is thought that Ziga researched and created werespiders herself, or that they are some sort of curse for drow low enough to attempt to mate with driders, or have otherwise associated themselves with driders.

The drow view werespiders as cursed individuals, despite the drow fondness for spider effigies. A werespider is considered to have drider blood in their veins, proof of some ancient failure of that person's bloodline. Drow tend to kill any werespiders they detect, and individuals often flee a community if discovered before they are hunted down and destroyed. Some such exiled drow have formed small communities in the wilderness of the underdark, where they prey on anyone who falls into their clutches.

Ziga will not support any priestess (or priest) who is a werespider, and any priest who contracts lycanthropy

Werespider Skulker

Medium humanoid (arachnid, elf, shapechanger), chaotic evil

Armor Class 15 (chain mail) (14 natural armor in Animal)

Hit Points 84 (13d8 + 26)

Speed 30 ft. (30 ft., climb 30 ft. in Hybrid and Animal)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Skills Deception +8, Insight +3, Perception +3, Stealth +9

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered; poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 12

Languages Elvin, Undercommon

Challenge 6 (2,300 XP) **Prof** +3

Fey Ancestry. The werespider has advantage on saving throws against being charmed, and magic can't put the werespider to sleep.

Sneak Attack (1x/turn). When the werespider has advantage or makes an attack against an opponent who is within 5 feet of an ally, it deals an additional 10 (3d6) damage.

Spider Climb (Hybrid or Spider only). The werespider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the werespider has disadvantages on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense (Hybrid or Spider only). While in contact with a web, the werespider knows the exact location of any other creature in contact with the same web.

Web Walker. The werespider ignores movement restrictions caused by webbing.

Actions

Shapechanger. The werespider polymorphs into a Medium spider-humanoid hybrid or into a Large spider, or back into its true form, which is humanoid. 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.

Bite (Hybrid or Spider only). **Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. **Hit:** 7 (1d8 + 3) piercing damage, plus the target must make DC 13 Constitution save. On a failure, the target takes 9 (2d8) poison damage or half as much on a success. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after gaining hit points, and is paralyzed while poisoned.

Shortsword (Drow or Hybrid only). **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 +2) piercing damage.

Web (Hybrid or Spider only; Recharge 5+). **Ranged Weapon Attack:** +6 to hit, range 30/60 ft., one creature. **Hit:** The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The web can also be attacked and destroyed (AC 10; hp 5; vulnerable to fire; immunity to bludgeoning, poison and psychic damage)

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material component.

At Will: *dancing lights*

1x/long rest: *darkness, faerie fire*

Bonus Actions

Uncanny Dodge. The werespider can take the Dash, Disengage, or Dodge action.

and becomes a werespider becomes an ex-cleric until the lycanthropy can be cured. However, it should be noted that Gwieze has been actively recruiting drow werespiders and assigning them to work with shadow elves.



Werespider Arachlord

Medium humanoid (arachnid, elf, shapechanger), chaotic evil

Armor Class 15 (chain mail) (14 natural armor in Animal)

Hit Points 123 (19d8 + 38)

Speed 30 ft. (30 ft., climb 30 ft. in Hybrid and Animal)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	17 (+3)	11 (+0)	14 (+2)

Skills Deception +10, Insight +4, Perception +4, Stealth +11

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered; poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 14

Languages Elvin, Undercommon

Challenge 12 (8,400 XP) **Prof** +4

Evasion. When the werespider makes a Dexterity save, it takes no damage on a successful save and only half on a failure.

Fey Ancestry. The werespider has advantage on saving throws against being charmed, and magic can't put the werespider to sleep.

Sneak Attack (1x/turn). When the werespider has advantage or makes an attack against an opponent who is within 5 feet of an ally, it deals an additional 21 (6d6) damage.

Spider Climb (Hybrid or Spider only). The werespider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the werespider has disadvantages on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Sense (Hybrid or Spider only). While in contact with a web, the werespider knows the exact location of any other creature in contact with the same web.

Web Walker. The werespider ignores movement restrictions caused by webbing.

Actions

Shapechanger. The werespider polymorphs into a Medium spider-humanoid hybrid or into a Large spider, or back into its true form, which is humanoid. 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.

Bite (Hybrid or Spider only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, plus

the target must make DC 14 Constitution save. On a failure, the target takes 9 (2d8) poison damage or half as much on a success. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after gaining hit points, and is paralyzed while poisoned.

Shortsword (Drow or Hybrid only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 +2) piercing damage.

Web (Hybrid or Spider only; Recharge 5+). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The web can also be attacked and destroyed (AC 10; hp 5; vulnerable to fire; immunity to bludgeoning, poison and psychic damage)

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material component.

At Will: *dancing lights*

1x/long rest: *darkness, faerie fire*

Spellcasting. The werespider is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, poison spray, prestidigitation*

1st level (4 slots): *detect magic, disguise self, fog cloud, silent image*

2nd level (3 slots): *detect thoughts, invisibility, mirror image, misty step*

Bonus Actions

Uncanny Dodge. The werespider can take the Dash, Disengage, or Dodge action.

Reactions

Uncanny Dodge. When hit by an attack, the werespider reduces the damage taken by half.

Werethrush

Small humanoid (avian, halfling, shapechanger), neutral good

Armor Class 15 (chain shirt) (12 in hybrid or animal form)

Hit Points 11 (2d6 + 4)

Speed 30 ft. (5 ft., fly 30 ft. in hybrid and animal)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	15 (+2)

Saving Throws Dex +4, Cha +4

Skills Acrobatics +4, Perception +3, Performance +4

Damage Resistances poison

Damage Immunities bludgeoning, piercing and slashing non-silvered that are not magical

Senses darkvision 60 ft., passive Perception 10

Languages Common, Halfling

Challenge ½ (100 XP) **Prof** +2

Song. The werethrush has advantage on Performance (Cha) skill checks involving singing.

Actions

Shapechanger. The werethrush polymorphs into a Tiny thrush-humanoid hybrid or into a Tiny thrush (treat as a songbird), or back into its true form, which is humanoid. 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.

Short sword (halfling only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Short bow (halfling only). *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws (hybrid or animal only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 slashing damage.

Spellcasting. The werethrush is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The werethrush has the following Bard spells prepared:

Cantrips (at will): *message, vicious mockery*

1st level (2 slots): *animal friendship, disguise self, speak with animals, Tasha's hideous laughter*

Bonus Actions

Inspiring (Recharge 5+). The werethrush chooses one creature it can see within 60 feet that can hear it. On the creature's next ability check, attack roll or saving throw it makes it can add 1d6 to the die roll. The creature may wait until after the die roll to choose whether to affect the result.

The werethrush cannot recharge this ability until the current inspiration has been used.

Werethrush are extremely rare creatures, and generally are only found among gnomes and halflings. In humanoid form, they generally have longer, thin noses and freckles.

Combat

Werethrush are poor fighters. Instead, they generally use their small size to avoid combat in the first place, often spying on opponents either to lead their comrades to the opposition or to simply learn the enemy's plans. Werethrush do not attack with their beaks, and thus they cannot pass on the curse of lycanthropy to others.



Songbird

Tiny beast (avian), unaligned

Armor Class 12

Hit Points 1 (1d4 -1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	10 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 10

Languages –

Challenge 0 (10 XP) **Prof** +2

Song. The songbird has advantage on Performance (Cha) skill checks involving singing.

Actions

Bite or Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 piercing or slashing damage.

Werethrushes on Amberos

Unlike many of the other lycanthropes of Amberos, werethrushes are generally not found in the lands of Sarve.

Bestiary Malfeasious

Gnomes have little to no fear of werethrushes and even tend to give gifts to werethrush members of the community in appreciation for many of the scouting task the lycanthropes undertake for the community.

Halfling werethrushes tend to leave their communities to wander the world, exploring their environment from the skies whenever they are afforded the chance.



Werethrush Gallivanter

Small humanoid (halfling, shapechanger), neutral good

Armor Class 15 (chain shirt) (12 in hybrid or animal form)

Hit Points 44 (8d6 + 16)

Speed 30 ft. (5 ft., fly 30 ft. in hybrid and animal)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Dex +4, Cha +5

Skills Acrobatics +6, Arcana +2, History +2, Insight +3, Perception +3, Performance +7

Damage Resistances poison

Damage Immunities bludgeoning, piercing and slashing non-silvered that are not magical

Senses darkvision 60 ft., passive Perception 10

Languages Common, Halfling

Challenge 2 (450 XP) **Prof** +2

Song. The werethrush has advantage on Performance (Cha) skill checks involving singing.

Actions

Shapechanger. The werethrush polymorphs into a Tiny thrush-humanoid hybrid or into a Tiny thrush (treat as a songbird), or back into its true form, which is humanoid. 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.

Short sword (halfling only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Short bow (halfling only). *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws (hybrid or animal only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 slashing damage.

Countercharm. The werethrush begins a performance that last until the end of its next turn. Friendly creatures within 30 feet gain advantage on saving throws against being frightened or charmed.

Spellcasting. The werethrush is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The werethrush has the following Bard spells prepared:

Cantrips (at will): *message, prestidigitation, vicious mockery*
1st level (4 slots): *animal friendship, disguise self, speak with animals, tasha's hideous laughter*

2nd level (3 slots): *animal messenger, locate animal or plants, invisibility*

3rd level (3 slots): *bestow curse, dispel magic*

Bonus Actions

Inspiring (Recharge 3+). The werethrush chooses one creature it can see within 60 feet that can hear it. On the creature's next ability check, attack roll or saving throw it makes it can add 1d8 to the die roll. The creature may wait until after the die roll to choose whether to affect the result.

The werethrush cannot recharge this ability until the current inspiration has been used.

Reactions

Rebuking Song (Recharge 5+). When a creature within 60 feet makes an attack roll, ability check or damage roll, the werethrush subtracts 1d8 from the die roll.

Werethrush Rover

Small humanoid (halfling, shapechanger), neutral good

Armor Class 16 (chain shirt) (13 in hybrid or animal form)

Hit Points 74 (14d6 + 28)

Speed 30 ft. (5 ft., fly 30 ft. in hybrid and animal)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	11 (+0)	12 (+1)	20 (+5)

Saving Throws Dex +5, Cha +6

Skills Acrobatics +7, Arcana +3, History +3, Insight +4, Perception +4, Performance +11

Damage Resistances poison

Damage Immunities bludgeoning, piercing and slashing non-silvered that are not magical

Senses darkvision 60 ft., passive Perception 10

Languages Common, Halfling

Challenge 5 (1,800 XP) **Prof** +3

Song. The werethrush has advantage on Performance (Cha) skill checks involving singing.

Actions

Shapechanger. The werethrush polymorphs into a Tiny thrush-humanoid hybrid or into a Tiny thrush (treat as a songbird), or back into its true form, which is humanoid. 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.

Short sword (halfling only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Short bow (halfling only). *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws (hybrid or animal only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 slashing damage.

Countercharm. The werethrush begins a performance that last until the end of its next turn. Friendly creatures within 30 feet gain advantage on saving throws against being frightened or charmed.

Spellcasting. The werethrush is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The werethrush has the following Bard spells prepared:

Cantrips (at will): *message, prestidigitation, vicious mockery*

1st level (4 slots): *animal friendship, disguise self, speak with animals, tasha's hideous laughter*

2nd level (3 slots): *animal messenger, locate animal or plants, zone of truth*

3rd level (3 slots): *bestow curse, dispel magic*

4th level (3 slots): *confusion, freedom of movement, greater invisibility*

5th level (3 slots): *hold monster, modify memory*

6th level (2 slots): *otto's irresistible dance*

Bonus Actions

Inspiring (Recharge 2+). The werethrush chooses one creature it can see within 60 feet that can hear it. On the creature's next ability check, attack roll or saving throw it makes it can add 1d10 to the die roll. The creature may wait until after the die roll to choose whether to affect the result.

The werethrush cannot recharge this ability until the current inspiration has been used.

Reactions

Rebeking Song (Recharge 5+). When a creature within 60 feet makes an attack roll, ability check or damage roll, the werethrush subtracts 1d8 from the die roll.



Mageborn

Mageborn Novice

Medium humanoid (human), any alignment

Armor Class 11 [14 mage armor]

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Con +4, Cha +5

Skills Arcana +3, Persuasion +5

Senses passive Perception 10

Languages Common, Draconic

Challenge 1/8 (25 XP) **Prof** +2

Actions

Flexible Caster (1 use). The mageborn can cast a 1st level spell without using a spell slot.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used two-handed.

Spellcasting. The mageborn is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The mageborn has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, minor image, prestidigitation*

1st level (3 slots): *charm person, mage armor, magic missile, shield*

Mageborn are human children born to powerful wizards or sorcerers. From birth they exhibit magical prowess, as if magic seems to flow in their very blood.

Because of their parentage, Mageborn tend to be treated as progeny, with both the advantages and pitfalls such an upbringing entails. Many mageborn are inclined to haughtiness and a feeling of superiority over “common” humans, and some go to great lengths to distance themselves from “mere mortals”.

Combat

Due to their somewhat frail bodies, mageborn often avoid direct confrontation, preferring to solve their problems through influence or the application of their mind.

However, when forced to fight, mageborn tend to rely on spells and magic, disdaining the use of weapons. If possible, many mageborn will employ skilled fighters to deal with melee combatants and hang back to harry opponents with spells.



Society

Mageborn are not numerous enough to form their own societies; there may be as few as one mageborn per million human births. However, mageborn often seek out the companionship of another mageborn - offspring resulting from such couples are always mageborn themselves.

Whenever a mageborn mates with a “common” human, there is only a 50% chance that any offspring will be mageborn. If the mageborn mates with any other species, no mageborn is possible, even if the other parent has magical or sorcerous abilities (such as a dragon or ogre mage). However, in the latter case, the offspring will be half-human and half whatever the other species is (such as half-dragon).

Mageborn are often forced to live among other humans, but because of their “superior” nature, tend to distance them somewhat from mainstream human culture. However, each mageborn is a true individual and how much they choose to distance themselves from other members of humanity is largely up to the mageborn itself.

Mageborn on Amberos

Most mageborn can be found in the Ice Mages, where the eclectic mix of sorcerers, wizards and mages is the greatest. Mageborn can also be found among the nobility of the Silkna Kingdom and in much smaller numbers in the Kingdom of Vall Vega. There are a few mageborn rumored to exist in the Skienlands, and with the association that the Wri-Atari and Wa-Atari of Randu have with each other, they may harbor a few mageborn among their ranks.

Mageborn as Characters

Mageborn are often drawn to adventure as they are tempted by the promise of magical power.

A mageborn character has the following abilities.

Ability Score Increase. Your Intelligence and Charisma scores both increase by 1.

Age. Mageborn age like humans, if not slightly quicker and live slightly longer. They reach adulthood in their late teens and live about a century.

Size. Mageborn follow the human range of height and build, though they tend to be slightly lighter in frame. They generally range from 5 feet to well over 6 feet tall. Regardless of position in the range, your size is Medium.

Speed. Mageborn base walking speed is 30 feet.

Innate Caster. Starting at 1st level, you can choose one spell of 1st level off the Wizard spell list. Your spellcasting ability is Charisma, you do not need material components for the spell and you can cast the spell once per long rest. If you are a spellcaster, you add the spell to your spells known list.

As you gain levels, you can trade the spell out for another of higher level, or retain the spell and cast it at a higher level – if the spell allows. The table below shows what spell level your innate spell can be cast at.

Character Level	Spell Level
1st - 3rd	1st
4th - 6th	2nd
7th - 9th	3rd
10th - 12th	4th
13+	5th

Arcana Proficiency. A mageborn gains automatic proficiency in Arcana.

Prestidigitation. A mageborn can use the prestidigitation cantrip at will. You spellcasting attribute for this ability is Charisma.

Human blood. For the purposes of spell effects, special abilities or class entry restrictions, a mageborn is treated as human.

Automatic Languages. You can speak, read, and write Common and one other language of your choice. Draconic or elvin is a common choice for most mageborn, as are languages commonly spoken by races native to where the mageborn grew up.

Most Mageborn revere Magius, the goddess of Magic. Few mageborn are actually ever priests; they feel the greatest act they can perform to venerate Magius is to be a sorcerer, mage or wizard. Priests of Magius can general choose the domains of Knowledge, Magic or Protection.

Mageborn True Sorcerer

Medium humanoid (human), any alignment

Armor Class 11 [14 mage armor]

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	13 (+1)	11 (+0)	18 (+4)

Saving Throws Con +5, Cha +7

Skills Arcana +4, Persuasion +7

Senses passive Perception 10

Languages Common, Draconic

Challenge 6 (2,300 XP) **Prof** +3

Metamagic (1x/turn). The mageborn may apply one of the following metamagic abilities to a spell it casts.

Empowered Spell Metamagic. The mageborn can reroll up to 4 damage dice when casting a spell.

Quicken Spell Metamagic (Recharge 4+). The mageborn can cast a spell with a casting time of 1 action as a bonus action.

Actions

Flexible Caster (Recharge 5+). The mageborn can cast a 1st – 3rd level spell without using a spell slot. For each spell level used below 3rd, add +1 to the recharge roll.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used two-handed.

Spellcasting. The mageborn is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The mageborn has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, minor image, prestidigitation*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (4 slots): *alter self, hold person, invisibility*

3rd level (3 slots): *fly, fireball*

Mageborn Enchanter

Medium humanoid (human), any alignment

Armor Class 12 [15 mage armor]

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	13 (+1)	11 (+0)	20 (+5)

Saving Throws Con +6, Cha +9

Skills Arcana +5, Persuasion +9

Senses passive Perception 10

Languages Common, Draconic

Challenge 9 (5,000 XP) **Prof** +4

Metamagic (1x/turn). The mageborn may apply one of the following metamagic abilities to a spell it casts.

Empowered Spell Metamagic. The mageborn can reroll up to 4 damage dice when casting a spell.

Quickened Spell Metamagic (Recharge 4+). The mageborn can cast a spell with a casting time of 1 action as a bonus action.

Subtle Spell Metamagic. The mageborn can cast a spell without any somatic or verbal components.

Actions

Flexible Caster (Recharge 5+). The mageborn can cast a 1st – 5th level spell without using a spell slot. For each spell level used below 5th, add +1 to the recharge roll.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used two-handed.

Spellcasting. The mageborn is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The mageborn has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, minor image, prestidigitation*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *hold person, scorching ray*

3rd level (3 slots): *fly, fireball*

4th level (4 slots): *confusion, dimension door, greater invisibility*

5th level (2 slots): *dominate person, hold monster*

6th level (1 slot): *chain lightning, eyebite*

Mageborn Chosen

Medium humanoid (human), any alignment

Armor Class 12 [15 mage armor]

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	13 (+1)	11 (+0)	20 (+5)

Saving Throws Con +6, Cha +7

Skills Arcana +5, Persuasion +9

Senses passive Perception 10

Languages Common, Draconic

Challenge 11 (7,200 XP) **Prof** +4

Metamagic (1x/turn). The mageborn may apply one of the following metamagic abilities to a spell it casts.

Empowered Spell Metamagic. The mageborn can reroll up to 4 damage dice when casting a spell.

Quickened Spell Metamagic (Recharge 4+). The mageborn can cast a spell with a casting time of 1 action as a bonus action.

Subtle Spell Metamagic. The mageborn can cast a spell without any somatic or verbal components.

Twin Spell Metamagic. When the mageborn casts a spell that affects one target, it instead affects two.

Actions

Flexible Caster (Recharge 4+). The mageborn can cast a 1st – 5th level spell without using a spell slot. For each spell level used below 5th, add +1 to the recharge roll.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used two-handed.

Spellcasting. The mageborn is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The mageborn has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, minor image, prestidigitation*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *hold person, scorching ray*

3rd level (3 slots): *fly, fireball*

4th level (3 slots): *dimension door, greater invisibility*

5th level (3 slots): *dominate person, hold monster*

6th level (2 slot): *chain lightning, eyebite*

7th level (1 slots): *finger of death, teleport*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

Magic Monkey

Magic Monkey

Tiny monstrosity (primate), unaligned

Armor Class 14

Hit Points 7 (3d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	19 (+4)	11 (+0)	6 (-2)	11 (+0)	14 (+2)

Skills Acrobatics +8, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages –

Challenge 1/8 (25 XP) **Prof** +2

Magic Sense. A magic monkey can innately sense the presence of active spells or magical items within 90 feet.

Actions

Magic Drain. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature. *Hit:* Target must make a DC 10 Constitution saving throw. On a failure, the target loses its highest-level spell active on itself or highest level unused spellcasting slot (if no spell is active) and the magic monkey gains an equal number of temporary hit points. If the target is a magic item and not a spellcaster, on a failed saving throw the item becomes nonmagical for 1 minute – though potions and scrolls are instead destroyed. Unattended items automatically fail the saving throw.

Raw Magic Burst (*must have temp hit points*). *Ranged Weapon Attack:* +4 to hit, all targets in 15 feet. *Hit:* 3 (1d6) per temporary hit point expended force damage and roll on the Wild Magic surge table. The wild magic effect lasts for one minute or until a new effect is rolled.

Reactions

Spell Absorption. When targeted by a spell, the magic monkey rolls 1d20 against a DC of 10 + level of the spell. On a success, the spell fizzles and has no effect and the magic monkey gains temporary hit points equal to the level of the spell (cantrips grant 1 temporary hit point).

These small, annoying little creatures are the bane of magic-bearing individuals. Though they appear harmless and almost comical, they drain and feed on magic.

Most magic monkeys can be found in the wilderness near areas that have strong natural magical emanations. They avoid areas of permanent antimagic and tend to be skittish about civilized areas, fearing anything bigger than themselves.

Combat

Magic monkeys are easily terrified by any physical display of force and will generally move

out of melee range of any opponent they meet. If forced into combat, they will bite their attackers, hoping to convince the assailant to leave them alone.

They will, however, tend to remain within range to absorb any spells cast in their direction. If they encounter a group without magic, they will quickly disperse.

Magic Monkeys on Amberos

The bane of Amberos, these creatures have been hunted to near-extinction on the continent. The surviving colonies of magic monkeys known to still exist can be found in the Golens, the Tuan hills and at the edge of Statisdome.

Lately, Barbed March has been experimenting with keeping magic monkeys to defend against opponents, but Red Dengal of the Red Cabal has fiercely opposed this, and is thought to have sent assassins after those who support their use.



D6 Roll Wild Magic Surge

- | | |
|---|--|
| 1 | The target's height changes by 2d6 – 5 inches |
| 2 | The target is covered in colorful feathers |
| 3 | The target, but none of their gear, turns invisible. If the target attacks, the invisibility ends |
| 4 | At the start of its turn, the target randomly teleports 15 feet into an unoccupied square |
| 5 | The target's hair shifts through a rainbow of colors |
| 6 | The target transforms as per the druidic shape change ability into a white rabbit with 1 hit point |

Makalk Mereka

Makalk Mereka

Medium monstrosity (avian), any alignment

Armor Class 14 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Dex +5, Int +3

Skills Athletics +2, Acrobatics +7, Deception +2, Perception +5

Senses low-light vision, passive Perception 15

Languages Common, Mereka

Challenge 1 (200 XP) **Prof** +2

Accurate Shot. If a makalk mereka makes a ranged attack against an opponent at least 30 feet away and does not have disadvantage, it deals an extra 7 (2d6) damage on a hit.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Makalk mereka (pron. may-kawl-ka mayr-reeka) are a race of bird men that inhabit wilderness areas. They are antagonistic, and will often raid other nearby settlements for goods, though they sometimes instead offer their martial services as mercenaries – though they only tend to be loyal until they can get better payment from others.

Combat

Makalk mereka are skilled in the use of most martial weapons, preferring to fight in combat with scimitars or rapiers. Their feathers are unnaturally hard providing them some small defense against opponents, but they prefer to avoid heavy armors due to the bulk and weight that interferes with absconding with stolen goods. Despite their neutral attitude towards life, makalk mereka can organize themselves into efficient and deadly fighting bands as well as aerial armies.

Makalk Mereka Society

The makalk mereka make their homes in high, inaccessible spaces, though they are at home on the ground or high in the air in remote places. The makalk mereka tend to have a decentralized community with an advisor/mediator position instead of king or other such leader. There is rarely a standing army and makalk mereka are free to come and go as they please. They tend to dislike restrictive laws, though they understand the need for morals and punishment for despicable acts against others.



However, makalk mereka strongly believe that a being only has right to what they need to survive, and beyond that only what they are strong enough to hold by force. They are not above raiding other communities for goods they need, or stealing small items from other races when they aren't looking. They are particularly skilled at making weapons and other gear, and their work is highly sought after.

Makalk Mereka on Amberos

The makalk mereka are a race of avians from the lands of Aurora. Many flocks migrated from Aurora to Amberos during the Elvin Golden Age, but most were destroyed during the Dark Ages. As such, they tend to be antagonistic or plain unwilling to deal with the "ground walkers".

Over the ages, they have been known to hire themselves out as mercenary troops or shock troops, though they have rarely done so since the Dark Ages.

Existing makalk mereka can be found in the Skienlands and in Randu. They do not exist in large numbers elsewhere, but once did span the entire continent, so they could be encountered anywhere.

Makalk Mereka Acrobat

Medium monstrosity (avian), any alignment

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Dex +6, Int +3

Skills Athletics +2, Acrobatics +8, Deception +2, Perception +5

Senses low-light vision, passive Perception 15

Languages Common, Mereka

Challenge 3 (700 XP) **Prof** +2

Accurate Shot. If a makalk mereka makes a ranged attack against an opponent at least 30 feet away and does not have disadvantage, it deals an extra 10 (3d6) damage on the first hit.

Flyby Attack. If a makalk mereka moves at least 20 feet before making a scimitar attack, it deals an extra 10 (3d6) damage on the first hit.

Actions

Multiattack. The makalk mereka makes two scimitar or two shortbow attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Cunning Action. The makalk mereka takes the Dodge, Disengage or Dash action.

Makalk Mereka Skimmer

Medium monstrosity (avian), any alignment

Armor Class 16 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	17 (+3)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Dex +8, Int +4

Skills Athletics +3, Acrobatics +11, Deception +3, Perception +6

Senses low-light vision, passive Perception 16

Languages Common, Mereka

Challenge 6 (2,300 XP) **Prof** +3

Accurate Shot. If a makalk mereka makes a ranged attack against an opponent at least 30 feet away and does not have disadvantage, it deals an extra 21 (6d6) damage on the first hit.

Sniper. The makalk mereka does not suffer disadvantage for long range.

Flyby Attack. If a makalk mereka moves at least 20 feet before making a scimitar attack, it deals an extra 21 (6d6) damage on the first hit.

Actions

Multiattack. The makalk mereka makes three scimitar or three shortbow attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Bonus Actions

Cunning Action. The makalk mereka takes the Dodge, Disengage or Dash action.

Makalk Mereka Windrider

Medium monstrosity (avian), any alignment

Armor Class 16 (natural armor)

Hit Points 153 (18d8 + 32)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	19 (+4)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Dex +8, Int +4

Skills Athletics +3, Acrobatics +11, Deception +3, Perception +7

Senses low-light vision, passive Perception 17

Languages Common, Mereka

Challenge 8 (3,900 XP) **Prof** +3

Accurate Shot. If a makalk mereka makes a ranged attack against an opponent at least 30 feet away and does not have disadvantage, it deals an extra 31 (9d6) damage on the first hit.

Evasion. If a makalk mereka makes a Dexterity save, it takes no damage on a success and only half damage on a failure.

Sniper. The makalk mereka does not suffer disadvantage for long range.

Flyby Attack. If a makalk mereka moves at least 20 feet before making a scimitar attack, it deals an extra 31 (9d6) damage on the first hit.

Actions

Multiattack. The makalk mereka makes three scimitar or three shortbow attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Bonus Actions

Cunning Action. The makalk mereka takes the Dodge, Disengage or Dash action.

Reactions

Opportunist. If an opponent misses an attack against the makalk mereka, or an ally makes a successful attack against an opponent, the makalk mereka can make a single scimitar or bow attack against the same opponent.

Mandragon

Mandragon

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	8 (-1)	10 (+0)	13 (+1)

Saving Throws Str +5, Con +3, Wis +2, Cha +3

Skills Perception +4

Damage Resistances acid, cold, fire, lightning

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 6 (2,300 XP) **Prof** +2

Actions

Multiattack. The mandragon can use its Frightful Presence. It then makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) piercing damage.

Frightful Presence. Each creature of the mandragon's choice that is within 30 feet of the mandragon and aware of it must succeed on a DC 11 Wisdom saving throw or become frightened until the end of it's next action. If a creature's saving throw is successful, it is immune to the mandragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5+). The mandragon exhales fire in a 30 ft. cone. Each creature in the area must make a DC 13 Dexterity saving throw. On a failure, the target takes 19 (3d12) fire damage on a failed save, or half as much damage on a successful save.

A mandragon is a vicious crossbreed of dragons and serpents. Though of low intelligence, they have animalistic cunning and are extremely aggressive and destructive.

Combat

A mandragon is a killing machine, often attacking without apparent provocation. They generally rush their opponents breathing fire as they move forward, then engage with claws and bite until their opponent falls. They are unimaginative in combat and often ignorant of the consequences their actions may have on the environment around them – more than one mandragon has burned down the building it was lairing in without a second thought.

Mandragon Society

Mandragons prefer to live in isolation, lairing in caves, marsh beds or other areas that provide them protection when they sleep. When not sleeping, the creature patrols its hunting grounds, seeking prey to savage.

Mated pairs can occasionally be found, but generally only tolerate each other's company until young are born – it is actually not uncommon for the female to slay the male shortly after mating. Offspring are quickly driven away to seek their own hunting areas, and may be devoured if they are not to quick to leave their parent's presence.

Mandragon on Amberos

It is believed by some that mandragons may be the result of genetic manipulation from the Age of Technology. Dragons despise mandragons and will destroy them on sight.

Mandragons can be found in the area around the Boiling Sea and various other underground areas across Amberos. There are rumors of a tribe of mandragon in the Golens, but no solid evidence of their existence has been found.



Mangycore

Mangycore

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	7 (-2)	12 (+1)	9 (-1)

Damage Resistances bludgeoning weapons

Condition Immunities exhaustion, diseased, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common

Challenge 3 (700 XP) **Prof** +2

Foul Aura. Any creature coming within 5 feet of the mangycore must make a DC 14 Constitution save. On a failure, the target is Poisoned for 1 minute.

Actions

Multiattack. The mangycore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, plus the target must make a DC 14 Constitution save. On a failure, the target is Diseased and loses 1 point of Constitution after each long rest. It can make a subsequent saving throw each day or if subjected to *lesser restoration* to end the condition. Lost Constitution can be regained once the condition ends with a long rest.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) slashing damage.

Tail Spikes. *Ranged Weapon Attack:* +4 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage, plus the target must make a DC 14 Constitution save. On a failure, the target is diseased as per a bite attack.

The heralds of the god of disease and pestilence, these foul creatures exist solely to spread disease, famine and other pestilences across the land. They travel far and wide, fouling crops, water sources and communities wherever they travel. They are inimical to all beings they encounter, and cannot be supplicated with food or gifts; they live only to poison and destroy.

Combat

A mangycore (pron. mahn-gee-kor) will usually ambush prey, attempting to use its tail spikes to subject targets to its wasting sickness. It does not fear melee combat and will eagerly engage any willing to dare closing to attack it. Mangycore do not fear death and will fight until slain or somehow commanded to stop. Luckily, they will not pursue foes they believe they have diseased, in the

hopes that such individuals seeking help elsewhere may further spread their disease.

Mangycore on Amberos

Touched by Lepornunse, mangycore are cursed manticores. During the Elvin Golden Age, Lepornunse was impressed by a group of powerful manticores messengers employed by the Golgoth Empire and approached them. However, the manticores spurned him and loathed him and his appearance. This irritated Lepornunse and he cursed them with their current form, forcing them to become his heralds despite their rejection of him.



Mantrap

Mantrap

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	15 (+2)	1 (-5)	8 (-1)	6 (-2)

Condition Immunities prone, unconscious

Senses blindsense 15 ft., passive Perception 9

Languages –

Challenge 4 (1,100 XP) **Prof** +2

Natural camouflage. A mantrap that is still and has not engulfed a target is undetectable from normal surroundings.

Actions

Multiattack. The mantrap uses its Fascinating Scent. It then makes two slam attacks and a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage and if a Medium sized target or smaller is grappled, the target is engulfed. At the start of the engulfed creature's turn, it takes 7 (2d6) acid damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 9 (1d8+5) bludgeoning damage and the target is grappled.

Fascinating Scent. Each creature that can smell the mantrap within 60 feet must make a DC 11 Wisdom save. On a failure, the target is charmed and on their action must move their speed closer to the mantrap. As an action, a creature can make a subsequent saving throw to attempt to end the condition.

Bonus Actions

Regenerate. The mantrap regains 5 hit points if it did not take fire damage since its last action and has engulfed at least one creature.

The Mantrap is a deadly plant that uses a hypnotic scent to attract prey. It then draws the helpless prey into its pod-like orifice and devours them.

Oddly, mantraps are often favored tools of Dryads who wish to protect their forest from intruders. Dryads have been known to plant and tend mantraps around their home tree as a sort of defense against attack. They will often save attractive prey from the plants in return for favors.

Combat

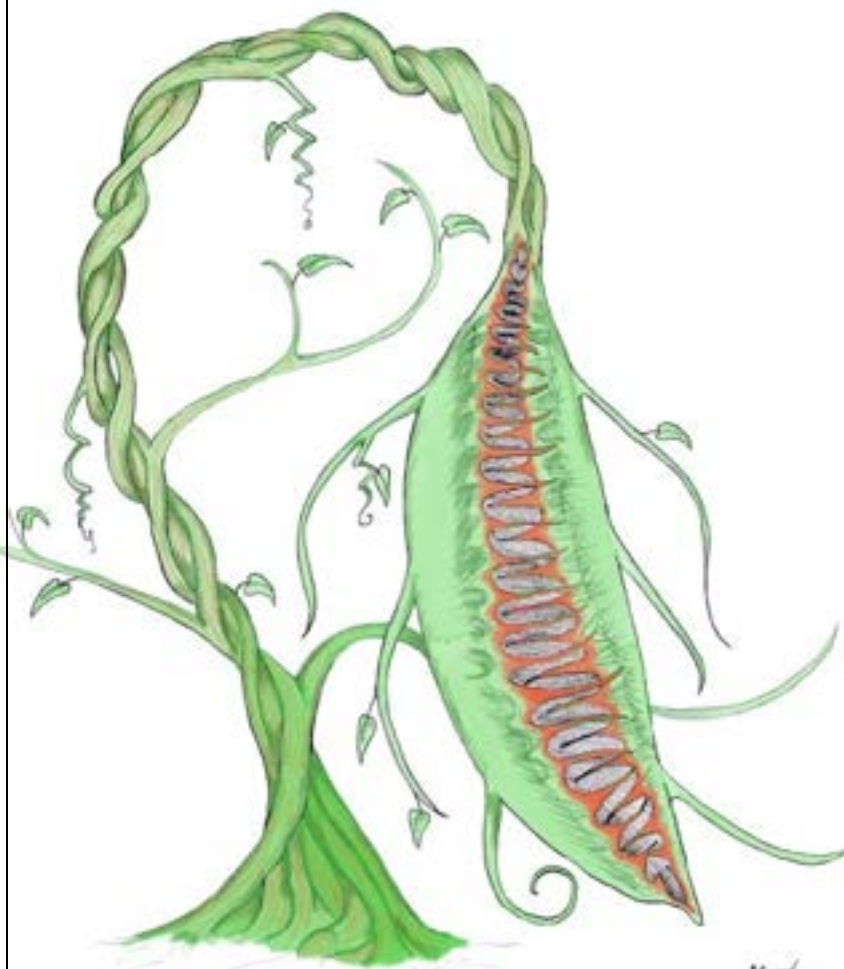
Mantraps use their fascinating scent to attract prey. If faced with entranced and active prey, the

mantrap will attack active prey first, attempting to wring the life from them before moving on to the helpless prey.

Mantraps on Amberos

Most mantraps can be found in the wilderness of the Living Forest of the Kingdom of Vall Vega, or in the Demon Jungle of the Skienlands.

There are legends of an enormous and intelligent specimen attended by a host of Dryad warlocks dwelling in the Twilight Forest, but no one has been able to verify the creature's reputed existence.



Massmorpher

The massmorpher is a bizarre, hedonistic creature that lives to experience life in a myriad of shapes. The natural shape of a massmorpher is like that of a ghost, being somewhat semi-transparent, dripping with ectoplasm and indistinct of feature, as if carved from dripping clay.

Massmorphers have little interest in power, and instead seek out new and varied experiences – both experiences of their own and by reading the minds of those they transform into beings.

Unfortunately, massmorphers see other creatures as inferior and only worthy of experimentation. They loathe “elevating” others to their status or into powerful forms, viewing such as creating a rival they will have to eventually destroy.

In most cases, a massmorpher would rather incapacitate or destroy another being rather than make another massmorpher. Only in the rarest cases, when a massmorpher encounters a being that manages to impress it with its skill and wit will it even consider transforming an individual into a massmorpher like itself through a special transformative ritual.



Massmorpher

Medium aberration (shapechanger), neutral evil

Armor Class 13 (natural armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	13 (+1)	10 (+0)	10 (+0)	19 (+4)

Saving Throws Con +4, Wis +3, Cha +7

Skills Deception +9, Insight +3, Perception +5

Condition Immunities paralyzed, polymorphed

Senses darkvision 60 ft., passive Perception 15

Languages telepathy 60 ft.

Challenge 6 (2,300 XP) **Prof** +3

Magic Immunity. If the massmorpher fails a saving throw against a ranged spell, it can choose to make the saving throw instead. If the massmorpher would take any damage, it takes none instead.

Regeneration. If the massmorpher did not take damage from magical weapons in the preceding round, it regains 5 hit points at the start of its turn.

Actions

Multiattack. The massmorpher makes two claw attacks.

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.
Hit: 2 (1d4) slashing damage.

Domination. One target that the massmorpher can sense within 60 feet that is in the same shapes as the massmorpher must make a DC 15 Wisdom save. On a failure, the target is charmed and will follow the mental commands of the massmorpher. As a bonus action, the massmorpher can force the target to take only the actions the massmorpher chooses on the target's turn. If the target takes damage while dominated, it receives another saving throw to end the condition. The massmorpher can only dominate 3 creatures at one time.

Shapechange. The massmorpher changes shape into any creature of CR 6 or lower that is not a construct or undead that it is familiar with. The massmorpher's stats change to the new creature, though it retains its Magic Immunity, Regeneration, Shapechange and Transform Other abilities. The transformation lasts until the massmorpher chooses to change shape again. If the new shape's hit points would be reduced to 0, it returns to its natural shape and any excess damage is carried over to the massmorpher's original shape.

When the massmorpher transforms back to its original shape, it returns to the number of hit points it had before it transformed.

Transform Other. All creatures within 15 feet of the massmorpher that it is aware of must make a DC 15 Constitution saving throw. On a failure, the creature changes shape to match the massmorpher's current form. Gear does not transform as part of the shapechange. The transformation lasts until the creature takes a long rest.



Bestiary Malfeasious



In most cases, when a massmorpher is approached about the ability to change shape the massmorpher will trick the being into thinking it will elevate it to a more powerful being or perhaps a massmorpher itself, and then instead transform it into some embarrassing and harmless animal instead.

Combat

In its natural form, the massmorpher is a poor fighter, able to strike with two claw-like appendages for minimal damage. If forced into battle against superior foes, it generally seeks to escape, but if cornered it will assume a form it believes most capable of demolishing a foe.

In some cases, such as against multiple weak foes, it may close in and transform into a harmless shape, transforming its opponents as well, and then dominating them and dispatching them in some manner.

