

VAST KAVIYA



VAST KAVIYA

DECENTRALIZED CAMPAIGN SETTING FOR 5TH EDITION EPIC TALES OF GLORY, HARSH SURVIVAL, AND PRIMORDIAL ADVENTURE

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FOREWORD

Sitting here wondering what to write after finishing this book I find myself asking, “**WHAT IS BEST IN LIFE?**”

We all know the classic answer (to crush your enemies, see them driven before you, and to hear the lamentations of their women!) yet like so many other things in life the truth is more complex than that. Looking over the result of all that toil—work not just from me, but a host of wonderful designers and my go-to artist Indi Martin—I have to say that there’s an awful lot of satisfaction to be had from a job well done. Whether or not that’s the case here may not be something I’m unable to be impartial about, but I’m confident that this is one of those instances, and I am immensely proud of what we’ve made of *Vast Kaviya*.

At the core of this book and everything it contains is this notion: the world is enormous in every possible way. That’s what the ‘vast’ is all about. I really can’t stress enough how big it is. It is impossibly big. Look at the nearest computer monitor. Imagine there’s a circle in the middle of it that reaches the edges. Put your pinky finger up near the screen. Your pinky fingernail is about the size of the continent of North America if it were on the planet of *Vast Kaviya*. The true size of the world is practically beyond what our brains are capable of comprehending. As are the adventures, characters, battles, and epic myths of its countless cultures and societies!

A gamemaster using this book to its fullest should be thinking big and bold, using the scarcity of the world’s resources as both a challenge for the party and as a narrative element to make their victories all the more glorious. After the PCs lay waste to a warlord and are far from shelter, it should be a truly daunting task to overcome the elements and predators that prowl throughout the primordial world to return and celebrate their conquest.

Like this book however, part of the greatest satisfaction to be drawn from campaigns set in *Vast Kaviya* has to do with creation. When the last enemy blade clatters onto the dirt, what then? We say that when the adventurers rest their swords that they should take up the staves of rule, transforming the endless untamed lands of the world into cities, then societies, and possibly even empires. Once adventurers have something worth protecting there’s a cast of ever more potent antagonists to align against them, and when the last of their possible foes fall the Kaṇavu-Valai may take them beyond this Material Plane before they shed their mortal coils.

That’s not for everybody though and if you’re a GM already amidst another campaign or running sessions in your homebrew world, fear not—we want you to make use of the warlords all the same. Consider their tactics and how they behave towards other differently-minded NPCs, and take a peek in the back of the book to see ways they can be included in medieval fantasy, [apocalyptic](#), [steampunk](#), and [retro](#) worlds! With the plethora of imaginative and cunning creatures you’re about to peruse, the innovative character races and class options, and means to explore the world I know you’ll be finding a lot to enjoy across the immensity that is *Vast Kaviya* no matter if you’re bringing your game here or taking pieces from it.



Whether you were a GameOnTabletop backer or are just now grabbing the book from a shelf (be that analog or digital), the entire team thanks you for your support, and we are all eager to hear about the adventures you and your group have in this world we’ve so lovingly crafted. So tell us! My website (mikemyler.com) or the [#VastKaviya](#) hashtag are great ways to let us know what you think, and if you take the time to write a review for this book we’ll go right over the moons. Either way: thank you and get gaming!

Mike Myler

Clutching onto his horse's mane to distract himself from the pain stemming out of the wound in his side, Zegka could not deny the fear in his heart as he neared the bottom of Needling Blade Mountain's eastern slopes: the threshold of his tribe's knowledge. No man or woman of the Terraced Plains has ever traveled further and returned to tell of it, living out the end of their days in distant lands—however many or few those were, he thought grimly.

Lands that he too would soon tread.

A heavy clopping from behind him heralds the arrival of Nekryf and as he regards his cousin he can't help but briefly remember the other brave Terraced Plains warriors that would not be joining him on the journey, felled by the ice harpies along the snowy peaks to his back or succumbing to the mountain's harsh cold. The two nod solemnly and, following Zegka's lead, each makes the signs of fealty to the Enduring Plain, drawing strength from their homeland. Their tribe's wise woman had been very clear and they could not possibly suffer failure—without their return she said that all would be lost.

This omen made taking her distant and disliked grandchild along all the more difficult. It wasn't just that Dakkel was clumsy or ungainly, seemingly unable to stalk a deer or competently handle a spear. These were annoyances to be sure but skills that might be taught. What troubled Zegka was the boy's aloofness and string of courageous luck, and most of all his eyes—every time Dakkel glared at something a sheen of weird seemed to flash across his gaze. There were other peculiarities too: men harder than him had died in the snowy passes and Nekryf claimed that she saw the lad taken away by one of the ice harpies yet he returned alive.

Something about him was wrong. Strange. Touched. Something about Dakkel was unique and the Terraced Plains elders have countless tales about the dangers that someone like him can bring to a tribe. If the stories bear true perhaps she had sent him along to avert doom for his people. Perhaps that was the meaning of the cryptic message she whispered to Zegka before they left the village?

Angling his heels into the side of his horse he casts aside these thoughts and so many others from his mind—now was the time to focus on the matters at hand—and leans into his mount's stride, waving for his companions to join. The fear of the unknown may be great, but to Zegka there is no worse fate than the end of his tribe and weird-touched misbegotten pariah or not, he would not be the warrior to fail his people.

That is not Zegka's story.

CHAPTER 1: GLOBAL RULES

THE WORLD IS MASSIVE, so big that nobody actually knows anyone that's gone all the way around, and even stories of god-like beings don't allow for that kind of mobility.

THE WORLD IS PRIMITIVE. The best metal available to most is iron and only people with exotic resources (like the big stone houses told of in some stories, if one can conceive of such a thing) have access. Steel may as well be magical. Places that are dangerous to visit and thought cursed are often just inhabited by peoples (or the lair of a monster) that kill all intruders.

GAME RULE: RESTRICTED EQUIPMENT. The following armors are not available: chain shirt, breastplate, half plate, ring mail, chain mail, splint, plate. In addition, there are no crossbows or rapiers, and tool kits are at the GM's discretion.

GAME RULE: SKILLED DEFENSE. When a creature would gain proficiency with heavy armor from a class or feat, it gains this feature instead. While wearing medium armor, the creature gains a bonus to AC equal to half its proficiency bonus.

THE WORLD HAS NO GODS. There's no pantheon in Vast Kaviya because the world is just too massive for any entity to hold that much power. Instead there are Spiritual Patrons—entities that are primordial and nebulous, bordering on the unknowable—which gather lesser creatures under the same banner whether they know it or not.

GAME RULE: SPIRITUAL DOMAINS. Cleric domains are not determined in reverse; instead of domain by god, a cleric's belief determines the domains they can choose from.

THE WORLD'S GREAT CONFLICTS ARE FOR SPIRITUAL PATRONS AND ARE AS DIVINE AS THEY ARE CONCEPTUAL. Spiritual Patrons are causes more than anything else—sacrifice, excess, malice, masochism, and so on. Their followers are all across Vast Kaviya (many unknowing worshipers) and they use these devotees to strike at each other.

GAME RULE: RIVALS. Adventurers are often opposed by rivals orchestrated by Spiritual Patrons. Whenever a quest comes down from on high there's a sense of urgency to complete it.

GAME RULE: ONE ENTITY, MANY FACES. To the taino-kar of the Heavy Plains the Spiritual Patron of Malice resembles a dinosaur-spider monstrosity, yet for the humans of the Dead Wood it looks like a dryad made more of thorns than bark or leaves.

THERE IS NO FORMAL MAGIC. The disparate nature of information in Vast Kaviya has left magic still in its nascent stages. There may be some warlords with a very basic understanding of arcana but otherwise all magic is either innate, psionic, or granted by Spiritual Patrons.

GAME RULE: RITUAL SPELLS. What few ritual spells exist are extremely unrefined and take 1 hour per spell level to be cast as ritual spells.

GAME RULE: NO WIZARDS. There are no wizard adventurers and it is extremely unlikely the party will encounter an NPC wizard.

THE WORLD HAS LITTLE MAGIC. There are bards, druids, sorcerers, warlocks, and even the occasional potent cleric, but whenever word gets out that a spell worker is around all of a region's warlords make capturing them a top priority. Wars beyond counting have been fought for just this reason because it's never too long before these spellcasters themselves rise to power.

GAME RULE: MARTIALS. Adventuring groups in Vast Kaviya should have at the most one or sometimes two characters with bard, cleric, druid, sorcerer, or warlock levels (or levels in any spellcasting class that gets 9th-level spell slots). These PCs should be made aware of the danger their talents will draw and the need to use them wisely.

GAME RULE: EXPENSIVE SPELLS. Due to the lack of refinement in magical study within Vast Kaviya, the subtlety of teleportation and true creation spells has yet to be mastered and requires substantial magical supplies to perform. Any spell that teleports the caster or others and any spell that creates food, water, or shelter has a material component equal to 4 times the spell's level in addition to any material components the spell already requires (minimum 4 gp). At the GM's discretion, these spells may simply not exist at all:

- | | |
|---|-----------------------------------|
| 1st—create or destroy water, floating disk, goodberry | 4th—fabricate, secret chest |
| 2nd—rope trick | 5th—creation, tree stride |
| 3rd—create food and water, tiny hut | 6th—heroes' feast |
| | 7th—magnificent mansion, teleport |



THE WORLD'S PEOPLE ARE NOT PRIMITIVE. Vast Kaviya is a super-massive planet and the event that dispersed its denizens' ancient ancestors has slowed the development of civilizations. Technological advances are unheard of (thought to be magic yet even rarer) but social, agricultural, and linguistic developments are common. The world's biggest city has citizens measured by the hundreds (not thousands) and most settlements have only a few score people.

THE WORLD'S GLOBAL ECONOMY IS BAO. Rope and anything else manufactured is worth a lot more in Vast Kaviya than other places making the trading of goods more common than currency.

GAME RULES EXPENSIVE EQUIPMENT.

When making use of non-Vast Kaviyan adventures and materials, when the PCs would receive gold they get silver instead, when they would receive silver they get copper, and when they would receive 10 or more copper they get 1 copper instead.

GAME RULES BARTERING. Most things are bought and sold by way of bartering rather than currency, though attempts to trade something to a person that has no practical need or want for it have disadvantage.

THE WORLD HAS MANY RACES. Part of the ancient catastrophe's after-effects is that many species which would have been thinned out by evolution (through aggression and scarcity) have instead flourished. Some may be common in one region and completely unheard of elsewhere though most of the regular fantasy races—dwarves, elves, gnomes, halflings, humans, and so on—can be found all across Vast Kaviya.

THE WORLD HAS PLENTIFUL NATURAL RESOURCES—INCLUDING MORE BEASTS AND DINOSAURS.

Although work must be done to eat there are beasts aplenty to hunt and food enough to gather in most areas of Vast Kaviya provided one knows where to look. The main impediment to civilized life taking hold across an entire region or larger swathe of the planet are megafauna and alpha predators that far outnumber the peoples of the world. Journeying beyond the territory of one's home is usually a death sentence and more often than not those that leave never return.

THE KANAVU-VALAI, PRIMAL POWER, AND PSIONIC MAGIC.

Spiritual patrons are the focuses of supernatural energy in Vast Kaviya but the true power of the planet comes from the multitude of intelligent beings living on its surface. Though only a handful of them realize it their very presence creates the web of psionic power known (in a stunning number of languages) as the Kanavu-Valai. This ever-flowing river is hard to locate but most cultures carry on myths with cryptic hints of where its shores can be found—the peaks of mighty mountains, depths of cave systems, underwater coves, amongst the branches of a forest's eldest tree, and other wild places. Those brave enough to swim its ethereal waters are transported far across the vastness of Kaviya, emerging in places almost impossible to predict; the stronger its current, the further they are taken. In time all Kaviyans journey the Kanavu-Valai, their souls taken to the afterlife on its psionic waters.



THE WORLD IS ORBITED BY MORE THAN 100 MOONS, ITS CALENDAR IS LUNAR, AND ITS SEASONS ARE LONG.

Eclipses are more commonplace than normal and there are nearly always going to be multiple moons hanging above the atmosphere. Of Vast Kaviya's many moons there are 40 in a tight, consistent orbit that are used to mark the days of each month. A local phenomenon, entity, or the whims of a region's environment might alter or effect a season to be shorter or even longer, but generally they are 6 months long rather than 3 months.

COMMON IS NOT A COMPLEX LANGUAGE.

Common is an ancient proto-language shared the world over but it is a simple tongue only able to convey basic ideas.

GAME RULE: SIMPLE LANGUAGE SIMPLE IDEAS. When Common is utilized in play it should be used with the same sophistication than a 9 or 10 year old might speak with, and should dialogue more complex than that occur, the speaker must succeed on an Intelligence check against a DC equal to the listener's passive Insight score or be misunderstood.

GAME RULE: LINGUISTS. Adventurers begin play knowing one additional language.



Come, come. Sit by the fire and hear tell of the Blade-Empress Nakkra, the All-Butcher of Lizard Warriors, Tamer of Serpents, Wilderness Queen, and Master of the Howling Strike. It was thousands of moons ago that she was born to the Fine Desert, a place of sand dunes with grains too small to hold between your fingers! Even as a child she was formidable, the strength of her arm made harsh by the Cutting Winds, and Nakkra easily learned to hew sharp axes with nothing but stone. There was no beast or obstacle she could not overcome—to her the bare land offered a feast, her great respect for its denizens returned so fully that the sand wolves even let her ride on their backs.

Many say that it was this strength that saved her from the death of her tribe. When their longtime enemies—savage lizard people without honor or mercy—assaulted her home, Nakkra was singled out by Rafolg, the biggest of the reptilians, and forced to watch as those closest to her fell in battle, her own combat too vicious to ignore lest she herself be slain. As the surprise of the ambush comes to an end the murderous lizard people revealed the new depths of their depravity, a user of magic named Akxnedris throwing the battle astray with her weird. Nakkra's kin were doomed and knew it, her mother screaming out for her to retreat before it was too late, to take vengeance for the tribe. The warrior knew she must live to take her revenge, and though it brought her pain greater than any blade wound she fled up into the cold of Scythe Mountain's upper reaches where her attackers could not easily follow.

It was many seasons before she returned but return Nakkra did, and she did not come alone. While stalking prey on the Fulgore Steppes she came upon an injured bird and tended it back to health, unknowingly under the gaze of a huntress hawkmaster that then became her first companion. While they traveled through the hanging branches of Overreach Woods again Nakkra came upon an injured beast, this time an elk the size of a bridge. Knowing it was far more than they would ever need eat and that too much would waste away she healed it instead—once again her respect for nature rewarded Nakkra, the animal proving to be the favorite of a bear-druidess that joined her on her journey. Knowing that whence she came might be watched she and her allies traveled back through the high reaches of the Zephyr Canyons, stopping in the Village of Drazgor Pass. In its famed drinking hall a squabble erupted when a traveler of the Aircutter Tribe, long friends to Nakkra's people, was accused of stealing trinkets from another. For the alliance that once stood between their peoples the warrior vouched for him, even trading blows with the surly barbarian accuser until the brute was laid low, and in exchange the thief became her last companion.

With these three Nakkra marched back down into the dunes she once called home, her Aircutter ally sneakily leading them into the main encampment of her hated foes. As the lizard people's tribe sat around the fire she emerged from the shadows, an axe hewn from sparking stone in her hands and demanding for Rafolg to face her in honorable combat. All could look at nothing else but the spectacular battle that followed as they traded bone-breaking blows and although Nakkra emerged the victor, she still knew a kind of defeat that day—for as the tribe booed and hawed at their fight, Akxnedris used the distraction to slay the few others that could stand in her way. With none to oppose her the mystic revealed the true limits of her power, rending the land asunder with magics never before seen by the warrior and her allies. Nakkra and her companions retreated under the supernatural assault, surviving only thanks to the sacrifice of their hawkmaster ally, but she swore vengeance once more, knowing now that it would require her to unite all of the Fine Desert's tribes to overcome such a powerful foe.

But the Spiked Moon passes, bringing the morning not long behind it, and I am an old woman who needs her rest—so that is a tale for another time.

CHAPTER 2:

WORLD OF VAST KAVIYA

For as diverse and varied as the lands and peoples of the world are, one thing is true throughout: blood, grit, and survival are at the fore of life. Vast Kaviya may be bountiful but it is unforgiving and hostile, filled with dangerous creatures and aggressive warlords fighting to gain ever more influence, power, and resources. The most feared and cherished is magic and a spell worker's presence draws predators from all over like blood in the water. Where there is hardship however there is glory to be won—and the stories told around twilight campfires are filled with these heroes of legend, their epic deeds, and the calamitous defeats of their enemies.

HISTORY: YEARS OF FALLING STARS

Countless people have lived their entire lives trying to document Vast Kaviya and they've all failed miserably. Only events of a cosmic scale are shared the world over—the destruction or appearance of a moon, distant supernovae, and the warmth of the sun—and anything less is localized to no more than a few regions. A handful of these events resonate in the mythologies across the world, distant echoes of an ancient shared past between the sentient races.

Tens of thousands of years ago a disaster on a galactic scale hurtled towards Vast Kaviya in a wave of destruction that snuffed out countless planets in its wake, gathering ever more fury with each system it passed through. The world's prodigious size gave it many moons at its birth yet only a few dozen orbited it then, each one battering away a swathe of the oncoming destruction to create debris fields which themselves eventually gathered into new lunar satellites or fell upon their distant surfaces. No power in the universe could stop the maelstrom entirely however and for year after terrifying year the sky fell upon Vast Kaviya.

The world turned mad in response. Volcanoes erupted where meteors slammed through the crust and tsunamis washed away the coasts but none were spared in the oceans—whole coral reefs were washed off the rocks and corpses of aquatic creatures beyond count floated up to the surface, killed by the shock of plunging comets. Earthquakes and sinkholes wrecked bogs and swamps, massive fires ripped across forests and plains, and even the deserts suffered the stellar punishment from above. Floods, mudslides, tornadoes, and natural disasters of every stripe gripped the planet until the meteorites finally abated.

In the aftermath the true Vast Kaviya emerged as the progenitors of its

racess crawled out of shelter, foraging for whatever food and livestock remained—the proven survivors. All of the world's peoples fled from one another when survival became paramount, murdering each other for their primitive weapons and the sustenance they could provide. For all of the destruction the years of meteors brought life resurged threefold, the far-flung seeds of wrecked forests taking root in deserts turned wet and on mountain slopes shaken clean of loose stones. The sentient denizens of Vast Kaviya have flourished since as each slowly, gradually replenishes their numbers in the face of an ecosystem that has run amok with predators lurking around every corner, death waiting in the shadows to take all but the strongest and wisest before their time.

HARSH ENVIRONMENTS

Traveling beyond the confines of one's home settlement is an endeavor worthy of fear and not to be taken lightly—it is rare for one of those courageous individuals that journey beyond known territories to ever return. These explorers discover that Vast Kaviya is home to countless coasts, deserts, forests, grasslands, mountains, plains, swamps, and every other sort of terrain. The only type that's at all lacking are urban environments, as large settlements are few and far between and cities do not usually last for very long before one of the world's greater threats wipes them out. When creatures and warlords are not dangerous enough the harsh touch of nature can take their place with powerful weather events (page 19) that test the mettle of travelers and beasts alike. Many cultures warn against journeys taken alone or without a guide, their fireside tales filled with dreadful fates for those scouts and hunters that wander too far.

COMMERCE & CULTURES

Trade is an essential part of life in Vast Kaviya—not only does it bring much needed tools and resources unavailable in a given territory, much more importantly it provides a means of learning about possible threats and new developments in regions nearby. Extremely isolated peoples may even be willing to barter with goods in exchange for nothing more than news of the lands nearest their own. The greatest barrier to prosperous trade is the paranoid basis upon which so many different cultures survived, the echoes of the Years of Falling Stars prevalent even today in a pronounced reticence to approach outsiders. Honor, reputation, and above all trust have greater value than any enchanted weapon or precious gemstone, and the most violent societies are forced to take what they need until they die off from imposed isolation.

PRIMAL THEMES

Adventuring in Vast Kaviya is a matter of overcoming beasts that are the mighty masters of their domains, magical phenomena that defy understanding, and rival forces eager to protect what they have and take what they don't. There is no global map or any territory as large as a country, most people simply struggling to survive in the shadows of warlords or creatures that could just as easily eat them as look at them.

With that in mind there are six basic forces at work between regional powers and the races of the world. These are by no means meant to restrict what a person or society is capable of doing and instead meant to guide the thinking behind their actions, providing a framework of concepts that the GM can derive appropriate spiritual patrons from. A society might also be antithetical to some aspects of itself—a gnoll tribe that puts the strongest into a lower social caste, dwarven clans that migrate to a new location every year, and so on—but the traits associated with their element are always something to be considered.

AIR

The forces of the winds are everywhere and nowhere, here and gone with the bat of an eye. Creatures of a naturally fickle inclination are aligned with this element as are unseen supernatural forces.

Aspects: *Swiftness, Divination, Guerilla Offense, fey, elves, halflings, mistlings*

Behavior: Wild. Those associated with air are frequently of a chaotic alignment. Confinement drives them mad and they embrace the freedoms of life, reveling in being their own masters.