Massmorphers on Amberos

The massmorphers were a prototypical race created before the doppelgangers. Used as spies by the goblinoid empire of the Golgoloth and sold to the elves of the Evanthium Cordum, they functioned far below expectations and were prone to double-crossing their masters. Both sides eventually stopped using the creatures and tried to destroy as many as possible, before jointly working to create doppelgangers to replace them. However, it is believed that the massmorphers somehow managed to influence the doppelgangers to rebel, gaining their revenge on the elves and goblinoids that tried to destroy their own creations.

Massmorphers can be found anywhere on Amberos, though they tend to avoid heavily populated areas, instead making their living off the fringes of society.



Maughtley

Maughtley

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	8 (-1)	13 (+1)	10 (+0)

Saving Throws Con +4

Skills Perception +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarf, Goblin

Challenge 2 (450 XP) **Prof** +2

Blood Frenzy. A maughtley deals an additional 9 (2d8) damage to opponents that are not at maximum hit points.

Labyrinthine Recall. The maughtley can perfectly recall any path it has travelled.

Trample. If a maughtley moves at least 20 feet before making an attack and hits, the target must make a DC 14 Strength check or be knocked prone.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (1d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage.

Maughtley (pron. maht-lee) are squat minotaur mercenaries who live for fighting and conquest. They do not care for whom they fight or for any particular cause – the fight is all that matters.

Combat

A maughtley immediately flies into a rage upon entering combat, and fights with wild abandon, attempting to take down foes as quickly as possible. Fortunately for their opponents, Maughtlies are not overtly bright, and can often be goaded into bad situations or wear themselves out entirely too quickly.

Society

Maughtley organize themselves into loose communities along bloodlines. Each maughtley clan has tattoos that tell of specific battles and events in the clan's history, and most maughtley are familiar enough with the tattoo-like language to recognize their meaning at a glance.

Maughtley communities tend to be primitive; they are usually little better than barracks for use between military



campaigns. Females tend to be rare among the maughtley and so highly prized that they are rarely allowed to leave the community and do much more than sire future maughtley warriors.

Those among the maughtley who do not live their lives as mercenary warriors tend to take up occupations revolving around supporting the warriors of the clan. Blacksmiths, armorsmiths, weaponsmiths, stonemasons (for building barracks and other fortifications), carpenters (for building siege weaponry) and tattooists tend to be the most common occupations; such occupations as farmer or merchant are almost unheard of, as the maughtley tend to support themselves through mercenary work or by raiding.

Maughtley on Amberos

When Ziga transformed her husband and his followers into the first minotaurs, she did not forget about his dwarven berserker allies. Using her magic she transformed the dwarves into the maughtley. The transformation near-destroyed the dwarven minds, and they became enemies of their former kin, blaming the dwarven lords for their transformation. Eventually, the maughtley began to side with goblinoids in return for a chance to kill more dwarves.

Most maughtley could be found in the Crystalmire mountains, but lone maughtley mercenaries can be encountered anywhere on Amberos, looking for someone and something to fight for.

Lately, many maughtley have been reported in the Dark Valley, selling their services to the various humanoid tribes in return for the chance to fight.

Maughtley Rager

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Con +5

Skills Perception +8

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarf, Goblin

Challenge 6 (2,300 XP) **Prof** +3

Blood Frenzy. A maughtley deals an additional 13 (3d8) damage to opponents that are not at maximum hit points.

Labyrinthine Recall. The maughtley can perfectly recall any path it has travelled.

Trample. If a maughtley moves at least 20 feet before making an attack and hits, the target must make a DC 16 Strength check or be knocked prone.

Actions

Multiattack. The maughtley makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (1d12 + 5) slashing damage.

Bonus Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage.

Maughtley Warlord

Medium monstrosity, neutral evil

Armor Class 16 (chain mail)

Hit Points 170 (20d8 + 80)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Con +5

Skills Perception +10

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 20

Languages Common, Dwarf, Goblin

Challenge 9 (5,000 XP) **Prof** +4

Blood Frenzy. A maughtley deals an additional 18 (4d8) damage to opponents that are not at maximum hit points.

Labyrinthine Recall. The maughtley can perfectly recall any path it has travelled.

Trample. If a maughtley moves at least 20 feet before making an attack and hits, the target must make a DC 17 Strength check or be knocked prone.

Actions

Multiattack. The maughtley makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 11 (1d12 + 5) slashing damage.

Bonus Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6+5) piercing damage.

Reactions

Murderous. If a maughtley drops an opponent to 0 hit points with an attack, it gains temporary hit points equal to the damage it caused with the attack.

Retribution. When struck by a spell or attack, the maughtley can move half its speed and make a single Greataxe or Gore attack.

Meglass

The meglass (pron. mee-gahlas) are the result of rakshasa attempts to create bodyguards from a minotaur coupling. The race has long bred true, and they combine some of the worst traits of both.

Combat

A meglass prefers to strike from ambush and strikes hard and mercilessly. They prefer spells that augment their great strength or cause confusion among their opponents.

Meglass Society

Though meglass are loners, they have a strict code of honor that only applies among members of their own race. In areas under evil control – such as the court of a rakshasa, multiple meglasses may gather and interact in small groups.

Meglasses constantly battle one another for sport and prestige, and all-important matters within a meglass group are decided by combat. A meglass group only has a central authority figure – either one meglass who has defeated all others, or a more powerful creature that the meglass owe their fealty to.



Meglass

Large fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	17 (+3)	13 (+1)	16 (+3)

Saving Throws Wis +5, Cha +7

Skills Arcana +7, Perception +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal

Challenge 11 (7,200 XP) **Prof** +4

Magic Resistance. A meglass has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The meglass makes three attacks, two with its greatsword and one with its bite or gore.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) slashing damage. The meglass counts damage rolls of 1 or 2 as 3's.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and the target is Doomed.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) piercing damage and the target must make a DC 13 Constitution save or become Diseased.

Spellcasting. The meglass is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The meglass has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, dancing lights, friends, minor illusion, prestidigitation*

1st level (4 slots): *charm person, disguise self, witch bolt*

2nd level (3 slots): *detect thoughts, suggestion*

3rd level (3 slots): *dispel magic, fly*

4th level (2 slots): *banishment, blight*

Bonus Actions

Rush. The meglass takes the dash action.

Reactions

Backlash. When struck by a weapon or spell attack, if the target is within 30 feet it must make a DC 13 Charisma save. On a failure, the target takes 18 (4d8) necrotic damage.

Bestiary Malfeasious

Among each other, meglass combats are rarely to the death; generally the combatants fight until one or the other surrenders for fear of death. The loser is honor-bound to serve the victor for a year, and is eligible to fight their master in one year for their freedom. However, few losers dare to challenge their former master when given the chance – having already been defeated once, and thus remain in bondage for the remainder of their considerably long lives. An enslaved meglass is not allowed to challenge other meglasses to combat until he has finished serving his former master.

Male and female meglasses generally do not mingle in the same group, though competition between gender-divided groups may run high as one group attempts to impress the other.

Meglasses hire themselves out as mercenaries to creatures of evil such as devils, evil warlords or evil sorcerers. They have also been known to work for hobgoblins, though they refuse to mingle with minotaurs (who they despise as too barbaric). Sometimes they can be found in the employ of rakshasa, though meglasses will turn on rakshasa at the first sign of weakness.

There are legends of meglass communities and even cities hidden in jungles or other lost areas that are difficult, if not impossible to reach by normal means. These affairs tend to consist of stone structures covered in gilded and grotesque carvings depicting all manner of indecent acts. From these glittering, grotesque cities meglass plot and plan, seeking ways to instigate wars in the outside world to increase their own wealth and create sport for their own decadent desires for combat.

Meglass on Amberos

Meglasses are normally found in the Skienlands, but they were often employed as powerful shock troops in the Skyland Hold, and thus can be found individually almost anywhere on western Amberos. Sages believe that the Dark One created them by infusing the blood of rakshasas into the bodies of minotaurs, or vice versa.

Meglass Degenerate

Large fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	17 (+3)	13 (+1)	18 (+4)

Saving Throws Wis +6, Cha +10

Skills Arcana +8, Perception +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 16

Languages Common, Infernal

Challenge 16 (15,000 XP) **Prof** +5

Magic Resistance. A meglass has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The meglass makes four attacks, three with its greatsword and one with its bite or gore.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) slashing damage. The meglass counts damage rolls of 1 or 2 as 3's.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and the target is Doomed.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage and the target must make a DC 13 Constitution save or become Diseased.

Spellcasting. The meglass is an 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The meglass has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, dancing lights, friends, minor illusion, prestidigitation*

1st level (4 slots): *charm person, disguise self, witch bolt*

2nd level (3 slots): *detect thoughts, suggestion*

3rd level (3 slots): *dispel magic, fly*

4th level (2 slots): *banishment, blight*

5th level (3 slots): *dominate person, telekinesis*

6th level (2 slots): *arcane gate, circle of death*

7th level (2 slots): *finger of death, teleport*

Bonus Actions

Rush. The meglass takes the dash action.

Reactions

Backlash. If hit by an attack, if the attacker is within 30 ft. it must make a DC 14 Charisma save. On a failure, the target takes 27 (6d8) necrotic damage, half as much on a successful save.

Meglass Talon of Doom

Large fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 180 (24d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	17 (+3)	13 (+1)	22 (+6)

Saving Throws Wis +8, Cha +13

Skills Arcana +10, Perception +8

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 18

Languages Common, Infernal

Challenge 22 (41,000 XP) **Prof** +7

Magic Resistance. A meglass has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The meglass makes five attacks, four with its greatsword and one with it's bite or gore.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) slashing damage. The meglass counts damage rolls of 1 or 2 as 3's.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 +4) piercing damage and the target is Doomed.

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* (2d8+4) piercing damage and the target must make a DC 13 Constitution save or become Diseased.

Spellcasting. The meglass is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 21, +8 to hit with spell attacks). The meglass has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, dancing lights, friends, minor illusion, prestidigitation*

1st level (4 slots): *charm person, disguise self, witch bolt*

2nd level (3 slots): *detect thoughts, suggestion*

3rd level (3 slots): *dispel magic, fly*

4th level (2 slots): *banishment, blight*

5th level (3 slots): *dominate person, telekinesis*

6th level (2 slots): *arcane gate, circle of death*

7th level (2 slots): *finger of death, teleport*

8th level (1 slot): *dominate monster, incendiary cloud*

9th level (1 slot): *gate, power word kill*

Bonus Actions

Rush. The meglass moves its speed and does not provoke attacks of opportunity when it moves.

Reactions

Backlash. If hit by an attack, if the attacker and up to one ally of the attacker is within 30 ft. it must make a DC 21 Charisma save. On a failure, each target takes 27 (6d8) necrotic damage, half as much on a successful save.



Menten

Menten are a race of creatures developed by powerful beings in the Realm of Madness to prepare the world for domination by their masters. The goals of the menten are to devour or convert the native population and prepare the world for the arrival of their masters.

Menten Society

The race of menten have hidden themselves in the deep bowels of the world, where they work in secret. Using their psionic abilities, they have located areas with little to no nearby life and carved out great caverns to house their bizarre cities. Once established, they began to expand their frontiers, creating and sending thrallkin to slowly advance their borders. As the menten have encountered other races, they have absorbed their minds into their consciousness, giving the menten insight into the situation of their neighbors, and how best to move forward their own plots.

The menten advance is slow, carefully prepared over generations of other races so as not to push alliances and wars against their kind.

In their own cities, menten tend to lead orderly lives. They dislike disruption of their daily rituals and ordered thoughts. There are no female or male distinctions between menten; menten are incapable of direct reproduction and thus gender roles are not pertinent to them.

Menten society is split into several tiers. The lowest, below the tier are the unconquered races – they are both food, fodder and slaves. Slightly higher in society are the flesh engines – psionically twisted creatures created by alchemical means to perform various functions for menten society. The last lowest rung of the tier are the mind-slaved races of the menten. These are prisoners taken from other races whose minds have been wiped or altered so that they serve the menten. Most end up as food or the chassis of a flesh engine once their usefulness has passed, but a rare few are taken to the Realm of Madness where they are transformed into Thrallkin, the least of all the menten. Each step up the social ladder from Thrallkin requires a step back into the Realm of Madness for alteration and enhancement, transforming the individual first into a true menten, then up the ranks to Enforcer and possibly finally into a Eldritch Brain, should one survive long enough and prove itself of worth.

The Eldritch Brains, who form elite councils that rule the various cities of the menten, are the true rulers of the race in the Mortal World. Nothing seems to escape the notice of the Eldritch Brains, and their constant mental contact keeps all the elders apprised of the plots of the menten.

Unlike most other races, menten have a communal mind, and it is very difficult for them to hide thoughts from one another. There is likewise a sort of “mental policing” always occurring in a menten city by the enforcers, who look for stray or chaotic thought and suppress it at all costs. For those menten who have secret desires or thoughts, the only way to escape this “policing” is to move to an outlying colony or seek assignment as a forward observer where they may keep their thoughts private.

Menten On Amberos

The menten were created by the mysterious Xunlard of the Realm of Madness and have been present on Amberos since at least the Elvin Golden Age. It is believed their central empire lies somewhere deep under the Crystalmire Mountains, with many lesser cities and outposts spread throughout the dark caverns of the world.

Further, the menten are directly responsible for the decline of psionics on Amberos. Since at least the Dark Ages, the menten have been hunting down and destroying psionically capable individuals to remove any threat to their power. When the god Menos, the First Psionist, returned from his sojourn in the underworld, he began to actively oppose the menten, and has been seeking to restore psionics to the races of Amberos to combat the menten threat.

The menten likewise see magic as a threat to their eventual rule and have been working on an artifact for some time purported to be able to destroy or disrupt magic. It is this artifact that seems to have made the menten the enemies of the K’less Tau, who make a habit of collecting magical treasures.

Menten are psionic beings, but there are currently no official psionic rules for 5E at the time of this writing. If you have access to psionic rules for your game, it is strongly recommended that you switch the menten to using those rules for their abilities.

Menten

Medium aberration (menten), lawful evil

Armor Class 16 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Cha +2

Skills Arcana +5, Perception +3

Damage Resistances bludgeoning non-magical weapons; psychic

Condition Immunities stunned

Senses darkvision 60 ft., passive Perception 10

Languages telepathy 90 ft.

Challenge 2 (450 XP) **Prof** +2

Magic Resistance. A menten gains advantage on saving throws against spells or magical effects.

Actions

Multiattack. The menten makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage and the menten starts a grapple.

Devour Mind. If a menten starts its turn grappling a single target with all four of its tentacles, the target must make a DC 13 Constitution saving throw. On a failure, the menten absorbs the target's brain, reducing it to 0 hit points and killing it. If the target successfully saves, it takes 9 (2d6 + 2) psychic damage.

Innate Spellcasting. The menten's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 13), requiring no material component.

At will: *darkness, detect magic, disguise self*

Spellcasting. The menten is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The menten has the following Warlock spells prepared:

Cantrips (at will): *eldritch blast, friends, true strike*

3rd level (2 slots): *clairvoyance, comprehend languages, detect thoughts, dispel magic, dissonant whispers, fly, hellish rebuke, phantasmal force, sending, spider climb, suggestion, Tasha's hideous laughter*

Menten (pron. men-ten) are creatures from the Realm of Madness whom have come to conquer and devour the minds of those they meet. They are exceptionally intelligent and cruel creatures, and it is only their dislike of the light that has kept them from venturing into the world above.



Combat

Menten dislike physical combat and will heavily rely on their mental powers to stun, weaken or eliminate foes. They prefer to strike unseen or in ambush, and often employ other creatures whose minds they have enslaved to destroy others.

Menten Society

Menten live in large groups commonly referred to as its "throng". The center of the throng is the most powerful of the menten, a bloated creature whose body and limbs have atrophied at the cost of massive growth of their brain. Known as an eldritch brain, it is responsible for spawning new menten and absorbing aging menten into its mass. The eldritch brain exists both in the mortal plane and the Realm of Madness and can easily pass between the two planes at will. Usually, unless it is needed, the eldritch brain remains on the Realm of Madness, but in mental contact with menten on the mortal plane.

Menten do not divide themselves into classifications of "he" or "she", and instead generally divide everything into "food" and "not food" classifications. The creatures are asexual and seem to be spawned by the mere exercise of will by the eldritch brain.

Menten Aristocrat

Medium aberration (menten), lawful evil

Armor Class 16 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	19 (+4)	12 (+1)	11 (+0)

Saving Throws Cha +2

Skills Arcana +6, Deception +2, Perception +3, Persuasion +2

Damage Resistances bludgeoning non-magical weapons; psychic

Condition Immunities stunned

Senses darkvision 60 ft., passive Perception 10

Languages telepathy 90 ft.

Challenge 4 (700 XP) **Prof** +2

Magic Resistance. A menten gains advantage on saving throws against spells or magical effects.

Actions

Multiattack. The menten makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage and the menten starts a grapple.

Devour Mind. If a menten starts its turn grappling a single target with all four of its tentacles, the target must make a DC 14 Constitution saving throw. On a failure, the menten absorbs the target's brain, reducing it to 0 hit points and killing it. If the target successfully saves, it takes 9 (2d6 + 2) psychic damage.

Innate Spellcasting. The menten's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 14), requiring no material component.

At will: *darkness, detect magic, disguise self, false life*

Spellcasting. The menten is a 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The menten has the following Warlock spells prepared:

Cantrips (at will): *eldritch blast, friends, true strike*

5th level (3 slots): *blight, clairvoyance, comprehend languages, contact other plane, detect thoughts, dimension door, dispel magic, dissonant whispers, dream, fly, hellish rebuke, mass suggestion, phantasmal force, sending, spider climb, suggestion, Tasha's hideous laughter*

Menten Harbinger

Medium aberration (menten), lawful evil

Armor Class 16 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	14 (+2)	17 (+3)	11 (+0)

Saving Throws Wis +6, Cha +3

Skills Deception +3, History +5, Perception +6, Persuasion +3, Religion +5

Damage Resistances bludgeoning non-magical weapons; psychic

Condition Immunities stunned

Senses darkvision 60 ft., passive Perception 16

Languages telepathy 90 ft.

Challenge 6 (1,800 XP) **Prof** +3

Magic Resistance. A menten gains advantage on saving throws against spells or magical effects.

Psychic Strike. The menten changes any damage done by spells to psychic damage.

Actions

Mental Charm (Recharge 5+). One creature within 90 feet of the menten makes a DC 14 Wisdom save. On a failure, the target is charmed for 1 minute.

Multiattack. The menten makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage and the menten starts a grapple.

Devour Mind. If a menten starts its turn grappling a single target with all four of its tentacles, the target must make a DC 13 Constitution saving throw. On a failure, the menten absorbs the target's brain, reducing it to 0 hit points and killing it. If the target successfully saves, it takes 9 (2d6 + 2) psychic damage.

Spellcasting. The menten is a 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The menten has the following Cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, guiding bolt, sanctuary*

2nd level (3 slots): *augury, blindness/deafness, hold person*

3rd level (3 slots): *bestow curse, protection from energy*

4th level (3 slots): *banishment, death ward*

5th level (3 slots): *commune, contagion*

6th level (2 slots): *harm*

Enforcer

Large aberration (menten), lawful evil

Armor Class 21 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	22 (+6)	19 (+4)	19 (+4)

Saving Throws Wis +8, Cha +8

Skills Deception +8, Insight +8, Investigate +10, Perception +8, Stealth +6

Damage Resistances psychic

Condition Immunities confused

Senses lifesense 120 ft., darkvision 60 ft., passive Perception 16

Languages telepathy 120 ft.

Challenge 10 (5,900 XP) **Prof** +4

Magic Resistance. The menten gains advantage on saving throws against spells and magical effects.

Psychic Strike. The menten changes any damage done by spells to psychic damage.

Actions

Multiattack. The menten makes six tentacle attacks.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) bludgeoning damage and the menten may start a grapple.

Devour Mind. If the menten starts its turn with four or more tentacles grappling a single opponent, the target must make a DC 16 Constitution save. On a failure, the menten devours the brain of the target, reducing it to 0 hit points and killing it. On a successful save, the target takes 24 (4d8 + 6) psychic damage.

Mental Overwhelm. All sentient creatures in a 30-foot cone must make a DC 16 Wisdom saving throw. On a failure, the target is stunned. A stunned target can repeat the saving throw at the end of each of its turns to end the condition.

Innate Spellcasting. The menten's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 16), requiring no material component.

At will: *bane, darkness, false life, levitate (self only), protection from good/evil*

1x/long rest: *mass suggestion*

Spellcasting. The menten is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The menten has the following Warlock spells:

Cantrips (at will): *eldritch blast, mage hand, minor illusion, prestidigitation*

5th level (3 slots): *armor of agathys, charm person, counterspell, crown of madness, hold person, hypnotic pattern, witch bolt, banishment, dimension door, dream, scrying*

Enforcers are the mightiest of the Menteen, second only to the eldritch brains. They are generally only found in communities of Menteen so large that multiple eldritch brains are found, acting as powerful liaisons between the Menteen and the eldritch brains, ensuring no dissent occurs within the community.

Combat

Generally, an enforcer is only drawn into combat when outsiders threaten the eldritch brain. They are a terror to behold in combat, performing everything within their power to stop their foes. Most enforcers open with their mind blast to instantly neutralize their opponent. They then prefer to dominate an interloper and turn them against the others as on following rounds it continues to dominate its foes or blast their minds with psionic attacks. Few enforcers will surrender or flee a battle going against them, fighting to the end to save the elder brain it protects.



Menten Eldritch Brain

Huge aberration (menten), lawful evil

Armor Class 21 (natural armor)

Hit Points 170 (20d12 + 40)

Speed levitate 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	26 (+8)	19 (+4)	19 (+4)

Saving Throws Wis +10, Cha +10

Skills Deception +10, History +14, Insight +10, Perception +10, Stealth +8

Damage Immunity bludgeoning, piercing or slashing nonmagical weapons; psychic

Condition Immunities confused

Senses lifesense 120 ft., darkvision 60 ft., passive Perception 20

Languages telepathy 120 ft.

Challenge 20 (25,000 XP) **Prof** +6

Legendary Resistance (x3/long rest). If the menten fails a saving throw, it can choose to succeed instead.

Magic Resistance. The menten gains advantage on saving throws against spells and magical effects.

Psychic Strike. The menten changes any damage done by spells to psychic damage.

Actions

Multiattack. The menten performs a mental overwhelm, then makes six tentacle attacks.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. *Hit:* 12 (3d6 + 2) bludgeoning damage and the menten may start a grapple.

Devour Mind. If the menten starts its turn with two or more tentacles grappling a single opponent, the target must make a DC 22 Constitution save. On a failure, the menten devours the

brain of the target, reducing it to 0 hit points and killing it. On a successful save, the target takes 35 (6d8 + 8) psychic damage.

Mental Overwhelm. All sentient creatures in a 60-foot cone must make a DC 22 Wisdom saving throw. On a failure, the target takes 9 (2d8) psychic damage and is stunned. A stunned target can repeat the saving throw at the end of each of its turns to end the condition.

Innate Spellcasting. The menten's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 18), requiring no material component.

At will: *bane, darkness, false life, protection from good/evil*

1x/long rest: *mass suggestion*

Spellcasting. The menten is a 20th-level spellcaster. Its spellcasting ability is Intelligence (psionic save DC 22, +24 to hit with psionic attacks). The menten has the following Warlock spells:

Cantrips (at will): *eldritch blast, mage hand, minor illusion, prestidigitation*

5th level (3 slot): *armor of Agathys, charm person, counterspell, crown of madness, hold person, hypnotic pattern, witch bolt, banishment, dimension door, dream, scrying*

Legendary Actions

The menten 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 menten regains spent legendary actions at the start of its turn.

Cast Spell (costs 2 actions). The menten casts a spell.

Devour (costs 2 actions). The menten uses its devour mind ability.

Drift. The menten levitates its speed without provoking opportunity attacks.

Tentacle Strike. The menten makes a tentacle attack.

Menten eldritch brains were, at one point, lesser menten – until they absorbed massive mental energy through devouring minds that their minds began to literally expand to massive proportions.

With such power at their disposal, eldritch brains begin the process of spawning others of it kind, creating and controlling a society that is essentially a further extension of its own mind.

Menten eldritch brains tend to be detached and aloof due to the breadth of mental experiences they have witnessed or absorbed, but can occasionally be spurred to excited motion and action by the temptation of new information.

Combat

Eldritch brains have little time for direct combat and prefer to let their lesser mind shards deal with any threats.

However, in rare cases when the brain detects that an individual has some information or knowledge directly desirable by the brain itself, it may dare to face an individual to draw the information out itself.

In all cases, menten eldritch brains are merciless and uncaring about the well-being of others and will act callously to eliminate any threat to itself or its mental shards.

Menten Eldritch Brain Society

Brains themselves rarely deign to involve themselves with other eldritch brains or mentens of other communities.




Bestiary Malfeasious



A menten eldritch brain generally involves itself with contemplating esoteric matters, minding its mental shards or seeking new thoughts and ideas. While its mental shards go about their business, the brain latently observes and occasionally directs their actions.

In rare cases, a mental shard (i.e., a menten) it has created may become aberrant or otherwise develop in a manner obtrusive to the brain. While such abnormalities are generally destroyed, in exceptional cases the mental shard may be severed or otherwise disconnect from the mental control and contact of the eldritch brain. Such individuals generally wither away or are slain when out of extended contact but may eventually become eldritch brains of their own.



Metal Black Panther

Metal Black Panther

Medium construct, neutral

Armor Class 19 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	14 (+2)	5 (-3)	12 (+1)	8 (-1)

Saving Throws Con +4

Skills Perception +3, Stealth +8

Damage Vulnerability lightning

Damage Resistances bludgeoning, piercing or slashing nonmagical weapons

Condition Immunities petrified, stunned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages understands Common

Challenge 2 (450 XP) **Prof** +2

Keen Senses. The metal black panther has advantage on Perception (Wisdom) checks involving sight, hearing or smell.

Minor Magic Immunity. A metal black panther automatically makes it saving throw against any spell of 3rd level or less.

Pounce. When the metal black panther moves at least 20 feet in a straight line and hits with a claw attack, it may also make a bite attack.

Self-Repair. A metal black panther may use hit dice to regain hit points after a short rest or recover all hit points after a long rest, even if it had been reduced to 0 hit points.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) slashing damage.

Metal black panthers are constructs created that act as sleek and deadly guardians for concealed and forgotten locations, blending in with local wildlife to further conceal their guardianship. Their true nature is carefully concealed to catch trespassers by surprise and off-balance those who attempt to fight them.

Creating a Metal Black Panther

An individual who obtains a schematic to create a metal black panther can fashion one from a steel frame filled with clockwork devices and a faux fur covering that weighs 800 lbs. and costs 2,500 gp. Assembling and activating the metal black panther frame takes 8

days for someone proficient with Tinker's tools. A fully charged Metal Black Panther will operate for 5 days before requiring a long rest to recharge.

Metal Black Panthers on Amöeros

The Shamess people once had the ability to build these creatures during the Time of Technology, and often used them as guardians. After the fall of the technological age, the secret to their construction remained a mystery until the First Dragon War, when Fineburr the Astronomican discovered a cache of ancient blueprints that included a schematic for one of these creatures.

Fineburr made many of these creatures to protect his various installations before he was corrupted and turned against mankind. The secret to their creation died with Fineburr when he was destroyed. However, several of these mechanical beasts lived on, continuing to protect those areas that they were created for so long ago.

There are four known metal black panthers protecting the entrance to Mako Volcano; they tend to hunt in pairs and patrol the mountain, making them difficult to find. Metal black panthers have also been encountered in Lost Vale, and there are many Shamess tales of the beasts protecting tombs in Llannhanex and Iiannhanex.



Methane Shark

Methane Shark

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 38 (4d12 + 12)

Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	3 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Damage Vulnerability fire

Damage Immunities poison

Condition Immunities poisoned, prone

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 13

Languages –

Challenge 2 (450 XP)

Prof +2

Noxious Cloud. The methane shark emanates a 20 ft. diameter cloud that obscures all sight. Creatures entering or starting their turn in the cloud must make DC 13 Constitution save. On a failure, the target takes 4 (1d8) poison damage and is nauseated until the start of its next turn.

Flammable. If an open flame contacts the methane shark's noxious cloud, it explodes into flame. All creatures in the cloud must make a DC 13 Dexterity save. On a failure, the creature takes 21 (6d6) fire damage, half that on a successful save. The noxious cloud is then dissipated for 1 minute.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage and the target must make a DC 13 Strength save or be engulfed. An engulfed victim takes 3 (1d6) acid damage and 4 (1d8) poison damage each round.

The methane shark has no real relation to a shark, but due to its predatory nature and presence, has gained the moniker of shark. Despite its size, the creature is practically the equivalent of a hollow hot air balloon with a huge mouth. Surrounded in a sickening quasi-greenish cloud of foul-smelling methane, the creature glides through the air as if it were water in search of prey. They are, luckily, only found in cold areas at great heights, though they are greatly feared by those they encounter.

Methane sharks are not only a danger to flying creatures but have been known to burrow into rock to feed on underground prey when other prey is scarce.

Combat

Methane sharks swoop in on the attack, taking a “small” bite of prey to slow and gauge the edibility of their foe. If they find the foe to be edible, the methane shark will return, this time hoping to engulf prey on its next pass.

Methane sharks sometimes hunt in packs; in such cases the “bull” or lead methane makes the first pass at opponents, and if it determines the prey to be edible, the others will also swoop in for kills. However, methane shark packs prefer not to attack the same target, and none of the other sharks will dare to attack the Bull shark's prey unless the bull breaks off the attack first. Generally speaking, if the bull shark is killed, the remainder of the pack will take whatever prey it currently has and leave.



Methane Sharks on Amöeros

Methane sharks are unique to the wintry Methane sea of the Crystalmire Mountains, where they terrorize shipping and mountainous enclaves during the winter months. They are often referred to as “gas bags” by sailors familiar with them, and it is common for ships expecting to pass near methane shark-infested skies to cover ship's decks with cargo netting to protect those on board from attacks or hire a wizard with a few *fireball* scrolls to knock the creatures out of the sky.

During the summer months when the methane sea is too thin to navigate, methane sharks burrow into mountain rock and hibernate until the weather cools and the Methane sea solidifies.

Methane Shark Bull

Huge beast, unaligned

Armor Class 17 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	3 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Damage Vulnerability fire

Damage Immunities poison

Condition Immunities poisoned, prone

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 13

Languages –

Challenge 3 (700 XP) **Prof** +2

Noxious Cloud. The methane shark emanates a 20 ft. diameter cloud that obscures all sight. Creatures entering or starting their turn in the cloud must make DC 13 Constitution save. On a failure, the target takes 1d8 poison damage and is nauseated until the start of its next turn.

Flammable. If an open flame contacts the methane shark's noxious cloud, it explodes into flame. All creatures in the cloud must make a DC 13 Dexterity save. On a failure, the creature takes 21 (6d6) fire damage, half that on a successful save. The noxious cloud is then dissipated for 1 minute.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.

Hit: 16 (3d8 + 3) piercing damage and the target must make a DC 14 Strength save or be engulfed. An engulfed victim takes 4 (1d8) acid damage and 4 (1d8) poison damage each round.

Methane Shark Titan

Gargantuan beast, unaligned

Armor Class 18 (natural armor)

Hit Points 261 (18d20 + 72)

Speed 5 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	19 (+4)	3 (-4)	13 (+1)	7 (-2)

Skills Perception +4

Damage Vulnerability fire

Damage Immunities poison

Condition Immunities poisoned, prone

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 14

Languages –

Challenge 7 (2,900 XP) **Prof** +3

Noxious Cloud. The methane shark emanates a 40 ft. diameter cloud that obscures all sight. Creatures entering or starting their turn in the cloud must make DC 15 Constitution save. On a failure, the target takes 9 (2d8) poison damage and is nauseated until the start of its next turn.

Flammable. If an open flame contacts the methane shark's noxious cloud, it explodes into flame. All creatures in the cloud must make a DC 15 Dexterity save. On a failure, the creature takes 21 (6d6) fire damage, half that on a successful save. The noxious cloud is then dissipated for 1 minute.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature.

Hit: 24 (4d8 + 6) piercing damage and the target must make a DC 17 Strength save or be engulfed. An engulfed victim takes 7 (2d6) acid damage, plus 9 (2d8) poison damage each round.

Miankín

Miankín

Tiny fey, usually neutral good

Armor Class 14 (natural armor)

Hit Points 5 (2d4)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Nature +2, Sleight of Hand +5, Stealth +7

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 10

Languages Elvin, Gnomish, Common, Druidic

Challenge ½ (100 XP) **Prof** +2

Animal Form. The miankin can take an action to assume the shape of one of three small beasts (determined at birth). While transformed, it uses the stat block of the animal, but retains its Int, Wis and Cha. While transformed, if its hit points are reduced to 0, it returns to its original hit points at their pre-transformation value. Any excess damage that forces the change back is applied to the miankin's original form.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Innate Spellcasting. The miankin's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 11), requiring no material component.

At will: druidcraft, thorn whip, beast sense, speak with animals, speak with plants

1x/long rest: conjure woodland beings, pass without trace, plant growth, spike growth, transport via plants

The miankin (pron. my-ahn-kin) are tiny fey who are made of enchanted twigs and dress in clothing made of forest leaves and blades of grass. They are sociable and enjoy throwing parties in the wilderness. In some cases, they may befriend good humanoids and become companions or pets to individuals.

Combat

Normally miankin only fight if cornered by an evil being or if their humanoid companion is in danger. They prefer to use their spell-like abilities to deal with foes, and reserve use of their personal weapons if they are cornered in areas where their magic does them no good.

Miankin Society

Miankin make their homes near to the tree that spawned them, often creating burrows amid the roots of the tree. They forage for their own food and are vegetarians by nature. Miankin are expert craftsmen by nature, and



enjoy creating items that are both functional and works of art. Though they normally only build items they themselves need, they sometimes fashion items for their humanoid companions – often items both beings will derive pleasure from owning.

Miankin spawn in an unusual fashion – they are sexless beings themselves and replicate themselves by “building” children. Other races have not learned exactly how this process occurs, but when the need for children descends upon a miankin they seclude themselves and gather twigs and various objects and emerge a few weeks or months later with a new child.

Miankin on Amōeros

Miankin can be found across Amberos, even into the far east. They are rare sights off the continent, and some sages believe that they may actually have been created by elves during the Elvin Golden Age as some sort of “pet” for elvin children.

Miniezye

Miniezye

Tiny fey, usually chaotic neutral

Armor Class 15

Hit Points 2 (1d4)

Speed 15 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	21 (+5)	11 (+0)	13 (+1)	10 (+0)	11 (+0)

Saving Throws Dex +7

Skills Acrobatics +7, Investigate +3, Performance +2

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge ¼ (50 XP) **Prof** +2

Flyby. When a miniezye uses its flying movement, it does not provoke attacks of opportunity.

Evasion. If a miniezye makes a Dexterity saving throw, it takes no damage on a success, and only half damage on a failure.

Magic Resistance. A miniezye gains advantage on saves against spells or magical effects.

Actions

Poisoned Silver Needle. *Melee Weapon Attack:* +7 to hit, reach 0 ft. or ranged 15 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution save. On a failure, the target is poisoned until it takes a long rest. This weapon is treated as silvered.

Reactions

Flit. After it is missed by a weapon attack, the miniezye can move half its fly speed.

The miniezye (pron. mih-ni-eyh-zee) are a race of tiny fey creatures that flit wildly from place to place, causing havoc wherever they might end up.

Miniezye are capricious, and enjoy pranking, teasing or sometimes torturing children and infants of larger species. They are careful, however, to avoid being seen or contacting adults.

On occasion, their antics can get out of hand, and they have been known to kill infants or cause children to come to harm, with little guilt about such actions – some even take tokens or trophies from such action to boast of their deeds to others of their kinds.

Combat

Miniezye constantly wrestle and tussle among their own kind, but against larger opponents, they prefer to use traps and allow their environment to do their dirty work. They will lead larger folk into ambushes such



as precariously placed objects atop ajar doors, floors laced with broken glass or poisoned tiny snap traps.

If forced into melee, miniezye stab wildly with their poison needle, using hit and run tactics.

A Miniezye's saliva is an irritating poison, though its bite is too weak to break more than unarmored skin. Undistilled, it is no worse than a small spider bite. However, in distilled form it will kill most infants, make small children sick and make adults slightly ill.

Miniezye Society

Miniezye congregate in small groups for mutual enjoyment. While miniezye generally act on their own, they greatly enjoy returning to their community to talk about their adventures and boast about their accomplishments to others.

While there is always a communal area, individual miniezye make their abode in the 2nd story or higher walls or attics of intelligent and civilized creature's houses. They generally abhor underground areas, including basements. They prefer inhabited edifices, so that they have easy access to fresh food, water and material scraps they can abscond with (socks being a favorite).

Miniezye hate both insects and vermin, and will kill those that infest a house they dwell in. Sometimes, the presence of dead rodents is the first sign parents may have that miniezye have invaded their household.

When a miniezye establishes a home for itself, the first thing it goes about to acquire is a small container that it can use as a spittoon. It keeps its poison spit in this container, and once filled, will dip its weapons in the substance – which is essentially the distilled version of its venom.

Miniezyes on Amberos

Miniezyes are well-known throughout western Amberos, and there are many home remedies and tales for couples on keeping miniezyes out of their dwelling.

Two of the more popular methods are to keep a cat (who is presumably large enough to be dangerous and will hunt the Miniezyes like mice) or to place certain foul-smelling herbs on the windows and doors (the miniezyes won't enter supposedly because of the unpleasant smell).

The former has led to a popular huckster sales item known as the "cat's cradle" – a reed or other cheaply made baby's cradle meant to hold a cat instead of the real baby to lure miniezyes to their doom. Unfortunately, in truth, most miniezyes are intelligent enough to avoid such an obvious trap.

Miniezye infant

Tiny fey, usually chaotic neutral

Armor Class 16

Hit Points 20 (5d4 + 10)

Speed 15 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	23 (+6)	14 (+2)	15 (+2)	12 (+1)	11 (+0)

Saving Throws Dex +9

Skills Acrobatics +9, Investigate +5, Performance +3

Condition Immunities charmed, sleep

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP) **Prof** +3

Flyby. When a miniezye uses its flying movement, it does not provoke attacks of opportunity.

Evasion. If a miniezye makes a Dexterity saving throw, it takes no damage on a success, and only half damage on a failure.

Magic Resistance. A miniezye gains advantage on saves against spells or magical effects.

Sneak Attack (1x/turn). If a miniezye hits an opponent who is unaware of its presence, it deals an additional 7 (2d6) damage.

Actions

Poisoned Silver Needle. *Melee Weapon Attack:* +7 to hit, reach 0 ft. or ranged 15 ft., one creature. *Hit:* 7 piercing damage, and the target must make a DC 10 Constitution save. On a failure, the target is poisoned until it takes a long rest. This weapon is treated as silvered.

Bonus Actions

Hide. The miniezye takes the hide action.

Reactions

Flit. After it is missed by a weapon attack, the miniezye can move half its fly speed.

Mixie

A mixie (pron. mix-ee) is an unseen protector of wilderness life and habitats. They are regal creatures who leave little evidence of their presence or existence, toiling away in secret for the benefit of the natural world around them.

They often come to odds against those who would kill wildlife for sport or defile natural land to deforest or strip mine the areas they protect.

Combat

Mixies disdain fighting unless they witness a terrible act against the area it protects or its inhabitants – burning trees, butchering wildlife or clearing a forest is the easiest way to raise their ire.

When it does choose to act, a mixie will use its stealth and magic to strike undetected at targets, doing its best to drive away any who threaten the forest they protect, and killing only if the enemy refuses to back down.

While a mixie wields its axes with deadly precision, any spells it cast seem to manifest from its mighty antlers, with but a slight nod or focus to initiate it.

A favored tactic is to cast *call lightning* from a hidden position, and then disguise itself in *tree shape*, directing the attacks against its opponents.

If forced to melee, A mixie does not use hit-and-run tactics and will focus on a single opponent before moving on to the next. They often use the assistance of other fey creatures to drive away attackers or lead them into a trap. However, mixies will never use other forest creatures as bait or fodder to destroy opponents.