EARTH

It's said that all comes from the dirt and it's certainly true that's where everything that lives eventually goes. Of the elemental themes in Vast Kaviya this is the least changing and most final, the traditions of those aligned to it engraved into their cultures like etchings chiseled into rock.

Aspects: *Hardiness, Abjuration, Strong Defense, alai, dwarves, kanca*

Behavior: Stoic. Association with earth means a stalwart attitude toward life and a confidence in what is known to be certain. They find being surprised to be extremely unpleasant and do as they've set out to, resolute in achieving the goals they set for themselves. Usually they have lawful alignments.



EVIL

There is little mercy in the world and those who rapture in inflicting pain or cruelty upon others. These are the mad warlords that seek power at any cost, utilizing the forces infernal or the service of undeath to complete their foul plans.

Aspects: *Necromancy, Aggressive, fiends, mistdweorg, ottuni, tieflings*

Behavior: Malicious. An evil alignment means more than simple nefarity or a pitiless soul—in Vast Kaviya it marks a genuine desire to inflict harm for the sake of it and a zealous willingness to strike first.

FIRE

To many the flame is life. Societies of fire are often tribal in nature and prone to leaders that are the most lethal (not necessarily the wisest). Like their element they are usually a force to be reckoned with, appearing and disappearing with ease, expending most of their resources to make a big, brief impact, and there is always evidence of their passing.

Aspects: *Strength, Evocation, Fast Offense, gnolls, half-orcs, orcs, taino-kar*

Behavior: Spontaneous. Those associated with fire have a need for spontaneity and feel dead when their lives are lacking in variety, eager to explore and see more of the world or master what they consider their own lands. Typically their alignments are chaotic.

HOLY

They are few and far between but there are those who believe in higher ideals and a better way of life, willing to sacrifice themselves for the betterment of others. Societies of this ilk are bastions in whatever regions they reside in, used as mediators between warring factions and as a safe haven for trade.

Aspects: *Healing, Protective, celestials, aasimar*

Behavior: Altruistic. The holy of Vast Kaviya are almost always of good alignment. They seek a better world noticeably improved by their own efforts, encouraging the same samaritan attitude in others. Unfortunately they are often abused because of their positivity and taken advantage of or lured into danger.

WATER

Nomadic societies and those that respond quickly to new threats or changes to nearby regions are aligned with water. Like their element they are a constant, inexorably evolving through the most applicable means at their disposal. Perhaps more noticeably they are quite prominent and common, though their ability to outlast other elements does not impress.

Aspects: *Psionics, Mobile Defense, boggarts, half-elves, humans, gnomes*

Behavior: Adaptive. Those associated with water are frequently of a neutral alignment. They are fast to change tactics, rarely staging the same kind of assault twice in a row and usually moving their forward attack posts as well. When faced with obstacles they consider a variety of solutions, employing a different one with each failure.

NEW FEAT: MANA-WREATHED

Prerequisites: Proficiency bonus of +3 or higher

Your primal connection to Vast Kaviya is exceptionally strong, often manifesting in additional protection to the heavy garb you wear without your ever realizing it. While you are wearing light or medium armor, you gain a bonus to armor class equal to half your Mana modifier.

You also gain an additional benefit determined by your element:

- **Air:** Your speed increases by a number of feet equal to your Mana modifier.
- **Earth:** Once per round, you can use a bonus action or reaction and gain a bonus to Strength (Athletics) checks equal to half your Mana modifier.
- **Evil:** Once per minute, you can use a bonus action and gain a bonus to Charisma (Intimidation) checks equal to your Mana modifier.
- **Good:** Once per minute, you can use a bonus action and gain a bonus to Charisma (Persuasion) checks equal to your Mana modifier.
- **Fire:** Once per round, when a creature within 5 feet of you hits you with a melee attack, it takes an amount of fire damage equal to half your Mana modifier.
- **Water:** You gain a bonus to Intelligence (Arcana) checks equal to your Mana modifier.

New Ability Score: Mana

Magic is an oft-abused resource and those with it are forced to hide or flee because of their talents, yet the extreme verdancy of the world and its abundance of sentient life forms not just the Kaṇavu-Valai but a veritably boundless reservoir of primal energy as well. Adventurers with a sufficiently potent spirit can subtly reach out to the subconscious influence of Vast Kaviya to unknowingly bend the very reality around them to their whim, their power to change the world literally growing with their prowess.

Your character's Mana ability score is equal to 10 + character level. Mana checks are d20 + Mana modifier and their results vary, but are always at the GM's discretion. You can make a number of mana checks equal to half your proficiency bonus. You regain any expended uses when you finish a long rest.

No action is required to make a Mana check. You state a resource and your goal. The resource of a mana check is always based off of an environmental factor using a primal element, and a goal describes the desired effect of the mana check on a success. The GM considers how unlikely the goal is and sets a difficulty that might be lower or higher depending on how much resource is available for the mana check—a water mana check is much easier to perform on the open water than while fighting beside a stream, and a fire elemental mana check is more likely to succeed on the rim of a volcano than while near a campfire on the frozen tundra.

During character creation choose a primal element with an aspect that suits your character's beliefs, tactics, race, or alignment (air, earth, evil, fire, holy, or water). When making a mana check using that primal element, you have advantage.

Dragonborn & Genasi. The elements associated with these races are often determined by subrace.



Table: Example Mana Checks

Difficulty	DC	Element	Example
Likely	10	Air	<i>A sudden wind whips up the mountainside in a furious zephyr. During the next round, one ranged attack targeting the elven sorcerer (their choice) has disadvantage.</i>
Unlikely	13	Water	<i>The river's current suddenly turns swift and the undertow drags down the target of the human fighter's critical hit, forcing it to fall prone.</i>
Rare	16	Fire	<i>The gnoll ranger's arrows kiss the flames nearby and catch alight in midair. As long as she shoots through a square with a flame in it (from a campfire, torch, or other source) until the end of her turn her ranged weapon attacks deal an extra 1d6 fire damage.</i>
Unbelievable	19	Good	<i>Sunlight from above flashes off of the aasimar paladin's shield with a fierce brilliance and the two enemies in front of her are blinded until the end of her next turn!</i>
Ridiculous	22	Earth	<i>Suddenly the dirt and rock beneath the giant's feet shifts causing it to stumble against the dwarven monk's furious assault. Until the start of its next turn, all melee attack rolls against the giant have advantage.</i>
Impossible	25	Evil	<i>Some of the evil power animating the undead gathers briefly and flashes around the head of the tiefling warlock's spear, exploding to make a successful attack into a devastating critical hit.</i>

Primitive Weapon Materials

There's practically no steel to be found in the lands of Vast Kaviya and the few who do have the knowledge to smith it hide the techniques from the world at large. Instead most weapons are forged from bronze or iron, formed from obsidian or other stone, or no more than whittled down and fastened bone. Unless stated otherwise, most weapons and shields are made of bronze.

ANTLER OR HORN

Mostly suited for piercing weapons, with care and time an antler or horn can be hewn and worked into a fearsome edge.

- Creatures with the Evil primal element take a –2 penalty on attack rolls using antler or horn weapons.

BONE

Grisly as it may be, bone is a strong material frequently hewn into weaponry. Usually it's meant to pierce or slash, but the femur of a massive creature can easily become a greatclub or even perfected into a maul. Thanks to the Mana coursing throughout Vast Kaviya's creatures the remains of the freshly killed keep a touch of primal power within, making the weapons carved from their bones all the more dangerous.

- A bone weapon functions as magical when striking a creature with immunity or resistance to nonmagical weapons.
- When an attacker rolls a natural 1 on an attack roll using a bone weapon, it rolls an attack roll against AC 10. On a failure, the bone weapon becomes broken.
- Creatures with the Good primal element take a –2 penalty on attack rolls using bone weapons.
- Bone weapons cost 50% more than their listed price in the core *Fifth Edition* rules.



BRONZE

One of the only technological advancements to spread across Vast Kaviya has become common everywhere copper and tin can be mined then melted down, mixed together into a malleable material, and cast into blades and shapes of all sorts.

- When a bronze weapon or shield takes 20 or more fire damage (30 or more if it has the Heavy property) in one round it becomes broken.

IRON

This metal's ore is common enough, but melting the useful parts out requires tremendous heat and sophisticated equipment far beyond the ken of most mortals in Vast Kaviya. Those who do know the process and are capable of forging iron weapons are wont to share the knowledge.

- Iron weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- Iron weapons cost 25% more than their listed price in the core *Fifth Edition* rules.
- Iron rusts when not protected from air and water. For every week that an iron weapon or shield is not treated with oil over the course of a short rest, or for every day it is exposed to the open air or in water, it gains one level of rusting. For each level of rusting a weapon has, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. An iron shield reduces its bonus to armor class by 1 for every two levels of rusting it has, and is destroyed when it has 5 levels of rusting.

OBSIDIAN

When expertly flaked the edge of this rock becomes lethally sharp, and though it only sometimes matters those fell kaviyans who engage in blood rituals prefer to do so with an obsidian blade.

- When an obsidian weapon is used to score a critical hit, the wielder can choose for a part of it to break off into the target. If the target is a living creature it takes 1d4 damage at the start of its turn every round until the wound is stanching with a successful Wisdom (Medicine) check (DC equal to damage from the critical hit) or the target receives magical healing. The obsidian weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.
- When an attacker rolls a natural 1 on an attack roll using an obsidian weapon, it rolls an attack roll against AC 14. On a failure, the obsidian weapon becomes broken.
- Creatures with the Air primal element take a -2 penalty on attack rolls using obsidian weapons.
- Obsidian weapons cost 25% less than their listed price in the core *Fifth Edition* rules.

STEEL

Although common in medieval fantasy, a steel weapon in Vast Kaviya is practically enchanted and as rare as any true magic item.

- Steel weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- Steel weapons cost 50% more than their listed price in the core *Fifth Edition* rules.

STONE

The vast majority of kaviyans wield stone weapons made of knapped flint or chert.

- When an attacker rolls a natural 1 on an attack roll using a stone weapon, it rolls an attack roll against AC 12. On a failure, the stone weapon becomes broken.
- Creatures with the Air primal element take a -2 penalty on attack rolls using stone weapons.
- Stone weapons cost 50% less than their listed price in the core *Fifth Edition* rules.

EVERYTHING BREAKS EVENTUALLY

Using a broken piece of equipment isn't ideal, but when wielding primitive weaponry and shields it's often the case during combat that a warrior must make do with what's at hand. A broken weapon or shield can be repaired with a DC 12 Dexterity or Wisdom check over the course of a long rest. This check can be attempted during a short rest by making it with disadvantage, but rushing endangers the repair and on a failure all the materials become useless.

Broken Weapon. When you hit with a weapon attack using a broken weapon, you deal half damage.

Broken Shield. While wielding a broken shield, you only gain a +1 bonus to your armor class.

The tale of Nakkra's victory, eh? Are you not tired from the day's labors? Very well, very well. Her journey took her beyond the Hidden Peaks Mountains you know, what many at the time thought to be the World's End. She did too at first—it seemed the same to her when she reached the other side, greeted by a sight so dismal she thought it was the shadowed lands of the dead. To the east were bogs like the Pits of Cowardice where dead warriors lacking courage wallow in tar until they become it. The lands north were as barren as the Mutṭālka!—not sandy like her home, but dry and cracked earth with not a living thing in sight. The most promising territory was to the south, long flowing fields of green like the Grasses of Inpam, and it is there where she headed, only now starting to realize just how vast the world around us truly is.

Along the mountain's east base were trees in a flooded forest, a place as full of water as it was insects. At first these were merely pests but soon they gathered like a storm, and the verminous hordes chased Nakkra and her companions north into the Shattered Badlands. Soon after a tempest fell upon them all, the ferocity of it tearing the small creatures out of the air to be smashed upon the ground! When the storm cleared she pushed further, discovering many canyons and a tribe of dinosaur folk: the taino-kar. What? Yes, yes. Just like Xitrotha. But in her time none of us had ever seen or even heard of a taino-kar. Would you like to tell the story? No? Then do not interrupt! Unlike you, Nakkra understood respect and she won it from the Swiftclaw Tribe by hunting down and slaying the monstrous Syrnosaur, a blood-sucking lizard that preyed upon the taino-kar without mercy.

Yet this was not the only tribe to suffer from the ghostly dinosaur, and when word spread that Nakkra had killed it she used this goodwill to unite the Longwalker taino-kar from the Raining Grasslands, sealing the pact by undertaking their steed ritual and returning astride a tyrannosaur—a creature as deadly and enormous as the one she'd slain, though it ate of prey flesh like any other of its kind. With such an incredible beast as her mount she was declared legend and soon dinosaur folk from all over flocked to see her. Finally Nakkra had gathered together the army she needed to avenge her slaughtered kin.

First they spent a season preparing for the great battle by hunting and curing meat, gathering furs, and learning how to fight aside one another, and then Nakkra lead her army beneath the Hidden Peak Mountains back to her homeland. They appeared in the sandy dunes far behind enemy lines, and although still far outnumbered, with their dinosaur-mounted warriors they easily penetrated Akxnedris' guard. Nakkra engaged the mystic in combat, and before its end her tyrannosaur disintegrated from beneath her and her druid companion was crushed by an unseen fist, but all the same her axe found its way into the lizard-sorceress' skull. With their leader dead the aggressors that wiped out her kin were broken, exiled from the Fine Desert upon pain of execution, and with her victory over them it was an easy thing for Nakkra to unite the peoples of many different places—the Barrowstrikers of the Broken Hills, the Dwellers in the Rhyngar Cliffs, the Raining Arrows of the Jagged Coast—but I grow weary and these trials of mastering the realm are tales for another day...

CHAPTER 3:

EXPLORATION RULES

To simply survive in Kaviya is not enough—heroes in this campaign setting explore the boundaries of the known world, pushing out further than any of their ancestors to strike up new homesteads and colonies that expand the territory of their clan, tribe, or the kingdom they call home.

Weather Events

Every day of travel in Kaviya, roll 1d20. On a 20, the adventurers come across one of the following weather events.

Table: Weather Events

1d6	Weather Event
1	Dust Devil
2	Fog
3	Gusting Zephyrs
4	Storm
5	Tremor
6	Vermin

DUST DEVIL

A whirlwind of dust randomly moves across the region. A 5d10-foot × 5d10-foot area defines the dust cloud, and it moves 1d6 × 5 feet in a random direction each round.

A creature caught outside of shelter and in the cloud must make a DC 15 Constitution saving throw at the end of its turn or be blinded for 1 round. Failure on this save by 5 or more causes a creature to take 1d4 slashing damage.

FOG

A massive bank of mist roils over the landscape and doesn't dissipate for 1d4 hours. The heavy fog blocks even darkvision, making all creatures and objects within it heavily obscured.

GUSTING ZEPHYRS

Strong winds suddenly fill the atmosphere. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights. Ranged attack rolls are made with disadvantage and creatures with a flying speed move at half speed. In addition to the effects noted, these gusts of wind can do anything that sudden blasts of wind would be expected to do—create stinging sprays of sand or dust, overturn delicate awnings or hangings, or keel over a small boat.

STORM

It begins to rain or sleet heavily (depending on the environment). The weather lightly obscures vision and all creatures in the region have disadvantage on sight-based Wisdom (Perception) checks; if the weather is rain, this also applies to hearing-based checks. The weather extinguishes open flames. In the case of sleet, the ground becomes slippery until 1d4 hours after the storm passes, requiring all creatures to succeed on a DC 10 Dexterity (Acrobatics) check to avoid falling prone the first time they attempt to move on it.

TREMOR

Earth tremors force all creatures on the ground to make a DC 15 Dexterity saving throw or fall prone. There may be major structural failures nearby, impacting trees and structures within 100 feet. Trees up to 30-foot in height fall in random directions, affecting 5-foot-wide, 30-foot-long areas. Structures collapse into a 15-foot-wide radius bury zone. A creature under the falling items takes 22 (4d10) bludgeoning damage (or half that with a DC 15 Dexterity save). The area underneath the collapsed section then becomes filled with rubble, and is treated as difficult terrain.

VERMIN

A plague of vermin migrate from one part of Kaviya to another and wreck havoc on everything in their path. A [Gargantuan swarm of insects, rats, or other appropriate vermin](#) (400 hit points) appears in a random location and begins to move randomly across the region 1d6×5 feet in a random direction each round. Rats cause difficult terrain in a 10-foot square; insects or bats cause disadvantage on ranged attacks and Wisdom (Perception) checks in the same area.

WINTRY HAZARDS

There are numerous threats posed by cold climates beyond the bitter cold.

FALLING ICE

Fierce winds knocked down icicles from above, carrying them down to crash below dealing 2d8 bludgeoning and piercing damage. Creatures that make a DC 14 Dexterity saving throw take half damage. Any creature that takes 5 or more damage from falling ice is knocked from the mountainside, falling 30 feet (taking 3d6 bludgeoning damage upon landing).

MICROSTORM

Pockets of pressure generate a spontaneous microstorm to whip down the mountain, hitting the adventurers as they are halfway through a stretch of climbing. The remaining distance to be traveled is 150 feet from the

lead creature in a gradual horizontal ascent. The first round as sprinklings of water begin to fall, the DC of Strength (Athletics) checks to stay on the wall is 8, or 11 to move at half speed. For every 2 rounds afterward the DC to remain on the wall increases by +1 and the DC to continue moving increases by +2. A microstorm lasts for 3d4+3 rounds.

SINKING CREVASSE

While traveling up a hill the creatures' weight shifts a shelf of ice over an air pocket, breaking it open in a crevice that widens to swallow up everything nearby! The first round a sinking crevasse is activated the creature that triggers it (roll randomly to determine which) makes a DC 18 Dexterity saving throw or falls into the air pocket, dropping 1d4 x 10 feet (taking 1d6 bludgeoning damage upon landing for every 10 feet fallen). Adjacent creatures make this saving throw with advantage. Failing by 5 or more means an adjacent creature also falls, but otherwise they grab onto the edges of the crevice and can climb up on their turn with a DC 13 Strength (Athletics) check. At the end of the round, if any creature is within 10 feet of the sinking crevasse's edge it expands 5 feet in every direction, widening the hole and dropping clinging creatures inside. A creature in the bottom of a sinking crevasse must dig their way out in a process that takes an hour.

SNOW SLIDE

Sunlight glancing off the top of a snowy incline has shifted it, rolling chunks down the mountain and triggering more tides of white to roil downhill. Creatures able to brace themselves against the terrain (using a boulder or tree) make a DC 15 Strength saving throw and freestanding creatures make a DC 16 Dexterity saving throw. Failure causes a creature to take 3d4 cold and bludgeoning damage and gain the grappled condition as it rolls down the hill with the snow, traveling 60 feet each round until it regains its footing. Each round a rolling creature makes a DC 12 Dexterity saving throw to stop. After rolling for 2 rounds, each round there is a 50% chance a creature is buried in the snow. A buried creature gains the restrained condition and takes 1d4 cold damage each round until it succeeds a DC 13 Strength (Athletics) check to climb and wriggle out.

JUNGLE DANGERS

Bloodmold. Wounds infected by poisonous spores wafting through the air of the jungle can carry dangerous toxins through the bloodstream, making it difficult to heal from injuries. When a creature is reduced to less than half of its hit points while inside of the jungle during the night, it must succeed on a DC 13 Constitution saving throw or become infected. It takes 2d4 hours for bloodmold's symptoms to manifest in an infected creature. Symptoms include lightheadedness and disorientation. The infected creature only restores half as many hit points as normal from magical healing, when spending hit dice during a short rest, or after taking a long rest. At the end of each long rest, an infected creature must make a DC 13 Constitution saving throw. After 2 successful saving throws, the creature recovers from the disease.

Stomach Parasites. Invisible to the naked eye, travelers know better than to drink from waters deep in the wilderness for fear of ingesting these stomach parasites. When a creature drinks or otherwise consumes water contaminated by parasites, the creature must succeed on a DC 12 Constitution saving throw or become infected. It takes 1d4 days for symptoms of a stomach parasite to manifest in an infected creature. Symptoms include stomach cramps, taut skin, and extreme muscle definition. Every week, the infected creature doubles the amount of food and water it needs to survive. An infected creature that does not receive enough sustenance regains no healing from short or long rests. A creature can cure the disease with a *greater restoration*, or an attack or spell that deals 10 points of force damage per week of infection.

Tinea Cruris. Wearing one's armor too long and going without washing has its consequences in humid environments. When a creature has gone a week without bathing or more than 3 days without cleaning a suit of armor they wear each day, the creature must succeed on a DC 8 Constitution saving throw or become infected. It takes 2d6 days for tinea cruris symptoms to manifest in an infected creature. Symptoms include itching and odor in the groin. The infected creature emits a stench that gives it disadvantage on Charisma ability checks made against creatures within 10 feet. Every week, the infected makes a Constitution saving throw (DC 8 + 1 per previous save) or the range of its stench increases by 5 feet (to a maximum of 20 feet). After 5 successful saving throws the creature recovers from the disease.

Discovering New Regions

Whenever the adventurers uncover a new part of the map, the GM chooses from or rolls on the following tables to generate what they find: two geographical areas, two inhospitable terrains, and one warlord.