Mixie Society

Mixies are loners, wandering the woods of their homes to quietly observe how its inhabitants are faring. Mixies prefer to avoid other intelligent beings, though they have been known to respond to a druid or dryad's call for help.

It is unknown whether mixies create their own gear or trade for it. No mixie has ever displayed the ability to craft items, armor or tools in the presence of others and many assume that the items they do carry are gifts from other fey races.

There are rumors that mixies have the ability to travel to the Beastlands via certain mystic ceremonies, but none have even been seen off of Amberos. It is possible they assume a deer form on other planes, but this has never been proven.

Mixies on Amberos

Mixies are only encountered in the larger, older forests of Amberos. Thus, they have been seen in the

Mixie

Huge fey, neutral

Armor Class 15 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	19 (+4)	14 (+2)	19 (+4)	15 (+2)

Saving Throws Con +10, Wis +10

Skills Nature +8, Perception +10, Stealth +8, Survival +10

Damage Immunities bludgeoning, piercing or slashing non-wood weapons that aren't magical

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 20

Languages Common, Druidic, Elvin, Sylvan

Challenge 20 (25,000 XP) **Prof** +6

Antler Crown Spell. A mixie ignores verbal, somatic or material component requirements when casting a spell.

Regeneration. While in contact with loose earth, at the start of its turn the mixie regains 10 hit points.

Tree Shape (Recharge 4+). The mixie turns into a large oak tree that is indistinguishable from a regular tree. While in this form its speed is 0, and the only action it can take is to concentrate on an active spell or change back. The mixie has vulnerability to fire but is otherwise aware of its surroundings.

Actions

Two Weapon Multiattack. The mixie makes six hand axe attacks or three longbow attacks.

Hand axe. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one creature. *Hit:* 17 (3d6 + 7) slashing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage, plus 7 (2d8) poison damage.

Spellcasting. The mixie is a 14th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The mixie has the following Druid spells prepared:

Cantrips (at will): *druidcraft, mending, produce flame, thorn whip*
1st level (4 slots): *animal friendship, entangle, fog cloud, thunderwave*

2nd level (3 slots): *enhance ability, heat metal*

3rd level (3 slots): *call lightning, conjure animals*

4th level (3 slots): *conjure woodland beings, freedom of movement*

5th level (2 slots): *commune with nature, tree stride*

6th level (1 slot): *conjure fey, heal*

7th level (1 slot): *fire storm, plane shift*

Reactions

Retaliation. When the mixie is hit by an attack, it can make a weapon attack against attacker.

Bestiary Mal'gearous

Groon Forest and Kennestone forest. Ancient tales state that mixies could be found in what is now the Broken Wood, but none have been seen there in the last 50 years or so. No mixie has ever been seen in the Yaz forest or the Demon Jungle. It is thought that Mixies once inhabited the Living Forest, but that Sarve's curse drove them out or may have transformed them into nightwalkers.



Mokappín

Mokappín

Medium humanoid (amphibious), usually neutral

Armor Class 23 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	13 (+1)	15 (+2)	7 (-2)

Saving Throws Con +3

Skills Nature +3, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge 3 (700 XP) **Prof** +2

Amphibious. A mokappin can breathe underwater.

Actions

Multiattack. The mokappin makes two attacks; one bite and one claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) slashing damage

Spellcasting. The mokappin is a 5th-level spellcaster. Its spellcasting ability is Wisdom(spell save DC 12, +4 to hit with spell attacks). The mokappin has the following Druid spells prepared:

Cantrips (at will): *guidance, poison spray, resistance*

1st level (4 slots): *cure wounds, thunderwave*

2nd level (3 slots): *hold person, locate animals or plants*

3rd level (3 slots): *conjure animals, protection from energy*

Mokappin (pron. mo-kap-pin) are a land-based relatives to kappa, though they have lost their fey traits. They live primarily slightly inland, though never far from a significant body of water such as a marsh, river, lake or sea.

Combat

Mokappin attack with a ferocious bite and can also claw at their enemies. They can use weapons and tools, though they are usually made of natural materials and are only kept for as long as they are actively needed. Generally, they dislike combat and will avoid, flee or bargain for freedom against an overwhelming enemy.

Mokappin Society

Mokappin often make their homes on muddy banks from items collected from the local water source – such as stones, reeds, coral or even mud. Overall,

the race keeps to itself, though they will battle with any other race that attempts to encroach on their territory. Mokappin have no compunction about killing members of other intelligent races if need be, though they abhor slavery.

Mokappin communities are unstructured, with leaders only elected when a great outside threat emerges. Local buildings are shaped from natural materials and food is derived from naturally growing vegetation or nearby natural fish schools. Mokappin do not cultivate fields or farm fish, preferring to instead live in harmony with the world around them. In lean times, Mokappin communities may be forced to uproot and forage for food, but usually return to their old homes once the crisis has passed.

Mokappin on Amberos

Mokappin are found primarily in Chiamung, Dishnu and Spi Dak Su. They are practically unknown in any other area of Amberos.



Mugetet

Mugetet

Huge aberration (reptilian), neutral evil

Armor Class 15 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft., Climb 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	21 (+5)	11 (+0)	13 (+1)	9 (-1)

Skills Perception +9, Stealth +5

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 19

Languages Common, Infernal

Challenge 10 (5,900 XP) **Prof** +4

Constrict. A creature that starts its turn grappled by a mugetet takes an additional 9 (2d8) bludgeoning damage.

Actions

Multiattack. The mugetet makes three attacks; a bite and two snake fist attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, plus target must make a DC 15 Constitution save. On a failure, the target takes 10 (3d6) poison damage. If a Medium target or smaller starts its turn grappled, it is engulfed. Engulfed targets take 10 (3d6) poison damage at the start of each of their turns.

Snake Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6+4) piercing damage, plus the target is grappled and must make a DC 15 Constitution save. On a failure, it takes 5 (2d4) poison damage.

Spew Snakes (Recharge 5+). The mugetet chooses a 15 ft. area within 60 feet it can see. It then disgorges 5 (2d4) giant poisonous snakes into the area, which act on the mugetet's initiative. The snakes have advantage on their initial attack on targets in the area they appear.

A mugetet (pron. moo-git-it) is a serpent-like being with malevolent intelligence that act as the worldly minions of evil gods. The mugetet has a strong sense of smell, but poor eyesight.

Combat

A mugetet attacks by biting or coiling around victims and squeezing the life from them. They are fearless in battle and will not retreat nor give quarter to an enemy. They tend to focus on one opponent at a time – preferably the weakest looking in any given group. If allowed, they will play with or taunt their victims before killing them. They also greatly enjoy swallowing victims, listening to their screams as they are digested.

Mugetet on Amōeros

Mugetet are the heralds of Aspus, the Lord of Snakes. He uses them rarely, generally only when he wants to punish a community for defying him or who kill his Aspii (see Bestiary Nefarious for Aspii entries). In very rare cases, Aspus has been known to send a mugetet to live with the Aspii as a symbol of his approval of their actions.



Mundog

Mundog

Medium monstrosity (canine), usually neutral

Armor Class 15 (mage armor)

Hit Points 16 (3d8 + 3)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +6

Damage Resistances psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 10

Languages Telepathy 120 ft.

Challenge ¼ (50 XP) **Prof** +2

Keen Smell. The mundog has advantage on any Perception (Wis) skill checks involving smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) piercing damage, and the target must make a DC 11 Strength check or be knocked prone.

Mind Blast. *Ranged Weapon Attack:* +2 to hit, range 90 ft., one target. *Hit:* 4 (1d8) psychic damage.

The Mundog (pron. moon-dog) are not aggressive creatures and often shy away from contact with non-prey. Most packs wander wilderness areas, constantly on the move, while other packs have established shelter in caves or in large, ancient trees. Though capable of using tools, mundogs do not manufacture or use items on a regular basis.

Mundogs normally travel in packs, with one mundog leading the entire pack, known as an alpha. Any parley with the mundog will be through the alpha leader. Should the leader be injured or killed, the pack will normally retreat. If the alpha leader is captured, most mundog packs will usually surrender, or flee if the alpha is slain.

Combat

Mundogs attack in packs, attempting to knock down foes and then rip them to shreds. They are not aggressive by nature, and generally only attack when in search of food. They prefer to attack weak, injured, or helpless prey, but they have been known to chase healthy prey to exhaustion.

Mundogs have a hatred of barghests and will attack such creatures on sight.

Mundogs on Amōeros

There are accounts of mundogs as far back as the Elvin Golden Age, where they were kept as pets of the royal family. By the end of the Elvin Golden Age, they had been magically augmented with sentience

rivalling the elvin mind and freed from the elvin court to pursue making their own communities in the wild.

Most mundogs dwell close to the Groon Forest in the Evan Cordum, but individuals and small packs have traveled as far south as Doonask and as far east as Nyrr Ryann.

Mundog Alpha

Medium monstrosity (canine), usually neutral

Armor Class 15 (mage armor)

Hit Points 44 (8d8 + 8)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +6

Damage Resistances psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 10

Languages Telepathy 120 ft.

Challenge 1 (200 XP) **Prof** +2

Keen Smell. The mundog has advantage on any Perception (Wis) skill checks involving smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) piercing damage, and the target must make a DC 11 Strength check or be knocked prone.

Mind Blast. *Ranged Weapon Attack:* +2 to hit, range 90 ft., one target. *Hit:* 9 (2d8) psychic damage.



N'rad

The n'rad (pron. nah-rad) is a feared and rarely seen denizen of the wilderness. They are fey creatures that epitomize the power of the natural forces of the world.

N'rads are known for their callousness and delight in causing havoc among humanoids and other fey. They have been known to charm others for companionship, which disappear never to be seen again.

Combat

N'rads have a sharp tongue but are reluctant to fight. They instead prefer to attract others with song or dance, and slowly drain the life from those it charms as they observe its performance.

When it finishes its performance, it will generally select one of its charmed individuals and steal away with them into the nearby earth, keeping the poor victim to feed on over the course of a week or so.

N'rad on Amöeros

N'rad have existed since before the Evanthium Cordum, and have long fought against the machinations of the elves in their attempt to organize feydom. As such, N'rad are never found in the Groon forest, but can be found in practically any other forest, often working at driving any elves in the area away.



N'rad

Medium fey, chaotic neutral

Armor Class 17 (mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., climb 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	15 (+2)	13 (+1)	15 (+2)	19 (+4)

Saving Throws Dex +7

Skills Musical Instrument (Any one), Performance +7, Persuasion +7

Damage Resistances bludgeoning, piercing or slashing non-cold iron or non-magical weapons

Condition Immunities charmed, petrified

Senses darkvision 60 ft., passive Perception 12

Languages Elvin, Sylvan, Common

Challenge 6 (2,300 XP) **Prof** +3

Earth Meld. The n'rad sinks into soft earth or stone, taking up to one grappled individual with them. While melded, the n'rad can still sense its surroundings normally and can use its abilities normally. Any individual taken with them is incapacitated. The n'rad can unmerge as a bonus action or reaction, and can be forced out by destruction or removal of the area it has merged with.

Actions

Multiattack. The n'rad makes two slam attacks and uses its charm gaze.

Melee Attack. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) magical bludgeoning damage, and the n'rad starts a grapple. The n'rad can grapple up to six targets at a time. The escape DC is 14.

Life Drain. Charmed targets within 15 feet of the n'rad lose 5 (1d8+1) hit points and the N'rad heals the same amount. Targets grappled by the n'rad lose twice this amount. This does not break the N'rads charm gaze, but does allow the target to save again to end the charm.

Sonic Scream (1x/long rest). The n'rad unleashes an unearthly scream in a 30 ft. cone. Targets in the area must make a DC 13 Constitution saving throw. On a failure the target is deafened for 1 minute and suffers 21 (6d6) thunder damage, half on a successful save.

Bonus Actions

Charm Gaze. The N'rad selects one target within 120 feet it can see. The target must make a DC 15 Wisdom saving throw. On a failure, the target is charmed for one minute, and will act as the n'rad commands. If the target is injured by the n'rad or actions it is forced to take, the charm instantly ends. A target that makes the save cannot be affected for 24 hours.

Natu

Natu

Medium plant, usually neutral

Armor Class 18 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	10 (+0)	12 (+1)	11 (+0)

Skills Perception +3

Condition Immunities exhausted

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP) **Prof** +2

Aroused to Danger. When a natu is at half hit points or less (15 or less hp), it becomes covered in thorns, which cause its slam to deal an extra 3 (1d6) piercing damage, and those it is grappled with must make a DC 13 Constitution save or take 3 (1d6) piercing damage.

Sunlight Restoration. If a natu spends a minute or more in direct sunlight, it can expend hit dice to heal damage.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Hurled Thorns (at half hit points or less only). *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Sunlight Healing. In direct sunlight, the natu heals 3 hit points.

The Natu (pron. naw-tew) are a race of sentient plants that wander swamps and bogs in pursuit of purpose. They can slightly alter their features such as facial features, allowing them to “mimic” the race they learn from. Natu are inquisitive and quick to learn and mimic. They have no concept of good or evil, and their entire lifestyle is a mimicry and enhancement of what they have seen other races perform.

Combat

Natu naturally has little combat skill and rarely attack others first. They are capable of learning to use weapons and armor, but only by mimicking their use by other races.

Natu Society

Natu do not have a natural society of their own. Instead, natu learn their culture by mimicking others that they encounter, without embellishment or true



understanding of the underlying meaning behind many mores or fashions.

Natu reproduce via an unusual method. In the spring, they become covered with flowers – almost as if it were hair, and these flowers release pollen over the period of a week (and tend to attract insects who pollinate the flowers). At the end of this time, the flowers fall away and the stomach of the natu begins to grow distended and begins to weep a milky sap as the bark over the stomach stretches and starts to split (this is harmless to the natu, though slightly messy). After four months, the bark on the distended stomach breaks, releasing a small pod-like egg. This egg is generally left in a warm area (often packed with sweet-smelling vegetation) rife with sunlight and after a week of being tended by the natu parent, the egg hatches into a small version of a natu. This new natu is entirely self-reliant and once hatched, is not cared for by the parent. In five years time, the young natu will reach maturity, and the cycle begins again.

Natu on Amderos

Natu have only appeared in the last two decades or so, and are thought to be the direct result of the Conclave of the Woods, hosted by the sentient trees of the Twilight Forest. So far, Natu have only been spotted in the Lands of Sarve and the Golens.

Natu Wanderer

Medium plant, usually neutral

Armor Class 18 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 35 ft., climb 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	10 (+0)	12 (+1)	11 (+0)

Saves Str +6, Dex +4

Skills Nature +4, Perception +3, Survival +3

Condition Immunities exhausted

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvin, Sylvan

Challenge 4 (1,100 XP) **Prof** +2

Aroused to Danger. When a natu is at half hit points or less (42 or less hp), it becomes covered in thorns, which cause its slam to deal an extra 3 (1d6) piercing damage, and those it is grappled with must make a DC 14 Constitution save or take 3 (1d6) piercing damage.

Favored Foe (2x/long rest). The natu marks a target for 1 minute, using concentration. Thereafter, the first time the natu hits the target in a round, it takes an additional 3 (1d6) damage.

Sunlight Restoration. If a natu spends a minute or more in direct sunlight, it can expend hit dice to heal damage.

Actions

Multiattack. The natu makes two slam or hurled thorn attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Hurled Thorns (at half hit points or less only). *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spellcasting. The natu is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The natu has the following Ranger spells prepared:

1st level (4 slots): *animal friendship, longstrider*

2nd level (2 slots): *locate animals or plants, pass without trace*

Bonus Actions

Sunlight Healing. In direct sunlight, the natu heals 4 hit points.

Natu Forester

Medium plant, usually neutral

Armor Class 18 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 35 ft., climb 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	16 (+3)	10 (+0)	17 (+3)	11 (+0)

Saves Int +2, Wis +5

Skills Animal Handling +5, Nature +4, Perception +5, Survival +3

Condition Immunities exhausted

Senses darkvision 60 ft., passive Perception 15

Languages Common, Druidic

Challenge 3 (700 XP) **Prof** +2

Aroused to Danger. When a natu is at half hit points or less (37 or less hp), it becomes covered in thorns, which cause its slam to deal an extra 3 (1d6) piercing damage, and those it is grappled with must make a DC 14 Constitution save or take 3 (1d6) piercing damage.

Sunlight Restoration. If a natu spends a minute or more in direct sunlight, it can expend hit dice to heal damage.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Hurled Thorns (at half hit points or less only). *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shapeshift. The natu polymorphs into a plant of CR 2 or less. It uses the plant's stat block while transformed, but retains its own Int, Wis and Cha. The transformation lasts for 1 hour or until the natu is reduced to 0 hp. The natu returns to the number of hit points it had before transforming when this ability ends.

Spellcasting. The natu is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The natu has the following Druid spells prepared:

Cantrips (at will): *druidcraft, guidance, resistance, thorn whip*

1st level (4 slots): *animal friendship, create or destroy water, entangle, goodberry*

2nd level (3 slots): *heat metal, moonbeam, pass without a trace*

3rd level (3 slots): *conjure animals, plant growth*

Bonus Actions

Sunlight Healing. In direct sunlight, the natu heals 3 hit points.

Nementor

Nementor Apprentice

Medium fiend, any evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	20 (+5)	13 (+1)	12 (+1)

Saving Throws Con +6, Wis +4

Skills Arcana +8, Religion +8

Damage Resistances bludgeoning, piercing and slashing weapons that aren't good-aligned or magical

Damage Immunities acid, fire, cold

Senses darkvision 120 ft., passive Perception 11

Languages Draconic, Common, Infernal

Challenge 6 (2,300 XP) **Prof** +3

Flame Mastery. The nementor can reroll any number of damage dice when using spells that cause fire damage

Magic Resistance. The nementor has advantage on saving throws against spells and magical effects.

Actions

Fiery claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) slashing damage, and 7 (2d6) fire damage.

Soul Burn. *Ranged Weapon Attack:* +8 to hit, range 90 ft., one target. *Hit:* 14 (2d8 + 5) fire and psychic damage, and the target cannot take reactions until its next turn.

Spellcasting. The nementor is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The nementor has the following Wizard spells prepared:

Cantrips (at will): *friends, mage hand, prestidigitation, silent image*

1st level (4 slots): *burning hands, disguise self, Tasha's hideous laughter, witch bolt*

2nd level (3 slots): *blur, misty step, scorching ray, web*

3rd level (2 slots): *dispel magic, fireball*

Reactions

Hellish Rebuke (Recharge 5+). When hit by an attack, if the target is within 60 feet it must make a DC 16 Dexterity save. On a failure the target takes 11 (2d10) fire damage, half on a successful save.

Nementors (pron. nay-men-tor) are spellcasters who have turned over their souls to devils in return for magical might and extended life spans. They are, in effect an alternative for those seeking lichdom.



While a nementor retains their basic appearance from when they were a mortal being, the consuming hellfire that has devoured their souls has left the flesh of these beings horribly disfigured. Most nementors will hide this disfiguration beneath illusion magic or use shape-changing spells to hide their ruined flesh. However, they are never quite able to hide the cloying smell of roasted flesh that emanates from their body or the blazing embers that replace the hair upon their head. When angered, a nementor's eyes sink into the sockets and disappear, to be replaced with roiling smoke that emanates from the barren eye sockets. This effect does not affect the nementor's eyesight at all.

Combat

While nementors possess better martial skills than most spellcasters, they are generally loath to enter into direct combat, preferring to send minions against any foes or strike from a position in which foes are unable to retaliate.

Most nementors will flee or bargain for their lives if faced with a superior foe. In the latter case, they will often make promises of power or wealth to foes, with an eye to later renege on or twist promises at the first opportune moment.

Nementor Creation

To become a nementor, the spellcaster must make friendly contact with a major devil. The spellcaster must successfully negotiate a contract with the devil to gain the abilities of the nementor template in return for the spellcaster's eternal soul. The contract is sealed when the spellcaster signs a drafted form of the contract in his or her own blood. Seconds after the contract is sealed, the nementor is engulfed in flames that consumes and imprisons the nementor's mortal soul for later transference to hell, and infuses the remaining flesh with the power of the nementor.

Nementor Lairs

Nementors often disguise themselves in civilized areas and dwell in laboratories or studies hidden away from prying eyes. They may sometimes set themselves up in positions of power or wealth or as advisors to such beings. When not engaged in magical pursuits they indulge themselves in wordly pleasures or pastimes.

Lair Actions

On initiative count 20 (losing ties), a nementor hellbinder can take a lair action to cause one of the following magical effects; the nementor hellbinder cannot take the same effect twice in a row.

- The Nementor Hellbinder rolls a d6 and regains a spell slot of that level or lower.
- The Nementor Hellbinder summons a fiendish spirit, which attacks a single target within 60 feet. The target must make a DC 18 Constitution saving throw. On a failure, the target takes 52 (15d6) fire damage or half that on a successful save. The fiendish spirit then vanishes.
- The Nementor Hellbinder targets one creature within 30 feet, as fiery chains seek to bind the target. The target must make a DC 18 Strength

saving throw. On a failure, the target is incapacitated until the start of the next round.

Nementors on Amberos

Nementors first appeared in the armies of the Skyland Hold, battling against Raonoake Major's various Light Lords. While most were destroyed by the Brothers of Glory at the end of the Dark Age, singular Nementors can still appear anywhere on Amberos.

Nementor Hellmage

Medium fiend, any evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft., fly 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	22 (+6)	13 (+1)	12 (+1)

Saving Throws Con +7, Wis +5

Skills Arcana +10, Religion +10

Damage Resistances bludgeoning, piercing and slashing weapons that aren't good-aligned or magical

Damage Immunities acid, fire, cold

Senses darkvision 120 ft., passive Perception 11

Languages Draconic, Common, Infernal

Challenge 12 (8,400 XP) **Prof** +4

Fire Aura. A creature that ends its turn within 5 ft. of a nementor takes 9 (2d8) fire damage.

Flame Mastery. The nementor can reroll any number of damage dice when using spells that cause fire damage.

Magic Resistance. The nementor has advantage on saving throws against spells and magical effects.

Actions

Fiery claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) slashing damage, and 7 (3d6) fire damage.

Soul Burn. *Ranged Weapon Attack:* +10 to hit, range 90 ft., one target. *Hit:* 19 (3d8 + 6) fire and psychic damage, and the target cannot take reactions until its next turn.

Spellcasting. The nementor is a 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The nementor has the following Wizard spells prepared:

Cantrips (at will): *friends, mage hand, prestidigitation, silent image*

1st level (4 slots): *burning hands, disguise self, Tasha's hideous laughter, witch bolt*

2nd level (3 slots): *blur, misty step, scorching ray, web*

3rd level (3 slots): *dispel magic, fireball, nondetection, vampiric touch*

4th level (3 slots): *arcane eye, conjure minor elementals, greater invisibility, wall of fire*

5th level (2 slots): *cone of cold, contact other plane*

6th level (1 slot): *chain lightning, magic jar*

Reactions

Hellish Rebuke (Recharge 5+). When hit by an attack, if the target is within 60 feet it must make a DC 18 Dexterity save. On a failure the target takes 16 (3d10) fire damage, half on a successful save.

Nementor Hellbinder

Medium fiend, any evil

Armor Class 15 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	26 (+8)	13 (+1)	12 (+1)

Saving Throws Con +10, Wis +8

Skills Arcana +15, Religion +15

Damage Resistances bludgeoning, piercing and slashing weapons that aren't good-aligned or magical

Damage Immunities acid, fire, cold

Senses darkvision 120 ft., passive Perception 11

Languages Draconic, Common, Infernal

Challenge 21 (33,000 XP) **Prof** +7

Fire Aura. A creature that ends its turn within 5 ft. of a nementor takes 9 (2d8) fire damage.

Flame Mastery. The nementor can reroll any number of damage dice when using spells that cause fire damage.

Legendary Resistance (3x/long rest). The nementor can choose to succeed at a saving throw it would have otherwise failed.

Magic Resistance. The nementor has advantage on saving throws against spells and magical effects.

Actions

Fiery claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) slashing damage, and 10 (3d6) fire damage.

Soul Burn. *Ranged Weapon Attack:* +15 to hit, range 90 ft., one target. *Hit:* 26 (4d8 + 8) fire and psychic damage, and the target cannot take reactions until its next turn.

Spellcasting. The nementor is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 23, +15 to

hit with spell attacks). The nementor has the following Wizard spells prepared:

Cantrips (at will): *friends, mage hand, prestidigitation, silent image*

1st level (4 slots): *burning hands, disguise self, Tasha's hideous laughter, witch bolt*

2nd level (3 slots): *blur, misty step, scorching ray, web*

3rd level (3 slots): *dispel magic, fireball, nondetection, vampiric touch*

4th level (3 slots): *arcane eye, fire shield, greater invisibility, stoneskin*

5th level (2 slots): *cone of cold, contact other plane*

6th level (2 slots): *chain lightning, contingency, disintegrate, magic jar*

7th level (2 slots): *delayed blast fireball, etherealness, forcecage, prismatic spray*

8th level (1 slot): *antimagic field, dominate monster, maze, power word stun*

9th level (1 slot): *foresight, geas, meteor swarm, true polymorph*

Legendary Actions

The nementor 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 nementor regains spent legendary actions at the start of its turn.

Reactive Spell (takes 2 actions). The nementor casts a 3rd level or lower spell.

Hellish Rebuke (takes 2 actions). When hit by an attack, if the target is within 60 feet it must make a DC 23 Dexterity save. On a failure the target takes 22 (4d10) fire damage, half on a successful save.

Teleport. The nementor teleports 30 ft. without provoking an attack of opportunity.

Arcane Backhand. The nementor makes a fiery claw attack. On a hit, if the target is Medium or smaller, it is knocked prone.

Oculus

Large aberration, neutral evil

Armor Class 22 (magical screen)

Hit Points 142 (15d10 + 60)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	19 (+4)	21 (+5)	15 (+2)	19 (+4)

Saving Throws Int +11, Wis +8, Cha +10

Skills Arcana +17, History +17, Insight +8, Perception +14, Religion +8

Damage Vulnerability psychic

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities poison

Condition Immunities diseased, poisoned, prone

Senses darkvision 120 ft., passive Perception 16

Languages Telepathy 120 ft.

Challenge 17 (18,000 XP) **Prof** +6

All-Around Arcane Vision. An oculus cannot be flanked or surprised, and automatically makes it saving throws against any illusion spell it perceives, as well as being able to automatically discern the true shape of any creature.

Actions

Multiattack. The oculus makes six attacks; it makes three eye ray attacks and three slam attacks.

Eye Ray. *Ranged Weapon Attack:* +11 to hit or spell DC 19, range 90 ft., one target. *Hit:* each eye ray has a different effect, as per the spell of the same name, as if cast as a 4th level spell affecting only the target struck.

1. *Inflict Wounds*
2. *Vampiric Touch*
3. *Charm Monster*
4. *Dispel Magic*
5. *Otiluke's Resilient Sphere*
6. *Sleep*
7. *Hold Person*
8. *Slow*
9. *Scorching Ray*

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage and the oculus can start a grapple if the target is Medium or smaller.

Ability Drain (replaces slam attack). If the oculus starts the turn with an opponent grappled, the target must make a DC 19 Constitution save. On a failure, the target is drained of 3 (1d4+1) points from a random ability score (roll d6, 1 = STR, 2 = DEX, 3 = CON, 4 = INT, 5 = WIS, 6 = CHA) and the oculus heals 2 (1d4) hit points for each ability point lost. Drained ability scores can be restored with *lesser restoration* or *restoration* spell, or a long rest.

Bonus Actions

Antimagic Gaze. The oculus chooses a 30 ft. cone area. Until the start of its next turn, no spells can be cast in or through the area and magic items do no function in the area of effect.

Legendary Actions

The oculus 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 oculus regains spent legendary actions at the start of its turn.

Eye Ray (uses 2 actions). The oculus uses an eye ray it has not yet used this turn.

Tentacle. The oculus uses a tentacle that is not grappling a target.

Ability Drain (uses 2 actions). The oculus uses its ability drain on a target it is grappling.

Reposition. The oculus flies 15 feet without provoking an attack of opportunity.

Combat

Oculus are generally reluctant to enter into direct combat. They prefer to manipulate others into aiding or fighting for them, and then reaping the benefit. If forced to fight, oculus attempt to focus their magic drain power on the most dangerous spellcaster in a group and use their remaining eye powers to hamper or slay companions. They use the trailing ganglia to slap anyone who attempts to melee with them. Most oculus are content to hover slightly out of range of melee weapons, but they will glide down

Oculus (pron. awk-ku-les) are dread harbingers of the underworld, used to watch over the affairs of mortals and bring death and misery wherever they travel.

Oculus move by floating to their destination, usually allowing most of their ganglia to hang lazily about them, while those ganglia with eyes dart about, keeping the oculus apprised of its surroundings.

Bestiary Malfeasurus

to grasp victims in their ganglia and lift them into the air to drain at their leisure.

Oculus Society

Oculus do not build civilizations of their own kind, and have a great disdain for working with other oculus, though they rarely move overtly against each other. They sometimes do attract a cult following, however and may become the center of worship of a small tribe or community that appeals to their vanity.

Oculus on Amöeros

In the aftermath of Guaradrell's devastating rampage, immortal elves, fearing Jhalah, the Devourer of the Dead, became priests to appease him and protect elven souls. During the elven golden age, Jhalah bargained with Ziga, Queen of Corruption, to betray the elves in exchange for devouring the souls of the betrayed. When elven priests discovered the treachery, they thwarted Ziga's plan, leading

to her vengeful act of imprisoning their souls in their left eye. Sending the eyes to Jhalah, the Devourer fell into a trap within a puzzle-locked box, leading to a cursed transformation. Blinded by insatiable hunger, Jhalah could only see through the eyes of his elven priests, now transformed into the oculus, serving as his eyes in the world.



Olangeuso

Olangeuso

Tiny monstrosity, any alignment

Armor Class 12 (natural armor)

Hit Points 4 (1d4 + 2)

Speed 15 ft., climb 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	15 (+2)	13 (+1)	10 (+0)	10 (+0)

Saving Throws Dex +3

Skills Acrobatics +3, Arcana +3, Perception +2

Damage Resistances acid, cold, fire, lightning, psychic, thunder

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarven, Elvin, Gnomish, Druidic

Challenge 1/8 (25 XP) **Prof** +2

Amphibious. An olangeuso can breathe water or air.

Spell Battery. A creature bonded to the olangeuso can transfer one unused spell slot of 3rd level or lower to the olangeuso. The olangeuso can cast the spell using the same DC or spell attack bonus as the creature it is bonded to. Once used, the bonded creature can recover the transferred spell slot after a long rest.

Actions

Bite. *Melee Weapon Attack:* -2 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Fire Breath (Recharge 5+). *Ranged Weapon Attack:* +3 to hit, range 15 ft., one target. *Hit:* 5 (1d6 + 2) fire damage.

Reactions

Transfer Resistance. When a creature bonded to the olangeuso is hit by an attack the olangeuso has resistance to and is within 5 ft., it can transfer its resistance to the bonded creature until its own next turn.

An olangeuso (pron. o-lan-gess-o) is a planar creature that can be summoned by knowledgeable spellcasters as a familiar. They can be summoned by use of a *find familiar* spell in areas with strong bonds to the outer planes or other planar nodes.

In rare cases, when acting as spell battery and their master dies a violent death, the olangeuso absorbs part of its master's soul energy, becoming a larger and more powerful creature commonly referred to as a rogue. Even if its former master is brought back, such creatures can no longer be summoned or bound as normal familiars, though they can be bound as a familiar via *planar binding*.

Combat

Olangeuso are not aggressive creatures but do have a temper if provoked. If they may lash out with their painful

bit at those that aggravate them, or with their breath weapon against real foes. They will always fight to defend their masters to the best of their ability.

Olangeuso on Amberos

Olangeuso on Amberos were creatures left behind when the Ancient Ones were placed back to sleep during the Elvin Golden Age. They can be encountered anywhere but seem to gravitate to areas such as Misake and Llannhanex. Some Olangeuso have come to be fond of the mortal races and have lent their considerable power and skills to various individuals over the years.



Olangeuso Rogue

Small monstrosity, any alignment

Armor Class 15 (natural armor)

Hit Points 55 (10d6 + 20)

Speed 15 ft., climb 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	17 (+3)	10 (+0)	10 (+0)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Arcana +8, Perception +3

Damage Resistances acid, cold, fire, lightning, psychic, thunder

Senses darkvision 60 ft., passive Perception 13

Languages Common, Dwarven, Elvin, Gnomish, Druidic

Challenge 7 (2,900 XP) **Prof** +3

Amphibious. An olangeuso can breathe water or air.

Magic Reflection. An olangeuso has advantage on saving throws against spells or magical effects. If it makes a saving throw against a spell or a spell attack against it misses, it takes no damage and as a reaction it can expend an unused spell slot of the same level to redirect the spell against the original caster, as if the olangeuso had been the original caster.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage.

Fire Breath (Recharge 5+). *Ranged Weapon Attack:* +5 to hit, range 15 ft., one target. *Hit:* 23 (6d6 + 2) fire damage.

Spellcasting. The olangeuso is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The olangeuso has the following Intelligence spells prepared:

Cantrips (at will): *chill touch, mage hand, silent image*

1st level (4 slots): *alarm, chromatic orb, color spray, protection from evil and good*

2nd level (3 slots): *blur, detect thoughts, locate object, scorching ray*

3rd level (3 slots): *clairvoyance, dispel magic, stinking cloud, tongues*

4th level (3 slots): *banishment, confusion, evard's black tentacles, fire shield*

5th level (2 slots): *Bigby's hand, contact other plane, hold monster, telekinesis*

Reactions

Transfer Resistance. When a creature bonded to the olangeuso is hit by an attack the olangeuso has resistance to, it can transfer its resistance to the bonded creature until its own next turn.

Orm, General

Orms are serpent-like dragons with no limbs other than wings. They are nearly mindless, aggressive, and greedy. They are little more than a plague, attacking wildlife, destroying villages, and turning their immediate area into a wasteland. They are omnivores and will eat or destroy everything in their path. Orms are rarely sated and will gorge themselves endlessly.

Orms on Amöeros

Orms originally hail from Aurora, where they are thought to originate from snakes who had long years of contact with dragons. They can usually be found in the same habitats as their draconic cousins. However, dragons have a great hatred of orms, and vice versa, and the two species never seem to be able to coexist. For this reason, successful, surviving orms tend to live in the nastier, uncivilized areas of the world, though they can be found anywhere.

Blood Orm

Huge dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 102 (12d12 + 24)

Speed 30 ft., climb 30 ft., swim 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	15 (+2)	8 (-1)	10 (+0)	13 (+1)

Saving Throws Dex +4, Con +5, Wis +3, Cha +4

Skills Perception +5

Condition Immunities paralyzed, sleep

Senses darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 7 (2,900 XP) **Prof** +3

Blood-Drenched. The blood orm has advantage on checks or saves to avoid being grappled or restrained.

Fly-by Attack. The blood orm does not provoke attacks of opportunity when it leaves a creature's reach.

Actions

Multiattack. The blood orm makes three attacks; it uses its blood bath ability, then makes a bite and blood-soaked tail attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage, and the target must make a DC 14 Constitution save. On a failure, the target's maximum hit points is reduced by the same amount until the target takes a long rest.

Blood-Soaked Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target must make a DC 13 Dexterity save. On a failure, the target is blinded until the end of its next turn.

Bonus Actions

Blood Bath (Recharge 5+). The blood orm sprays acidic, red-hot blood in a 30 ft. cone. Targets in the area of effect must make a DC 13 Dexterity save. On a failure, the target takes 27 (6d8) fire and acid damage, half as much on a successful save. Furthermore, the area becomes difficult terrain for 1 minute. Any creature moving in the area must make a DC 13 Dexterity save. On a failure, they fall prone.

The blood orm is a vicious creature that dwells in thickly populated areas. As their name suggests, they prefer to feed on the blood of their victims and their large size requires that they drink often and deeply.

Combat

Upon smelling blood, a blood orm rushes into combat, attempting to tear foes apart with its bite. Once an



orm smells or draws blood, it will not quit battle until it has slain an opponent and slaked its thirst for blood.

Blood Orms on Amboros

Blood orms are a pestilence in the Crystalmire mountains. There also used to be large numbers of the beasts in the areas of the Hawk Lands and Roonhawk, but most were destroyed during the First Dragon War.

Fire Orm

Huge dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 280 (33d12 + 66)

Speed 30 ft., climb 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Saving Throws Dex +4, Con +6, Wis +4, Cha +3

Skills Perception +8

Damage Resistances bludgeoning weapons

Damage Immunities fire

Condition Immunities sleep, paralyzed

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Draconic

Challenge 12 (8,400 XP) **Prof** +4

Fire Aura. Any creature ending its turn within 10 feet of a fire orm takes 7 (2d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage, plus 7 (2d6) fire damage. If the target is Medium or smaller, it must make a DC 17 Strength save or it is Engulfed. Engulfed targets take 14 (4d6) fire damage each round.

Fire Breath (*Recharge 5+*). The fire orm expels a 90 ft. cone of fire. Targets in the area of effect must make a DC 14 Dexterity save. On a failure, the target takes 70 (20d6) fire damage, half that on a successful save.



Most feared of the orms, the behemoth fire orm is a terrifying creature of hatred and destructiveness. They make their lairs in wild hills, burning and ravaging their hunting grounds for miles around.

Combat

A fire orm is highly territorial and will attack to slay any other creature (except its mate or children) that it comes across. It rushes into combat belching fire, and then engages in melee until it has slain or devoured all it can.

Fire Orms on Amderos

Most fire orms can be found in the lands of Smanvalla, with a few specimens also existing in the farthest reaches of Randu and the Skienlands.

Frost Orm

Huge dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 161 (19d12 + 38)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	8 (-1)	10 (+0)	13 (+1)

Saving Throws Dex +4, Con +5, Wis +3, Cha +4

Skills Perception +6

Damage Resistances slashing weapons

Damage Immunities cold

Condition Immunities paralyzed, sleep

Senses blindsight 15 ft., darkvision 120 ft., passive Perception 16

Languages Draconic

Challenge 7 (2,900 XP) **Prof** +3

Freezing Aura. Any creature ending its turn within 10 feet of a frost orm takes 7 (2d6) cold damage.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, plus 7 (2d6) cold damage. If the target is Medium or smaller, it must make a DC 13 Constitution save or it is restrained and incapacitated until the end of its next turn as it is frozen in ice. Creatures with cold damage immunity are unaffected by this tertiary ability.

Frost Breath (Recharge 5+). The frost orm expels a 60 ft. cone of freezing sleet. Targets in the area of effect must make a DC 13 Dexterity save. On a failure, the target takes 42 (12d6) cold damage, half that on a successful save.



Frost orms are ambushers that dwell and feed in the most inhospitable and cold reaches of the world. They are only slightly smarter than animals and have a constant, demanding hunger to fill.

Combat

Frost orms are slower to provoke to attack than other orms but will fight any creature that presents itself as a prey to be devoured. If met with heavy opposition, they will usually retreat to find easier prey, rather than press the attack and risk death.

Frost Orms on Amtheros

Very rare creatures, most frost orms are found in Glacier of Seasons and the surrounding areas. Before the creation of the Glacier of Seasons, most Frost Orms could be found in the Crystalmire mountains or in Zarkasti. On rare occasions adventurers have stumbled across abandoned or still-inhabited lairs of frost orms in these regions.

Pegicorn

Pegicorn

Large celestial, chaotic good

Armor Class 13

Hit Points 114 (12d10 + 48)

Speed 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	10 (+0)	17 (+3)	18 (+4)

Saving Throws Dex +5

Skills Perception +4

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Elvish, Sylvan

Challenge 4 (1,100 XP) **Prof** +2

Charge. If the pegicorn moves at least 20 ft. straight toward a target and then hits with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage, and the target must make a DC 14 Strength save or be knocked prone.