GEOGRAPHICAL AREAS

When entering a geographical area in a new region the GM rolls to determine the number of settlement resources available there. The precise size of a region and whether or not any of these die pools change are at the GM's discretion.

Table: Resource Availability

1d8	GEOGRAPHICAL AREA	Manpower	Natural Resources	Supernatural
1	Arctic	Low (2d6)	Low (2d6)	Rare (1d6)
2	Badlands	Low (2d6)	Low (2d6)	Rare (1d6)
3	Coast	High (6d6)	High (6d6)	Very Rare (1d4)
4	Desert	Low (2d6)	Low (2d6)	Rare (1d6)
5	Forest	Medium (4d6)	High (6d6)	Very Rare (1d4)
6	Grassland	High (6d6)	Medium (4d6)	Very Rare (1d4)
7	Mountain	Medium (4d6)	Low (2d6)	Rare (1d6)
8	Swamp	Medium (4d6)	Medium (4d6)	Rare (1d6)

INHOSPITABLE TERRAINS

For all the life that persists across Kaviya there are great swathes of the planet that resist occupation, environments so dangerous that any creature that attempts to live within is doomed to an early demise.

When the PCs reach a new area of the map, add two Inhospitable Terrains, two Geographical Areas (roll 1d8 to randomly determine what they find, rerolling as necessary), and possibly a warlord. Furthermore the GM should use these areas as obstacles to direct the party's expansion towards where the campaign needs them to be going—and to reward them if they make it across one of these hellish environs.

Corrosive Marshes. The primordial liquids of Kaviya's birth sometimes bubble up to the surface to destroy the landscape. Everything that might have caught in the soil is annihilated by these acids borne from deep underground but not all at once—what results is a shifting soup of treacherous, small islands of loosened earth and dried sludge. Only creatures immune to corrosion or the insanely confident try to cross these deathtraps, though there are fools aplenty that buy false maps claiming to reveal safe paths to walk across. At the start of a creature's turn it makes a DC 11 Dexterity (Acrobatics) check. On a failure, it loses its footing and steps into the acid morass, taking 7 (2d6) acid damage.

Dust Flats. Badlands that are utterly choked out of water and devoid of vegetation, almost no creatures live in the sun-scorched dirt. Worse yet are the frequent sandstorms: enormous clouds of grit that can descend on an area within moments. A creature caught outside of shelter and in the cloud must make a DC 15 Constitution saving throw at the end of its turn or be blinded for 1 round. Failure on this save by 5 or more causes a creature to take 1d4 slashing damage. Exposed structures take 1 point of slashing damage each round.

Frozen Tundra. Much of the lands near Kaviya's poles are barren of life because of a subfreezing climate but so too are some of its high altitude steppes and mountainous regions. The constant chill is too much for most creatures to bear, gradually sapping away their vigors until they become frozen carcasses in the snows. Every hour traveling a creature makes a DC 13 Constitution saving throw or it takes 5 (2d4) cold damage. Failure on this save by 5 or more causes a creature to gain one level of exhaustion. In exceptionally frigid areas (the peaks of Kaviya's tallest mountains or right on its poles) this save is made every 10 minutes.

Gaseous Waters. Primordial gasses trapped beneath Kaviya's surface can squeeze up from the bedrock under all kinds of bodies of water, bubbling up to explode in coughs of the planet's birth that can knock creatures out or even kill outright. Every 1d20 minutes while traversing Gaseous Waters, a gas bubble rises up and breaks the surface of the water from a point within 15 feet. Creatures within 30 feet of the gas bubble make a Constitution saving throw or suffer from its effects (as per Table:Gaseous Waters).

Salt Deserts. An arid desert presents enough obstacles to dissuade many a traveler but salt deserts are even deadlier, sapping away all the moisture that would otherwise allow for a scant bit of life. Creatures in a salt desert require five times as much water as normal to avoid dehydration.

Scorched Plains. Fierce atmospheric combat is waged above these badlands, the electromagnetic forces generated in the clouds soaring down in massive electric jolts in a panic-inducing frequency that blasts away whatever dares walk the scorched earth. At the end of every minute while in this region, roll 1d100. On a 1 or 100, lightning strikes down and hits a creature. Roll once for each group of creatures within 10 feet of one another or individual creature. When striking a group of creatures, roll randomly to determine which creature is hit. A creature that wishes to take the hit can make a DC 20 Dexterity saving throw to interpose themselves between the target and the lightning bolt. A creature hit by a lightning bolt takes 35 (10d6) lightning damage and is deafened for 1 minute.

Storm Seas. Kaviya's oceans are immobile as are many of its bodies of water—but not all. There are whole seas that gradually move from one region to another, the forces of supernatural planetary energies in the atmosphere creating constantly raining storm patterns pushing ever further in one direction. When placing a storm sea on the map, it must be adjacent to a salt desert. Movement against the direction a storm sea is traveling is halved. Ability checks made to move in the same direction have advantage, and ability checks made to move in the opposite direction have disadvantage.

Volcanic Fields. The fires of creation are still lit across some of Kaviya's badlands and the magma can leap up out of fissures in the earth that form with little to no warning, spitting flaming death up into the air. Every 100 feet of travel in a Volcanic Field, roll 1d20. On a 20, the terrain rumbles and spits up lava from a point within 50 feet. When a creature comes within 20 feet of the lava or starts its turn within 20 feet of the lava, it takes 4 (1d8) fire damage and makes a DC 10 Constitution saving throw. On a failure, it gains one level of exhaustion.

Table: Inhospitable Terrains

1d8	Inhospitable Terrain
1	Corrosive Marshes
2	Dust Flats
3	Frozen Tundra
4	Gaseous Waters
5	Scorched Plains
6	Salt Deserts
7	Storm Seas
8	Volcanic Fields

Table: Gaseous Waters

1d6	Gas	DC	Effect
1	Corrosive	17	4d4 acid damage
2	Fatigue	15	One level of exhaustion
3	Incapacitating	13	Become incapacitated for 1d4 rounds
4	Incendiary	16	4d4 fire damage
5	Poisonous	14	4d4 poison damage and poisoned until this damage is healed
6	Sleeping	12	Fall unconscious for 10 minutes, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake

Settlements

As they go about the world the adventurers will come across resources to use for carving out a hamlet or a town—either Manpower, Natural Resources, or Technology—to spend on Settlement Attributes to make a settlement Appealing, ample with Natural Resources, functioning in an Orderly manner, and Secure (at least when the PCs aren't around).

SETTLEMENT SIZE

The larger a settlement is the more frequently it is attacked by raiders, warlords, and the various Kaviyan predators. As a general rule these attacks are done quickly and do not occur when the PCs are not around to aid in the defense of their community.

Traveler Foot Traffic.

Communities naturally attract people. Even if they aren't settling down folks rely on settlements to acquire resources (like tools, food, water, or clothing) that they couldn't salvage, as sources to find out information from other settlements, and—in the event of advancing warlords—a place to seek protection.

The frequency of Traveler Foot Traffic is derived from the Manpower resources available in the Geographical Area a settlement is in (see Table: Resource Availability). Very light means the frequency is calculated by month, light means the frequency is calculated for every 2 weeks, mild means the frequency is calculated every week, and heavy means the frequency is calculated every day.

When determining if a visitor comes by a settlement, the GM rolls 1d20 and adds the appropriate modifier to the roll. On a result of 20 or more, a traveler comes to peacefully interact with the community in some way. There is a 20% chance per +4 bonus that this visitor is a merchant or trader of some kind.

Settlement Resources. Settlement Resources are used to construct settlements, acquired as the adventurers explore more of Kaviya. In general the PCs should encounter Settlement Resources during any quest: 1d4 for a Settlement Resource with Low availability, 2d4 for a Settlement Resource with Medium availability, and 3d4 for a Settlement Resource with High availability. Just encountering a Settlement Resource does not give the party control of it however—they need to convince, collect, or salvage what they've found and bring it back to the places they want them used.

For every 1 point of acquired Settlement Resource the party spends on a settlement, all of its corresponding attributes gain 1 point.

Table: Settlement Size

Settlement Attribute Total	Settlement Size	Traveler Foot Traffic	Attack Frequency
50	Hamlet	Very light (+4)	Once every month
100	Village	Light (+8)	Once every two weeks
300	Town	Mild (+12)	Once a week
600+	City	Heavy (+16)	Twice a week

MANPOWER (+ORDER, +SECURITY) — CHARISMA

Defensive bandits, stubborn settlers, and hard bitten survivors eking out their own living can be convinced—in exchange for a small token of esteem, the doing of a favor, or in response to a particularly persuasive argument—to live amongst others.

When the PCs encounter Manpower, they must convince the people they've found to utilize or visit their settlement. Doing so requires a DC 15 Charisma (Persuasion) check or DC 18 Charisma (Intimidation) check. Failure on this check does not mean the adventurers are unable to convince these folks, only that they'll either have to buy them off with gifts (of either gold, weapons, or other valuable salvage) or perform a favor (usually itself a small quest) to bring them around.

NATURAL RESOURCES (+APPEAL, +NECESSITIES) — WISDOM

Clean groundwater, edible food to gather or farm, and livestock are far and away the most important elements needed for a settlement to truly thrive. Though it is possible to have a successful settlement without plentiful natural resources, it is far more difficult to appeal to followers and prone to chaos among the citizenry.

When the PCs encounter a Natural Resource, in order to cultivate and effectively use it they must succeed on a collective DC 14 Wisdom (Survival) check. This collective check uses the highest proficiency bonus of adventurers that have proficiency in the Survival skill but utilizes all of the party's Wisdom modifiers.

SUPERNATURAL (++)NECESSITIES) — INTELLIGENCE

Kaviya is a vast place but it is also a relatively new world where the magic of creation can be found sitting there, raw and untouched. Whole civilizations have sprung up around a Supernatural wonder when it expresses the primal forces of nature—causing deserts to bloom and diseased bogs to dry into verdant plains.

When the PCs encounter a Supernatural resource, properly salvaging and transporting it (or identifying it) requires a collective DC 13 Intelligence (Arcana) check. This collective check uses the highest proficiency bonus of adventurers that have proficiency in the Arcana skill but utilizes all of the party's Intelligence modifiers.

EXAMPLE SETTLEMENT RESOURCES

The size of each example resource below can vary widely—a magic plant might be a whole tree and a tribe could be a few people or a few dozen. The GM has to determine exactly how many different resources there are in a given region (see Table: Resource Availability). For each Settlement Resource, roll on the table below to determine what it is.

CULTS, DESTROYED CITIES, AND UNNATURAL LANDSCAPES

In all cases, the GM gets the final call on what Settlement Resources are available and the DCs required to salvage them. For instance, isolated and exotic locales might have an abundance of supernatural resources but getting at them will be harder and they offer little in the way of natural resources. On the other hand a series of lush valleys where a secret society lurks has lots of Manpower and Natural Resources, but the very individuals the PCs are trying to help remain under the influence of others and sabotage the party's efforts.



Table: Settlement Resources

1d12	EXAMPLE MANPOWER RESOURCES	EXAMPLE NATURAL RESOURCES	EXAMPLE SUPERNATURAL RESOURCES
1	A tribe of barbarians	Springwater from higher elevation	<i>raw mana</i> (1d4+2 uncommon pieces; pages 176–180)
2	Travelers captured by monsters	Abandoned cache of preserved grain	<i>primordial plant</i> (+2 Strength to all creatures within 100 ft. while each is touching ground)
3	Loose-knit band of hunters	Grove of fruit trees	<i>wild magic seeds</i> (bag of beans)
4	Dwarven clans hidden underground	Large herd of beasts of burden	<i>plentiful gourd</i> (decanter of endless water)
5	Small band of farmers protected by a retired warrior of renown	Verdant cemetery of a dead druid	Stone that's always warm and heats in water (up to boiling)
6	Survivors of a recently raided settlement	An impressive patch of soil perfect for farming	<i>smoking stone</i> (eversmoking bottle)
7	Royal exiles hiding in the wilds	A well	<i>raw mana</i> (1d4+2 uncommon pieces, 1d4 rare pieces; pages 176–180)
8	Commoners accused of witchcraft	Field of wild-grown vegetables	<i>magic rock</i> (+2 Constitution to all creatures within 100 ft. while each is touching ground)
9	Outlanders scattered by beast attacks	Easily diverted stream	<i>primal pebbles</i> (when circling a settlement or building grants advantage to Mana checks)
10	Elven outcasts looking for a new territory and home	Packs of semi-domesticated horses	Friendly pack of dog spirits that patrol settlement
11	The families of defeated warriors in search of safety	Compost heap on an abandoned farm	<i>mystic water</i> (creature can drink direct from source 1/day to heal 1d4 hit points)
12	Escaped slaves eager for a community	A natural spring bubbles up	<i>raw mana</i> (2d4 uncommon pieces, 1d4+2 rare pieces, 1d4 very rare pieces; pages 176–180)

SETTLEMENT ATTRIBUTES

Settlement Attributes are determined by the Settlement Resources spent on them—until the party spends them on a settlement, its Settlement Attributes are 1. Should a Settlement Attribute be reduced below 1, for every additional point it would lose from that Settlement Attribute it loses 1 point from all other Settlement Attributes instead.

Alternatively, a settlement gains 1 follower for every 10 points of attributes it has but PCs should remember that the bigger a settlement is, the bigger a target it becomes.

APPEAL

Appeal can mean different things to different people—a settlement with a high Appeal might be facing a breathtaking vista, based inside of proper buildings, or have a community that is well-knit and supportive. Appeal is used to attract followers more quickly than normal and can convince merchants to stay in a settlement. When a settlement's Appeal is its highest Settlement Attribute, it has one more follower than normal and PCs have advantage when making Charisma (Persuasion) checks to convince a trader to join the community.

NECESSITIES

Necessities are the basic needs that living creatures require in order to continue living: food, shelter, and water. A settlement with a high Necessities has access to plentiful natural resources, no shortage of materials to shelter the community, and is near clean groundwater tapped by several wells. Necessities are the backbone of any settlement and provide the PCs with food and water without the need for salvaging to sustain themselves (leaving them more time to explore Kaviya). Each week a settlement provides a number of days worth of food and water to the party equal to its Necessities score (enough for each PC).

ORDER

Settlements are not unlike living creatures and require regular maintenance to function correctly. A settlement with a high Order has some kind of balanced social atmosphere, trust between members of the community, and various types of labor happening with regular frequency (like a local healer or metalworker).

Order makes a settlement run efficiently but also brings amenities to the PCs, removing the trouble of having to travel for specialized services. For every 15 points of Order a settlement has, one follower is technically skilled in some way. These followers might be blacksmiths, healers, wise folk, or any other role the GM deems fitting, but they will not venture beyond the bounds of the settlement with the PCs without being compelled or forced to do so.

SECURITY

The best offense is a good defense and settlements with high Security know it, keeping residents at the ready should an assault come upon them. A settlement with a high Security has some kind of law enforcement (be that by its residents or a deputized force), defenses against attack, and is prepared for the various environmental dangers of Kaviya.

When a settlement is attacked the GM rolls 1d100 for the settlement, adding the settlement's Security score to the roll, and a 1d100 for the attackers (be they bandits, beasts, or otherwise; Warlords gain a special bonus to this check based on their tier). When the attackers win this opposed check, the settlement permanently loses 1d4 of a randomly determined Settlement Resource for every 10 points the attackers win by (lowering its Settlement

Attributes). When the settlement wins this opposed check, the settlement permanently gains 1d4 of a randomly determined Settlement Resource for every 10 points the settlement wins by (increasing its Settlement Attributes). For multiple losses or gains, roll each time to determine which Settlement Resource is affected.

When the adventurers join one of these fights, add the character level of each member of the party to the Security roll. The GM should cinematize much of the combat and instead focus on its very end—perhaps the group chases a surviving attacker into the wilderness, have only a few hours to track a kidnapped townsfolk before a terrible storm is expected to fall, or any other adventure seed appropriate to the campaign's plot.

To increase a settlement's Security, PCs can gather more Manpower, hire warriors to guard the settlement (5 gold per month; add the NPC's CR to the Security Settlement Attribute), or train guard animals to patrol it (add half of the beast's CR to the Security Settlement Attribute). At the GM's discretion other tactics (like building defenses around a settlement or isolating it) may also increase a settlement's Security.

INCLUDING WARLORDS

One of the distinct things about Kaviya are the few authorities found across the still primordial world: warlords. When the PCs discover a new territory, roll 1d20. On a 14 or higher one of the areas they discover is occupied by a warlord of their tier (page 28), and on a 19 or 20 they find a warlord of one tier higher. No matter which region the warlord is in the adventurers first hear about the influential figure (or group) from outlanders, hermits, denizens of isolated hamlets, or even the folks living in the party's home settlement. The initial information the PCs receive about a warlord is thus **always** from untrustworthy narrators—GMs should present the mundane as wondrous in these recountings. For instance someone who's never seen soldiering before might mistake the regimental practices of a war-like tribe as a cultish act, unfamiliar combat tactics as clever magic, and so on. In addition, commoners ought to describe warlords as powerful, deadly, and tough, sometimes far exceeding the truth of their real power. Remember that in Kaviya mystery is as powerful as any weapon, so adventurers that want to know more about their possible allies and enemies need to earn that knowledge.



EXPLORATION EXAMPLE

The adventurers—Talrak the 5th level barbarian human, Hagk the 5th level alai rogue, and Delzotz Rawscale the 5th level taino-kar ranger—have conquered the areas around their home territory. After weeks of travel they reach the very edge of their collective knowledge of the world so Stephanie (the GM) breaks out her dice and rolls to see what they find.

First she rolls 4d8: 1d8 each for two geographical areas and two inhospitable terrains. She gets a 3 (coast), 7 (mountain), 3 (tundra), and 7 (storm seas). Perfect! Stephanie also rolls 1d20 to see if they find a warlord but gets an 11 so the areas aren't vied for by any powers of note.

To determine the Manpower on the coast she rolls 6d6 (getting a 13), for Natural Resources she rolls 6d6 (for a total of 17), and for Supernatural she rolls 1d6 (getting a 3). For the mountain she rolls Manpower 4d6 (getting a 15), Natural Resources 2d6 (getting a 9), and Supernatural 2d6 (for a total of 7).

As Talrak argues for climbing the mountains and Delzotz suggests checking the coast, Stephanie rolls out what exact Settlement Resources are in these regions. For the coast's Manpower she rolls 1d12 and gets a 3—a loose-knit band of hunters that aren't worth too much in resources, assigned a value of 4. Next she gets a 5—farmers protected by a retired warrior of renown which she decides is more valuable, getting a value of 6. With 3 points left she rolls the 1d12 again and gets a 9—outlanders scattered by beast attacks, which she thinks is worth the rest.

Stephanie repeats the process for Natural Resources getting a 3 (grove of fruit trees), 8 (field of wild-grown vegetables), 5 (verdant cemetery of a dead druid), and a 2 (abandoned cache of grain), giving all of them a value of 4 (with an extra point for the cemetery). Finally she rolls for the coast's Supernatural, getting a 4—mana pebbles that she allots all 3 of the coast's points to.

She goes through the same process for the mountains. For Manpower Stephanie's rolls get a tribe of barbarians, dwarven clans hidden underground, and survivors of a recently raided settlement (all worth 5 points she reckons). For Natural Resources she gets

springwater from higher elevation, an easily diverted stream, and a compost heap on an abandoned farm (she thinks each are worth 3 points each). Finally for Supernatural she rolls a 1 and a 6—a magic plant (to which she assigns 3 points) and a smoking stone (worth 4 points)!

With a bit of brainstorming Stephanie decides that although there's some livable land along the mountain that much of the region has a sprawling high elevation tundra known as the Ghouclaw Steppes. On one side they drop off dramatically to the Falling Sea, so named for the storm patterns that soar down from the high rocks to wreak havoc on the impassable waters below. Abutting it on either side are the Pointed Coasts and, somewhere along the edges, the party will eventually find a way around either of the inhospitable terrains or over the Spindling Mountains—though how far they'll have to travel and how long that will take she hasn't yet decided (and she doesn't need to, putting that off for later between sessions).

Before they do that however there are two regions to explore! Stephanie was caught off guard by the party's rapid progress today so she takes a bathroom break for a few minutes of privacy, linking together different Settlement Resources—for example, the coast's dead druid could have lured and been killed by the same rampaging beast that displaced the outlanders! In the mountains the dwarven clans are protecting their sacred burning rune (the smoking stone) and the barbarian tribe worship their magic plant, putting them at odds which the adventurers might figure out from clues on the abandoned farm.

During the rest of the session Delzotz spots the grove of fruit trees where they meet the loose-knit band of hunters, and from there Hagk finds tracks leading back to the dead druid's cemetery. The PCs roll a collective DC 14 Wisdom (Survival) check for both and succeed on each, gaining 9 Natural Resources they can spend to gain 18 Necessities for their settlement. Talrak tries to menace the hunters into joining their settlement but only gets a 15 on her Charisma (Intimidation) check—to win these loners over they'll have to kill the mysterious beast that's been slurking out of the Falling Seas to spread mayhem along the Pointed Coast.