Actions

Multiattack. The pegicorn makes two attacks; one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage

Healing Touch (1x/long rest). The pegicorn touches another creature with its horn, healing 11 (2d8 + 2) damage. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Innate Spellcasting. The pegicorn's innate spellcasting ability is Charisma (spell save DC 14). The pegicorn can innately cast the following spells, requiring no components.

At Will. *detect evil and good, druidcraft, pass without trace, speak with animals*

1x/long rest. *calm emotion, fly (others only), dispel evil and good, gust of wind*

versions. Most rare to find are those with multi-colored wing feathers the color of the rainbow itself.

Pegicorns are extremely intelligent and devoted individuals; they mate for life and will protect their family, or if trained, their master with their life.

Combat

Pegicorns attack by charging an opponent, hoping to spear them with their horn. Once engaged they fight with hooves and horn.

Training a Pegicorn

Pegicorns are too intelligent to allow themselves to be enslaved as beasts of burden but have been known to acquiesce to bear riders from place to place or act as combat mounts for good crusaders.

Pegicorn eggs are worth 3,000 gp each on the open market, while young are worth 4,500 gp per head..

Pegicorn on Amöeros

During the Elvin Golden Age, unicorns of great power used magic to transform themselves into flying creatures that dwelt among the clouds. In time, the augmented unicorns bred true as pegicorn, though in number they are far rarer than unicorns.



Unicorns and pegasus have long lived in areas near to one another, and considering their temperament and similarities, it was inevitable that the two races would crossbreed. The result is the race of pegicorns – equine creatures with huge, swan-like wings and the golden horn of a unicorn. Most pegicorn are white, though there have been reports of sky blue, pink, black and dappled colored

Pharaoh's Guard

A Pharaoh's guard is a sandstone construct designed as a guardian for royalty. It appears as a tall, broad-shouldered stylized carving of a warrior made of sandstone. Some are fashioned in the image of mythological heroes, past rulers, or celestial beings – sometimes even in the likeness of gods. It has a pair of secondary, somewhat smaller sets of arms for fine manipulation and spellcasting and is generally bedecked in the regalia of a wealth – often with jewelry made of lapis lazuli and copper.

Combat

A Pharaoh's guard only enters combat when commanded by its owner or when the life of those it is sworn to protect comes under direct attack. The construct generally charges into combat, grasping a foe with its smaller arms and then pummeling the opponent with its huge fists or decapitating with its sword. Pharaoh's guards do obey verbal threats made by opponents on the lives of those it is honor-bound to protect or have taken hostage but will heed any command given by its master.

Creating a Pharaoh's Guard

It costs 6,500 gp to construct the sandstone body of a Pharaoh's guard. Furthermore, a living individual of no less than 5th level/CR 5 must sacrifice his or her life in a



Pharaoh's Guard

Large construct, neutral

Armor Class 20 (natural armor + shield)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	11 (+0)	16 (+3)	7 (-2)

Saving Throws Con +5, Cha +1

Skills Intimidate +1

Damage Resistances bludgeoning, piercing or slashing non-magical weapons

Damage Immunities cold, fire, lightning, poison

Condition Immunities exhaustion, sleep

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 7 (2,900 XP) **Prof** +3

Magic Immunity. The pharaoh's guard takes 28 (8d6) force damage from *stone shape* cast by a hostile or heals a like amount from allies casting *stone shape*, but otherwise automatically make their save against any spell or magical effect, and take no damage from other spell attacks.

Actions

Innate Spellcasting. The pharaoh's guard innate spellcasting ability is Constitution (spell save DC 13). The pharaoh's guard can innately cast the following spells, requiring no components.

At Will. *Healing Word*, *Shield of Faith*

1x/long rest. *enhance ability*, *meld into stone*, *stone shape*

Multiattack. The pharaoh's guard makes six attacks; three khopesh attacks, two slam attacks and a shield bash attack.

Vorpal Khopesh. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) magical slashing damage and the target must make a DC 15 Strength check. On a failure, the target is knocked prone.

On a natural roll of 20 to hit, the target is beheaded, reducing it to 0 hp and instantly slaying it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4+4) bludgeoning damage and the pharaoh's guard and if the target is Large or smaller it can start a grapple. It can grapple up to two targets at a time.

Bonus Actions

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target must make a DC 15 Strength check or be moved 10 feet in a direction chosen by the pharaoh's guard.

Reactions

Block. If the pharaoh guard or it charge, who is within 10 feet is hit by an attack, the pharaoh's guard can reduce the damage by 14 (1d8 + 10).

Bestiary Malfeasous

noontime ritual under direct sunlight to animate the sandstone statue. The dead soul becomes bound to the statue, and if the statue is intact, the sacrificed being cannot be raised or resurrected.

Pharaoh's Guard on Amöeros

Pharaoh's guards are found exclusively in Llannhanex. They are the tomb or household guardians of the best of the best of Pharaoh's bodyguard – their soul transferred upon death to these sandstone statues to continue their guardianship of the pharaoh – and his descendants.



Plainsrunner

Plainsrunner

Large beast, unaligned

Armor Class 13

Hit Points 22 (3d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	2 (-4)	12 (+1)	8 (-1)

Senses low-light vision, passive Perception 10

Languages –

Challenge 2 (450 XP) **Prof** +2

Dimension Door (Recharge 6). Instead of moving, the plainsrunner can teleport up to 520 feet to an open space they are familiar with or can see.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Plainsrunners are horses magically bred by wizards during ancient times. While most run wild in their own herds, they do sometimes mingle with regular horses. Moreover, they can be trained to be mounts, and are often sought out for their speed, endurance, and magical ability to teleport.

Combat

Wild plainsrunners usually will flee from combat, though if cornered they will kick or stomp enemies. Careless owners have also found that they will bite, but they do not generally risk doing such in actual combat.

Training a Plainsrunner

Plainsrunner must be trained when they are colts before they are able to use their *dimension door* ability; those that have already manifested their ability to *dimension door* are practically impossible to restrain for training.

Training a plainsrunner for general riding takes 3 weeks, while training it for combat (as a light warhorse) requires 6 weeks. A trained plainsrunner can be purchased for around 3,000 gp for one trained for riding, and around 7,500 gp for one trained for combat.



Plainsrunner on Amberos

Plainsrunners have been around since before the Dark Age and were often given as gifts among royalty as a reward for heroic deeds or services. A Wizard native to Roonhawk is thought to have developed the creature, just prior to the wars with Skyland Hold.

Most wild plainsrunner herds can be found in areas around Misake, the Farren Lands and Southern Kingdom. The Barbed March fosters a herd of horses for prospective Riders to catch as part of an induction ceremony into their elite ranks, but they are unwilling to sell the creatures to any sources outside or even inside the nation.

Although plainsrunners were first spawned in the northwest, there are no known herds in the areas of Roonhawk or the Silkna Kingdom, such creatures are kept and trained in private collections.

Pummelwood

Pummelwood

Huge plant, unaligned

Armor Class 16 (natural armor)

Hit Points 136 (16d12 + 32)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Damage Resistances bludgeoning weapons

Damage Immunities psychic

Condition Immunities exhaustion, prone

Senses darkvision 60 ft., passive Perception 10

Languages understands rudimentary Druidic and Sylvan, but cannot speak

Challenge 12 (8,400 XP) **Prof** +4

Living Tree. When a pummelwood is still, it is indistinguishable from an ordinary tree.

Power Attack. The pummelwood can take a -5 penalty to hit to deal an extra 10 damage with its slam attack.

Thrash. If a pummelwood starts its turn grappling a Medium target or smaller, it automatically hits the target with a slam attack and can move the target to any location within its reach. The moved target is also knocked prone. If the new space is occupied, any other creature is displaced to the nearest open space and must make a DC 22 Dexterity save, taking 21 (2d10 + 10) damage on a failure.

Actions

Multiattack. The pummelwood makes four slam attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one creature. *Hit:* 21 (2d10 + 10) bludgeoning damage, and the target must make a DC 22 Strength save. On a failure, the target is grappled.

Bonus Actions

Regrow. If the pummelwood has not taken fire or acid damage in the round, at the end of its turn it regains 5 hit points.

Reactions

Lash Out. If a target in the pummelwood's reach misses with an attack, the pummelwood can make a slam attack against that opponent.



A pummelwood is a powerful tree, grown by druids as a guardian of an important place or object. The tree serves only one purpose - to smash anything coming within its reach flat. Though pummelwoods are capable of slow movement, they rarely do so in combat, as doing so tends to decrease their stability.

Pummelwoods are extremely resilient and can regrow lost limbs or repair damage at a surprising rate - except for wounds caused by fire. In the latter case, the trees have been known to audibly scream if lit on fire.

Pummelwoods do not speak, per se, but can communicate with druids and sylvan beings through the creaking of its branches and rustling of its leaves. However, its communication is rather simplistic and more akin to outbursts a wild animal might express to those around it.

Combat

A pummelwood is rather straightforward - it uses its massive branches to strike opponents into paste. If possible, it will wrap its lesser branches around an opponent and drive them into another creature in range, attempting to pulp both targets if it can.



Bestiary Malfeasious



Pummelwoods on Amöeros

Pummelwoods are used primarily by the druids of Kennestone and as ancient defenses around the Evan Cordum. Pummelwoods have also been encountered in the Living Forest Kingdom of Vall Vega, and near the Twilight Forest in Simera. In the latter case, the pummelwoods of the Twilight Forest have shown a malevolent intelligence and predilection towards sentient, evil behaviors.



Rebel Dancer

Rebel Dancer

Large aberration, chaotic neutral

Armor Class 16 (unarmored defense)

Hit Points 78 (12d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	13 (+1)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Dex +7

Skills Athletics +7, Acrobatics +7, Performance +7

Condition Immunities restrained

Senses darkvision 60 ft., passive Perception 11

Languages understands Common

Challenge 6 (2,300 XP) **Prof** +3

Evasion. If the rebel dancer is forced to make a Dexterity save, on a successful save it takes no damage and only half damage on an unsuccessful save.

Actions

Multiattack. The rebel dancer uses its bonus action to Dance and can make two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, 5 ft. reach, one target. *Hit:* 13 (2d8 + 4) slashing damage.

Bonus Actions

Dance. If the rebel dancer moves at least 20 feet, all creatures within 50 feet who can see the rebel dancer must make a DC 13 Wisdom save. On a failure, the target is Charmed and on its turn must use its action to move its full movement rate to follow the rebel dancer. Affected targets may make subsequent saving throws at the end of their turn to end the effect. A creature who has made its saving throw cannot be affected again for 24 hours.

Reactions

A rebel dancer has three reactions a turn.

Deflect Projectiles. If the rebel dancer is hit by a ranged attack, it subtracts 16 (1d8+12) from the damage.

Dodge(1x/turn). If the rebel dancer is attacked in melee, it adds +2 to its AC until the start of its next turn.

These odd beings are created from the chaotic noise of the outer planes. They are in constant motion and their appearance is as fluid as their dance. When slain or destroyed, they melt away into nothingness.

It is unknown if rebel dancers can speak; no one has been able to stop it long enough to find out.

Combat

Rebel dancers are drawn to other humanoids, where they begin dancing, attempting to capture as many victims in its energetic dance as possible. Once it has captivated dancers, it moves about, slashing and slamming into others, oft inadvertently striking and damaging those around it or leading the dancers on a merry circuit through a barrage of interesting, if not dangerous obstacles. The rebel dancer does not make a conscious effort to kill; its purpose is to dance and to get others to dance with it, even should the dance result in the victim's death.

Rebel Dancers on Ambaros

It is thought that rebel dancers are bards or other creatures sensitive to song that have been twisted by the chaotic energy of Limbo or Pandemonium – or that they may be the manifestation of physical song of the plane itself.



Redbones

Redbones

Medium undead (fire), chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	12 (+1)

Damage Vulnerabilities bludgeoning

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned, sleep

Senses darkvision 60 ft., passive Perception 11

Languages understands the language of its creator but can't speak

Challenge 2 (450 XP) **Prof** +2

Flaming Aura. Any creature starting its turn within 5 feet of the redbones takes 7 (2d6) fire damage.

Actions

Multiattack. The redbones makes any combination of two attacks using its claws or flame gout.

Fiery Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage, and 7 (2d6) fire damage.

Flame Gout. *Ranged Weapon Attack:* +3 to hit, range 90 ft., one target. *Hit:* 10 (3d6) fire damage.

Redbones are undead created by powerful spellcasters. They are more intelligent than lesser undead, and are more often used for attack than defense or protection of a place or object. They in fact make poor guardians, as whatever they are ordered to protect often ends up damaged or destroyed by their capricious nature.

Combat

Redbones attack by slashing and burning opponents. Though of moderate intelligence, they seem to have a knack for blatant and wanton destruction, causing all sorts of collateral damage as fight.

Creating A Redbones

Redbones are created with the use of the *create undead* spell on ritualistically burned bodies and replacing the onyx material component with a ruby.

Unfortunately, though redbones are intelligent enough to act independently, they often chafe against orders and will go out of their way to cause as much destruction as possible when forced to comply with the wishes of others.

Redbones on Amberos

Redbones are the specialty creations of the Red Cabal of Barbed March. The Red Cabal keeps the secret of their creation a jealously guarded secret.



Rhutha

Rhutha

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 9 (2d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	10 (+0)	2 (-4)	13 (+1)	9 (-1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge ¼ (50 XP) **Prof** +2

Keen Senses. The rhutha has advantage on Perception (Wisdom) checks involving sight, smell or sound.

Actions

Multiattack. If a target is prone, the rhutha makes two attacks; one with its bite, and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Strength check. On a failure, the target is knocked prone.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage.

Rhutha (pron. roo-tha) are a special breed of animal raised almost exclusively by halflings. They seem to be a mix of pony, dog and great cat. They are both companions and pets to halflings, who raise them for use in war, hunting, carrying heavy loads, plowing fields and various other tasks.

While Rhutha can be easily fierce and aggressive, most are trained to be pleasant creatures when not engaged in a fight. Despite the danger they can pose, few halfling families think twice of leaving children alone with trained Rhutha, knowing the animal is unlikely to harm them.

Combat

Rhutha usually attack by charging into an opponent, attempting to bowl them over with their great bulk. Once atop a downed opponent, it will bite and claw with great ferocity until called off or its opponent is dead.

Training a Rhutha

Rhutha are generally domesticated, and can be trained for combat in six weeks time. A trained Rhutha can be purchased for 100 gp.

Rhutha on Amöcros

Most rhutha can be found in Llinn, and some have been exported to nearby Klinn and Simera. There are known to be wild packs of feral rhutha in the Golens



Rockmorph

A rockmorph is a bit of earth that has been animated by a druid to protect an area or item. They differ from elementals in that they are not so much summoned as made. While normally quiescent when not needed, they are capable of assuming many animal forms, though they always appear to be made of pebbles or gravel.

Combat

A rockmorph normally lies in wait as a simple pile of rubble. When intruders are present, it will use its mire ability to slow targets, then congeal into its elephant form to attack.

Rockmorph on Ambros

The druids of Kennestone know the secret to creating these unusual guardians and employ them regularly to protect their sacred groves and meeting places.

There is rumor that the tomb-vault of Druidus is guarded by the most ancient and powerful of rockmorphs, made of glittering gemstones.



Rockmorph

Huge construct (shapeshifter, earth), unaligned

Armor Class 17 (natural armor)

Hit Points 102 (12d12 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	15 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Con +6

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands druidic, but can't speak

Challenge 10 (5,000 XP) **Prof** +4

Rock Pile. When still and resting, the rockmorph is indistinguishable from a pile of gravel.

Trampling Charge. If a rockmorph moves 20 feet in straight line towards an opponent and hits it with a gore attack, that target must succeed on a DC 19 Strength check or be knocked prone.

Actions

Alternate Form. The rockmorph can assume the shape of any non-flying, non-swimming Beast of CR 4 or less. While transformed, the rockmorph uses the stat block of the creature it has assumed. If reduced to 0 hp or the rockmorph chooses to change back, it returns to its original form with the hit points it had before transformation. If forced back due to damage, any excess damage that reduced it below 0 hp is carried over to its original form.

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 20 (3d8 + 7) piercing damage.

Bonus Actions

Mire. The ground out to 30 feet around the rockmorph turns to quicksand-like gravel. The area is treated as difficult terrain and targets ending their movement in the area must make a DC 14 Strength check or be restrained. The check may be repeated as an action. The mire remains until the rockmorph is reduced to 0 hp or uses the ability again.

Stomp (*prone targets only*). *Melee weapon attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Rubbulion

A rubbulion (pron. rub-bul-yon) is a magical ooze made of rock detritus. It moves with a rumbling shuffle, searching for food. The rocky mass derives sustenance from grinding up and absorbing the bodies and blood of its victims.

Combat

A rubbulion strikes swiftly and relentlessly from ambush. For some strange reason, it often shapes its pseudopods into fists when hammering opponents, though it is otherwise incapable of assuming any solid form. It is mindless in its pursuit of food, and will use its tremendous strength to break through barriers to reach even a tidbit more.

Rubbulion on Amberos

First encountered in the Hold of Severn, these rare oozes have of late also been encountered in remote areas of the Crystalmire Mountains, and their number seems to be slowly spreading in all directions.



Rubbulion

Huge ooze (earth), unaligned

Armor Class 17 (natural armor)

Hit Points 85 (10d12 + 20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	15 (+2)	1 (-5)	8 (-1)	6 (-2)

Saving Throws Con +6

Skills Stealth +3

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft., passive Perception 9

Languages –

Challenge 9 (5,000 XP)

Prof +4

Amorphous. The rubbulion can move through a space as narrow as 1 inch wide without squeezing.

Rock Pile. When motionless, a rubbulion is indistinguishable from normal gravel.

Smother. If a rubbulion starts its turn grappling an opponent, they are constricted for 22 (4d8+4) bludgeoning damage and cannot breathe.

Actions

Multiattack. The rubbulion makes two slam attacks against each target in reach.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target must make a DC 16 Strength save. On a failure, the target is grappled.

Shriek Horror

Shriek Horror

Huge plant (fungus), unaligned

Armor Class 13 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	21 (+5)	6 (-2)	10 (+0)	14 (+2)

Damage Resistances thunder

Condition Immunities exhaustion

Senses tremorsense 60 ft., passive Perception 10

Languages –

Challenge 6 (2,300 XP) **Prof** +3

Puffball. The shriek horror rolls itself into a spherical shape. Its Move increases to 50, but it cannot use multiattack.

Actions

Multiattack. The shriek horror makes five attacks; four slam attacks and one bite.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage and the target is grappled.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage and if the target is grappled and Medium size or smaller, it must make a DC 15 Strength save or be engulfed. An engulfed target takes 5 (2d4) acid damage each turn.

Thunderous Shriek (Recharge 5+). The shriek horror unleashes a piercing shriek. All creatures that can hear it within 30 feet must make a DC 16 Constitution save. On a failure, the target is stunned for one minute and deafened for 10 minutes. A stunned target can attempt the save again to end the stun at the end of its turn.

In the underdark, there are fungus creatures that have lived for countless centuries in the weird energy fluxes that sweep the realm. These ancient plant creatures have mutated into fearsome creatures known as shriek horrors.

A dormant shriek horror appears as a brown or pink puffball about the size of a human. When the shriek horror detects the presence of a living creature nearby, it begins to expand and change shape, becoming a huge slime-covered mushroom with whipping fronds.

A shriek horror makes whistling and screeching sounds as it moves about, but it is not a language.

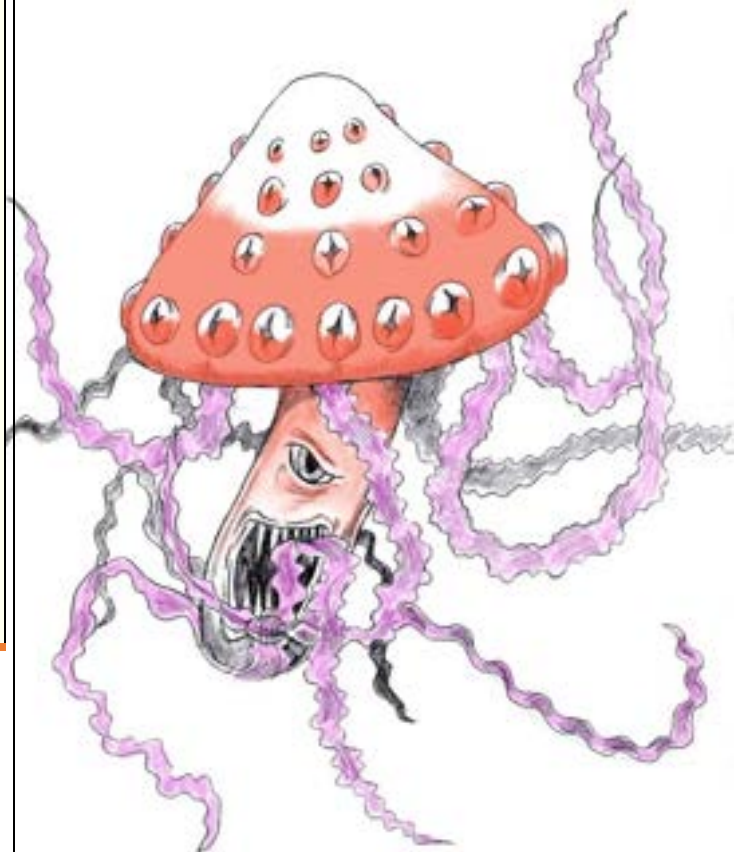
Combat

Shriek horrors are quick to reveal themselves when they detect nearby creatures. They initiate combat with their thunderous shriek, then use their strange fronds to lash

at nearby foes, preferring to strike at stunned foes first.

Shriek Horrors on Amöeros

A menace of the underdark, shriek horrors are thankfully rare and tend to only be encountered in the deepest, undisturbed sections of the underdark.



Shriek Horror

Shrubfolk

Shrubfolk Knight of Erewhon

Small fey, usually chaotic neutral

Armor Class 19 (half plate + shield)

Hit Points 11 (2d6 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	11 (+0)

Condition Immunities confused

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven, Elvish, Gnomish

Challenge 2 (450 XP) **Prof** +2

Unstable. If a shrubfolk is knocked prone, they must make a DC 10 Dexterity save to stand back up (which still takes half their movement).

Actions

Camouflage. The shrubfolk's beard and/or hair grows out, disguising it as a bush. In natural surroundings, the shrubfolk gains a +4 bonus to Stealth (Dex) skill checks.

Lance . *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 8 (1d12 + 2) piercing damage, or 15 (2d12+2) piercing damage when Large sized.

Nonsensical Tirade. Each creature within 30 ft. that can hear the shrubfolk must make a DC 10 Wisdom check. On a failure, the target is Restrained and Distracted for 1 minute. If the target is attacked, the condition ends. A target that makes its saving throw is unaffected by this ability from the same shrubfolk for 24 hours.

Size Adjustment (1x/long rest). The shrubfolk increases to Large size. This increases its carrying capacity, gives it advantage on Strength checks and doubles the base damage any weapon it normally wields (which grows in size with it). This effect lasts for up to one hour, and can be dismissed as a free action.

Shrubfolk are a bizarre form of plant thought to be fashioned as a cruel joke by elves or other fey creatures. Though they dress themselves in trappings of knights and take themselves quite seriously, they are generally comical in nature and often found as consorts to dryads or other fey of the forest.

Shrubfolk can easily be tricked by other races, and often take up quests which they quickly forget about or tire of. They seem to be easily offended, taking umbrage at the slightest comment or action, always seemingly ready for a fight. They often engage in non-sensical tirades and long-winded speeches, which more than not end up confusing, irritating or otherwise leaving stunned looks on the faces of those they meet.

Shrubfolk Society

Shrubfolk organize themselves into small groups known as Orders. The most boastful, belligerent member tends to become the leader, though most individual shrubfolk are too bumbling and independent to take or remember orders.

Male and female shrubfolk easily mingle together, though there is often an undercurrent of one-upmanship between the genders. However, each attempt to show fawning chivalry towards the other gender and extend bizarre courtesies beyond their own kind.

Combat

Shrubfolk prefer to fight on the backs of wild animals, striking with lance and/or sword. They are loathe to fight on their feet as they are easily knocked over, and more often than not are as helpless as a turtle on its back.



Shrubfolk on Amberos

Shrubfolk originally hail from Aurora, where it is thought that they are flawed mirrors of the dwarves of Amberos. During the Elvin Golden Age, several clans of shrubfolk moved to Amberos or simply traveled to Amberos with the various fey they accompanied. When the portals between the worlds collapsed, the shrubfolk clans were stranded on Amberos. There are known to be shrubfolk clans in Kingscleave forest in Klinn, and the Broken Wood in the Duchy of Molvak.

Shrubfolk Knight of Knife

Small fey, usually chaotic neutral

Armor Class 19 (half plate + shield)

Hit Points 39 (6d6 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	17 (+3)	10 (+0)	12 (+1)	11 (+0)

Condition Immunities confused

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven, Elvish, Gnomish

Challenge 4 (1,100 XP) **Prof** +2

Drubbing. If the shrubfolk hits a target that in the past 24 hours failed a save against its nonsensical tirade, it deals an extra 13 (3d8) bludgeoning damage.

Unstable. If a shrubfolk is knocked prone, they must make a DC 10 Dexterity save to stand back up (which still takes half their movement).

Actions

Multiattack. The shrubfolk makes two lance attacks.

Camouflage. The shrubfolk's beard and/or hair grows out, disguising it as a bush. In natural surroundings, the shrubfolk gains a +4 bonus to Stealth (Dex) skill checks.

Lance . Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. **Hit:** 8 (1d12 + 2) piercing damage or 15 (2d12 + 2) piercing damage when Large sized.

Nonsensical Tirade. Each creature within 30 ft. that can hear the shrubfolk must make a DC 10 Wisdom check. On a failure, the target is Restrained and Distracted for 1 minute. If the target is attacked, the condition ends. A target that makes its saving throw is unaffected by this ability from the same shrubfolk for 24 hours.

Size Adjustment (1x/long rest). The shrubfolk increases to Large size. This increases its carrying capacity, gives it advantage on Strength checks and doubles the base damage any weapon it normally wields (which grows in size with it). This effect lasts for up to one hour, and can be dismissed as a free action.

Shrubfolk Knight of Ikney

Small fey, usually chaotic neutral

Armor Class 19 (half plate + shield)

Hit Points 102 (12d6 + 60)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	11 (+0)

Condition Immunities confused

Senses darkvision 60 ft., passive Perception 11

Languages Common, Dwarven, Elvish, Gnomish

Challenge 7 (2,900 XP) **Prof** +3

Drubbing. If the shrubfolk hits a target that in the past 24 hours failed a save against its nonsensical tirade, it deals an extra 18 (4d8) bludgeoning damage.

Unstable. If a shrubfolk is knocked prone, they must make a DC 10 Dexterity save to stand back up (which still takes half their movement).

Actions

Multiattack. The shrubfolk makes three lance attacks.

Camouflage. The shrubfolk's beard and/or hair grows out, disguising it as a bush. In natural surroundings, the shrubfolk gains a +4 bonus to Stealth (Dex) skill checks.

Lance . Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. **Hit:** 9 (1d12 + 3) piercing damage or 16 (2d12 + 3) piercing damage when Large sized.

Nonsensical Tirade. Each creature within 30 ft. that can hear the shrubfolk must make a DC 11 Wisdom check. On a failure, the target is Restrained and Distracted for 1 minute. If the target is attacked, the condition ends. A target that makes its saving throw is unaffected by this ability from the same shrubfolk for 24 hours.

Size Adjustment (1x/long rest). The shrubfolk increases to Large size. This increases its carrying capacity, gives it advantage on Strength checks and doubles the base damage any weapon it normally wields (which grows in size with it). This effect lasts for up to one hour, and can be dismissed as a free action.

Reactions

Dodge Roll. If an opponent misses an attack against the shrubfolk, it make a lance attack against that opponent, applying Drubbing to any damage it deals.

Shrubfolk Knight of Womg

Small fey, usually chaotic neutral

Armor Class 19 (half plate + shield)

Hit Points 39 (6d6 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	17 (+3)	10 (+0)	12 (+1)	17 (+3)

Condition Immunities confused

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarven, Elvish, Gnomish

Challenge 4 (1,100 XP) **Prof** +2

Unstable. If a shrubfolk is knocked prone, they must make a DC 10 Dexterity save to stand back up (which still takes half their movement).

Actions

Multiattack. The shrubfolk makes two lance attacks.

Camouflage. The shrubfolk's beard and/or hair grows out, disguising it as a bush. In natural surroundings, the shrubfolk gains a +4 bonus to Stealth (Dex) skill checks.

Hexblade's Lance . *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 9 (1d12 + 3) piercing damage. The lance is treated as a magical weapons for bypassing damage resistance or immunity.

Nonsensical Tirade. Each creature within 30 ft. that can hear the shrubfolk must make a DC 13 Wisdom check. On a failure, the target is Restrained and Distracted for 1 minute. If the target is attacked, the condition ends. A target that makes its saving throw is unaffected by this ability from the same shrubfolk for 24 hours.

Size Adjustment (1x/long rest). The shrubfolk increases to Large size. This increases its carrying capacity, gives it advantage on Strength checks and doubles the base damage any weapon it normally wields (which grows in size with it). This effect lasts for up to one hour, and can be dismissed as a free action.

Spellcasting. The shrubfolk is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The shrubfolk has the following Warlock spells prepared:

Cantrips (at will): *blade ward, poison spray, true strike*

3rd level (2 slots): *blink, blur, branding smite, counterspell, elemental weapon, expeditious retreat, fear, hex, invisibility, mirror image, protection from evil and good, shield, suggestion, wrathful smite*

Siege Knight

Siege Knight

Gargantuan construct, unaligned

Armor Class 18 (natural armor)

Hit Points 322 (24d20 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	7 (-2)	21 (+5)	5 (-3)	8 (-1)	1 (-5)

Damage Resistances fire, lightning, thunder

Damage Immunities bludgeoning, piercing or slashing non-magical weapons; poison, psychic

Condition Immunities exhaustion, poisoned, charmed

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 27 (105,000 XP) **Prof** +8

Magic Resistance. The siege knight gains advantage on saving throws against spells or magical effects.

Mighty Strike. The siege knight can take a -5 penalty to hit to add 10 damage to its greatsword attack.

Actions

Multiattack. The siege knight makes four greatsword attacks.

Greatsword. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one creature. *Hit:* 36 (4d12 + 10) slashing damage. This attack deals double damage to structures.

Ballista. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

A siege knight is a construct designed for large-scale combat against structures or entrenched troops. Its massive size and slow speed make it poor on defense, but its awesome power makes it perfect to use on the offensive.

Combat

A siege knight is made for one purpose: to destroy fortifications and rout troops. It is straightforward and unfazed by attempts to divert it from its mission. Though a siege knight is powerful, it is a terrible weapon to send against mere troops, who can usually easily outrun it. The siege knight uses its preferred weapon – a titanic greatsword, to destroy anything in its path.

Constructing a Siege Knight

It costs 25,000 gp for the materials to construct a siege knight's body and 6 months of work using Smith's tools.

Siege Knights on Amberos

Once, only the ruling body of Saltbrine knew the secret of Siege Knight construction. However, during their occupation during the Age of Swordfall, the secret was passed on during the First Dragon War, though only two such siege knights were built for the war (both were destroyed). Currently, a siege knight has been built to defend the City of Sinka in the Silkna Kingdom, but no other known siege knights exist at this time.



Sipchloras

Sipchloras Fencer

Medium humanoid (animalfolk), usually neutral evil

Armor Class 16 (natural armor + shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Skills Perception +3

Damage Resistances poison

Condition Immunities diseased

Senses lifesense 10 ft., low-light vision, passive Perception 10

Languages Common

Challenge 2 (450 XP) **Prof** +2

Actions

Multiattack. The sipchloras makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage, plus the target must make a DC 12 Constitution save or be Diseased.

Short Bow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, plus the target must make a DC 12 Constitution save or be Diseased.

Befouling Touch. A sipchloras can contaminate up to 10 gallons of water or a day's rations of food with a touch.

Bonus Actions

Flourish. One target within reach must make a DC 13 Wisdom save. On a failure, the sipchloras gains advantage on its attacks against the target.

Reactions

Parry. When hit, the sipchloras reduces the damage by 5 (1d6+2).

Sipchloras (pron. sip-klor-us), or mosquitofolk, claim to be the creation and favored servants of powers of plagues and disease. They have no body hair and speak in high, squeaking – almost buzzing – voices.

Combat

Sipchloras are warriors of the air, usually attacking while they are flying. They are capable of hovering in place while they fight or quickly buzzing from enemy to enemy. Many sipchloras prefer to attack with their diseased bite, while others have adopted weapons covered with their disease-ridden saliva to fight with.

Sipchloras Society

Sipchloras live in small communities of their own kind, led by a priest or other devout spokesperson who obeys the will of their dark gods. They rarely farm or herd animals, preferring to prey on nearby wildlife or steal from other sources.

They prefer moist, damp areas and prefer to build using mud and thatch for their structures – though they are intelligent and skilled enough to create much more advanced buildings or sculptures. They are most impressive in their skill to design and build weapons, though they only trade such goods among their own kind.

Individually, sipchloras are aggressive, seeing all other beings as prey to overcome. They gather in hunting parties seeking out other humanoids to contaminate their water and food sources, or to capture and offer sacrifices to the gods of disease and plague.



Sipchloras on Amberos

Created by the god Lepornunse, sipchloras have settled in areas near the Golens and Vactorstein, where they tend to live in primitive villages. They often send “messengers” from their camps to distant communities, infecting them with disease as a “gift” from their god.

Sipchloras Marauder

Medium humanoid (animalfolk), usually neutral evil

Armor Class 17 (natural armor + shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +6, Int +2

Skills Athletics +5, Deception +2, Perception +3, Stealth +6

Damage Resistances poison

Condition Immunities diseased

Senses lifesense 10 ft., low-light vision, passive Perception 10

Languages Common

Challenge 4 (1,100 XP) **Prof** +2

Second Strike. If a sipchloras hits an opponent with a second attack in the same round, it deals an additional 7 (2d6) damage.

Actions

Multiattack. The sipchloras makes four scimitar attacks or two short bow attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage, plus the target must make a DC 12 Constitution save or be Diseased.

Short Bow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, plus the target must make a DC 12 Constitution save or be Diseased.

Befouling Touch. A sipchloras can contaminate up to 10 gallons of water or a day's rations of food with a touch.

Bonus Actions

Cunning Action. The sipchloras takes a the dash, dodge or disengage action.

Flourish. One target within reach must make a DC 14 Wisdom save. On a failure, the sipchloras gains advantage on its attacks against the target.

Reactions

Parry. When hit, the sipchloras reduces the damage by 5 (1d6+6).





Sipchloras Plagewright

Medium humanoid (animalfolk), usually neutral evil

Armor Class 13 (natural armor + shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	11 (+0)	18 (+4)	10 (+0)

Saving Throws Wis +6, Cha +2

Skills Perception +3, Religion +6

Damage Resistances poison

Condition Immunities diseased

Senses lifesense 10 ft., low-light vision, passive Perception 10

Languages Common

Challenge 3 (700 XP)

Prof +2

Actions

Multiattack. The sipchloras makes three dagger attacks.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage, plus the target must make a DC 12 Constitution save or be Diseased.

Befouling Touch. A sipchloras can contaminate up to 10 gallons of water or a day's rations of food with a touch.

Channel Divinity. The sipchloras can use one of the following two abilities twice per short or long rest.

Plague. Creatures that are within 30 feet must make a DC 14 Constitution save. On a failure, the target is Diseased.

Turn Undead. Undead that can see and hear the sipchloras within 30 feet must make a DC 14 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 sipchloras is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The sipchloras has the following Cleric spells prepared:

Cantrips (at will): *light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, guiding bolt, sanctuary*

2nd level (3 slots): *blindness/deafness, hold person*

3rd level (3 slots): *bestow curse, protection from energy*

Skeleking

Skelekings are foul necromantic constructs animated from the fallen bodies of powerful Aesir warriors or champions of good. Their endless years of battle give them great skill, and the foul magic that binds them back to a corporeal body also enslaves them to the evil being who has raised them.

A skeleking might be mistaken at first glance for a normal skeleton, save for the black-etched crown of ash burned into their skulls. A hellish light fires their eyes, and they fight with more skill and grace than any simple skeleton could dare to accomplish.

Creating A Skeleking

Skelekings are created by one of two methods – they can be created “naturally” when a powerful warrior of good commits a terrible act of evil and is slain during the act and denied a proper burial. In such a case the individual is denied peace in the afterlife and cast back to the material plane to suffer for their deeds until they repent – which few ever do.

The other method is for a spellcaster to raid the tomb of a slain, powerful warrior of good. The caster then uses the spell *Create Undead* using a fire opal (instead of a black onyx gem) worth at least 1,500 gp (double that for a Baron at 3,000 gp, and five times that for a Warrior-King). A caster cannot create a skeleking whose hit dice are greater than $\frac{3}{4}$ the level of the caster.

Skelekings on Amöcros

According to legend, the Dark One secretly corrupted several knights of the White Council, who were eventually caught and hung for their evil deeds. Upon their death, the corrupted knights were denied their afterlife in the upper realms for their wicked deeds. The Dark One struck a bargain with them, returning them to the mortal world to wreck terrible vengeance on those who had orchestrated their humiliation and death.

Since the Skyland Hold fell, some devils have continued to pass the knowledge on to create these foul creatures to those wizards and clerics who prove their allegiance to the Dark One.

Skeleking Duke

Medium undead, any evil

Armor Class 20 (+1 chain mail and +1 shield)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	12 (+1)	8 (-1)

Skills Athletics +7, Intimidation +2

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, charmed, poisoned, sleep

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP) **Prof** +3

Magical Gear. The skeleking's armor, shield and sword are evil-aligned magical items that retain their properties if taken from the skeleking.

Actions

Multiattack. The skeleking makes two longsword or two longbow attacks.

Necrotic Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 5) slashing damage, plus 7 (2d6) necrotic damage and the target cannot regain hit points until after the end of its next turn.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Command Undead (Recharge 5+). Undead within 30 feet must make a DC 14 Charisma check. On a failure, the target obeys the commands of the skeleking for 10 minutes. An undead that makes the save cannot be affected again for 24 hours.

Bonus Actions

Speed of the Dead. The skeleking can Dash, Dodge or make a single attack with its longsword or longbow.

Reactions

Mend Bones. At initiative count 0, if the skeleking has not taken radiant damage in the turn, it regains 5 hit points.

The skeleking (pron. skel-king) is formed from the body of a fallen warrior of good, and strikes will all the former's intelligence and guile, now bent towards evil ends.

Skeleking Society

Skelekings are singular individuals, but they sometimes will align themselves with other intelligent undead such as lichs or vampires.

In rare cases, a skeleking may continue its former life, though with an evil bend, especially if it was in a position of power or wealth.

Combat

The skeleking will approach enemies intelligently, often sending any undead under its control into combat first to test the strength and resolve of its opponents. It will use the items and feats available to it in its former life to the best of its ability in its new undead state.

Creating a Skeleking

To create a skeleking, a caster must use *create undead* on a ritualistically slain humanoid of formerly good alignment, and expend a bloodstone worth 100 gp per hit die of the skeleking. Only one skeleking can be created per casting.



Skelekings on Amöcros

Volk of the Skyland Hold created the first skelekings, raising them from captured, tortured and slain champions of the White Lords.

It is rumored that during the Baron's Rebellion, King Nannon had skelekings made of traitors he captured during the wars.

Skeleking Baron

Medium undead, any evil

Armor Class 20 (+1 chain mail and +1 shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	13 (+1)	12 (+1)	8 (-1)

Skills Athletics +10, Intimidation +4

Damage Resistance piercing and slashing non-good aligned weapons that aren't magical

Damage Immunities poison

Condition Immunities exhaustion, charmed, poisoned, sleep

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 13 (10,000 XP) **Prof** +5

Magical Gear. The skeleking's armor, shield and sword are evil-aligned magical items that retain their properties if taken from the skeleking.

Magic Resistance. The skeleking has advantage on saving throws against spells or magical effects.

Actions

Multiattack. The skeleking makes three longsword or three longbow attacks.

Necrotic Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 6) slashing damage, plus 7 (2d6) necrotic damage and the target cannot regain hit points until after the end of its next turn.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/300 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Command Undead (*Recharge 5+*). Undead within 30 feet must make a DC 17 Charisma check. On a failure, the target obeys the commands of the skeleking for 10 minutes. An undead that makes the save cannot be affected again for 24 hours.

Bonus Actions

Speed of the Dead. The skeleking can Dash, Dodge or make a single attack with its longsword or longbow.

Reactions

Mend Bones. At initiative count 0, if the skeleking has not taken radiant damage in the turn, it regains 10 hit points.

Skeleking Warrior-King

Medium undead, any evil

Armor Class 20 (+1 chain mail and +1 shield)

Hit Points 199 (21d8 + 105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	13 (+1)	12 (+1)	8 (-1)

Skills Athletics +11, Intimidation +5

Damage Immunities piercing and slashing non-good aligned weapons that aren't magical; poison

Condition Immunities exhaustion, charmed, poisoned, sleep

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 18 (20,000 XP) **Prof** +6

Magical Gear. The skeleking's armor, shield and sword are evil-aligned magical items that retain their properties if taken from the skeleking.

Legendary Resistance (*x3/long rest*). If the skeleking fails a saving throw, it can choose instead to make it.

Magic Resistance. The skeleking has advantage on saving throws against spells or magical effects.

Actions

Multiattack. The skeleking makes four longsword or four longbow attacks.

Necrotic Longsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 6) slashing damage, plus 7 (2d6) necrotic damage and the target cannot regain hit points until after the end of its next turn.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/300 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Command Undead (*Recharge 5+*). Undead within 30 feet must make a DC 19 Charisma check. On a failure, the target obeys the commands of the skeleking for 10 minutes. An undead that makes the save cannot be affected again for 24 hours.

Bonus Actions

Speed of the Dead. The skeleking can Dash, Dodge or make a single attack with its longsword or longbow.

Reactions

Mend Bones. At initiative count 0, if the skeleking has not taken radiant damage in the turn, it regains 15 hit points.

Skulleon

Skulleon

Huge undead (dragon), any evil

Armor Class 17 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	19 (+4)	6 (-2)	10 (+0)	20 (+5)

Saving Throws Dex +4, Con +9, Cha +10

Skills Perception +10, Stealth +4

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities cold, poison, psychic

Condition Immunities exhaustion, diseased, poisoned, sleep

Senses darkvision 120 ft., passive Perception 20

Languages Draconic

Challenge 13 (10,000 XP) **Prof** +5

Actions

Multiattack. The skulleon makes three attacks; two claw attacks and a bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 14 (2d6 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 11 (1d8 + 7) slashing damage.

Consume Life (Recharge 5+). Living creatures within a 60 ft. cone of the skulleon must make a DC 17 Constitution save. On a failure, the target takes 33 (6d10) necrotic damage and is nauseated for one 1 minute. On a successful save, the target takes half damage. The skulleon gains temporary hit points for half the damage it inflicts with this attack.

Bonus Actions

Flesh Rot. Targets that have been struck by the skulleon's bite or claw attacks that are within 30 feet must make a DC 17 Constitution save. On a failure, the target takes 9 (2d8) necrotic damage and cannot take reactions. A creature that is reduced to 0 hit points by this ability die and rise the next round as a skeleton under the skulleon's command.

A skulleon (pron. skul-yon) is the undead remnants of a dragon slain in fierce combat, it's hoard looted and its remains left to rot. The resulting undead is full of rage and spite, and it spends its waking moments hunting for its slayers and seeking to reclaim its lost hoard.

Combat

Skulleons attack fearlessly, driving all before them. They concentrate their ire on those who remind them of the individuals that slew it, and do not respond to calls for mercy or attempts to surrender.

Skulleons on Amberos

Skulleons are often ascribed to being remnants of dragons slain during the First Dragon War in Amberos's past. The draconic remains often linger in desolate areas, killing all that come near.



Sleipner

Sleipner

Large fey (equine), neutral good

Armor Class 13

Hit Points 34 (4d10 + 12)

Speed 50 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Dex +5, Con +5

Skills Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Aurun, Elvish, Sylvan

Challenge 3 (700 XP) **Prof** +2

Trample. If the sleipner moves at least 30 feet and makes at least one successful hoof attack, the target must make a DC 14 Strength check. On a failure, the target is knocked prone.

Actions

Multiattack. The sleipner makes five attacks; four with its hooves and one with its bite.

Hoof. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.
Hit: 7 (1d6 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.
Hit: 6 (1d4 + 4) piercing damage and the target is Distracted until the end of its next turn.

Bonus Actions

Disguise Self. The sleipner can disguise itself as a regular riding horse or reveal its true six-legged nature.

Reactions

Powerful Kick. If attacked and missed, the sleipner makes hoof attack against the attacker. If the hoof attack hits, the target must also make a DC 14 Strength check. On a failure, the target is moved up to 15 feet as the sleipner chooses.

The sleipner (pron. sleep-nayr) are magical horses capable of running on the wind in the same manner a horse glides over the plains. Unlike normal horses, the sleipner has an extra set of powerful front legs, from which it's ability to fly is granted.

These magnificent beasts are often sought out by paladins to serve as mounts and companions. Druids and rangers have likewise used these creatures as mounts and companions in the past, as have elves. Dwarves have legends of pony-sized sleipner mounts, but many wonder how well these creatures would adapt to underground life.

Sleipner can speak when inclined, however, they are quite fond of acting like simple horses around ignorant individuals.

Combat

Sleipner do not attack without provocation, and are unafraid of entering combat if they must. In most cases, sleipner will prefer to use its speed and flight to escape those who wish to harm or capture it.

Training a Sleipner

If a sleipner is captured while still young, they can be trained to act as mounts, and sell for around 5,000 gp. An adult sleipner may act as a mount if it does so willingly; it cannot be forced. Training a sleipner takes 6 weeks of training.



Sleipner on Amberos

Lesser spawn of the sleeping god Odin's majestic horse in Asgard, sleipner have been on Amberos since at least the Elvin Golden Age. They have mostly settled in the lands of Jsarath and South Jsarath, where warriors there highly prize capturing one for their own use.

Star Spore

Star spores are a strange plant plague from another dimension or world. It is thought that they either came to the world via a shooting star or may have come from another dimension. Single star spores are practically invisible to the eye. However, since they generally travel en masse, a colony of space spores appear as a silvery dust when they settle on objects. The spores smell of flowers, usually dandelions, though each colony has its own distinct tang. Creatures infected by space spores can be identified by the patch of boils and warts that appear on the infected area - usually the nape of the neck, chest or arms. As the host is consumed by the star spores, the victim will appear more and more gaunt, until the victim reaches a point it simply collapse into dust, freeing the spores to infect any surrounding living being.

A creature infected with star spores can be cured by means of a *neutralize poison* spell or the use of *command plants* spells that will force the space spores to exit the host body.

However, as the infection spreads star spores slowly take control of the host's body, bending it to its will.

Combat

Star spores attack by infecting a host creature and subsuming its body. They can provide useful benefits to a willing host, making it stronger or more dangerous until the spores have consumed so much of the victim that it collapses into dust. Star spores will attempt to prevent a host creature from involving itself in obviously detrimental or suicidal actions – such as preventing the host from leaping into fire unprotected or jumping from a high precipice. If star spores find themselves within a host that resists them, they will attempt to shut the body down until they have finished subsuming the host. Star spores are capable of spawning duplicates of the hosts within a few hours after infection, using these duplicates to spread the star spores even further abroad.

Star Spore Society

Star spores have a hive intelligence on par with that of other sentient creatures. Though they can interact with other sentient creatures, they tend not to become too involved with hosts or potential hosts, still seeing them as sources of food more than allies or friends.

Star spores are capable of thought and can learn; in some cases, they have been able to be coerced to give up a host if a suitable replacement can be found. Star spores prefer to infect sentient creatures as they feel a peculiar "bond" to such creatures and may become a companion of sorts to a host if accepted.

Star Spores on Amberos

It is unknown where star spores exactly hail from, but they occasionally drift to Amberos and infuse themselves into an individual. Their appearance is usually presaged by the arrival of a meteor or other object from the heavens.

Al'galue dragonfolk know of and hate Star Spores. The dragonfolk will generally burn any individual they know of to be infected with star spores to a crisp.

Star Spore Swarm

Medium aberration (swarm), neutral

Armor Class 12

Hit Points 22 (5d8)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Stealth +4

Damage Vulnerabilities cold, fire

Damage Immunities bludgeoning, piercing and slashing non-magical weapons; poison

Condition Immunities charm, poisoned

Senses life sense 120 ft. (blind beyond that range), passive Perception 10

Languages Telepathy 30 ft.

Challenge 1 (200 XP) **Prof** +2

Evasion. If a star spore swarm is forced to make a Dexterity save, on a success it takes no damage and on a failure it only takes half damage.

Actions

Infect. The star spores enter the space of a living, breathing creature. The target must make a DC 10 Wisdom save. On a failure, the star spore merges with the victim, using its action to take control of the victim's body as if it were its own. Each day, the victim can repeat the saving throw to eject the star spore swarm. A creature that makes its saving throw cannot be affected again for 24 hours.

Bonus Actions

Shape Flesh. A merged star spore swarm can perform one of the following bonus actions, affecting the target it has merged with. Unless otherwise stated, the effect lasts until the start of the target's next turn.

Adrenaline Rush. The target gains advantage on attack rolls and attacks against the target suffer disadvantage. After using this ability, the target suffers a level of exhaustion.

Cure Disease. The target negates the Diseased condition and is cured of any non-magical disease it may be suffering from.

Enhance Strength. The target gains advantage on Strength saves and ability checks, and doubles its carrying capacity.

Enhanced Dexterity. The target gains advantage on Dexterity saves and ability checks, and increases its base speed by 10 feet.

Neutralize Poison. The target ends the Poisoned condition and gains damage immunity to poison.



Sslaunn

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 (pron. sa-lawn).

Mastering the secret of Aunn is not a process that can be conquered by sheer will. Since the Aunn is an intelligent manifestation of the forces of nature itself, only those who have proved themselves conscience of nature's balance, and who have strove to preserve nature at all costs are ever bestowed the mantle of the power of the Aunn. More often than not, those who act without desire to reap the benefits of the Aunn are contacted and gifted by the Aunn with its power. Even among druids, for example, a wielder of Aunn is almost unheard of.

Sslaunn is a template that may be applied to any humanoid, beast or fey being of Neutral alignment. It's type changes to Fey with the Shapechanger descriptor.

Abilities: Increase the sslaunn's Strength, Dexterity, Constitution and Wisdom by 4.

Speed. the Sslaunn's base speed increases by 10 feet.

Shapechange. as per the 9th level spell once per day. The shapechange is limited to animal or magical beast forms.

Resistance. The sslaunn gains damage resistance to fire, cold, lightning, poison and thunder.

Secrets of the Aunn. A sslaunn can cast spells as if it were a druid of a level equal to its hit dice and/or levels. Spell DC's are 8 + proficiency modifier + Wisdom modifier.

Skills. The sslaunn gains the skills Nature and Survival.

CR: +2

Sslaunn 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.

Fey tend to be the common recipients of the Aunn's secret, though during the Rage of the Dead, the Aunn did grant its abilities to two humans – Sring and Lring of Kingscleave Forest, who used their ability to hunt down and destroy the demigod, Tuma.



Long-lived dryads are among the most common beings gifted with the power of the Aunn. Such sslaunn tend to be more morose and reclusive than their younger siblings, and may command the power of an entire forest or glade.

Their long-lived nature and powers often make them sought out as advisors or wise women, a role they do not necessarily easily take to or enjoy. Since they have little need for wealth, they may well demand payments in companions for their wisdom or assistance.

Combat

Shy, intelligent, and resolute, dryad sslaunn are as elusive as they are alluring—they avoid physical combat and are rarely seen unless they wish to be. If threatened, they generally summon a host of animals to fight for them, using their own spells to restrain or subjugate those who prove truly dangerous.



Dryad Sslaunn

Medium fey (shapechanger), neutral

Armor Class 12 (16 barkskin)

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	14 (+2)	19 (+4)	18 (+4)

Skills Nature +4, Perception +5, Stealth +5, Survival +5

Damage Resistances cold, fire, lightning, poison, thunder

Senses darkvision 60 ft., passive Perception 15

Languages Druidic, Elvish, Sylvan

Challenge 3 (900 XP) **Prof** +2

Magic Resistance. The sslaunn has advantage on saving throws against spells or magical effects.

Treestride. Once on her turn, the sslaunn can use 10 feet of movement to magically move from one tree to another within 60 feet. The trees must be at least Large size.

Actions

Club. *Melee Weapon Attack:* +3 to hit (+7 with *shillelagh*), reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The sslaunn selects one humanoid or beast within 30 feet it can see, who must make a DC 14 Wisdom saving throw. On a failure, the target is charmed for 1 day. If the target takes damage or is directed to take an act that will harm itself, it may make a save to end the condition.

Shapeshift (1x/long rest). The sslaunn assumes the shape of a beast with a CR equal to or less than its own for up to 1 hour. The sslaunn uses the creature's stats while transformed, but can cast and maintain spells in the beast form. If the sslaunn is reduced to 0 hit points while transformed it returns to its own shape with the hit points it had prior to transformation. However, any damage in excess of its transformed hit points are carried over to its original form.

Innate Spellcasting. The sslaunn's innate spellcasting ability is Charisma (spell save DC 14). The sslaunn can innately cast the following spells, requiring no material component.

At will: druidcraft

3x/long rest: entangle, goodberry

1x/long rest: barkskin, pass without trace, shillelagh

Spellcasting. The sslaunn is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The sslaunn has the following Druid spells prepared:

Cantrips (at will): guidance, resistance, thorn whip

1st level (4 slots): cure wounds, entangle, fog cloud, purify food and drink

2nd level (3 slots): beast sense, moonbeam, spike growth

3rd level (3 slots): call lightning, conjure animals, dispel magic

Stormbringer

The stormbringer is a reclusive, though playful elemental creature that dwells in high mountains or passing thunderclouds. An adult stormbringer has a wingspan averaging 32 feet.

Stormbringers are fairly knowledgeable, and can sometimes be approached by those who appeal to their vanity and/or present a topic of conversation that catches the interest and superior skills of the stormbringer.

Combat

Stormbringers are playful, but temperamental creatures, and may decide to engage others for sport or some real or imagined offense.

They generally engage by swooping across foes with a screech, tearing at foes in passing or attempting to grapple lone targets to drop from great heights.

After an initial pass, stormbringers will repeat whatever strategy works for them, only landing to engage opponents who prove immune to attacks in passing.

Stormbringer

Huge elemental (air), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 124 (18d12 + 72)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	12 (+1)	14 (+2)	19 (+4)

Saving Throws Dex +8, Con +9

Skills Perception +7

Damage Immunities lightning, thunder

Senses darkvision 60 ft., passive Perception 17

Languages prefers Aurun, can speak/understand Common

Challenge 14 (11,500 XP) **Prof** +5

Legendary Resistance (3x/long rest). If the stormbringer fails a saving throw, it can choose to succeed instead.

Lightning Whip. Opponents who have damage immunity to lightning take half magical bludgeoning damage from the stormbringers attacks instead.

Lightning Wreath. Opponents who start their turn or move to within 20 feet of the stormbringer must make a DC 17 Dexterity save. On a failure, the target takes 7 (2d6) lightning damage. Also, opponents treat the area as difficult terrain and sight into or through the area is lightly obscured for enemies.

Actions

Multiattack. The stormbringer uses its thunderous shriek, then makes three attacks; one bite and two claw attacks.

Lightning Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage, plus 7 (2d6) lightning damage.

Lightning Claw *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage, plus 7 (2d6) lightning damage.

Thunderous Shriek (Recharge 5+). The stormbringer unleashes a thunderous roar coupled with gusting wind and lightning in a 60 ft. cone. Targets in the area of effect must make a DC 17 Constitution saving throw. On a failure, the target takes 18 (5d6) lightning damage, is knocked prone and moved away from the stormbringer 15 feet. On a success, the target takes half damage.

Innate Spellcasting. The stormbringer's innate spellcasting ability is Charisma (spell save DC 17). The stormbringer can innately cast the following spells, requiring no material component.

At will: *call lightning, control weather, gust of wind, wind wall*

3x/long rest: *conjure animals (flying only)*

1x/long rest: *storm of vengeance*

Legendary Actions

The stormbringer 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 stormbringer regains spent legendary actions at the start of its turn.

Bolt from the Blue (takes 2 actions). If *call lightning*, *storm of vengeance* or *control weather* is active, the stormbringer calls down a bolt of lightning on a five-foot area within 60 feet. Targets in the area of effect or within five feet of the strike point must make a DC 17 Dexterity save. Those in the strike point save with disadvantage. On a failure, the target takes 18 (5d6) lightning damage, half on a successful save.

Claw. The stormbringer makes a claw attack.

Fly. The stormbringer flies half its speed without provoking attacks of opportunity.

Lightning Streak (takes 2 actions). The stormbringer teleports to an open spot within 50 feet. Opponents within reach of the area it leaves must make a DC 17 Constitution saving throw. On a failure, the target takes 7 (2d6) lightning damage.

Bestiary Malfeasious

Stormbringer Society

Stormbringers are somewhat isolationists, and tend to claim a large swath of mountainous terrain they claim as their own. It is common for stormbringer hunting grounds to overlap, but the birds will avoid contact with other except in cases when volumous storm clouds gather - either naturally or when an energized stormbringer ritualistically brings one into being.

In such events, local stormbringers from miles around will gather to dance and cavort with each other amid the gathered storm, with their actions often intensifying the strength of the storm.

Stormbringers on Amberos

Vermnia, the Queen of Storms, is attributed with the creation of stormbringers; she seems to use them to manage and create storms that pass across Amberos.





Tamani

Tamani

Huge giant, usually chaotic neutral

Armor Class 15 (natural armor)

Hit Points 103 (9d12 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	21 (+5)	17 (+3)	13 (+1)	21 (+5)

Skills Arcana +6, History +6

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Goblinoid

Challenge 8 (3,900 XP) **Prof** +3

Actions

Multiattack. The tamani makes two slam attacks or three coruscating eldritch blasts.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 12 (1d10 + 7) bludgeoning damage, plus 7 (2d6) force damage.

Coruscating Eldritch Blast. *Ranged Weapon Attack:* +8 to hit, range 300 ft., one target. *Hit:* 10 (1d10 + 5) acid, cold, fire, force, lightning or thunder damage.

Innate Spellcasting. The tamani's spellcasting ability is Charisma (Spell DC 16). It can use the following spells without the need for material component.

At Will: *comprehend languages, detect magic, false life*

Spellcasting. The tamani is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The tamani has the following Warlock spells prepared:

Cantrips (at will): *mage hand, minor illusion, true strike*

4th level (4 slots): *armor of agathys, cloud of daggers, counterspell, darkness, dimension door, fly, invisibility, hellish rebuke, hex, witch bolt*

Tamani (pron. tah-man-ee) are spellcasting giants descended from ancient trolls and stone giants. Though they lack the regeneration properties of their kin, they can be every bit as ferocious, battle-hungry and cruel.

Tamani are by nature, spell-thieves. Their magic is stolen from a variety of sources, ranging from drained magical items, stolen spell books or tapped from magical beings of great power. They are rarely willing to trade for what they can just take by force, and have been known to enslave spellcasters, stealing the spellcaster's magic for their own use.

Combat

Tamani prefer to use spells instead of melee combat, but have been known to grapple and tear opponents apart if they get too close, or if the Tamani becomes otherwise enraged.

Tamani rarely plan engagements ahead of time, entering combat at a whim or trusting on their secrets and rituals to protect them from those who would harm them.

Tamani Society

Tamani live in family clans, each centered around a peculiar tradition of superstitions and rituals designed to empower them with stolen magic and keep their thefts secret from those they steal from.

Tamani who lose their magic or are incapable of tapping into magic are shunned and ostracized from their communities, though they will be welcomed – if at the lowest social station – if they return with magical ability.

Tamani clans tend to live in huts made of thatched mud and are relatively primitive in nature. Tamani often engage in a small bit of agricultural farming and herding livestock, coupled with occasional raids for the niceties of civilization. Some tamani tribes actively barter with other races and have no compunction dealing with good or evil beings – nor any compunction raiding such individuals of their wealth if they think they can get away with it.

There are a few rare lone Tamani nomads, known among the other Tamani as aberrant. They are easy to identify by the strange magic symbols they have burned into their flesh to bind magic spirits to their service. They are greatly feared and reviled among tamani tribes for they tend to be capricious, greedy and cruel even to other tamani.

Tamani on Amöeros

The tamani tend to live in the Crystalmire mountain chain, where they descend on surrounding areas in search for magic, then return to the mountains when finished. Since Tamani raids are infrequent, they are difficult to predict and chasing down the culprits is quite difficult in the dangerous mountain terrain.



Tamani A aberrant

Huge giant, usually chaotic neutral

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	21 (+5)	17 (+3)	13 (+1)	23 (+6)

Skills Arcana +8, History +8

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant, Goblinoid

Challenge 13 (10,000 XP) **Prof** +5

Actions

Multiattack. The tamani makes three slam attacks or four coruscating eldritch blasts.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 17 (1d10 + 7) bludgeoning damage, plus 7 (2d6) force damage.

Coruscating Eldritch Blast. *Ranged Weapon Attack:* +11 to hit, range 300 ft., one target. *Hit:* 10 (1d10 + 5) acid, cold, fire, force, lightning or thunder damage.

Innate Spellcasting. The tamani's spellcasting ability is Charisma (Spell DC 19). It can use the following spells without the need for material component.

At Will: comprehend languages, detect magic, false life, sanctuary

1x/long rest: arcane gate

Spellcasting. The tamani is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The tamani has the following Warlock spells prepared:

Cantrips (at will): *mage hand, minor illusion, true strike*

5th level (4 slots): *armor of Agathys, cloud of daggers, counterspell, darkness, dimension door, fly, invisibility, hellish rebuke, hex, hold monster, witch bolt*



Taurii

Taurii Axer

Medium humanoid (minotaur), usually lawful neutral

Armor Class 15 (breastplate)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +3

Senses low-light vision, passive Perception 13

Languages Common

Challenge 2 (450 XP) **Prof** +2

Powerful Build. A taurii doubles its carrying capacity and has advantage on Strength skill checks.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Taurii (pron. tar-ee), or the less flattering bovinefolk, are a race of warrior-humanoids one step removed from minotaurs. Less feral and evil than their minotaur kin, Taurii tend to be more widely accepted in civilized areas and often make a living by selling their services as musclemen, bodyguards or even as mercenary soldiers.

Combat

Taurii rely on their great strength and favor rushing an opponent, attempting to end any battle quickly and decisively. They are fully capable of working as part of a group or as an individual.

Taurii are known for their composure and adherence to the chivalric ideals of combat. Though they are capable of wading into a line of lesser foes and defeating them, they often prefer to test themselves against skilled foes in one-on-one combat.

Captured Taurii are honor bound to serve their captor for a year and a day as a sign of respect. Once freed, it is against the Taurii code of conduct to attack or harm a master until at least a month has passed.



Taurii Society

Most Taurii travel in foreign lands in small bands looking for work as laborers or mercenary soldiers. This is common practice for younger taurii, before returning to their own communities to settle down and raise a family.

Taurii communities are tight knit, with the community as a whole ringed by a protective barrier to keep non-aurii out. Taurii are excellent stone and metal workers, and favor constructions made of or bored directly into stone. More often than not, a Taurii community will be ringed by a stone wall and contain several underground levels.

Taurii are strictly vegetarian as consuming meat slowly drives them to madness and bloodthirsty behavior. However, because their communities tend to be walled, they are creative with their farming, generally maintaining small crops within the communities bounds, atop buildings or specially devised structures that take advantage of hydroponics or vertical farms.

Taurii on Amberos

The Taurii were once half-elvin followers of Titanicus, before the latter's fall from grace. When Titanicus betrayed Ziga during the Elvin Golden Age, she not only divorced herself from him, but transformed him into the first minotaur, as well as transforming Titanicus's followers into a similar shape. The more bloody-minded of Titanicus's followers, and his favorites, became true minotaurs. The half-elvin followers were likewise transformed, but their elvin bloodline allowed them to resist devolving into mindless killers.

The Taurii quickly gathered and instituted a code of conduct among their kind to prevent themselves from devolving in their new form. It was among the Taurii that the chivalric codes of conduct in war were drafted. So profound was the Taurii's code that they were adopted by the Kingdom of Molvak (whom sported large mercenary armies, some of them Taurii in nature), and even to this day are still in use by many human kingdoms across Amberos.

Taurii Characters

Ability Score Increase. You increase your Strength by 2 and your Constitution by 1.

Age. A taurii is considered an adult by age 20 and can live over a hundred years.

Size. Taurii are notably tall, averaging seven feet in height and weighing around 400 lbs. Your size is medium.

Powerful Build. You double your carrying capacity and you gain advantage on Strength ability checks. Likewise, you gain proficiency in Strength and Constitution saving throws.

Gore. As a bonus action, you can make a gore attack that deals 1d6 + your Strength modifier piercing damage.

Languages. You can read, write and speak Common.

Taurii Captain

Medium humanoid (minotaur), usually lawful neutral

Armor Class 16 (breastplate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +7, Con +4

Skills Athletics +7, Perception +3

Senses low-light vision, passive Perception 13

Languages Common

Challenge 3 (200 XP) **Prof** +2

Improved Critical. A taurii scores a critical hit on a natural attack roll of 19-20.

Powerful Build. A taurii doubles its carrying capacity and has advantage on Strength skill checks.

Actions

Multiattack. The taurii makes two greataxe or javelin attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d12 + 5) slashing damage.

Javelin. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 5) piercing damage.

Bonus Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage.

Taurii General

Medium humanoid (minotaur), usually lawful neutral

Armor Class 16 (breastplate)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Str +8, Con +5

Skills Athletics +8, Perception +4

Senses low-light vision, passive Perception 14

Languages Common

Challenge 7 (2,900 XP) **Prof** +3

Great Weapon Master. The taurii can take a -5 penalty to hit to add 10 damage to a Greataxe attack.

Improved Critical. A taurii scores a critical hit on a natural attack roll of 19-20.

Powerful Build. A taurii doubles its carrying capacity and has advantage on Strength skill checks.

Actions

Multiattack. The taurii makes three greataxe or javelin attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (1d12 + 5) slashing damage.

Javelin. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 5) piercing damage.

Bonus Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage.

Taurii Sorcerer

Medium humanoid (minotaur), usually lawful neutral

Armor Class 12 (15 mage armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+1)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Str +4, Con +4, Cha +6

Skills Arcana +3, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP) **Prof** +3

Metamagic: The taurii can apply one metamagic to a cast spell per turn, or cast a spell with Font of Magic.

Empowered Spell Metamagic. The taurii may reroll up to 3 damage dice when attacking with a spell.

Heightened Spell Metamagic (Recharge 5+). The taurii may force one target of its spells to save with disadvantage.

Powerful Build. A taurii doubles its carrying capacity and has advantage on Strength skill checks.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 30/90 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Font of Magic (Recharge 5+). The taurii casts a spell without expending a spell slot. For each spell level below 3rd, the taurii adds 1 to its recharge roll for this ability.

Spellcasting. The taurii is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The taurii has the following Sorcerer spells prepared:

Cantrips (at will): *blade ward, chill touch, minor illusion, prestidigitation*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *invisibility, spider climb*

3rd level (3 slots): *fireball, fly*

Bonus Actions

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage.

Technobeast

Technobeasts are clockwork or otherwise mechanical duplicates of living creatures – generally animals. Instead of being powered by magic, they are instead powered by other means – from power cells, micro-reactors, wound springs, or any other of a myriad sources that allows them to run practically forever.

A technobeast looks like an exact copy of the creature it emulates. It is covered with a faux covering to disguise it's true nature. However, underneath the covering is a creature made of ceramic, steel, plastics, and other materials that form a durable skeletal frame.

A technobeast template can be applied to any beast or monstrosity with an animal-like form. Its type changes to Construct.

Ability Score Increase. Increase the creature's Strength, Constitution and Dexterity by 2.

Speed. Technobeasts are slightly faster than their living counterpart. Creatures up to Small size increase their base speed by 5. Creatures larger than Small increase all their movement rates by 10.

Armor Class. The technobeast gains a natural armor bonus of +5, if it is worse than this value.

Damage Resistance. The technobeast gains damage resistance to bludgeoning, piercing and slashing non-adamantine weapons.

Condition Immunities. The technobeast gains immunity to exhaustion, diseased, poisoned and sleep conditions. A technobeast does not need to eat, drink or sleep.

Built-in Modification. Technobeasts built during the War of Technology usually have up to two additional special weapons built into them. These modifications can duplicate the effects of a spell of up to 3rd level 1x/long rest, 2nd level 2x/long rest, 1st level 3x/long rest, or a cantrip.

Spell Immunity. If a technobeast fails a saving throw against a spell or magical effect, it can instead choose to succeed on the saving throw.

Technobeasts on Amberos

During the Age of Technology, mechanical copies were made of living creatures. At first, most were made as pets or as curiosities. When the War of Technology started, however, the shift was made to create creatures that would aid in the war effort. Some were made to support troops, while others were made to infiltrate and destroy enemy targets.

TechnoWarhorse

Large construct (equine), unaligned

Armor Class 16 (natural armor, 18 with plate barding)

Hit Points 22 (3d10 + 6)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	2 (-4)	12 (+1)	7 (-2)

Damage Resistances bludgeoning, piercing and slashing non-adamantine weapons

Condition Immunities diseased, exhaustion, poisoned, sleep

Senses passive Perception 11

Languages –

Challenge 2 (450 XP) **Prof** +2

Spell Immunity. If the technowarhorse fails a saving throw against a spell or magical effect, it can choose to instead succeed the save.

Trampling Charge. If the technowarhorse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) bludgeoning damage.



A technowarhorse is nearly indistinguishable from a regular horse, until it does something a normal horse could never do – such as shrugging off wounds that would kill a normal horse, and the steel superstructure is seen below the faux skin.

Combat

A technowarhorse is compelled to obey the commands of its owner. Unlike a normal warhorse, a technowarhorse will never panic or attempt to throw its owner. If the owner is injured or otherwise rendered out of action, the technowarhorse will do its best to protect the owner from harm and deliver them to safety.

Constructing A Technowarhorse

A technowarhorse's body is constructed from a composite of metals weighing 2,500 lbs., with a frame for a technowarhorse costing 2,500 gp to construct. Creating the technowarhorse requires 14 days to complete the warhorse. A technowarhorse does not need to be recharged.

Technowarhorse on Amberos

A technowarhorse is a creation of the War of Technology, designed to carry armored fighters into battle. While it is unlikely that any exist from the original War of Technology, a small company of these creatures were created by the archscientist Meander during the First Dragon War, and a handful may still be in use by various noble families of Vall Vega or other noble families that once belonged to the Kingdom of Swordfall.

Tether Ooze

Tether Ooze

Huge ooze (incorporeal), unaligned

Armor Class 8

Hit Points 90 (12d12 + 12)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	7 (-2)	13 (+1)	1 (-5)	7 (-2)	1 (-5)

Damage Immunities bludgeoning, piercing or slashing non-magical weapons

Condition Immunities poisoned, prone

Senses blindsense 60 ft. (blind beyond 30 ft.), passive Perception 8

Languages –

Challenge 7 (2,300 XP) **Prof** +3

Actions

Multiattack. The tether ooze makes four slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 12 (1d10 + 7) bludgeoning damage, plus the target is grappled.

Ethereal. The ooze shifts to the ethereal plane or back to the material plane, taking any creature it grapples with it. While ethereal, the tether ooze can pass through solid objects and cannot be seen or attacked except by effects that extend into the ethereal plane. Conversely, the ooze can detect but not affect things on the material plane.



Tether ooze are strange concoctions that dwell on the ethereal plane. They constantly hunt in search of food, extending their normally incorporeal bodies into the prime to attack and draw prey into the ethereal plane.

Combat

Once a tether ooze detects a nearby living creature, it slips into the material plane, grapples a target and then quickly slips back into the ethereal plane to devour its prey.

Tether Ooze on Amberos

Tether oozes are native to the ethereal plane and seem to concentrate around Crystalmire Mountains. Some sages have seen this as an indication that the nearby Methane Sea may be in part a manifestation of the ethereal plane on Amberos, and as such draws tether oozes to the area.



Troll, General

Trolls on Amberos

Trolls were created back before the dawn of recorded history on Aurora by the goblins. Through the use of powerful goblin magic, certain goblin nobles made themselves taller, more powerful and more magically inclined. They gained the ability to heal the most terrible wounds and they subjugated and ruled their own kind for untold ages, even in the years following the goblinoid's transference to Amberos.

However, on Amberos, with the coming of the great dragon Guaradrell and the rampage and death he caused on the continent, the trolls learned that their transference to Amberos had terrible consequences – once dead, they did not reincarnate on Aurora as the elves did, and instead passed on to the dead realm of Hades.

Long consumed by greed and now fearful of death, the trolls and other goblinoids became cruel masters, seeking to enslave the other races so as to diminish the chance others might strike against and kill them.

When Ziga approached the goblinoids during the Golden Age, they willingly plotted with her in the hopes of returning to Aurora through the elvin portals and rebonding themselves to the realm of Aurora, thus saving themselves from passing into Hades once more.

But when Ziga sprung her trap on the elves, the goblinoids turned traitor, striking out at Ziga's races, seeing them as threats to their own goals. Ziga was outraged by the betrayal, and laid a foul curse on the trolls – and thus all the goblinoids. The trolls and other goblinoids were twisted to match their dark hearts, and she wrenched from them much of their innate magical might.

Thus weakened, the empire of the goblinoids crumbled and many of the goblinoids slunk away into the dark caverns and places of the world to hide in shame of their disfigurement.

As the ages passed, Ziga twisted more and more goblinoids to her banner, but the trolls, remembering Ziga's disfiguration and destruction of their empire, refused to fall to the queen of corruption – for the most part.

To this day, the trolls seek to rebuild their lost empire and escape Ziga's curse. But until the race can put aside its greed and lust for power, it will forever be cursed to wear the ugliness of their own hearts on their exterior.



Common Troll

Medium giant (troll), usually neutral evil

Armor Class 16 (chain shirt + shield)

Hit Points 34 (4d8 + 16)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	19 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Str +6, Con +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 1 (200 XP) **Prof** +2

Regeneration. At the start of a turn, the troll regenerates 5 hit points, except from fire or acid damage. A troll dies if it starts its turn at 0 hp and cannot regenerate.

Actions

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Common trolls are more often encountered than feral trolls, but can certainly be more dangerous than their brutish brethren. Common trolls have retained their skill at arms with weapons and can fashion their own armor. They are slightly more cunning than their feral brethren and will often employ military tactics when fighting enemies. A common troll speaks Goblinoid, Troll and a guttural version of Common.

Combat

Common trolls are nearly fearless, fighting with overwhelming power and little regard for personal safety. Though they are not the greatest military minds, common trolls have an uncanny knack for formulating military strategies for bringing down foes normally much more numerous and intelligent than themselves. They are not above falling back from combat - especially to lead attackers into traps or ambushes.

Society

Unlike feral trolls, common trolls are social creatures, though they tend to be psychopathic, especially towards non-trolls. The troll's ability to regenerate nearly any wound and lack of fear of death partly contributes to this brutality between trolls, but there is also an undercurrent of pure wickedness in their veins that often propels their acts of cruelty.

Common trolls organize themselves in clans along family lines, and often subjugate themselves to the will of a high troll leader. Clan allegiance is not strong; it is common for trolls to battle for leadership or to break off and form their own splinter clans over ideals or a simple

desire for power. Matriarchal clans are as likely as patriarchal clans, and in many ways the matriarchal clans tend to be more domineering and abusive towards its members.

Common trolls are fond of slaves and pets. They have enough intelligence and skill to train beasts of burden for their own use, either for use as beasts of burden or for use in battle. Slaves are usually retained for domestic services (cooking, cleaning, manual labor), but are occasionally forced into slave armies for use by the trolls.

Common Trolls on Amberos

Trolls were the first goblinoid creatures, originally hailing from Aurora. Unlike the trolls listed in the base rules, common trolls are goblinoids, not giants.

Common trolls, though they fell to the transforming curse of Ziga that made their inward corruption materialize outward, managed to retain some of their intelligence. Many common trolls now exist in the Dark Valley, under the rule of high trolls desperately attempting to rebuild the Golgoth empire.



Common Troll Veteran

Medium giant (troll), usually neutral evil

Armor Class 16 (chain shirt + shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	19 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Str +9, Con +7

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 5 (1,800 XP) **Prof** +3

Improved Critical. The troll's weapon attacks score a critical hit on a natural 19-20.

Regeneration. At the start of a turn, the troll regenerates 10 hit points, except from fire or acid damage. A troll dies if it starts its turn at 0 hp and cannot regenerate.

Actions

Multiattack. The troll makes two battleaxe or two javelin attacks.

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) slashing damage.

Javelin. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Bonus Actions

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 9 (1d6 + 6) bludgeoning damage.

Common Troll Godspeaker

Medium giant (troll), usually neutral evil

Armor Class 16 (chain shirt + shield)

Hit Points 85 (10d8 + 40)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	19 (+4)	8 (-1)	17 (+3)	8 (-1)

Saving Throws Str +8, Con +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 4 (1,100 XP) **Prof** +2

Regeneration. At the start of a turn, the troll regenerates 10 hit points, except from fire or acid damage. A troll dies if it starts its turn at 0 hp and cannot regenerate.

Actions

Multiattack. The troll makes two battleaxe or javelin attacks.

Battleaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d8 + 1) slashing damage.

Javelin. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Channel Divinity. As an action, the troll can use one of the following two abilities twice per short or long rest.

War God's Blessing. As an action, the troll - or as a reaction, an ally within 30 feet - gains a +10 bonus to their next attack roll.

Turn Undead. Undead that can see and hear the troll 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 troll is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The troll has the following Cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bles, command, divine favor, sanctuary, shield of faith*

2nd level (3 slots): *aid, blindness/deafness, magic weapon, spiritual weapon*

3rd level (3 slots): *crusader's mantle, dispel magic, meld into stone, spirit guardians*

Common Troll Warmonger

Medium giant (troll), usually neutral evil

Armor Class 19 (half plate + shield)

Hit Points 136 (16d8 + 64)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	19 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Str +12, Con +8

Senses darkvision 60 ft., passive Perception 11

Languages Common, Giant

Challenge 10 (5,900 XP) **Prof** +4

Improved Critical. The troll's weapon attacks score a critical hit on a natural 19-20.

Indomitable (1x/long rest). If the troll fails a saving throw, it can choose to reroll the save.

Regeneration. At the start of a turn, the troll regenerates 15 hit points, except from fire or acid damage. A troll dies if it starts its turn at 0 hp and cannot regenerate.

Actions

Multiattack. The troll makes three battleaxe or two javelin attacks.

Battleaxe. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 14 (1d8 + 10) slashing damage.

Javelin. *Ranged Weapon Attack:* +12 to hit, range 30/120 ft., one target. *Hit:* 11 (1d6 + 8) piercing damage.

Bonus Actions

Shield Bash. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 11 (1d6 + 8) bludgeoning damage.

Feral Troll Mauler

Large giant (troll), usually chaotic evil

Armor Class 20 (unarmored defense)

Hit Points 175 (14d10 + 98)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	24 (+7)	8 (-1)	11 (+0)	7 (+0)

Saving Throws Str +11, Con +12

Skills Perception +5, Survival +5

Damage Resistances (raging only) bludgeoning, piercing and slashing weapons

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 14 (11,500 XP) **Prof** +5

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn, except from fire or acid damage. A troll only dies if it starts its turn at 0 hit points and cannot regenerate.