Later on the adventurers get embroiled in the fighting between the barbarians and dwarves, choosing one side that destroys the enemy's Supernatural resource leaving the party to add the other to their settlement. When they do (which means relinquishing the item) the Necessities score of the settlement doubles (unless they manage to sneak one of them out, or kill off both factions and take each item for themselves).

But what about warlords? Let's say instead that Stephanie rolled a 16 on the 1d20 when the adventurers first reached this new territory. That means a warlord within the party's tier (which is 4th–6th level). She might choose to make her own group and leader later, or pick the one best suited for the regions nearby—the Mistlings might dwell in a valley hidden amongst the Ghouclaw Steppes or the Pointed Coast could be home to Tohgai the Awakened Reef. If she had rolled a 20 instead, she'd have to choose between C tier warlords, probably picking Rowena the Mana Witch in the Kalavaiyaip for near the tundra or Zivrasa of the Truest Green.

Stephanie has killed a party with water combat before so she leans into the Mistlings, giving them a part in both the unleashed beast terrorizing the coasts and the violent footing of the barbarians and dwarves in the Spindling Mountains. The hunters warn the party to beware of strangely colored fog and to be at the ready when hailing other travelers—there's some sort of foul curse or disease about transforming people into beasts, probably the same thing that made the monstrosity the adventurers are chasing now! The barbarians have similar tales but believe the mists only take children, turning wicked youths into ghostly creatures.

WARLORD THREAT RANGES

Tier	Average Party Level	Warlord
A	Up to 3rd	Ligéi Xóon and the Maiden Eagles, City of Lost, Puteri and the Mother of Kanca
B	4th–6th	Children of Hundred Masks, Ghosts of Urimak Valley, Mistlings of Mother Remembrance, Tohgai the Awakened Reef
C	7th–9th	Karm'ra the Beast of Three, Gragth Bloodfang, Rowena the Mana Witch, Zivrasa of the Truest Green
D	10th–12th	Auntie Gonfler and the Bellows, Grandfather Triskal, Psionicus, Wake of Maws
E	13th–16th	Corryn and the Abandoned, Dwarves of Undermist, Kalar the Lizard Lord
F	17th and up	The Earthstorm, Varasuul the Enslaver

As the sun reaches down to kiss the horizon Jakkvey grabs up the last pile of berries and stuffs them into his pouch, holding it gingerly in his hands while he runs back to the village as fast as he can—Nurmog must be shuffling down from his hut to tell tales about the fire. Jakkvey has been memorizing the old man's stories for years and knows what to expect, certain that the elder will speak about the way the world came to be as it is. He knows this because those are his favorite stories.

Briefly stopping at home cost him time but Jakkvey only misses the start of the first tale, one he's long since committed to memory: the forest children that say Kaviya is a fruit that has grown too fat on its branch, and that they are all little more than its seeds.

Next comes the story told by the jackals that walk on two legs, pack hunters who believe we all live in the Endless Territory, and that we are all just different packs. Packs of humans. Packs of alai. Packs of mongrelfolk and taino-kar and boggards.

Then the old man tells of the toad people's legend, that each people are either born from the muck or floated down from the starry sky, knowing death only after we are touched by the sun's light.

Nurmog explains that mongrelfolk say Kaviya is perfect and that once so were we all—now each tribe is but one shattered part that is destined to one day merge back with the rest.

He recounts what the two-legged dinosaur travelers from far-flung lands once claimed, that all of the world is one massive egg, we no more than parasites on its shell until it hatches at the end of time.

Those kissed by the elements—children of air, or flame, or water, or earth, or more than one—have said that Kaviya is where all their ancestors' homes intersect, finding balance only here, and that the influence of these places shaped not just the lands but our minds as well.

The bug-like kanca, Nurmog says, think that we are the far distant children of giants from the stars or moons, that our great-great-great-great-great-great grand parents once lived above but fled below when the stars fell.

As the fire grows dimmer the elder talks about how some traders told him that we are arrogant fogs that have taken form, while others argued we come from stone and tumbled upon our minds...

And Jakkvey, like he always does by the tenth tale, falls into slumber once again.

CHAPTER 4: NEW RACES

Part of the ancient catastrophe's after-effects is that many species which would have been thinned out by evolution (through aggression and scarcity) have instead flourished. Some may be common in one region and completely unheard of elsewhere—the vastness of Kaviya is rumored to be home to scores and possibly hundreds of sentient races.

AASIMAR

The primal magic of the Kanavu-Valai runs through Vast Kaviya and brings with it the attention of creatures beyond the realm material, both the fiends below and the celestials from above. From time to time they mate with mortals, their offspring treated with fear and reverence for the supernatural talents bestowed by their divine parentage. Those with ancestors from the benign Outer Planes are not as brazen as tieflings, usually choosing to hide their angelic bloodline from those who would exploit them.

AASIMAR TRAITS

Your aasimar character has a number of divine talents, the celestial power running through their blood granting supernatural abilities.

Ability Score Increase. Your Charisma increases by 2.

Age. Aasimar age and have lifespans similar to humans.

Alignment. Most of their kind are devoted to the forces of good but not all.

Size. Aasimar are similarly sized to humans, from barely 5 feet to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. The celestial blood in your veins has blessed you with 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.

Angelic Resistance. You have resistance to necrotic damage and radiant damage.

Healing Soul. Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your level. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Lighted Soul. You know the *light* cantrip. Charisma is your spellcasting ability for this cantrip.

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

Subrace. Angelic blood manifests in three different ways when mixed with that of humanoids resulting in three subraces of aasimar: elated, soul, and vindico. These are the only race options for aasimar in Vast Kaviya (though the GM may allow others at their discretion).



ELATED

As an elated aasimar, your heart soars when you adventure and you bear your heritage upon your feathered back. Your angelic wings do not allow you to fly but they do mark you as



plane-touched, allowing you to hover rather than walk. It's easier for you to look on the lighter side of things and you aren't afraid to take risks, quick to take decisive action.

Ability Score Increase. Your Wisdom score increases by 1.

Float. You do not actually walk on the ground, but instead float just above it. You are immune to the prone condition unless grappled, incapacitated, or restrained, and you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your level. You are not able to float on any surface that would not normally support your weight. Creatures following your tracks have disadvantage on ability checks made to do so if they are not tracking you by scent.

SOUL

As a soul aasimar, the your divine blood crackles like electricity and allows you to reach out with your mind. The gift of telepathy gives you a special kind of understanding of other creatures, and your ability to be supernaturally direct encourages you to be bold.

Ability Score Increase. Your Constitution score increases by 1.

Telepathy. You can mentally communicate with any creature within 30 feet of you that is able to understand a language. If you gain telepathy from a class feature, magic item, or spell, its range increases by 30 feet.

VINDICO

As a vindico aasimar, you are filled with a divine vigor that grants power to your limbs and spurs your wounds to heal. You chafe when forced to rest or be inactive, and instead always look for an obstacle to overcome or task to achieve.

Ability Score Increase. Your Strength score increases by 1.

Fast Healer. When spending hit dice during a short rest, you heal twice the normal amount.

Otherwalker. Your body can become ethereal for short bursts of time. While you are not grappled or restrained, you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. You may use this feature for a number of rounds equal to your proficiency bonus. You regain expended uses after a long rest.

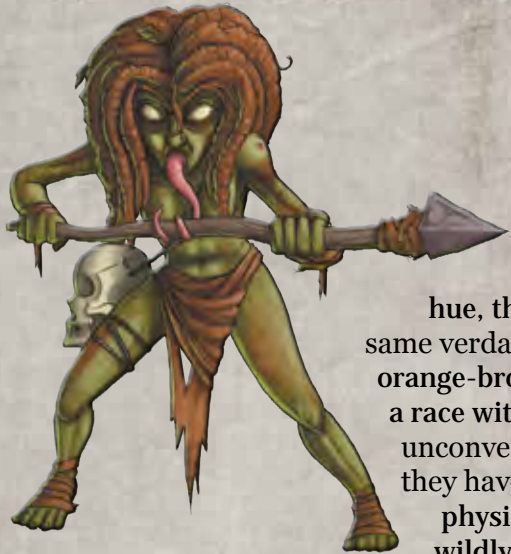
Alai

The hunters knew to be wary in these jungles, told that the trees themselves had spawned children that walk like humans and wield weapons able to kill. Each carry three torches, one of them lit and in hand ready to scorch any such creature for it was also said that they fear the flames even more than they do a metal blade. So far no one had spotted these plant-children, but the sound of the forest around them was strange and off somehow, like the creaking branches and gusts of wind were having a conversation only they could understand. All of a sudden a net of damp vines drops from above to knock down the two hunters in the lead, the rest drawing their unlit torches and putting them aflame as they draw into a circle. The jungle seems to speak louder as arrows start flying, felling another half dozen of the invaders, and as the last of them looks around their final thought is that the trees were not speaking—it was their ambushers the whole time.

There are places in the world near the Kanavu-Valai but far more have been touched upon by its mystical waters, sometimes changing or spawning new life in its wake—like the plantfolk known as alai. Found in forests, jungles, and woodlands of all kinds, these hardy creatures are intrinsically devoted to nature, espousing the magics of druids and rangers at the expense of all things arcane or otherwise divine. Despite this common ignorance alai have both a deep connection to the environment and their inner spirit, a wild force that drives them to survive against the harshness of Vast Kaviya's many predators and dangers. When encountered alone an alai is usually only a nuisance but when a whole tribe has raised their spears they can rightfully inspire fear in the hearts of the greatest of beasts.

BORNE OF THE VINE

Alai are not a large peoples, few growing taller than 3 feet in height, but they are denser and heavier than similarly sized creatures of flesh. All have green skin and eyes of yellow or purple



hue, their hair the same verdant color or orange-brown. For a race with such an unconventional diet they have impressive physicality and wildly different

variations, some with mouths like other humanoids, others with plant-like tongues that resemble a thick pistil, and many with vicious fangs never intended for anything more than ripping flesh.

HOSTILE PEACE

As creatures that quite literally live off of the land alai usually lead relatively peaceful, quiet existences isolated in the deep wilderness—they have no need to hunt or harvest anything more than water and rich soil making them unreliable prey. Predators are also dissuaded from targeting the alai because they are only very rarely alone even when they appear to be, traveling together in loose-knit groups that cunningly stalk through the undergrowth to ambush any creature that attacks one of their kind. Their communities are unsurprisingly full of strong bonds that make every plantfolk an equal, treasured and respected by all their kin. What they almost universally dislike are outsiders, some settlements taking their xenophobia to disturbingly violent extremes that have led to alai having dubious reputations in certain regions (sometimes even thought to be cannibals or strange undead).