Reckless Attack. The troll gains advantage on attack rolls and Strength checks, but enemies gain advantage on their attack rolls against the troll.

Actions

Multiattack. The troll makes four attacks; one with its bite and three with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 9 (1d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 10/40 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Bonus Actions

Reckless Rage (*Recharge 3+*). The troll gains advantage on Strength checks and Strength saving throws and adds 2 to weapon attack damage. The rage lasts for 1 minute and the troll gains 1 level of exhaustion when the rage ends.

Feral trolls walk mostly upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms tend to dangle and drag along the ground. Despite this awkward gait, trolls are very agile.

Combat

Feral trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack.

Feral Troll Society

Feral trolls dwell alone or in small family groups, usually a mated pair and a current litter of subadult young. Trolls value strength most of all, and only respect displays of might or power. They are not easily cowed, however, by those more powerful than them and instead only fosters jealousy or concealed contempt to such individuals. Betrayal and turning on such individuals is almost guaranteed if the opportunity presents itself.

Feral trolls prefer to live in caves or abandoned dwellings. They are capable of making primitive weapons, armor or traps, but generally dislike doing so and prefer to steal any item they need. Feral trolls enjoy hoarding gold and other treasures, simply for the pleasure of denying others of its use.

Feral Trolls on Amöeros

After the fall of the Golgoth empire, many of the goblinoids were transformed into hideous creatures, and some minds were warped either by the ensuing insanity or their own evil. Feral trolls are those who have degenerated to tribal or solitary lives, their bodies and minds destroyed by Ziga's transformation of their race.



Feral Troll Shaman

Large giant (troll), usually chaotic evil

Armor Class 15 (natural armor)

Hit Points 175 (14d10 + 98)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	24 (+7)	8 (-1)	17 (+3)	9 (-1)

Saving Throws Str +8, Con +11

Skills Intimidation +3, Religion +3

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 9 (5,000 XP) **Prof** +4

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. At the start of a turn, the troll regenerates 10 hit points, except from fire or acid damage. A troll dies if it starts its turn at 0 hp and cannot regenerate.

Actions

Multiattack. The troll makes four attacks; one with its bite and three with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 9 (1d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) slashing damage.

Channel Divinity. As an action, the troll can use one of the following two abilities twice per short or long rest.

War God's Blessing. As an action, the troll - or as a reaction, an ally within 30 feet - gains a +10 bonus to their next attack roll.

Turn Undead. Undead that can see and hear the troll 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 troll is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The troll has the following Cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bless, command, divine favor, sanctuary, shield of faith*

2nd level (3 slots): *aid, blindness/deafness, magic weapon, spiritual weapon*

3rd level (3 slots): *crusader's mantle, dispel magic, meld into stone, spirit guardians*

High Troll

Large giant (troll), usually neutral evil

Armor Class 15 (unarmored defense)

Hit Points 69 (6d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	23 (+6)	13 (+1)	13 (+1)	16 (+3)

Saving Throws Wis +4

Skills Deception +6, Perception +4

Damage Immunities necrotic

Condition Immunities diseased

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvin, Giant, Goblinoid

Challenge 6 (2,300 XP) **Prof** +3

Regeneration. At the start of a turn, the troll regenerates 10 hit points, except from fire or acid damage. A troll dies if it starts its turn at 0 hp and cannot regenerate.

Actions

Font of Magic (Recharge 5+). The troll casts a spell of up to 3rd level without expending a spell slot. For each spell level the spell is below 3rd, it adds 1 to the recharge roll.

Multiattack. The troll makes three claw attacks or two longsword attacks and a claw attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) slashing damage.

Spellcasting. The troll is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The troll has the following Sorcerer spells prepared:

Cantrips (at will): *chill touch, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *charm person, disguise self, fog cloud, witch bolt*

2nd level (3 slots): *crown of madness, detect thoughts, hold person*

3rd level (3 slots): *fear, haste*

Unlike most other trolls, high trolls are intelligent and charismatic. While powerful in combat, they generally prefer to handle things without having to sully their hands with their opponent's blood.

While less gruesome than other trolls, these creatures have a dark and conniving heart, if not outright evil. Even the best high troll has a dark side that can all too easily be brought to fore.

Combat

High trolls who do not disdain fighting are generally skillful swordsmen with a flair of style. All high trolls are skilled with the use of swords, which is the preferred weapon in duels of honor. In these duels of honor, they are usually fought until first blood (half the target's hit points) or one of the duelists is disarmed. As naturally sorcerous creatures, high trolls think nothing of enhance their abilities with magic, especially in duels – though in duels first blood or disarming must be performed by non-magical means to be accepted.

Few high trolls willingly attack with their natural claws, and it is a great stain upon their honor to act like such a “wild beast” – only the most desperate and enraged high troll will stoop to attack others with their claws.

Nobleborn high trolls believe personal combat to be beneath them and will either send minions to fight for them (negotiating a peace should the minions be defeated) or will request they face a single, worthy champion chosen from among the enemy.

High Troll Society

High trolls are the master of one-upmanship and dark politics. They revel in material items and power and are not content unless they feel they have placed themselves above their companions.

High trolls have a penchant for keeping slaves or servants to perform any menial task. However, they are not content with just any slave – high trolls place great value in looking good, and only the most desperate or uncaring high troll will accept an ugly slave or tolerate a slave that lacks social grace and is not obedient.

High trolls mate for life, but as in all other things, matches are more a matter of power and leverage than love.



The wealth, power and attractiveness of another high troll factors into the process to a high degree – as does the appearance of the child. Many a high troll marriage has been undone by blemish, birthmark, or even outright deformity in the offspring.

High Trolls on Amberos

The leaders of trollkin during the height of the Golgoth Empire, high trolls were goblins that transformed themselves by sorcery into the powerful creatures known as trolls. However, they were petty and envious of the other races – especially the elves who had a purity of spirit they could not duplicate, and they fell to their own petty desires – and made an awful deal with Ziga, the Queen of Corruption.

Before their near-total destruction by Ziga during the elvin golden age, the trolls of Amberos were a mighty race that used their magical and alchemical powers to augment their own race and create many of the goblinoids that are known to this day. They had a grand empire and culture at one time, though their hearts were corrupt with the seed of evil.

The remaining high trolls are the last of the old troll nobility that have managed to refrain from collapsing to the dark seeds in their hearts, which would thus transform them into simple and ugly trolls.

High Troll Hexer

Large giant (troll), usually neutral evil

Armor Class 15 (unarmored defense)

Hit Points 138 (12d10 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	23 (+6)	13 (+1)	13 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Deception +6, Perception +3

Damage Immunities necrotic

Condition Immunities diseased

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvin, Giant, Goblinoid

Challenge 8 (3,900 XP) **Prof** +3

Metamagic: The troll can apply one metamagic to a cast spell per turn, or cast a spell with Font of Magic.

Empowered Spell Metamagic. The troll may reroll up to 4 damage dice when attacking with a spell.

Heightened Spell Metamagic (Recharge 5+). The troll may force one target of its spells to save with disadvantage.

Regeneration. At the start of a turn, the troll regenerates 10 hit points, except from fire or acid damage. A troll dies if it starts its turn at 0 hp and cannot regenerate.

Actions

Font of Magic (Recharge 5+). The troll casts a spell of up to 5th level without expending a spell slot. For each spell level the spell is below 5th, it adds 1 to the recharge roll.

Multiattack. The troll makes three claw attacks or two longsword attacks and a claw attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) slashing damage.

Spellcasting. The troll is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The troll has the following Sorcerer spells prepared:

Cantrips (at will): *chill touch, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *charm person, disguise self, fog cloud, witch bolt*

2nd level (3 slots): *crown of madness, detect thoughts, hold person*

3rd level (3 slots): *fear, haste*

4th level (3 slots): *banishment, dimension door*

5th level (2 slots): *animate objects, dominate person*

6th level (1 slot): *disintegrate, globe of invulnerability*

High Troll Lord

Large giant (troll), usually neutral evil

Armor Class 15 (unarmored defense)

Hit Points 207 (18d10 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	23 (+6)	13 (+1)	13 (+1)	22 (+6)

Saving Throws Wis +6, Cha +11

Skills Deception +11, Perception +6

Damage Immunities necrotic

Condition Immunities diseased

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvin, Giant, Goblinoid

Challenge 16 (15,000 XP) **Prof** +5

Legendary Resistance (3x/day). If the troll fails a saving throw, it can choose to succeed instead.

Metamagic: The troll can apply one metamagic to a cast spell per turn, or cast a spell with Font of Magic.

Empowered Spell Metamagic. The troll may reroll up to 4 damage dice when attacking with a spell.

Heightened Spell Metamagic (Recharge 5+). The troll may force one target of its spells to save with disadvantage.

Regeneration. At the start of a turn, the troll regenerates 10 hit points, except from fire or acid damage. A troll dies if it starts its turn at 0 hp and cannot regenerate.

Actions

Font of Magic (Recharge 4+). The troll casts a spell of up to 5th level without expending a spell slot. For each spell level the spell is below 5th, it adds 1 to the recharge roll.

Multiattack. The troll makes three claw attacks or two longsword attacks and a claw attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) slashing damage.

Spellcasting. The troll is a 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The troll has the following Sorcerer spells prepared:

Cantrips (at will): *chill touch, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *charm person, disguise self, fog cloud, witch bolt*

2nd level (3 slots): *crown of madness, detect thoughts, hold person*

3rd level (3 slots): *fear, haste*

4th level (3 slots): *banishment, dimension door*

5th level (3 slots): *animate objects, dominate person*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (2 slots): *prismatic spray, teleport*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill, time stop*

Legendary Actions

The troll 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 troll regains spent legendary actions at the start of its turn.

Quickened Spell (takes 2 actions). The troll casts a spell of 3rd level or less.

Longsword. The troll makes a longsword attack.

Parry (uses two actions). When hit by a melee weapon attack, it reduces the damage by 22 (1d8 + 18).

Dimensional Shunt. The troll teleports 30 feet to an unoccupied area it can see or is familiar with.

Mud Troll

Large giant (troll), always neutral evil

Armor Class 15 (natural armor)

Hit Points 63 (8d10 + 40)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	20 (+5)	7 (-2)	13 (+1)	7 (-2)

Skills Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common

Challenge 5 (1,800 XP) **Prof** +3

Keen Smell. A troll has advantage on Perception (Wis) skill checks involving smell.

Regeneration. At the start of a turn, the troll regenerates 10 hit points, except from fire or acid damage. A troll dies if it starts its turn at 0 hp and cannot regenerate.

Actions

Multiattack. The troll makes three attacks, two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, plus the target must make a DC 16 Constitution save. On a failure, the target takes 9 (2d8) poison damage and is poisoned for 1 hour.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage, plus the target must make a DC 16 Constitution save. On a failure, the target takes 5 (2d8) poison damage.

Noose (*surprised opponents only, one use*). *Ranged Weapon Attack:* +4 to hit, range 15 ft., one creature. *Hit:* the target is restrained and can't breathe. The noose can be attacked by a slashing weapon, has 10 hp and Strength break DC 15.

Mud trolls are masters of alchemy, though they have sacrificed much of their body to learn the secrets of the swamps they infest. They are capable of producing – and often use – a wide variety of homemade alchemical items and toxic poisons to capture and torture prey.

Combat

Mud trolls are slightly slimmer than most of their brethren but are adept at poisoncraft.

Mud trolls prefer to strike from ambush, whether from the trees of their swampy homelands or rising from the bogs to pull foes down to watery graves. They are fond of using nooses to snare unwary foes beneath them, letting them hang until they “pickle” in the swamp before devouring them.



Night Troll

Large giant (troll), usually chaotic evil

Armor Class 14 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	20 (+5)	6 (-2)	9 (-1)	6 (-2)

Saving Throws Wis +3

Skills Perception +3, Stealth +6

Damage Immunities bludgeoning, piercing or slashing non-silvered weapons that aren't magical

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 10 (5,900 XP) **Prof** +4

Hidden Mind. The troll's mind cannot be read or its memories altered.

Regeneration. At the start of a turn, the troll regenerates 10 hit points, except from fire or acid damage. A troll dies if it starts its turn at 0 hp and cannot regenerate.

Skulker. In dim light or darkness, the troll has advantage on Stealth (Dex) skill checks.

Actions

Multiattack. The troll makes four attacks; one with its bite and three with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d6 + 6) piercing damage, plus 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) slashing damage, plus 3 (1d6) necrotic damage.

Night trolls are among the blackest of spirit of all trolls. Fell creatures who delight in terrorizing prey before disemboweling them, night trolls are creatures that are feared by many races and figure into many tales warning of their power.

Combat

Night trolls swoop in silently to attack their foes. Though their forms are fleeting, they can exert inhuman amounts of force against their foes. A night troll is rarely interested in the treasure carried by its victims, and instead prefers to simply kill what it can for pleasure.

Night trolls have been known to use piles of seemingly unattended treasure to draw prey to them for an easy kill.

Night Trolls on Ambros

Certain trolls who befell Ziga's transformation in the Elvin Golden Age ran afoul of Gwieze, the Lord of Shadows. The god's empire had been destroyed not

long before, and he was seeking powerful allies to regain his power. The Lord of Shadows eased their torment in return for their allegiance. Now, night trolls wander the land, performing the dark works of their lord, and killing all they meet.



Roarin

Large giant (troll), always neutral evil

Armor Class 15 (natural armor)

Hit Points 63 (6d10 + 30)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	20 (+5)	7 (-2)	13 (+1)	7 (-2)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages Giant

Challenge 4 (1,100 XP) **Prof** +2

Keen Smell. A troll has advantage on Perception (Wis) skill checks involving smell.

Regeneration. At the start of a turn, the troll regenerates 10 hit points, except from fire or acid damage. A troll dies if it starts its turn at 0 hp and cannot regenerate.

Actions

Multiattack. The troll makes three attacks, two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, plus 3 (1d6) cold damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage, plus 3 (1d6) cold damage.

Bonus Actions

Chilling Roar (*Recharge 5+*). The roarin unleashes an ice-laden roar, affecting a 30 ft. cone. Creatures in the area of effect must make a DC 15 Constitution save. On a failure, the target takes 5 (2d4) cold and 5 (2d4) thunder damage and is deafened for 1 minute. On a success, the target takes half damage.

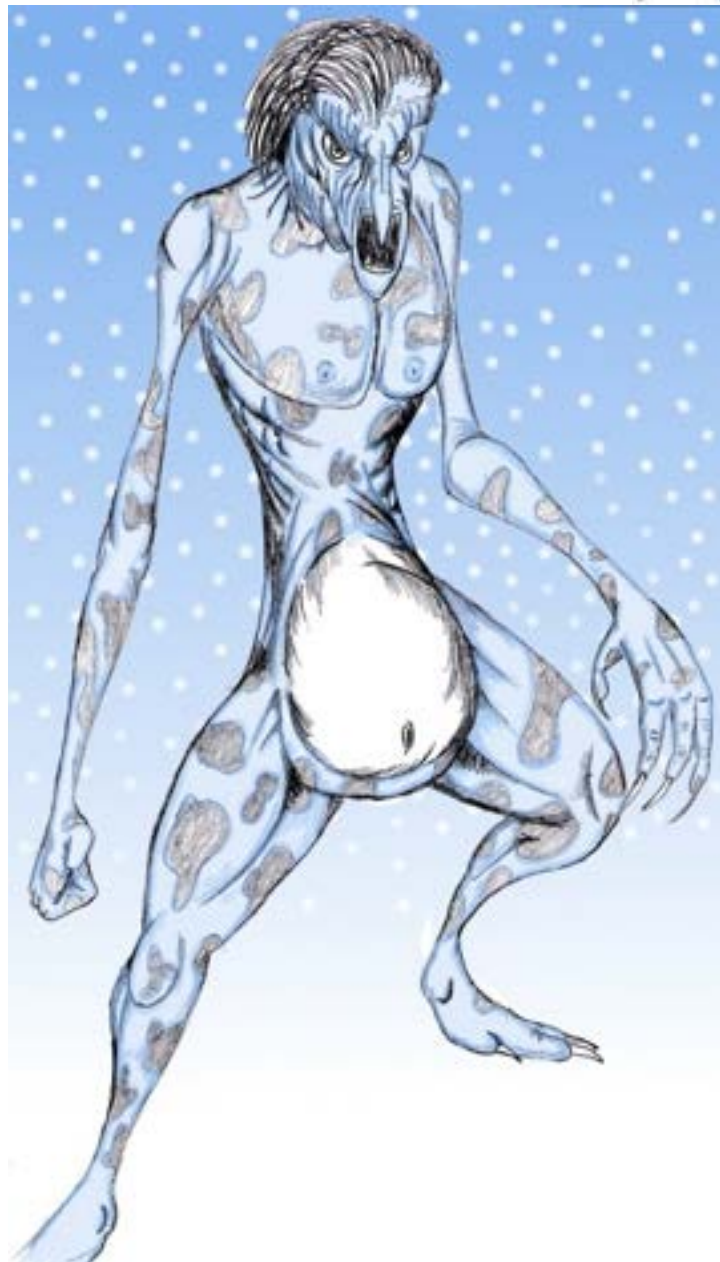
Roarins (pron. rowr-in) are ravenous flesh-eaters that dwell in areas of perpetual snow and will attack for nothing more than a bit of elf, human, or other creature's flesh to eat.

Combat

Most roarins announce themselves with their chilling roar, and then rush into combat attacking with their teeth and claws. Often, once they kill a victim, they will spirit away from the fight with their newly acquired meal, attempting to lose pursuers in the snow.

Roarin Society

Roarins prefer to live in isolation but occasionally gather into family groups for mutual protection or hunting. They tend to scavenge for objects, and rarely have the temperament to create a dwelling, instead preferring caves



or living in wilderness areas – preferring frozen lakes or evergreen forest glades.

Roarins on Amberos

Roarins hail from Aurora, and the only ones that are encountered on Amberos are descendants of those who slipped from that realm during the Elvin Golden Age. They are found in largest numbers in the Glacier of Season and among the snowy peaks of the Crystallmire Mountains.

Tundrabeast

The tundrabeast is a massive, flightless, and barely intelligent dragon. It is driven by hunger and juvenile or young adult specimens sometimes hunt in small packs.

They compete with white dragons for hunting grounds and have been known to gang up to take a white dragon down, but generally avoid direct one-on-one confrontations with true dragons.

Unlike other dragons, tundrabeasts rarely have a specific lair nor collect a hoard of treasure. They tend to roam their hunting grounds, not staying in one place so prey can neither hunt them or avoid them. They do sometimes keep caches of frozen carcasses to eat during lean times, but any treasures amid such caches would be incidental at best.

Combat

Tundrabeasts either strike from hidden spots in the snow or charge slow-moving prey to attempt to gobble it up before it can escape. Tundrabeasts are relentless and patient trackers and have been known to corral prey into dead ends or natural deadfalls where the tundrabeast can dispatch them easily.

Tundrabeasts on Amberos

Tundrabeasts are generally only found on the Glacier of Seasons. They are often hunted by ice giants for food, or sometimes as guardians to their lairs.

Tundrabeast

Huge dragon, unaligned

Armor Class 18 (natural armor)

Hit Points 218 (19d12 + 95)

Speed 50 ft., burrow 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	21 (+5)	6 (-2)	14 (+2)	10 (+0)

Saving Throws Str +11, Dex +6, Con +9

Skills Perception +8, Stealth +6, Survival +6

Damage Immunities cold, fire

Senses darkvision 90 ft., passive Perception 16

Languages understands Draconic

Challenge 12 (8,400 XP) **Prof** +4

Keen Smell. The tundrabeast has advantage on Perception (Wis) skill checks involving smell.

Magic Resistance. The tundrabeast has advantage on saving throws against spells and magical effects.

Actions

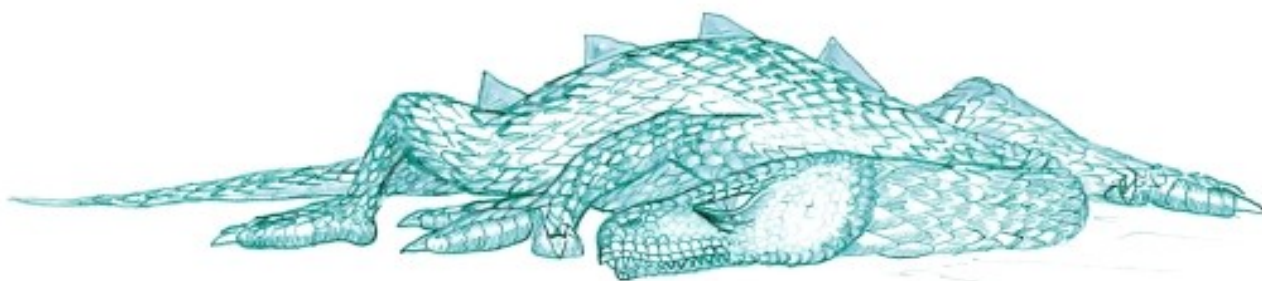
Multiattack. The tundrabeast makes three attacks; one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 14 (2d6 + 7) piercing damage, and 5 (2d4) cold damage and its speed is reduced by 5 feet for one round. Also, if the target is Medium or smaller it must make a DC 17 Strength check. On a failure, the target is engulfed and takes 5 (2d4) acid damage at the end of each of its turn until it escapes.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 14 (2d6 + 7) slashing damage.

Bonus Actions

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 17 (3d6 + 7) bludgeoning damage.



TundraBeast

Tyrannosphere

The tyrannosphere (pron. tigh-ran-o-sfeer) are the titans of the race of oculus. Each tyrannosphere is fantastically old and powerful, as well as vile, corrupt, and power-hungry. Their primary diet consists of lesser oculus, magic items and mages or sorcerers foolish enough to cross their paths. Tyrannospheres have an innate sense of the existence of others of their ilk, and they constantly manipulate lesser creatures (including lesser oculus) as pawns against each other.

Combat

Tyrannospheres are terrible to behold in combat as their eyestalks unleash a deadly barrage of magical attacks as their great central eye absorbs magic. Those who stray too close find themselves consumed, and their memories, thoughts and magics becoming part of the tyrannosphere's repertoire.

Tyrannosphere Society

Tyrannospheres are too paranoid, rare and power-hungry to work with another tyrannosphere, but sometimes employ oculus as servants or messengers, and on occasion have been known to amass other beings who worship them

Tyrannosphere

Huge aberration, lawful evil

Armor Class 21 (natural armor)

Hit Points 270 (20d12 + 140)

Speed fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	25 (+7)	21 (+5)	15 (+2)	19 (+4)

Saving Throws Int +13, Wis +10, Cha +12

Skills History +13, Insight +10, Investigate +13, Perception +18

Damage Resistances necromatic

Damage Immunities bludgeoning, piercing and slashing non-magical weapons

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 28

Languages Common, Elvin

Challenge 26 (90,000 XP) **Prof** +8

All-Around Vision. The tyrannosphere has advantage on Perception (Wis) skill checks. It also cannot be surprised or flanked as long as it is able to see.

Legendary Resistance (3x/day). If the tyrannosphere fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tyrannosphere gains advantage on saving throws versus spells or magical effects.

Undetectable. The tyrannosphere can not be located or observed by Divination spells or effects.

Actions

Multiattack. The tyrannosphere uses its magic drain, then uses multicastr and a bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage, plus if the target is Medium or smaller it must make a DC 19 Strength check. On a failure, the target is engulfed and takes 9 (2d8) force damage each turn until it escapes.

Magic Drain. The tyrannosphere's main eye covers a 30 ft. cone. Items or creatures starting in or entering the area of effect must make a DC 20 Charisma save. On a failure, the target's most powerful magic item or highest level unused spell slot is lost and the tyrannosphere gains 5 temporary hit points per item rarity or spell level of the lost item/spell. Legendary items are unaffected.

Multicastr. The tyrannosphere can castr up to three spells a turn, utilizing a total of up to 10 spell levels a turn (not counting it's eye ray legendary action, cantrips count as ½ a spell level – max 4 cantrips per turn).

Spellcastrng. The tyrannosphere is a 14th-level spellcastrer. Its spellcastrng ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The creature has the following Sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, vicious mockery*

1st level (4 slots): *alarm, chromatic orb, knock, shield*

2nd level (3 slots): *detect thoughts, invisibility, scorching ray*

3rd level (3 slots): *blink, protection from energy, slow*

4th level (3 slots): *arcane eye, phantasmal killer*

5th level (3 slots): *bigby's hand, dominate person*

6th level (2 slots): *circle of death, disintegrate*

7th level (2 slots): *forcecage, mirage arcane*

Legendary Actions

The tyrannosphere 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 tyrannosphere regains spent legendary actions at the start of its turn.

Redirect Gaze (costs 2 actions). The tyrannosphere can adjust the area covered by its magic drain cone.

Eye Ray (costs 2 actions). The tyrannosphere castrs a spell of up to 3rd level.

Bite. The tyrannosphere makes a bite attack.

Float. The tyrannosphere flies up to its movement rate.

Bestiary Malfeasorous

as a god. In the latter case, they will direct their servants to build for them a temple or even a city from which they may conceal themselves from their enemies while enjoying the comforts their slaves and servants bring to them.

In all such cases, the tyrannosphere's main goal is the acclimation of power and knowledge, and it will utilize whatever means is necessary to expand both.

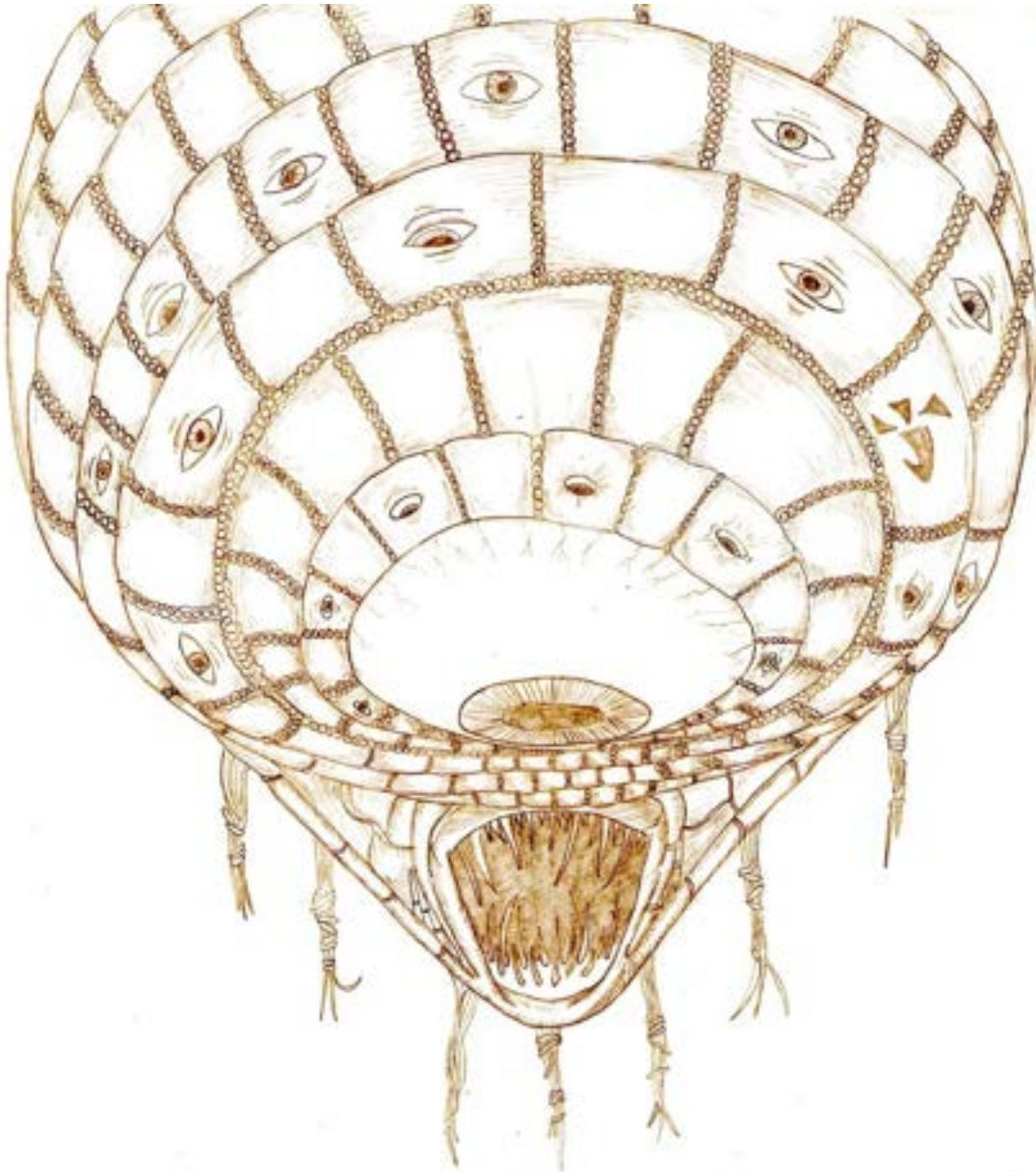
Tyrannospheres on Amberos

Some of the oculus who served Jhalah came to resent the god of the dead and broke away to pursue their own interests. To hide themselves from detection by Jhalah, the tyrannospheres encased themselves in spheres made of bronze plates that were magically warded with anti-scriving sigils and other magic. Over time, they grew into these objects and further mutated, becoming the first tyrannospheres.

As the tyrannospheres grew in power, they learned that the eyes of those they devoured were not consumed and instead became part of their own bodies, wedging

themselves into the gaps of the bronze plates and increasing the tyrannosphere's own powers.

Tyrannospheres can be found on any place on Amberos, but usually make their homes in places inhospitable to others to hide from Jhalah's senses. In secret, tyrannospheres plot their own eventual rise to power and perhaps master of Amberos. Luckily, the tyrannospheres are warring creatures, and rarely work in concert to succeed in their goals to rule Amberos.



Uglama

Uglama (pron. oo-glam-ah) are a race of warrior-monk giants. They are learned aesthetes who are close to the natural world around them.

The uglama, while tight-knitted around their own kind are indifferent towards other races, and generally will avoid contact with other sapient creatures. However, they cannot abide defilers of nature or harmony and have been known to attack logging, mining and other encampments where beings attempt to strip or ruin the natural world around them. Uglamas shun civilized society and will never willingly enter a city.

Combat

Uglamas are deadly hand-to-hand combatants, neither seeking or abhorring combat. They are masters of magic, unarmed combat and zen archery. Fearless and unwavering, they will battle to the death for a cause they support.

Uglama Society

Uglamas are nomadic, gathering in small groups known as pilgrimages. They sometimes set up camp in an area, but shortly move on after no more than a season. Their structures can be torn down at a moment's notice and moved to another area without leaving a trace of the uglamas former presence in the area.



Uglama

Large giant, usually chaotic neutral

Armor Class 14 (unarmored defense)

Hit Points 94 (9d10 + 45)

Speed 40 ft., climb 40 ft., jump 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	21 (+5)	13 (+1)	15 (+2)	10 (+0)

Saving Throws Dex +4, Con +7, Wis +4

Skills Athletics +7, Acrobatics +4, History +3

Damage Resistances cold, psychic

Damage Immunities radiant

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 12

Languages Common, Giantish

Challenge 6 (2,300 XP) **Prof** +3

Punishing (1x/turn). An uglama deals an extra 10 (3d6) damage to an opponent it is grappling.

Actions

Elemental Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, plus 7 (2d6) acid, cold, fire, lightning or thunder damage. On a hit, the uglama can choose to start a grapple.

Zen Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/300 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage, plus 7 (2d6) acid, cold, fire, lightning or thunder damage.

Spellcasting. The uglama is a 7th-level spellcaster. Its spellcasting ability is Wisdom(spell save DC 13, +5 to hit with spell attacks). The uglama has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, resistance*

1st level (4 slots): *bless, healing word, sanctuary, shield of faith*

2nd level (3 slots): *aid, enhance ability, lesser restoration*

3rd level (3 slots): *daylight, feign death*

4th level (3 slots): *death ward, divination*

Bonus Actions

Swift. The uglama can take the dash, disengage or dodge action.

Reactions

Body Control. At initiate count 0, the uglama heals itself for 5 hit points, except if it has taken fire or acid damage in the round.

Missile Deflection. If hit by a ranged weapon attack, the uglama reduces the damage it takes by 12 (1d6 + 9). If the uglama reduces the damage to 0, it can redirect the weapon to a target of its choice within 30 feet.

Uglama Pensíve

Large giant, usually chaotic neutral

Armor Class 15 (unarmored defense)

Hit Points 157 (15d10 + 75)

Speed 40 ft., climb 40 ft., jump 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	21 (+5)	13 (+1)	17 (+3)	10 (+0)

Saving Throws Dex +6, Con +9, Wis +7

Skills Athletics +9, Acrobatics +6, History +5

Damage Resistances cold, psychic

Damage Immunities radiant

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giantish

Challenge 9 (5,000 XP) **Prof** +4

Punishing (1x/turn). An uglama deals an extra 14 (4d6) damage to an opponent it is grappling.

Actions

Multiattack. The uglama makes two unarmed strikes or two longbow attacks.

Elemental Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, plus 7 (2d6) acid, cold, fire, lightning or thunder damage. On a hit, the uglama can choose to start a grapple.

Zen Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage, plus 7 (2d6) acid, cold, fire, lightning or thunder damage.

Spellcasting. The uglama is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The uglama has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, resistance*

1st level (4 slots): *bless, healing word, sanctuary, shield of faith*

2nd level (3 slots): *aid, enhance ability, lesser restoration*

3rd level (3 slots): *daylight, feign death*

4th level (3 slots): *death ward, divination*

5th level (2 slots): *commune, hallow*

6th level (1 slots): *harm, heal*

7th level (1 slots): *divine word*

Bonus Actions

Swift. The uglama can take the dash, disengage or dodge action.

Reactions

Body Control. At initiate count 0, the uglama heals itself for 5 hit points, except if it has taken fire or acid damage in the round.

Missile Deflection. If hit by a ranged weapon attack, the uglama reduces the damage it takes by 18 (1d6 + 15). If the uglama reduces the damage to 0, it can redirect the weapon to a target of its choice within 30 feet.

Uglama On Amóeros

Uglama were the original caretakers of the Kennestone forest but were driven out by Druidus and his followers. The uglama relocated to the lands of Sarve and is attributed to having taught Sarve the powerful earth-shaping magic he used to create the Lands of Sarve. Uglama encountered outside of the lands of Sarve are exceptionally rare occurrences but do exist.

Uglama Philosopher

Large giant (earth), usually chaotic neutral

Armor Class 17 (unarmored defense)

Hit Points 220 (21d10 + 105)

Speed 40 ft., climb 40 ft., jump 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	21 (+5)	13 (+1)	21 (+5)	10 (+0)

Saving Throws Dex +7, Con +10, Wis +10

Skills Athletics +10, Acrobatics +7, History +6

Damage Resistances cold, psychic

Damage Immunities radiant

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giantish

Challenge 13 (10,000 XP) **Prof** +5

Punishing (1x/turn). An uglama deals an extra 21 (6d6) damage to an opponent it is grappling on a hit.

Actions

Multiattack. The uglama makes three unarmed strikes or three longbow attacks.

Elemental Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, plus 7 (2d6) acid, cold, fire, lightning or thunder damage. On a hit, the uglama can choose to start a grapple.

Zen Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage, plus 7 (2d6) acid, cold, fire, lightning or thunder damage.

Spellcasting. The uglama is a 19th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The uglama has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, resistance*

1st level (4 slots): *bless, healing word, sanctuary, shield of faith*

2nd level (3 slots): *aid, enhance ability, lesser restoration*

3rd level (3 slots): *daylight, feign death*

4th level (3 slots): *death ward, divination*

5th level (2 slots): *commune, hallow*

6th level (1 slots): *harm, heal*

7th level (1 slots): *divine word*

8th level (1 slot): *antimagic field, holy aura*

9th level (1 slot): *astral projection, mass heal*

Bonus Actions

Swift. The uglama can take the dash, disengage or dodge action.

Reactions

Body Control. At initiate count 0, the uglama heals itself for 10 hit points, except if it has taken fire or acid damage in the round.

Missile Deflection. If hit by a ranged weapon attack, the uglama reduces the damage it takes by 24 (1d6 + 21). If the uglama reduces the damage to 0, it can redirect the weapon to a target of its choice within 30 feet.



Uniceris

The uniceris (pron. uni-sayr-us) is an odd-looking creature that protects the plains and savannas. Uniceris are fairly intelligent and does not trust non-fey humanoids.

It is also fairly territorial and will attempt to drive off even other animals from its home area.

Combat

A uniceris attacks by lowering its head and charging a foe. If it can drive the foe into the ground with its gore, it will continue on to the next nearest target. If attacked, it teleports far enough away to rush back into combat, trampling all in its way.

The uniceris reserves its roar to either open a combat or to use against range foes out of reach of a charge.

Uniceris on Amberos

Uniceris roam the wild plains of the Southern Kingdom and parts eastward. Some goblinoids have captured these great beasts and forced them fight in their wars, though they usually sicken and die after only a short amount of time, if they are not first slain in the battles they are sent into.

Uniceris

Large monstrosity, neutral good

Armor Class 15 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	19 (+4)	14 (+2)	16 (+3)	16 (+3)

Skills Perception +5

Senses low-light vision, passive Perception 15

Languages Sylvan

Challenge 3 (450 XP) **Prof** +2

Protective Aura. Evil-aligned creatures have disadvantage on attack rolls against the uniceris, and it cannot be charmed, frightened or possessed by them.

Trample. If a uniceris moves at least 30 feet in a straight line and hits with its horn attack, the target must make a DC 14 Strength save. On a failure, the target is knocked prone and the uniceris can continue to move to attack another target.

Actions

Multiattack. The uniceris makes three attacks; one with its horn and two with its claws.

Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage.

Great Roar. The uniceris unleashes a deep bellow that affects a 60 ft. cone. Targets in the area of effect must make a DC 14 Constitution save. On a failure, the target takes 17 (5d6) thunder damage and is deafened 1 minute.

Reactions

Plainjump (*Recharge 4+*). If attacked, afterwards the uniceris teleports up to 100 ft. to an unoccupied area. This ability can only be used outdoors.



Uniterea

The unitereas (pron. uni-tayr-uh) are rare creatures made by the elemental plane of earth to protect against intrusion by the other elements. Their goal is to destroy creatures and items not of the elemental earth plane, and to protect the riches of the earth from being stolen by non-earth creatures. They are rarely encountered outside the elemental plane of earth, where their directive to destroy anything not made of elemental earth quickly consumes them.

Combat

Unitereas are creatures of massive strength with only a dash of brains. Quite simply, they move to destroy any non-earth creature they encounter and retrieve from any such creatures any earthly treasures that they could return to elemental plane of earth. They do not bargain nor plot, acting in a purely instinctual manner toward any enemy they encounter.



Uniterea

Gargantuan elemental (earth), neutral

Armor Class 25 (natural armor)

Hit Points 656 (32d20 + 320)

Speed 50 ft., earth glide 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	10 (+0)	14 (+2)	6 (-2)

Saving Throws Con +18

Damage Resistances psychic

Damage Immunities acid, cold, fire, lightning, poison

Condition Immunities ability drain, poisoned, polymorph

Senses tremorsense 90 ft., darkvision 60 ft., passive

Perception 10

Languages Terran

Challenge 27 (105,000 XP) **Prof** +8

Earth glide. The uniterea and up to 3,200 lbs. of items or creatures it touches can move through earth and stone as if it were clear terrain.

Legendary Strike. The unitereas attacks are treated as magical weapons for the purposes of affecting damage resistance or immunity.

Trample. If the unitereas moves at least 30 feet and hits with a slam attack and the target is knocked prone, it makes three additional slam attacks against the prone target and can continue its movement without provoking attacks of opportunity.

Actions

Multiattack. The unitereas makes two slam attacks.

Slam. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one creature. *Hit:* 28 (4d8 + 10) bludgeoning damage, plus the target must make a DC 26 Strength saving throw. On a failure the target is knocked prone or moved 15 feet away from the unitereas.

Boulder. *Ranged Weapon Attack:* +18 to hit, range 30/90 ft., one target. *Hit:* 21 (2d10 + 10) bludgeoning damage, plus the target must make a DC 26 Dexterity saving throw. On a failure, the target is knocked prone and restrained. As an action, the target can make another DC 26 Strength or Dexterity saving throw to end the condition.

Reactions

Swat. If a unitereas is hit by an attack, it can make a slam or boulder attack against the attacker.

Vergung

Vergung

Large monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft., climb 40 ft., fly 50 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	13 (+1)	16 (+3)	11 (+0)

Damage Immunities poison

Condition Immunities poisoned

Senses tremorsense 60 ft. (but blind beyond that), passive Perception 10

Languages Abyssal, Common

Challenge 6 (200 XP) **Prof** +3

Keen Smell. A vergung gains advantage on Perception (Wis) checks involving smell.

Actions

Multiattack. The vergung makes four attacks; one with its bite, two claws and a tail attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature.
Hit: 9 (2d6 + 5) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target takes 18 (4d8) poison damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.
Hit: 8 (1d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature.
Hit: 10 (1d10 + 5) bludgeoning damage and the vergung starts a grapple.

A vergung (pron. weer-jung) is a frightening hunting creature used by supernatural creatures to track down prey. Its intelligence rears in its ability to hunt down prey, learning quickly how its prey reacts to thwart attempts to escape or thwart the vergung from catching its prey.

Vergung are slippery creatures and are intelligent enough to cover their tracks and use other tactics to prevent tracking them back to their lairs.

Combat

A vergung stalks prey, with unrelenting precision. When it finds its prey, it attacks with overwhelming force. It prefers to isolate a target if possible, using its fearsome size and speed to strike fear into its prey to lessen the chance of any prey mounting an effective counterattack against it. The creature will use its tunneling ability to track foes that attempt to use barriers or obstacles to keep the beast away, or to strike from an unanticipated direction.

Vergung on Am̄eros

The vergung is a reptilian hunter created by Ziga to hunt down and terrorize other beings. They can be encountered practically anywhere on Am̄eros, and often make their lairs in underground caves – from which they raid the surface world.



Víperlísk

Víperlísk

Huge monstrosity (reptilian), neutral evil

Armor Class 19 (natural armor)

Hit Points 85 (10d12 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	15 (+2)	2 (-4)	14 (+2)	9 (-1)

Saving Throws Con +5

Skills Perception +8, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common

Challenge 6 (1,100 XP) **Prof** +3

Keen Smell. The viperlisk has advantage on Perception (Wis) skill checks involving smell.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature.

Hit: 13 (2d6 + 6) piercing damage, plus the target must make a DC 13 Constitution save. On a failure, the target begins to turn to stone, reducing its movement by 10 feet and taking 7 (2d6) poison damage. The target repeats the saving throw at the start of its turn. The condition ends if the save is succeeded, and the target is turned to stone if its movement is reduced to 0 by this ability.

Petrifying Gaze. The viperlisk locks its gaze on a single target within 30 ft, who must make a DC 13 Constitution save. On a failure, the target begins to turn to stone, reducing its movement by 10 feet and taking 7 (2d6) poison damage. The target repeats the saving throw at the start of its turn. The condition ends if the save is succeeded, and the target is turned to stone if its movement is reduced to 0 by this ability.

Reactions

Gaze of Scorn. If attacked, the viperlisk uses its petrifying gaze on the attacker.

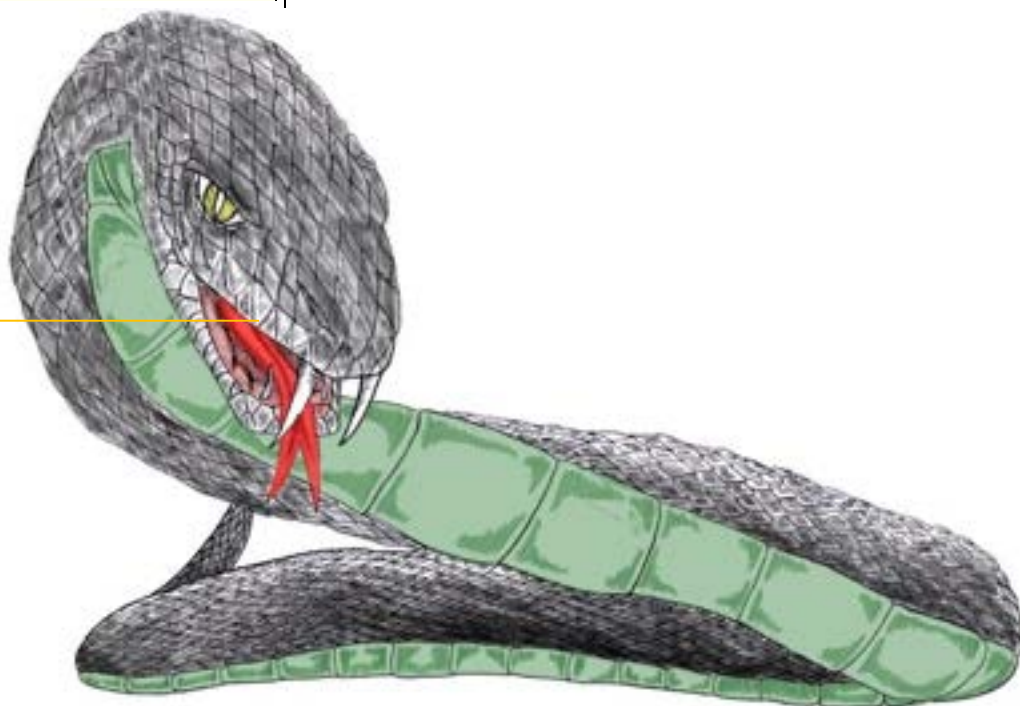
The viperlisk is an evil creature found in underground lairs and burrows, creeping out at dusk to hunt for prey. The vile creature avoids daylight, though it is not particularly vulnerable to light.

Combat

The viperlisk fights by attempting to get victims to gaze into its eyes. Those who directly meet the creature's gaze find their soul fleeing the body, never to return. Failing petrifying its victims, the viperlisk strikes with its deadly poison bite. The poison works quickly and can kill most victims with a single strike.

Viperlisk on Amōeros

These terrifying creatures are usually only found deep under mines near rich deposits of precious metals or gems. How these creatures come to inhabit such places is unknown, but they usually seem to guard the caverns containing such riches as if they were their own and use the wealth as a lure to attract prey to devour.





Void Ooze

Void Ooze

Large ooze (incorporeal), unaligned

Armor Class 10

Hit Points 57 (6d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	18 (+4)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities cold, necrotic; bludgeoning, piercing and slashing non-magical weapons

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 XP) **Prof** +2

Magic Resistance. The void ooze has advantage on saving throws against spells and magical effects.

Actions

Life-Draining Slam. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 3 (1d6) bludgeoning damage, plus 14 (4d6) cold and necrotic damage. The target's maximum hit points are reduced by the amount of necrotic damage it takes.



A void ooze is a bizarre creature from the negative material plane. Often drawn to areas of large concentrations of negative energy (such as large concentrations of undead or areas hallowed to gods of destruction), these masses of roiling negative energy move in constant search of life to leech.

Comόαc

Void ooze is exceedingly simplistic, moving towards and enemy and attempting to quickly drain the life from them. They are capable of scuttling through amazingly small places and battering down obstructions to reach their prey.

Void ooze on Άμδeros

These bizarre oozes are only known to exist in the Black Hills of Amberos, home of the first necromancer of Amberos. The area is already infested with many sorts of undead, and this bizarre creature is thought to be a byproduct of the large concentration of negative energy in the area.



Wargog

Wargog

Gargantuan aberration, lawful evil

Armor Class 23 (natural armor)

Hit Points 525 (30d20 + 210)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	10 (+0)	10 (+0)	10 (+0)

Skills Deception +8, Insight +8, Persuasion +8

Damage Immunities bludgeoning, piercing and slashing non-adamantine weapons that aren't magical; poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Infernal, Goblinoid

Challenge 28 (120,000 XP) **Prof** +8

Transport. The wargog can comfortably carry 20 Medium creatures and 2 tons of goods, or up to 60 Medium creatures with no goods.

Trample. If the wargog moves at least 20 feet in a straight line, any Large or smaller creature in the path of its movement must make a DC 26 Dexterity save. On a failure, the target takes 20 (3d6 + 10) bludgeoning damage and is knocked prone. The wargog can continue moving past prone creatures without provoking an attack of opportunity.

Actions

Multiattack. The wargog makes eight attacks; four slams, three bites and two ballista attacks.

Ballista. *Ranged Weapon Attack:* +8 to hit, range 120/480 ft., one creature. *Hit:* 16 (3d10) piercing damage.

Bite. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one creature. *Hit:* 17 (2d6 + 10) piercing damage, and the target is Large sized or smaller must make a DC 26 Strength save. On a failure, the creature is engulfed within the foundry, and takes 14 (4d6) fire damage per turn until freed.

Slam. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one creature. *Hit:* 20 (3d6 + 10) bludgeoning damage. This attack deals double damage to structures.

Bonus Actions

Foundry. The wargog can convert up to 1,000 gp worth of worked or unworked materials in its foundry into an equal amount of non-magical weapons or armor.

The wargog (pron. war-gahg) are an extra-dimensional race of living siege engines from Agennomar. They wander the battlefields of Agennomar, transporting troops from one battlefield or another, or used to attack the collapsing fortresses of that plane.

Most wargogs are slaves to one race or another on Agennomar, though there is a small number of mercenary wargog who hire their services out to the highest bidder. These creatures dislike being idle, and if they have no battle to immerse themselves in, they have been known to instigate such conflicts to ensure their own need.

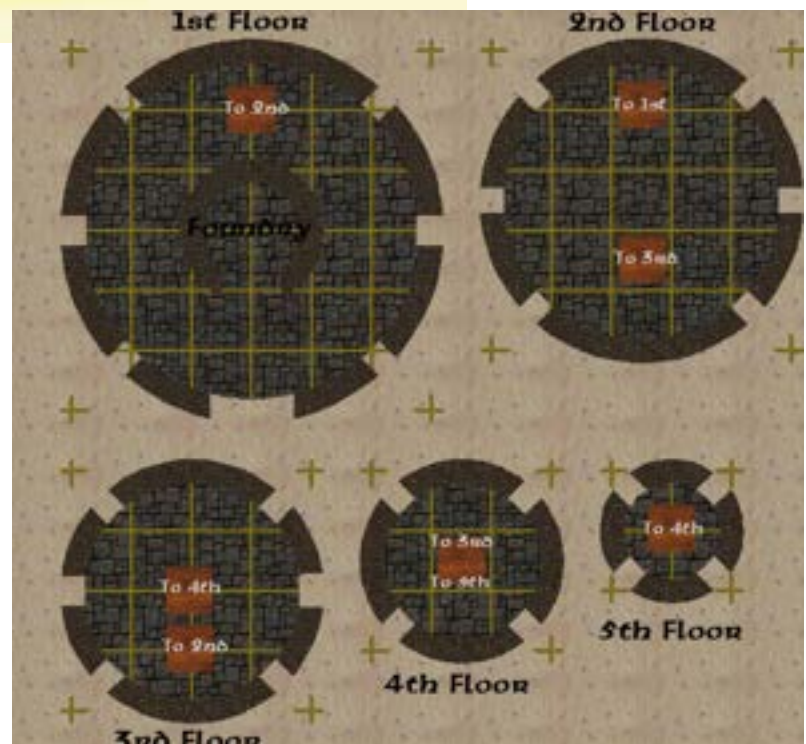
Besides carrying troops and acting as living siege engines, the wargog has several special organs that allow it to devour raw ore and produce finely crafted weapons – either for sale to other races in times of “peace”, or for the use of troops it is carrying.

Combat

Wargogs are generally overflowing with troops, which they can disgorge upon enemy formations. Their huge size also allows them to act as living siege engines, battering down fortified walls or smashing troops into mush.

One of the towers protruding from a wargog is equipped with a self-loading ballista under the control of the wargog. In addition to its melee attacks, the wargog can fire the ballista at opponents without provoking an attack of opportunity. The ballista reloads itself as a free action.

Bestiary Malfeas



Watcher in the Woods

Watcher in the Woods

Tiny monstrosity, usually neutral

Armor Class 15 (natural armor)

Hit Points 25 (10d4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	19 (+4)	11 (+0)	11 (+0)	14 (+2)	17 (+3)

Skills Perception +4, Stealth +8

Condition Immunities blinded

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Common, Elvin, Terran

Challenge 3 (700 XP) **Prof** +2

Actions

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) slashing damage.

Stone Gaze. The watcher locks its gaze on a target within 30 ft. it can see. The target must make a DC 10 Constitution save. On a failure, the target begins to turn to stone, reducing its movement by 5 feet. The save must be repeated each round, and the condition ends if the save is made. If the target's speed is reduced to 0 by this ability, it is petrified.

Innate Spellcasting. The watcher's spellcasting ability is Charisma (spell save DC 13). The watcher can innately cast the following spells, requiring no material components:

At Will. *arcane eye, clairvoyance, identify, see invisibility*
1x/long rest. *foresight, scrying, true seeing*

Bonus Actions

Arcane Sense. The watcher uses one of its at will innate spellcasting abilities.

Eye Ray. *Ranged Weapon Attack:* +6 to hit, range 90 ft., one target. *Hit:* 14 (4d6) acid, cold, fire, or lightning damage.

It is believed that the watchers were alchemical/magical creations made by the oculus, and they can sometimes be found as pets or companions to such beasts. However, they are also intelligent enough to live and create quasi-communities for themselves. They are hoarders of both gems, coins and some knowledge. They have a penchant for collecting scrolls, both magical and mundane.

Watchers that are still bound to an oculus often have silver bracelet-like manacles binding their feet as a warning that the creature is under the oculus's watch and protection.



Combat

Watchers can be easily provoked, and fight with determined fervor despite their small size. They will generally attempt to petrify victims with their central eye, then fly about victims and attempt to destroy them or drive them away with their other eye rays.

Watcher in the Woods as Familiars

Watchers can be taken as familiars by those of 6th level or higher. The watcher must be willing to become a familiar; it cannot be forced. A wizard or sorcerer in direct contact with a watcher in the woods familiar can use the watcher's arcane senses ability for himself.

Watcher in the Woods on Amberos

Watchers were created by the oculus for use as extended eyes to enhance their own senses. However, since they were created from owl familiars, many elves were outraged, and a secret cabal of elves sought out the birds and freed them from oculus control. Though the oculus has since been able to make more, there are many of the strange birds that now dwell in the various forests of Amberos, deftly avoiding their former oculus masters.

Warlock, Immortal

Thought possibly to be of the same stock as the Guad, Immortal Warlocks are humanoids with an amazing talent for magic and an evil thirst for knowledge and/or power. They are undying beings that feel little for the “young races”, often dwelling in the most remote and forbidden places. They have magical knowledge and power few have even heard of, and even the youngest known immortal warlock is centuries old.

An immortal warlock is humanoid in shape, often with distinctive, exaggerated features such as an overly long nose, pointed ears or bulbous bodies made of layers of fat. Most immortal warlocks are grotesque and ancient-looking, but several also have been gifted with amazing beauty, often allowing them to hide their vicious natures from unsuspecting victims.

Combat

Immortal Warlocks rarely risk their immortality with petty combat. If forced to fight they strike with claw and fang against opponents much weaker than themselves, or

resort to their magical abilities or magical gear they are almost sure to possess. It is not uncommon for experienced Immortal Warlocks to have at least one minor artifact in their possession.

Immortal Warlocks on Amberos

In ancient times, numerous immortal warlocks existed on Amberos, but only two, Baba Yor and Baba Yaga, are known to endure, harboring a mysterious and ancient hatred for each other. The details of the demise of the other immortal warlocks remain shrouded in mystery, concealed even from the knowledge of sages. Baba Yor is rumored to reside in the Golens, concealed within a hidden domicile, while Baba Yaga dwells in a magical hut with bird's legs, traversing the continent. If any other immortal warlocks persist, they remain obscure and likely less powerful than Baba Yor and Baba Yaga, their existence unknown to the wider world.

Immortal Warlock

Medium humanoid (warlock), any non-good alignment

Armor Class 21 (*greater mage armor*)

Hit Points 142 (15d8 + 75)

Speed 30 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	21 (+5)	25 (+7)	21 (+5)	25 (+7)

Saving Throws Dex +7, Con +10, Wis +10, Cha +12

Skills Alchemist Supplies, Arcana +17, Deception +12, History +12, Perception +10

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing non-magical weapons

Damage Immunities necrotic, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified, sleep

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, Common, Draconic, Dwarven, Elvin, Gnomish, Goblinoid, Infernal and up to three other languages

Challenge 15 (13,000 XP) **Prof** +5

Legendary Spell Resistance (x3/day). If the warlock fails a saving throw against a spell or magical effect, it can choose to succeed instead.

Sink. A warlock cannot swim, and immediately sinks to the bottom of any body of water it enters.

Actions

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) slashing damage, plus the target must

make a DC 15 Constitution save or be paralyzed. The target can repeat the saving throw at the end of its turn to end the condition.

Spellcasting. The warlock is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The warlock has the following Wizard spells prepared:

Cantrips (at will): *blade ward, chill touch, friends, light, mage hand, message, minor illusion, prestidigitation, true strike*

1st level (4 slots): *burning hands, charm person, detect magic, witch bolt*

2nd level (3 slots): *arcane lock, blur, crown of madness, enlarge/reduce*

3rd level (3 slots): *clairvoyance, dispel magic, fear, major image*

4th level (3 slots): *arcane eye, banishment, fire shield, polymorph*

5th level (2 slots): *contact other plane, dominate person*

6th level (1 slot): *eyebite, flesh to stone*

7th level (1 slot): *finger of death, teleport*

Bonus Actions

Quickened Spell (Recharge 5+). The warlock casts a spell of 3rd level or less.

Reactions

Spell Absorption. When targeted with a spell, the warlock rolls 1d20 + 7 versus a DC 10 + opponent's spell level. On a success, the warlock negates the spell and regains a spell slot of the same level.

Baba Yon, Immortal Warlock

Medium humanoid (warlock), neutral evil

Armor Class 21 (greater mage armor)

Hit Points 304 (32d8 + 160)

Speed 30 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	21 (+5)	25 (+7)	21 (+5)	30 (+10)

Saving Throws Dex +10, Con +13, Wis +13, Cha +18

Skills Alchemist Supplies, Arcana +23, Deception +18, History +15, Intimidation +18, Perception +13, Persuasion +18

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing non-magical weapons that aren't cold iron

Damage Immunities necrotic, psychic

Condition Immunities charmed, exhaustion, paralyzed, petrified, sleep

Senses darkvision 60 ft., passive Perception 10

Languages Any language

Challenge 26 (90,000 XP) **Prof** +8

Legendary Spell Resistance (x5/day). If the warlock fails a saving throw against a spell or magical effect, it can choose to succeed instead.

Oathbound. If the warlock breaks a promise, it suffers 17 (5d6) radiant damage and is teleported 1 mile away in a random direction.

Sink. A warlock cannot swim, and immediately sinks to the bottom of any body of water it enters.

Actions

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) slashing damage, plus the target must make a DC 15 Constitution save or be paralyzed. The target can repeat the saving throw at the end of its turn to end the condition.

Spellcasting. The warlock is a 30th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 26, +18 to hit with spell attacks). The warlock has the following Wizard spells prepared:

Cantrips (at will): *chill touch, friends, light, mage hand, message, minor illusion, prestidigitation, true strike*

1st level (4 slots): *burning hands, charm person, detect magic, witch bolt*

2nd level (3 slots): *arcane lock, blur, crown of madness, enlarge/reduce*

3rd level (3 slots): *clairvoyance, dispel magic, fear, major image*

4th level (3 slots): *arcane eye, banishment, fire shield, polymorph*

5th level (3 slots): *animate objects, contact other plane, dominate person*

6th level (2 slots): *arcane gate, eyebite, flesh to stone*

7th level (2 slots): *finger of death, project image, teleport*

8th level (1 slot): *demiplane, power word stun*

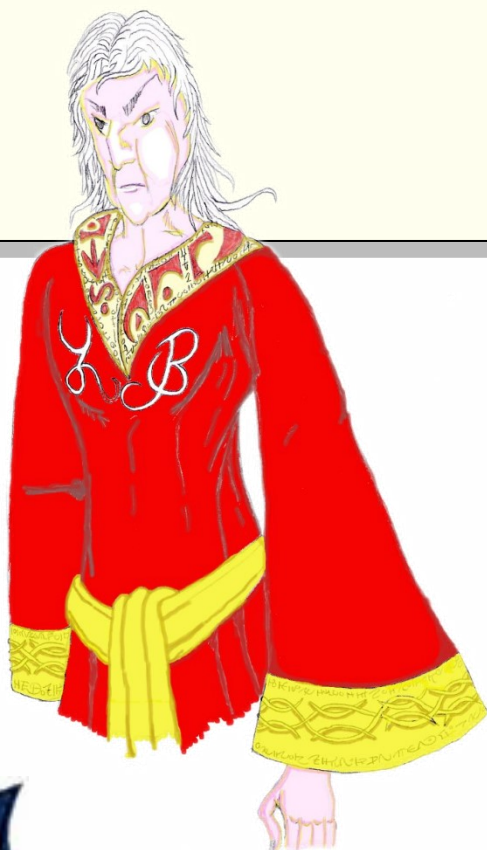
9th level (1 slot): *foresight, wish*

Bonus Actions

Quickened Spell (Recharge 5+). The warlock casts a spell of 5th level or less.

Reactions

Spell Absorption. When targeted with a spell, the warlock rolls 1d20 + 15 versus a DC 10 + opponent's spell level. On a success, the warlock negates the spell and regains a spell slot of the same level.



Wavewoulƒ

Wavewoulƒ

Medium monstrosity (canine), usually chaotic neutral

Armor Class 15 (psychic armor)

Hit Points 34 (4d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	14 (+2)	14 (+2)	12 (+1)

Skills Perception +6

Senses low-light vision, passive Perception 10

Languages telepathy 120 ft.

Challenge 1 (200 XP) **Prof** +2

Keen Smell. The wavewoulƒ has advantage on Perception (Wis) skill checks.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, plus if the target is Large or smaller it must make a DC 13 Strength save. On a failure, the target is knocked prone.

Psychic Crush. *Ranged Weapon Attack:* +4 to hit, range 90 ft., one target. *Hit:* 7 (1d10 + 2) psychic damage.

Reactions

Psychic Static (Recharge 5+). Opponents who strike the wavewoulƒ with a melee attack must make a DC 12 Dexterity save. On a failure, they take 7 (2d6) lightning damage.

A wavewoulƒ (pron. wayv-wulf) is an exceptionally intelligent and psionically capable warg.

Combat

A wavewoulƒ usually attacks an opponent by psionic means, only closing when forced to by assailants. Wavewoulves often attack from ambush, stunning prey with *Psychic Crush* or knocking them down with stomp and then rushing at them to kill with bites enhanced with talons and psychic static attacks.

Wavewoulves on Am̄beros

A wavewoulƒ is one step down the evolutionary ladder from the mundog. Trapped in a canine form, wavewoulves psionic abilities are geared towards bringing down prey, and little more. Still, wavewoulves sometimes will work with mundogs, though the alliance is always shaky at best.

Wavewoulves often can be found amid warg packs, or as solitary individuals in areas known to be infested with wargs or other wolves.

Wavewoulƒ Alpha

Large monstrosity (canine), usually chaotic neutral

Armor Class 15 (psychic armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	14 (+2)	14 (+2)	12 (+1)

Skills Perception +6

Senses low-light vision, passive Perception 10

Languages telepathy 120 ft.

Challenge 2 (450 XP) **Prof** +2

Keen Smell. The wavewoulƒ has advantage on Perception (Wis) skill checks.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, plus if the target is Large or smaller it must make a DC 14 Strength save. On a failure, the target is knocked prone.

Psychic Crush. *Ranged Weapon Attack:* +4 to hit, range 90 ft., one target. *Hit:* 13 (2d10 + 2) psychic damage.

Reactions

Psychic Static (Recharge 5+). Opponents who strike the wavewoulƒ with a melee attack must make a DC 12 Dexterity save. On a failure, they take 10 (3d6) lightning damage.



Warriorkin, General

Warriorkin are cohorts that are drawn to powerful, charismatic fighters. Most appear as vacant suits of armor animated by the forces of Asgard to help mortal champions. They may be taken as cohorts, by those that have shown exceptional leadership skills. Each warriorkin also has its own extra prerequisites that must be met before it will become a cohort. Warriorkin do not wander the planes randomly; they only can be found and only exist as companions to fighters to whom they have been drawn. Fighters do not need to seek them out; a Warriorkin will appear as a cohort to a worthy warrior of its own accord. If destroyed, the warriorkin's body and its personal equipment disappear back to its home plane. Once destroyed, they can never be replaced, even with another copy.

A warriorkin reduced to 0 or less hit points ceases to function, but can be repaired. Because of their natural magical resistance, they cannot be repaired via the *mending* spell or similar magics, but must be physically repaired with tools, over a short or long rest.

If a warriorkin is reduced to a number of negative hit points equal to its original hit point score (or is disintegrated), it is utterly destroyed and cannot be repaired. If a warriorkin is not repaired to at least 1 hit point within one week, the warriorkin vanishes, never to return.

Warriorkin	Tools Required	Cost/ hit point
Adamantine	Smith's	100 gp
Bearded	Jeweler's or Smith's	25 gp
Black	Leatherworker's	25 gp
Crystal	Jeweler's	25 gp
Gold	Jeweler's or Smith's	50 gp
Leather	Leatherworker's	10 gp
Longeared	Carpenter's	25 gp
Quilted	Weaver's	5 gp
Steel	Smith's	25 gp
Tin	Smith's or Tinker's	20 gp
Wood	Carpenter's	15 gp

Special Equipment

All warriorkin arrive with specific weapons/equipment for their own use. They will never loan these items to others, including their own master, nor will they trade their items for other items – even if superior in nature. In the hands of any other being beside the warriorkin, the weapons are considered non-magical. In extremely rare cases, warriorkin have been found who utilize weapons different from the ones depicted in their statblock.

A destroyed or captured warriorkin's items reform in the warriorkin's possession after a long rest, automatically.

Warriorkins can accept and use continuous use, command word or use-activated magic items supplied to them by others. They cannot use spell completion items such as staves, wands or scrolls (including use by longeared warriorkin). These items do not gain any special

properties for being held by the warriorkin and can be removed, destroyed or given to others normally.

Cohort Requirements

All warriorkin have special requirements of their master before they may be taken as cohorts. One of the requirements is always an exceptional ability score (such as Strength). When calculating the ability score requirement, count only the base score plus any increases due to level and inherent bonus. Any bonuses that would not be effective for over 24 hours or would be negated in an *antimagic shell* (such as the Strength bonus from a *divine power* spell or *gauntlets of ogre power*) do not count toward the ability score requirement.

If a master loses the cohort requirements due to ability loss or other factors, they have 1 week to restore their abilities to meet the requirements and must maintain the requirements for at least 24 hours. If they have not restored the requirements in the allotted time, the warriorkin vanishes, and will not return, even if later the conditions to attract a replacement are met.

Adamantine Warriorkin

Large construct, neutral

Armor Class 18 (plate armor)

Hit Points 112 (15d10 +30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	15 (+2)	10 (+0)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 12 (8,400 XP) **Prof** +4

Magic Resistance. A Warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The Warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Actions

Multiattack. The Warriorkin makes three Greatsword or three Longbow attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 19 (4d6 + 5) slashing damage, plus 7 (2d6) acid, cold, fire, lightning, thunder or radiant damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 9 (2d8) piercing damage, plus 7 (2d6) acid, cold, fire, lightning, thunder or radiant damage.

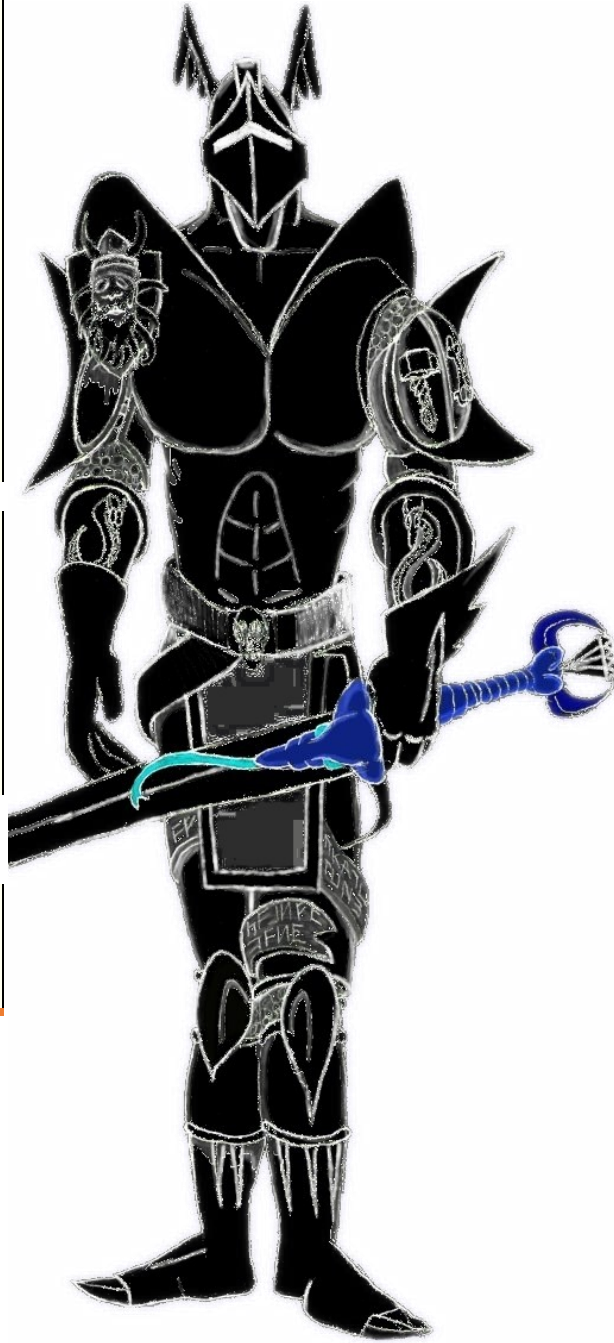
The adamantine Warriorkin is a rare and powerful cohort sometimes found in the presence of the most powerful knights or other exceptional warriors.

Combat

Adamantine Warriorkin will strike with ranged weapons until they can close on an opponent to melee with them. Once so engaged, they battle tirelessly in an attempt to decimate their foe. They work in perfect concert with their leader, following his instructions unfailingly and aiding in whatever fashion to provide victory for their master.

Cohort Requirement

An adamantine warrior can only be attracted to a leader who has a Strength of at least 21 without magical enhancements and the Indomitable class feature.



Bearded Warriorkin

Medium construct, neutral

Armor Class 20 (plate mail + shield)

Hit Points 60 (8d8 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	10 (+0)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarven

Challenge 6 (200 XP) **Prof** +3

Magic Resistance. A Warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The Warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Actions

Multiattack. The Warriorkin makes two battleaxe or two handaxe attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) thunder damage, or 9 (1d10 + 4) slashing damage plus 7 (2d6) thunder damage if used two-handed.

Returning Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage plus 7 (2d6) thunder damage. If thrown, the handaxe return to the Warriorkin after the attack.

Bonus Actions

Confer Resistance. If its master is within 30 feet, it can confer one of the following abilities on them until the start of its next turn.

- **Damage Resistance** poison
- **Magic Resistance**
- **+2 bonus to AC**
- **Advantage** on melee attacks

Bearded Warriorkin are obviously attracted to dwarven warriors of renown or to that renown for their lumbering, armored march across the battlefield. They have, however, been seen accompanying other warriors who are both hale and hardy.

Combat

Bearded Warriorkin are stout and sturdy fighters. They hover near their master unless otherwise commanded,

helping their master in whatever method is best suited to the situation. They can be easily commanded and perform any task assigned to them with great care and skill.

Cohort Requirement

A Bearded Warriorkin can only be attracted to a leader who has a 19 Constitution or better without magical enhancements and the Extra Attack feature.



Black Warriorkin

Medium construct, neutral evil

Armor Class 18 (scale mail)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	10 (+0)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP) **Prof** +3

Magic Resistance. A Warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The Warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Actions

Multiattack. The Warriorkin makes two longsword attacks and one shortsword attack or one crossbow attack.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used two-handed.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Bonus Actions

Fear (Recharge 5+). The Warriorkin selects one target within 30 feet, who must make a DC 13 Wisdom save. On a failure, the target is frightened for 1 minute. A creature that makes its saving throw is immune to this ability for one day.

Reactions

Oppressive. At initiative count 0, if the Warriorkin caused an opponent damage during the turn, it regains 5 hit points.

Black Warriorkin are uncaring warriors that are fearsome and unrelenting in combat. Unlike most other Warriorkin, black Warriorkin do not seek to defend their master, but instead are always aggressive, spoiling for a fight and something to destroy.



Combat

Black Warriorkin enjoys beating an opponent into the ground and once engaged rarely disengage from a fight even if commanded by their master to stop. Generally, before engaging in combat they will use their fear aura to weaken their opponent's resolve, then wade into melee combat. They generally only use their heavy crossbow to shoot fleeing foes. They will only aid their master in combat if directed to do, otherwise they will fight a foe of their choosing, preferring to prey on the weak first and leaving the stronger to their master.

Cohort Requirement

A black Warriorkin can only be attracted to a leader who has a Strength of at least 19 without magical enhancements, the Extra Attack feature and is of evil alignment.

Bone Warriorkin

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	7 (-2)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Infernal

Challenge 4 (1,100 XP) **Prof** +2

Magic Resistance. A warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Actions

Multiattack. The warriorkin makes two bone whip attacks.

Bone Whip. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage, plus 7 (2d6) necrotic damage. The warriorkin's master gains temporary hit points equal to half the necrotic damage dealt.

Reactions

Self-Repair. At initiative count 0, if the warriorkin has not taken radiant damage, it heals 5 hit points.

Perhaps the most unusual of the warriorkins, a bone warriorkin has the appearance of a humanoid skeleton covered in spike-like protrusions. The eyes of a bone warriorkin glow a menacing red and they often cackle maddenly during combat.

Combat

A bone warriorkin wades into battle swinging its massive chain about. It rarely needs direction from its master in combat and often reacts to its master's needs as if it were reading his mind.

Cohort Requirement

A bone warriorkin can only be attracted to a leader who has a 19 Wisdom or better without magical enhancements, and the ability to cast 3rd level Cleric or Paladin spells.



Crystal Warriorkin

Medium construct, lawful neutral

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	10 (+0)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP) **Prof** +3

Magic Resistance. A warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Actions

Multiattack. The warriorkin makes two flail or two hand crossbow attacks.

Shocking Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) bludgeoning damage., plus 7 (2d6) lightning damage.

Lightning Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage, plus 7 (2d6) lightning damage.

Bonus Actions

Thunderous Blow (Recharge 6+). On a successful hit, all opponents within 10 feet of the target must make a DC 13 Constitution save. On a failure, the target takes 10 (3d6) thunder damage.

A crystal warriorkin is somewhat unusual in that it does not appear armored. The body is somewhat translucent and will glimmer brightly in light. Crystal warriorkin are attracted to lawful-minded individuals and a representation of structure, justice, and order.

Combat

A crystal warriorkin only enters combat when commanded to do so and will bear down on a foe until they are defeated or its master commands it to stop or change opponents. Crystal warriorkin use their abilities to their greatest potential, and do not hold back unless commanded otherwise.

Cohort Requirement:

A Crystal Warriorkin can only be attracted to a leader who has a Strength of at least 19 without magical enhancements, the Extra Attack feature and of Lawful alignment.



Gold Warriorkin

Medium construct, neutral good

Armor Class 21 (natural armor + shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	10 (+0)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, Common

Challenge 5 (1,800 XP) **Prof** +3

Magic Resistance. A Warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The Warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Actions

Multiattack. The Warriorkin makes two scimitar attacks.

Smiting Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage, plus 7 (2d6) radiant damage.

Smiting Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) radiant damage.



A gold Warriorkin is a powerful cohort that attaches itself to warriors who have proven themselves generous and good, seeking to protect them from harm.

Combat

A gold Warriorkin fights in concert with its master, defending him whenever possible. It readily obeys commands but will instantly act to protect its master whenever threatened. A gold Warriorkin will not hesitate to sacrifice itself to save its master.

Cohort Requirement

A gold Warriorkin can only be attracted to a leader who has 19 Strength without magical enhancements, the Extra Attack feature and is of Good alignment.

Leather Warriorkin

Medium construct, neutral

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	10 (+0)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison, psychic

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 6 (2,300 XP) **Prof** +3

Magic Resistance. A warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Precise Strike. Once per round, when the warriorkin hits a target that its master has within its last action, it deals an additional 10 (3d6) damage.

Actions

Multiattack. The warriorkin makes two rapier and one dagger attack or two hand crossbow attacks.

Icy Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, plus 7 (2d6) cold damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/90 ft., *Hit:* 6 (1d4+4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Tumble. When the warriorkin is attacked, it gains a +2 bonus to AC until the start of its next turn

The leather warriorkin is exceptionally quick and agile and often its armor is complemented with rich fabrics that give it a flamboyant look. It is often attracted to swashbuckling or agile masters.

Combat

A leather warriorkin prefers to strike opposite its master, attempting to bring down its master's foes with stealth and finesse. A leather warriorkin will help

its master if commanded but is capable of fighting opponents on its own as well. It will always come to the defense of its master if the master's life is in jeopardy.

Cohort Requirement

A leather warriorkin can only be attracted to a leader who has a 19 Dexterity without magical enhancements, the Extra Attack feature and the Two-weapon or Single Weapon fighting style.



Longeared Warriorkin

Medium construct, neutral

Armor Class 18 (natural armor + shield)

Hit Points 44 (8d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	10 (+0)	15 (+2)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Elvin

Challenge 4 (1,100 XP) **Prof** +2

Magic Resistance. A warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Actions

Multiattack. The warriorkin makes two longsword or longbow attacks.

Arcane Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage, plus 7 (2d6) force damage.

Arcane Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) force damage.

Spellcasting. The warriorkin is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The warriorkin has the following Wizard spells prepared:

Cantrips (at will): *light, prestidigitation, resistance, true strike*

1st level (4 slots): *magic missile, shield, sleep*

2nd level (3 slots): *blur, hold person, levitate*

A longeared warriorkin is very graceful in all its motions and can speak Draconic (when casting spells). It tends to be attracted to masters with some spellcasting ability, or naturally, elves.

Combat

Longeared warriorkin usually stand back from melee combat and cast spells to help their master or damage foes. They can select and attacking enemies on their own but will heed all of their master's orders. Once they are out of spells, they will generally resort to using their bow, and once out of ammunition, will engage the enemy in melee.

Cohort Requirement

A longeared warriorkin can only be attracted to a master with a 19 Dexterity without magical enhancements, and who has the ability to cast at least 3rd level Arcane spells.



Quilted Warriorkin

Medium construct, chaotic neutral

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	10 (+0)	10 (+0)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 4 (1,100 XP) **Prof** +2

Magic Resistance. A Warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The Warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Actions

Multiattack. The Warriorkin makes two double sword and one dagger attack.

Double sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one or two creatures. *Hit:* 7 (1d6 + 4) slashing damage. If attacking one creature, this damage is dealt twice.

Thrown Dagger. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The dagger returns to the Warriorkin after being thrown.

Bonus Actions

Acid Blast. The Warriorkin raises its visor and lets out a 15 ft. cone of acid. Targets in the area of effect must make a DC Dexterity save. On a failure, they take 10 (3d6) acid damage.

Reactions

Parry (Recharge 5+). After being hit by an attack, the Warriorkin reduces the damage by 11 (1d6 + 8).

Most quilted Warriorkin have the emblem or heraldic symbol of their master stitched into the front of the suit.

Besides being untiring warriors, quilted Warriorkin are the only Warriorkin who will carry gear and equipment for their master. Their masters often outfit them with backpacks so they may carry an assortment of extra weapons, miscellaneous gear or even treasure. They tend to be attracted to roaming or chaotic individuals. A quilted Warriorkin cannot speak but understands its master's

native tongue and one additional language its master knows.

Combat

A Quilted Warriorkin will fight the same opponent as its master unless given other commands. It will attempt to flank opponents when possible and will use the Help action when such is feasible. A Quilted Warriorkin will always try to draw attacks away from its master, harassing an enemy as much as possible to distract the enemy from attacking its master.

Cohort Requirement

A quilted Warriorkin can only be attracted to a leader who has a 19 Strength without magical enhancements, the Extra Attack feature and has a Chaotic alignment.



Steel Warriorkin

Large construct, unaligned

Armor Class 19 (natural armor)

Hit Points 52 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	10 (+0)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP) **Prof** +3

Magic Resistance. A Warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The Warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Actions

Multiattack. The Warriorkin makes two javelin attacks.

Returning Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, plus 7 (2d6) fire damage.

Reactions

Guard. When an opponent attacks an ally within 5 feet of the Warriorkin, it inflicts disadvantage on the attack.



Steel Warriorkin are stout supporting fighters who tend to be drawn to close-quarter melee fighters.

Combat

A steel Warriorkin fights from the rearward ranks, using its javelin and spear's reach to attack foes while minimizing the chance of it being attacked itself. It will generally fight from directly behind its master, attacking the same opponent unless directed to do otherwise.

Cohort Requirement

A Steel Warriorkin can only be attracted to a leader with a 19 Strength or better without magical enhancement and has the Indomitable ability.

Tin Warriorkin

Medium construct, neutral

Armor Class 18 (natural armor + shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	10 (+0)	10 (+0)	1 (-5)

Damage Immunities poison

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands Common, but cannot speak

Challenge 2 (450 XP) **Prof** +2

Magic Resistance. A warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Actions

Multiattack. The warriorkin makes two handaxe attacks.

Returning Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage. After throwing, the axe returns to the warriorkin's hand.

Tin warriorkin are the weakest of warriorkin and are drawn to martial warriors whose star is on the rise. While unfailingly loyal and untiring, they are not very stimulating companions, never speaking.

Combat

A tin warriorkin must be directed in battle, or it will idly stand by and watch its master without so much as moving a finger to help him. A tin warriorkin fights rather straightforwardly and will continue to attack the same target until commanded to change opponents or actions. If it kills a foe, it will continue to hack at the body until commanded to choose a new target or made to stop.

Tin warriorkin are fearless and have no regard for their own safety or concern for self-preservation. Once given a command, it will perform as instructed until told to do otherwise.

Cohort Requirement

A Tin warriorkin can only be attracted to a leader with a 19 Strength or better without magical enhancement and has the Extra Attack ability.



Wood Warriorkin

Medium construct, neutral

Armor Class 18 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	15 (+2)	10 (+0)	10 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing non-magical weapons

Damage Immunities poison

Condition Immunities exhaustion, diseased, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP) **Prof** +3

Magic Resistance. A warriorkin has advantage on saving throws against spells or magical effects.

Magic Weapons. The warriorkin's weapons are treated as magical weapons for the purposes of overcoming damage resistance or immunity.

Stand and Deliver. The warriorkin does not suffer disadvantage to ranged attacks when an enemy is adjacent to it.

Actions

Multiattack. The warriorkin makes two longbow attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, plus 7 (2d6) poison damage.

Bonus Actions

Enchant Ammunition (1x/short rest). By touch, the warriorkin turns up to 10 pieces of ammunition into +1 magical ammunition. These items can be used by other creatures or itself. These items remain magical until used or 1 minute passes.

A Wood warriorkin is attracted to fighters who prefer to fight with ranged weapons, or as support to those who like to soften up a foe before or while engaging them in melee combat.

Combat

A Wood warriorkin generally attempts to stand back from combat, but if forced against a melee opponent will continue to use its bow, backing away slowly if it can. Wood warriorkin can pick their own targets and will generally start with the closest or aim for obvious spellcasters first. If given other commands, it will obey its master to the best of its ability.



Cohort Requirement

A wood warriorkin can only be attracted to a leader with a 19 Dexterity or better without magical enhancement, the Extra attack ability, and the Archery or Thrown weapon fighting style.

Zamadon

Zamadon Legionnaire

Medium humanoid (titanspawn), any alignment

Armor Class 19 (scale mail + shield)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP) **Prof** +2

Combat Master. The zamadon gains a +1 bonus to AC, as well as a +1 bonus to hit and +2 bonus to damage with weapon attacks. Bonuses are already factored in.

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8+3) piercing damage when used two-handed.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Bonus Actions

Action Surge (1x/short rest). The zamadon makes a spear attack.

Reactions

Endurance (Recharge 5+). The zamadon reduces the damage it takes from attack by 5 (1d6 + 2).

The Zamadon (pron. zam-ay-dawn) are the ancient counterpart to the amazon race. Along with the hermaphrodites, the three races symbolize the titans' first attempts to create a mortal race. The Zamadons exemplify everything that is male and aggressive. While intelligent, they prefer to resolve matters with a contest of arms or brawn. In the many centuries of their existence, the Zamadons have come to hate the Amazons, who they see as corrupted; the Zamadons believe the Amazons should submit to the Zamadon's needs and desires.

Combat

Zamadons are fearless and forthright, if not cunning. Though capable of displaying ingenious strategy and tactics, they prefer a straight-up fight with little or no subterfuge. Zamadons prefer to win with as little loss to their own race as possible but are willing to sacrifice large numbers of their own warriors to achieve whatever conquest they are undergoing. However, losing is an extreme embarrassment, and they will not sacrifice



themselves for lost causes or submit themselves to death without meaning. To lose to a lesser foe is unbearable, and they have been known to stack the combat deck in their favor - by the choice of timing, terrain and even weapons to ensure they will win. However, to "cheat" to win is an embarrassment as unbearable as losing.

Zamadon Society

Zamadons live in militaristic camps from the age of seven onward. Their lives revolve around combat, and zamadons no longer capable of fighting are driven out of their tribe, or if in a position of power, leave before they are slain for their position. Any union with a zamadon and another humanoid produces a zamadon, and since the zamadon cannot mate with themselves, they often raid other human, elvin, amazon or hermaphrodite villages for suitable mates. It is not uncommon for the zamadon to make quick raids and leave, only to return to collect the new-born zamadons shortly after their birth.

Zamadons on Amberos

The zamadons, amazons and hermaphrodites all lived on Amberos in the Time Before Time, dwelling on island chains and often trading or warring with the quad. However, even before the continent of Amberos rose from the sea, the Amazons had a falling out with the zamadons, and the three races shattered to become distinct from one another.

Zamadons secretly made their way to Amberos at the dawn of recorded time, making their home in the land around Misake, the Misake Barbarians and Vilalance, where they still dwell. In fact, many Misake Barbarians contain individuals with zamadon blood.

Zamadon Spartan

Medium humanoid (titanspawn), any alignment

Armor Class 19 (scale mail + shield)

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 4 (1,100 XP) **Prof** +2

Combat Master. The zamadon gains a +1 bonus to AC, and +2 bonus to damage with melee weapon attacks. Bonuses are already factored in.

Actions

Multiattack. The zamadon makes two spear or sling attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 10 (1d6 + 7) piercing damage, or 11 (1d8+7) piercing damage when used two-handed.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Bonus Actions

Action Surge (1x/short rest). The zamadon makes a spear attack.

Reactions

Endurance (Recharge 5+). The zamadon reduces the damage it takes from attack by 5 (1d6 + 2).

Zamadon Hoplite

Medium humanoid (titanspawn), any alignment

Armor Class 19 (breastplate + shield)

Hit Points 119 (14d8 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	12 (+1)	11 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 6 (2,300 XP) **Prof** +3

Combat Master. The zamadon gains a +1 bonus to AC, and a +2 bonus to damage with melee weapon attacks. Bonuses are already factored in.

Improved Critical. The zamadon scores a critical hit on a natural roll of 19 or 20.

Indomitable (1x/long rest). If the zamadon fails a saving throw, it can reroll the save.

Actions

Multiattack. The zamadon makes three spear or sling attacks.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 11 (1d6 + 8) piercing damage, or 12 (1d8 + 8) piercing damage when used two-handed.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Bonus Actions

Action Surge (1x/short rest). The zamadon makes a spear attack.

Reactions

Endurance (Recharge 5+). The zamadon reduces the damage it takes from attack by 5 (1d6 + 2).

Zootholinic

Zootholinic

Large monstrosity, unaligned

Armor Class 14

Hit Points 73 (7d10 + 35)

Speed 50 ft., burrow 25 ft., climb 50 ft., fly 80 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	19 (+4)	21 (+5)	2 (-4)	19 (+4)	9 (-1)

Senses darkvision 60 ft., passive Perception 14

Languages –

Challenge 4 (1,100 XP) **Prof** +2

Keen Senses. The zootholinic has advantage on Perception (Wis) skill checks.

Pounce. If the zootholinic moves at least 20 feet in a straight line and hits with a bite attack, it can make two free claw attacks against the opponent.

Actions

Multiattack. The zootholinic makes four attacks; one bite, two claw and a tail attack.

Poison Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, plus the target must make a DC 15 Constitution save. On a failure, the target takes 7 (2d6) poison damage and their Speed is reduced by 5 ft. until they take a long rest. If the zootholinic starts its turn grappling an opponent, the bite hits automatically.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* (1d8 + 4) bludgeoning damage and the zootholinic starts a grapple. If the zootholinic starts the turn grappling an opponent, the tail hits automatically.

The zootholinic (pron. zu-THOW-lihn-ik) is truly a bizarre creature. It is gifted with the abilities of a variety of creatures. It is not thought to be a wizard's strange experiment but thought either to be a creature created by nature to protect itself perhaps originally hailing from the Beastlands.

Zootholinic are very rare creatures, and they can quickly lose any opponent attempting to track them down and conversely opponents have a very difficult time evading these strange creatures. They are sometimes sought as trophy animals, though catching one can be a difficult proposition.

Combat

Zootholinic are not overtly aggressive creatures, but have been known to attack those who invade their territory or hunt for prey when hungry. They usually swoop down from trees or from the air, using their burrowing ability to dig past barriers or other obstacles.

Zootholinic on Amöckros

Zootholinics are scattered across the land, usually found in the wildest of areas, far from civilized encroachment and hunting. They seem to be most prominent in the Southern Kingdom and the Wilde Wastes



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 suffers 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	—	¼
Small	3	¼	½
Medium	5	¼	1
Large	10	½	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 ½ 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.

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,



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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.



Monsters by CR

Monster	CR
Eye Salamander	0
Furcap	0
Songbird	0
Blaze Bat (Bat)	1/8
Crystal Bat (Bat)	1/8
Darknight Bat (Bat)	1/8
Displacer kitten	1/8
Falconi	1/8
Fauxfolk	1/8
Glemli	1/8
Harmonic Nightingale (Bird of Renown)	1/8
Javana	1/8
Mageborn	1/8
Magic Monkey	1/8
Olangeuso	1/8
Pirate Parrot (Bird of Renown)	1/8
Sand Dwarf (Dwarf)	1/8
Swashbuckler Sparrow (Bird of Renown)	1/8
Acidion	1/4
Asqua	1/4
Aztech Warrior (Human)	1/4
Burglarcat	1/4
Cadriff	1/4
Darknight Bat Shadoweer (Bat)	1/4
Desert Dwarf (Dwarf)	1/4
Devoted Cardinal	1/4
Ghan Outrider (Human)	1/4
Gorgona Offspring	1/4
Hermaphrodite	1/4
Ice Dwarf (Dwarf)	1/4
Miniezye	1/4
Mundog	1/4
Paper Dragon Wyrmling	1/4
Rhutha	1/4
Shadow Elf (Elf)	1/4
Surf Elf (Elf)	1/4
Wareagle (Bird of Renown)	1/4
Acid Frog	1/2
Backknife	1/2
Badgerfolk Wanderer (Animalfolk)	1/2
Blaze Bat Swarm (Bat)	1/2
Butcher Bat (Bat)	1/2
Coral Dwarf (Dwarf)	1/2
Dwillow (Hillenaefy)	1/2
Enfolder Bat (Bat)	1/2
Farian Sellsword (Human)	1/2
Flame-ingo	1/2
Guaz De	1/2
Harmonic Nightingale Songster (Bird of Renown)	1/2
Hermaphrodite Lyricist	1/2
Living Dead Commoner	1/2
Miankins	1/2
Owl of Wisdom	1/2
Shameess Mejida (Human)	1/2
Swashbuckler Sparrow Swarm	1/2

Monster	CR
Wereowl (Lycanthrope)	1/2
Werethrush (Lycanthrope)	1/2
Wizjay (Bird of Renown)	1/2
Wizjay Hedgling (Bird of Renown)	1/2
Acidion Miner	1
Aharati Hunter (Human)	1
Amazon	1
Chita	1
Common Troll (Troll)	1
Common/White Infernix (Demon, Infernix)	1
Cyberlich Initiate (Lich, Cyber)	1
Dhoric Legionnaire (Human)	1
Dire Chicken	1
Doomskull	1
Dwillow Executioner (Hillenaefy)	1
Dwillow Lieutenant (Hillenaefy)	1
Falcon Elf (Elf)	1
Fauxfolk Troublemaker	1
Glemli Bellringer	1
Gnome Illusionist	1
Goblin Boar (Goblin Beast)	1
Goblin Fleshtwister	1
Hairfoot Hillenaefy (Hillenaefy)	1
Hairfoot Hillenaefy Caretaker (Hillenaefy)	1
Javana Spinner	1
Ket-tet-kneck	1
Makalk Mereka	1
Mundog Alpha	1
Natu	1
Owl of Wisdom Priest	1
Pearl Dragon Wyrmling	1
Randese Saracen (Human)	1
Rogue Raven (Bird of Renown)	1
Skierian Kshatriya (Human)	1
Star Spore Swarm	1
Stout Hillenaefy (Hillenaefy)	1
Tyres Haul (Dragonfolk)	1
Tyres Haul Sorcerer (Dragonfolk)	1
Ubelti Native (Human)	1
Ubelti Sangoma (Human)	1
Wareagle Errant (Bird of Renown)	1
Wavewoulf	1
Werebadger (Lycanthrope)	1
Werhorse (Lycanthrope)	1
Wereraven (Lycanthrope)	1
Zend Bushi (Human)	1
Acid Frog Alpha	2
Aharati Brave (Human)	2
Al'galue (Dragonfolk)	2
Amazon Huntress	2
Archer Dragon Wyrmling	2
Aztech Jaguar Warrior (Human)	2
Badgerfolk Mercenary (Animalfolk)	2
Burglarcat Footpad	2

Monster	CR
Cadriff Prowler	2
Ceramic Dragon Wyrmling	2
Chita Monk	2
Crocdad	2
Crystal Bat Swarm (Bat)	2
Darknight Bat Hand of Shadow (Bat)	2
Death Beater	2
Desert Dwarf Nomad (Dwarf)	2
Desert Mold	2
Enfolder Bat (Bat) Will of the Wind	2
Flame-ingo Alpha	2
Ghan Teeg (Human)	2
Glemli Courtier	2
Gorgona Young	2
Gray Dragon Wyrmling	2
Green Infernix (Demon)	2
Hairfoot Hillenaefy Lieutenant (Hillenaefy)	2
Hauk	2
Hermaphrodite Entertainer	2
Javana Tailor	2
Javana Weaver	2
Lava Blob	2
Living Dead Plaguebearer	2
Maughtley	2
Menten	2
Metal Black Panther	2
Methane Shark	2
Plainsrunner	2
Rat Lycan Urchin (Lycan)	2
Redbones	2
Rogue Raven Wanderer (Bird of Renown)	2
Shadow Elf Enticer (Elf)	2
Shrubfolk Knight of Erewhon	2
Sipchloras Fencer	2
Sky Dragon Wyrmling	2
Stout Hillenaefy Sojourner (Hillenaefy)	2
Surf Elf Waverunner (Elf)	2
Swashbuckler Sparrow Errant (Bird of Renown)	2
Taurii Axer	2
Technowarhorse (Technobeast)	2
Tiger Lycan (Lycan)	2
Tin Warriorkin (Warriorkin)	2
Ubelti Xhosan (Human)	2
Wareagle Paladin (Bird of Renown)	2
Wavewoulf Alpha	2
Werespider (Lycanthrope)	2
Werethrush Gallivanter (Lycanthrope)	2
Wolf Lycan Tracker (Lycan)	2
Yellow Dragon Wyrmling	2
Young Paper Dragon	2
Zamadon	2
Zend Kensai (Human)	2



Monster	CR
Acidion Taskmaster	3
Aharati Shohi (Human)	3
Aharati Stalker (Human)	3
Aunto	3
Bejorn	3
Black Infernix (Demon, Infernix)	3
Blackmount	3
Burglarcat Conniver	3
Cadriff Caretaker	3
Coral Dwarf Peacekeeper (Dwarf)	3
Creepwood	3
Darknight Bat Soulthief (Bat)	3
Devoted Cardinal Guardian	3
Dhoric Centurion (Human)	3
Dreader	3
Dryad Sslaunn	3
Falcon Elf Skymage (Elf)	3
Farian Mercenary (Human)	3
Glemli Balladeer	3
Glitchen	3
Gorgona	3
Khao Toji	3
Korax	3
Makalk Mereka Acrobat	3
Mangycore	3
Methane Shark Bull	3
Mokappin	3
Natu Forester	3
Orange Dragon Wyrmling	3
Owl of Wisdom Mystic	3
Pirate Parrot First Mate (Bird of Renown)	3
Randese Mamaluke (Human)	3
Randese Seleucid (Human)	3
Rat Lycan Footpad (Lycan)	3
Rogue Raven Sly One (Bird of Renown)	3
Sand Dwarf Scout (Dwarf)	3
Shamess Hekaun (Human)	3
Shamess Senjii (Human)	3
Sipchloras Plaguwright	3
Sleipner	3
Storm Dragon Wyrmling	3
Stout Hillenfaey Marshall (Hillenfaey)	3
Taurii Captain	3
Uniceris	3
Void Ooze	3
Wareagle Defender (Bird of Renown)	3
Watcher in the Woods	3
Wereeagle (Lycanthrope)	3
Werehorse Runner (Lycanthrope)	3
Wereraven Scavenger (Lycanthrope)	3
Wizjay Mage (Bird of Renown)	3
Zend Samurai (Human)	3
Albino Guardian Cobra	4

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Monster	CR
Amber Dragon Wyrmling	4
Animix	4
Arctic-Fire Dragon Wyrmling	4
Asqua Seacaster	4
Automatia Minotaur	4
Aztech Eagle Warrior (Human)	4
Bachantail	4
Bone warriorkin (Warriorkin)	4
Bronze Lion	4
Burglarcat Princelet	4
Common Troll Godspeaker (Troll)	4
Demiguad Elf Invoker (Guad)	4
Demiguad Elf Warrior (Guad)	4
Falcon Elf Skyknight (Elf)	4
Fauxfolk Observer	4
Garagator	4
Ghargoyle	4
Harmonic Nightingale Minstrel (Bird of Renown)	4
Hermaphrodite Courtier	4
Ice Dwarf Rager (Dwarf)	4
K'less Tau Philosopher	4
Karrock	4
Ket-tet-kneck Harrier	4
K'less Tau Warlock	4
Leodusa	4
Living Dead Lord of Disease	4
Longeared Warriorkin (Warriorkin)	4
Mantrap	4
Menten Aristocrat	4
Natu Wanderer	4
Pegicorn	4
Pirate Parrot Sea Captain (Bird of Renown)	4
Purple Dragon Wyrmling	4
Quilted Warriorkin (Warriorkin)	4
Roarin (Troll)	4
Rogue Raven Findsman (Bird of Renown)	4
Screeching Guad (Guad)	4
Shadow Elf Secretkeeper (Elf)	4
Shamess Cha'ootii (Human)	4
Shrubfolk Knight of Knie	4
Shrubfolk Knight of Womg	4
Sipchloras Marauder	4
Skierian Sahib (Human)	4
Surf Elf Lifeguard (Elf)	4
Swashbuckler Sparrow Duelist (Bird of Renown)	4
Wareagle Justicar (Bird of Renown)	4
Werebadger Loner (Lycanthrope)	4
Wereowl Savant (Lycanthrope)	4
Wolf Lycan Ranger (Lycan)	4
Zamadon Spartan	4
Zend Shogun (Human)	4
Zootholnic	4
Aharati Chief (Human)	5

Monster	CR
Al'galue Mercenary (Dragonfolk)	5
Ash Elf (Elf)	5
Backknife Unseen Blade	5
Black Warriorkin (Warriorkin)	5
Chita Brother	5
Common Troll Veteran (Troll)	5
Crystal Warriorkin (Warriorkin)	5
Cyberlich Cyborg (Lich, Cyber)	5
Desert Dwarf Dervish (Dwarf)	5
Dreader Ranger	5
Falcon Elf Skylord (Elf)	5
Farian Swordsman (Human)	5
Fistor	5
Ghan Khan (Human)	5
Gold Warriorkin (Warriorkin)	5
Hairfoot Hillenfaey Communer (Hillenfaey)	5
Harmonic Nightingale Maestro (Bird of Renown)	5
Ironclad Falcon	5
Jungo	5
Khao Toji Pursuer	5
Light Elf (Elf)	5
Miniezye Irratant	5
Mud Troll (Troll)	5
Plant Elemental	5
Randese Immortal (Human)	5
Skeleking Duke	5
Slugknife (Backknife)	5
Steel Warriorkin (Warriorkin)	5
Swashbuckler Sparrow Guardian (Bird of Renown)	5
Tiger Lycan Samurai (Lycan)	5
Werebadger Hermit (Lycanthrope)	5
Wereeagle Overseer (Lycanthrope)	5
Werethrush Rover (Lycanthrope)	5
White Drake (Drake)	5
Wood Warriorkin (Warriorkin)	5
Adult Paper Dragon	6
Al'galue Champion (Dragonfolk)	6
Badgerfolk Berserker (Animalfolk)	6
Bearded Warriorkin (Warriorkin)	6
Black Drake	6
Cadriff Forestkeeper	6
Demiguad Elf Arcane Archer (Guad)	6
Demiguad Elf Eldritch Knight (Guad)	6
Devilbloom	6
Devoted Cardinal Gloria	6
Drakeroot	6
Dread Cat	6
Fauxfolk Spy	6
Ghan Tygaran (Human)	6
Giant Wereeagle (Lycanthrope)	6
Gripper Guad (Guad)	6
Hairfoot Hillenfaey Sheriff (Hillenfaey)	6



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Monster	CR
Hauk Wingman	6
High Troll (Troll)	6
Humslayer	6
Id Beast	6
Ket-tet-kneck Eater of the Dead	6
Ket-tet-kneck Souleater	6
Leather Warriorkin (Warriorkin)	6
Mageborn True Sorcerer	6
Makalk Mereka Skimmer	6
Mandragon	6
Massmorpher	6
Maughtley Rager	6
Menten Harbinger	6
N'rad	6
Nementor Apprentice	6
Rebel Dancer	6
Red Infernix (Demon)	6
Shriek Horror	6
Skierian Sirdar (Human)	6
Surf Elf Coral Master (Elf)	6
Taurii Sorcerer	6
Tyres Haul Arcanist (Dragonfolk)	6
Uglama	6
Vergung	6
Viperlisk	6
Werehorse Windguide (Lycanthrope)	6
Weraven Collector (Lycanthrope)	6
Werespider Skulker (Lycanthrope)	6
Young Gray Dragon	6
Zamadon Hoplite	6
Amazon Mankiller	7
Baetle	7
Bejorn Mastermind	7
Blood Orm (Orm)	7
Chamber Pudding	7
Coral Dwarf Tidewalker (Dwarf)	7
Coral Dwarf Tsunami (Dwarf)	7
Devilhand	7
Dreader Stalker	7
Frost Orm (Orm)	7
Green Drake (Drake)	7
Guaz De Shapeshifter	7
Infernus Mantis	7
Khao Toji Lifestealer	7
Methane Shark Titan	7
Orangeuso Rogue	7
Owl of Wisdom Prophet	7
Pharaoh's Guard	7
Shadow Elf Shadowlord (Elf)	7
Shrubfolk Knight of Ikney	7
Spirit Guad (Guad)	7
Taurii General	7
Tether Ooze	7
Ubelti Zula (Human)	7
Wizjay Archmage (Bird of Renown)	7
Young Archer Dragon	7
Young Pearl Dragon	7

Monster	CR
Aunto Dreaded Judge	8
Backknife Assassin	8
Blue Drake (Drake)	8
Blue Goss (Goss)	8
Borropi	8
Chita Master	8
Dhoric Spatz (Human)	8
Dragonsnail	8
Enfolder Bat (Bat) Death Curtain	8
Goss	8
High Troll Hexer (Troll)	8
Ice Dwarf Iceblood (Dwarf)	8
Light Elf Preserver (Elf)	8
Makalk Mereka Windrider	8
Megaclops	8
Sand Dwarf Infiltrator (Dwarf)	8
Tamani	8
Technogolem Series A10 (Golem, Technological)	8
Vast Lava Blob	8
Young Ceramic Dragon	8
Young Yellow Dragon	8
Al'galue Hero (Dragonfolk)	9
Dwillow Advisor (Hillfaey)	9
Dwillow Watchman (Hillfaey)	9
Feral Troll Shaman (Troll)	9
Forok	9
Golden Unicorn	9
Guaz De Changelord	9
Mageborn Enchanter	9
Maughtley Warlord	9
Red Drake (Drake)	9
Rubbulion	9
Shameess Faresii (Human)	9
Silver Infernix (Demon, Infernix)	9
Skierian Maharajah (Human)	9
Stout Hillfaey Governor (Hillfaey)	9
Triclops	9
Tyres Haul Dracon (Dragonfolk)	9
Uglama Pensive	9
Wereowl Yogi (Lycanthrope)	9
Young Orange Dragon	9
Young Sky Dragon	9
Young Storm Dragon	9
Adaptoid	10
Ancient Drakeroot	10
Ash Elf Deceiver (Elf)	10
Bladegrass Behemoth	10
Chita Lord	10
Common Troll Warmonger (Troll)	10
Enforcer (Menten)	10
Gleaming guadwarrior (Guad)	10
Mugetet	10
Night Troll (Troll)	10
Rockmorph	10
Slugknife Grandfather (Backknife)	10
Young Amber Dragon	10
Young Arctic-Fire Dragon	10

Monster	CR
Young Lancor Dragon	10
Young Purple Dragon	10
Ash Elf Unrepentant (Elf)	11
Asqua Ocean Lord	11
Devilhand Myrmidon	11
Dhoric Augustus (Human)	11
Forok Warlock	11
Keeper	11
Mageborn Chosen	11
Meglass	11
Shadow Giant (Giant)	11
Adamantine Warriorkin (Warriorkin)	12
Bejorn Overlord	12
Cobra Dragon	12
Elder Goss (Goss)	12
Fire Orm	12
Guaz De Master of Subterfuge	12
Hauk Feathered Knight	12
Ice Dwarf Iceheart (Dwarf)	12
Paugguard (Demon)	12
Pummelwood	12
Tundrabeast	12
Werespider Arachlord (Lycanthrope)	12
Wind Giant (Giant)	12
Wind Giant Sorcerer (Giant)	12
Adult Gray Dragon	13
Ancient Paper Dragon	13
Aunto Final Judge	13
Cyberlich Overseer (Lich, Cyber)	13
Desert Dwarf Shi-khah (Dwarf)	13
Dwillow Don (Hillfaey)	13
Leppon (Demon)	13
Skeleking Baron	13
Skulleon	13
Tamani Aberrant	13
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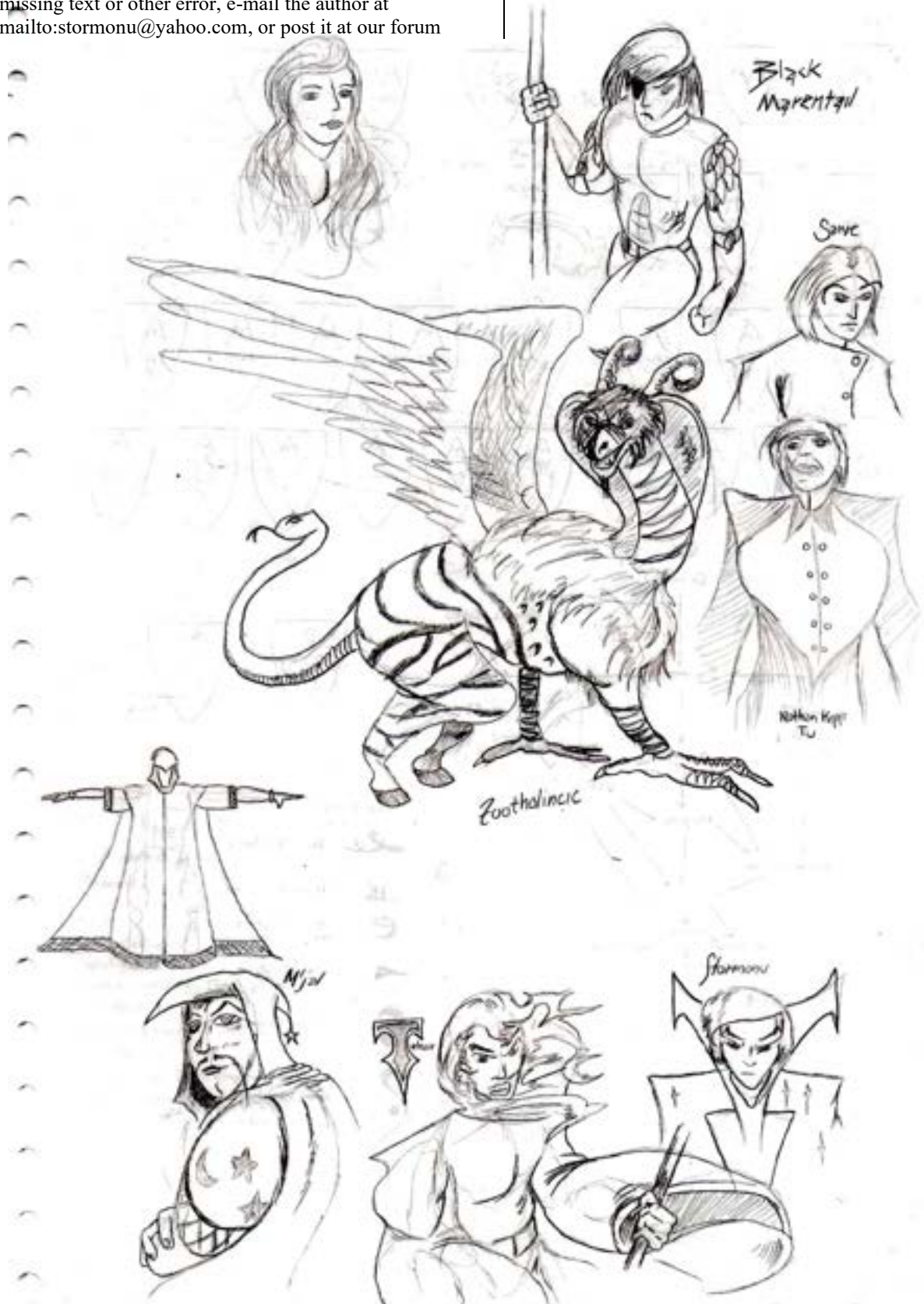
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GENERIC COUNTER
TEMPLATES

COLOSSAL

Small

MEDIUM

LARGE

GARGANTUAN

HUGE

Errata

The following mistakes have been found and corrected since the first printing of this manual.

Dreadful Nightmares

Dreadful Nightmares

Gargantuan dragon (fire), lawful evil

Armor Class 22 (natural armor)

Hit Points 518 (28d20 + 224)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	27 (+8)	22 (+6)	21 (+5)	22 (+6)

Saving Throws Str +19, Dex +11, Con +17, Int +15, Wis +14, Cha +15

Skills Arcana +15, Deception +15, Perception +23, Stealth +9

Damage Resistances bludgeoning, piercing and slashing non-magical weapons that aren't silvered; cold

Damage Immunities fire, poison, psychic

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 33

Languages Common, Draconic, Infernal

Challenge 30 (200 XP) **Prof** +9

Devil's Sight. Magical darkness doesn't impede the dragon's darkvision.

Legendary Resistance (3x/day). If the dragon fails a saving throw, it can choose to make it instead.

Magic Resistance. The dragon gains advantage on saves against spells and other magical effects.

Ring of Fiendish Command (Hell-Ring). The dragon possesses this magic item (see later) and can use its full abilities.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one creature. *Hit:* 19 (2d8 + 10) piercing damage, plus (4d6) fire damage and if the target is Large size or smaller it must make a DC 27 Strength save. On a failure, the target is engulfed. While engulfed, the target is held in a dream-like coma and incapacitated.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one creature. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its

turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5+). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 73 (21d6) fire damage on a failed save, or half as much damage on a successful one

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 21). The dragon can innately cast the following spells, requiring no material components:

At Will *friends, suggestion*

3x/long rest *locate object, see invisibility*

Spellcasting. The dragon is a 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 23, +15 to hit with spell attacks). The creature has the following Wizard spells prepared:

Cantrips (at will): *dancing lights, mage hand, message, mirror image, prestidigitation*

1st level (4 slots): *fog cloud, magic missile, shield, witch bolt*

2nd level (3 slots): *blur, darkness, enlarge/reduce, hold person*

3rd level (3 slots): *bestow curse, counterspell, nondetection, tongues*

4th level (3 slots): *blight, Evard's black tentacles, hallucinatory terrain*

5th level (2 slots): *contact other plane, dream*

6th level (1 slot): *circle of death, eyebite*

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.

Cast Spell (costs 2 actions). The dragon casts a spell of up to 3rd level.

Fire blast (costs 2 actions, must have Fire Breath available). One target in 90 feet makes a DC 25 Dexterity save. On a failure, the target takes (6d6) fire damage, half as much on a successful save.

Summon Devil (costs 2 actions). The dragon summons 2d4 barbed devils. It cannot summon more devils until the current summons dies or is dismissed.

Tail Attack. The dragon makes a tail attack.

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History

During the vast First Dragon War that plagued the continent of Amberos, humans and dragons fought in a war for humanity's very survival. Only the ever-creative efforts of humans and their ability to build items much more powerful than themselves would ultimately hold off the dragon's assault, until the dragons tired of war and sought peace with man.

During one part of the war, several young dragon hatchlings were captured by a victorious General Romulus Bicard and brought home as the spoils of war. The general had grown tired of battling under a king he felt inferior to his own skill and prowess, and in secret, the general hired a powerful transmuter to age and mould the dragons to his will. The five hatchlings the general hid from his king were given the name Transistor (an arctic-fire dragon), Snare (a gold dragon), Laue Dracos (named by the wizard, a lancor dragon), Sasha (a red dragon) and Blitzen (a blue dragon). The wizard, using his foul spellcraft, fused the body of

Snare and Sasha into a single dragon as part of the plot to create an ultimate dragon. The combined dragon - which called itself Nightmare, quickly became the most intelligent and cruel of the four remaining dragons.

One night, Blitzen managed to overpower the guards, and in a desperate flight, made his way to safety. The other dragons attempted to follow, but the wizard was able to catch and restrain the others before they escaped. Both the general and the wizard's wrath were fierce, and the agonies they lay on the dragons for the escape attempt were great.

As Nightmare curled in the dark corner of his prison, his mind cried out for help - and he was answered, by none other than The Dark One himself. In return for the dragon's soul upon his death, The Dark One promised the dragon power over his enemies. Nightmare accepted the bargain - and became Dreadful Nightmare, the half-gold, half-red fiendish dragon. As part of his bargain, he was bodily dragged to the Nine Hells and tortured until he reached old age, at which time - where no time had passed on the Prime



Bestiary Malfeasious

- he was returned to wreck his vengeance on the general and his wizard.

Dreadful Nightmare put the palace of the general and its occupants to the torch. The general did not escape him in death, nor did the wizard; the corpse of the general serves Dreadful Nightmares as a skeleking, while the wizard was incinerated. (However, Dreadful Nightmares is not aware the wizard had cloned both himself and the general, whom are now lords of the distant Kingdom of Vall Vega).

The dragon freed his companions and made servants of them to spread his will into the land beyond the smoldering ruins of the castle. Those who failed a tribute of blood and gold became undead fodder to guard the ruins of the smitten castle. Those poor humans who sought to flee were mercilessly hunted down and butchered - then made a public spectacle to warn all others of the futility of escape of the dragon's wrath.

Though the dragon war ended, the blasted lands of Dreadful Nightmare and his draconic cohorts still remain. Paladins, champions and heroes have disappeared into the blasted lands of the dragons, never to be seen again, and often to find themselves guardians of that which they sought to destroy.

And Dreadful Nightmares still broods within the ruins, knowing all-too full well the endless years of suffering that await him in the bowels of the land of hate.

Description

Dreadful nightmares is a terrifying spectacle. Black as night, his scales have been charred by hellfire that even red dragons are not immune to. Spiked protrusions jut out from most of his body, and he bears a multitude of scars that twist his hide from his tortures in hell. His eyes are sunken sockets that burn with the red fires of hell, and as he prepares to breath his deadly fire the very air around him noticeably warms to uncomfortable temperatures. His bat-like wings are covered with hair where they are not torn, and his long, spike-laden tail ends in a double-pronged fork, like the sharp tongue of an adder. His massive horns curl like that of a ram, and those who look too closely swear they can see human faces carved into the surface, screaming to escape. Dreadful nightmare's claws are long and flow from ivory color at the base to a vivid green at the tip, and drip continuously with his ichorous blood. Lastly, his unsettling aura of fear is enhanced by the mute screams of terror of all those he has ever slain, and the cries of the fallen still echo from his stomach and maw as if even now they were trying to escape.

Combat

Despite his terrifying visage, Dreadful Nightmares prefers to talk to opponents, mostly to size them up, before attacking. He is ruthless and demanding, always seeking the lion's share of any agreement he might possibly enter into, and manipulating it to his favor and the utter destruction of his opponent whenever possible. He has utter contempt for humanoids, and even sees other

dragons as beneath him - needing his protection to prosper and survive.

When attacking, Dreadful Nightmares mixes melee attacks with ranged combat. He will generally move in for several rounds to strike in melee, then distance himself to pepper foes and weaken them, returning to combat once he feels he has sufficiently weakened his foes. One would think that with the knowledge of what awaits him upon death, that Dreadful Nightmares would fear to put himself at mortal risk. However, that is not the case - instead, his hatred and fear of the life that awaits him in Hell drives him to be cruel, unforgiving and merciless in combat. Any who engage him are doomed to face him to the bitter end.

Ring of Fiendish Command

Ring, legendary (requires attunement)

A *ring of fiendish command* appears to be a *ring of fire resistance* when first attuned, but its true abilities are revealed when the bearer travels to the Nine Hells or defeats a fiend of at least CR 5.

There are three types of ring – the Hell-ring, which is tied to Hell and affect devils, the Abysmal loop, which is tied to the Abyss and affects demons and the Furnace-ring, which is tied to Gehenna and affects daemons.

Fiends of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of them. If the wearer desires, he may forego this protection and instead attempt to attack or *charm* the fiend (as *charm monster*, spell DC 15). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

In addition to the powers described above, each specific ring gives its wearer the following abilities.

- **Damage Immunity fire**
- **Burning hands** (unlimited use)
- **Darkvision** (2x/long rest)
- **Summon Swarm** (twice per day)
- **Fire Shield** (1x/long rest)
- **Planar Ally** (1x/7 days, from aligned plane only)

The ring appears to be a *ring of fire resistance* until the established condition is met.

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