VERDANT VILLAGES

Where the green overwhelms the land and one cannot look without seeing a tree of some kind there is likely a settlement of alai not far away, hidden in the treetops or within tunnels of arched roots. The plantfolk are cautious but extremely territorial, attacking anyone deemed dangerous (usually arcane spellcasters) with a primal ferocity that belies their ancestry. When an alai takes to the world at large and explores Vast Kaviya they tend to become reserved and observant, not just soaking in their exotic surroundings,

the strange people they meet, or understanding new concepts, but also considering the implications of whatever new knowledge they come to hold. Typically an alai settlement is led by its eldest member aided in turn by a council of elders

ALAI NAMES

This race has no permanent genders, every alai able to act as either parent when reproducing (something done in a fashion more akin to fish than humanoids). Instead a newborn is named the first thing they repeat at length, the sound taken to be a sign from the world of what the wild spirit within the alai yearns to accomplish.

Names: Boosh, Cruik, Fibt, Gaga, Haagk, Krak, Lurk, Maazsc, Ooaa, Puffba, Razs, Sath, Troov, Vav, Waawaa, Yaapaa

ALAI TRAITS

Your alai character has an assortment of inborn abilities, their verdant heritage making them resilient to the natural world and able to survive in the harshness of Vast Kaviya's wilderness.

Ability Score Increase. Your

Constitution score increases by 2, and your Wisdom score increases by 1.

Age. Alai reach maturity after only two decades and while most are killed by the dangers of Vast Kaviya long before then, some are rumored to live as long as a millennia or more.

Alignment. The wilds are inherent to the soul of alai and while they can be evil or good in equal measure they are most likely to have chaotic hearts.

Size. Alai average between 2 and 3 feet tall weighing as much as 50 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Creature of Nature. You gain proficiency in the Nature skill.

Fear the Flames. You gain vulnerability to fire damage.

Photosynthesize. Alai don't need to sleep. Instead, they enter a resting state to process sunlight, soil, and water, remaining semiconscious, for 4 hours a day. If you do not have access to one or more of these conditions (in darkness, with no soil, or with no water) you must photosynthesize for 8 hours. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Plant Ancestry. You have advantage on saving throws against being charmed or frightened, and magic can't put you to sleep. In addition, you do not need to eat.

Poison Resistant. You have resistance against poison damage and are immune to the poisoned condition.

Xylem Veins. You have no blood and only sap flows in your veins. When making death saving throws you do not die until your fourth failure.

Languages. You can speak, read, and write Common and Ceṭikal. Ceṭikal is incredibly dialectic, changing dramatically from one tribe to the next. Much of the language is resonant, the subtleties and nuances of speaking it hidden in vibrations that make it nearly impossible for other races to master and easily mistaken for the cracking, snapping, and thrashing of a jungle's branches rustling in the wind.



Boggard

The wily gnomish hunter was confident that his distracting ruse had done the trick, but still he remained hidden in the brush for hours, his legs starting to hurt from remaining motionless for so long. He'd heard the stories of course and until today had given them no credence—leaping frogs twice his size, wielding spears and with magic bellowing out of their throats that shriveled even the most courageous hearts? It sounded like madness. That's what he used to think, before today when he entered the forbidden lands and ran afoul of them: boggards. They leapt down from the canopy and disappeared just as quickly, killing two of his hunting party before anyone knew what was happening. He escaped with the help of an animal friend that ended up in the gullet of one of the frog folk, and he silently promised the little creature that he would not let it die in vain. It was with that thought that the gnome found the bravery to leave his hiding place, a mistake that proved fatal only moments afterward as the creatures hunting him finished the job of protecting their territory.

Slinking through the muck and wallowing amongst filth are one of the world's most resilient sentient species, amphibious creatures that rule over their homes with ferocious tenacity: boggards. These frog-like humanoids are extremely territorial and don't expand from or abandon a place until it's absolutely necessary, unwilling to back down (often to their detriment). This leads some to think they are simple-minded, though truly they're just focused and oriented towards goals with singular vision. As a result they are very superstitious, revering and greatly impressed by the supernatural in all its forms for the incredible things it can accomplish. Most of all they are—even when living amongst others of their kind—loners, lacking much in the way of true familial ties except between siblings. When the bonds between brothers and sisters proves to be weak however, the wrath they can visit upon each other creates epic rivalries that leave swamps spattered in amphibious blood.



TWO-LEGGED AMPHIBIANS

A boggard is a little ungainly but has powerful legs, their squat bodies lanky, wiry, and made of tough muscles. Their skin is usually drab in coloration with mottling ranging from just a little to nearly total, changing from offspring to offspring in the same clutch—many boggards are taught that their destiny is written across their hides, if only they can understand it. Some of their kind have ridges around their eyeballs, but all bulge from their skulls and possess an ever present wet sheen kept moist with their long tongues. What's more disturbing are the rows of dozens of small, sharp teeth lining their jaws, though they are not known to employ them much unless unusually savage. It's not always easy to recognize a civilized boggard either as usually fashion has no place in their cultures because they place immense value on what is functional and necessary (not given to embellishment without purpose).

BORN SURVIVORS

As long as where they dwell is warm, boggards can persist virtually anywhere, but they despise the cold and avoid it when they can. Frog folk are practical about their needs and doing what is necessary for them to survive, always with an eye for morsels to flick out of the air and eat, and most never pass up a chance to wallow in some mud or take a dip in warm water. Their tendency to isolate themselves shrinks away when a group of boggards have gathered in the name of wrath as they are prone to mobs, never dispersing until their demands are sated.

SWAMPTOWNS

Placed like traps in the landscape—in bluffs, groves, and other areas that make them hard to see from afar—are the swamptowns of the frog folk. They have simple buildings made of mud and salvaged wood, usually ruled over by one powerful figure that has unquestionable authority. Citizens scavenge the swamps and nearby lands for prey and anything of value for craft or trade, though few get the chance to take on any specialized rule not handed down by their master. Even when they live in groups however they are isolated from each other, kept together only by iron-handed rule or circumstances beyond their control.

BOGGARD NAMES

Boggard names are chosen by the individual, as parents abandon their eggs and leave offspring to raise themselves. These tend to be short and simple single word names as they used to meet so rarely that further distinction was unnecessary. Some frog folk have taken



to adopting monickers from the culture they have integrated with, creating complex and lengthy names for themselves with as many syllables as possible for a title, only accepting shortened versions for practicality's sake.

Original Boggard Names: Alrog, Bruk, Droid, Gerro, Hrough, Kruk, Moro, Pogro, Rosk, Truld, Vough.

Adopted Elvish Names: Garrik Reywynn Saelethil Ravapeiros (Gar), Rhaac'var Enthana Adorellan Genbalar (Rhaac).

Adopted Human Names: Ruckoth Pyretrack the Third (Ruck), Ruhlur Bhoke Briu Hallowedsword Jr. (Junior)

Adopted Dwarven Names: Faro Garkadugan Bikras Khurbal (Faro), Obthal Marblecarver Yurbar Hammerfist (Obby)

BOGGARD TRAITS

Boggards share a number of traits in common with each other.

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

Age. A boggard reaches adulthood at six years of age and can live into their eighties, though few ever do.

Alignment. Most boggards believe in absolutes and have a disregard for half-measures and watered-down doctrines. They are typically lawful good or chaotic evil—rarely anything in-between.

Size. Boggards average between 5 and 6 feet tall and weigh between 200–300 pounds. Your size is Medium.

Speed. Your base walking speed is 20 feet. You gain a swim speed of 40 feet.

Coldblooded. Your kind has always preferred warmer climates and frigid temperatures cause you to shut down. You have vulnerability to cold damage.

Amphibious. You can breathe both air and water.

Toad's Leap. You have long bandy legs able to propel you to great heights. When performing a Long Jump you can cover a number of feet equal to 3 times your Strength score. When performing a High Jump you can leap into the air a number of feet equal to 10 plus your Strength modifier. You are always considered to have moved 10 feet or more before jumping, even when stationary.

Terrifying Croak. You possess a throat pouch that magically emits terrifying sounds. You may use an action to emit a loud and horrifying croak. Enemy creatures within 30 feet must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus) or become frightened of you for 1 minute. Creatures with a CR at least 3 higher than your level have advantage on this saving throw, and creatures with a CR at least 3 lower than your level have disadvantage. Creatures that succeed at this save cannot be affected again by it for 24 hours. Once you use this trait, you can't use it again until you finish a long rest.

Wicked Tongue. You have a long sticky tongue capable of immobilizing your prey or enemies. Your tongue is 10 feet long and is dextrous enough to perform simple actions a hand could perform, though it cannot wield weapons.

You can use your tongue to make a melee weapon attack with reach. On a hit you deal no damage, but your tongue attaches to the target. A creature attached to your tongue cannot move further away from you and takes a –2 penalty to AC as long as the tongue is attached.

The tongue can be detached by succeeding an opposed Strength (Athletics) check or by dealing slashing damage to the tongue (AC 14). Damage to the tongue does not deplete your actual hit points or do lasting harm.

If for whatever reason you and the attached creature are forced further than 10 feet apart, your tongue detaches. You cannot move more than 10 feet away from an attached creature, but you can use a bonus action to release your tongue.

Xenophobic Speech. Boggards have only recently begun to interact with others so the numerous languages of foreigners are strange and unfamiliar to you. You know how to speak, read, and write Boggard. You can read and write Common but only with great difficulty. You have disadvantage on checks related to reading or writing languages other than Boggard.

Genasi

Plane-touched with elemental ancestors are far more common than aasimar or tieflings, their parentage likely to be summoned by primal rituals or conjured to the Material Plane by the tumultuous current of the Kanavu-Valai. The chaotic history of Vast Kaviya has resulted in a proliferation of genasi and sometimes the offspring of otherwise unremarkable couples result in elementalkin of acid, ash, mist, and mud.

GENASI TRAITS

Your genasi character has an assortment of inborn abilities, gifts of elemental power coursing through their veins.



Ability Score Increase. Your Constitution score increases by 2.

Age. Genasi mature at roughly the same rate as humans and have reached adulthood by their late teens. Unlike humans, they can live over a century and a few decades more.

Alignment. Genasi tend to be neutral, learning to rely on themselves and simply exist.

Size. Built no unlike humans, genasi can be anywhere from 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Subrace. Genasi embody the traits and tendencies of the primordial entities that have become part of their bloodline. In addition to the typical genasi subraces ([air](#), [earth](#), [fire](#), and [water](#)), you may choose from any of the following —encompassing the echoes of two elemental planes.

ACID (EARTH/FIRE)

As an acid genasi, you have ancestors from both the Plane of Earth and the Plane of Fire. You are sometimes described as abrasive or corrosive, and you've never known the taste of anything to be sweet.

Ability Score Increase. Your Dexterity score increases by 1.

Corrosive Blood. Your veins are filled with acidic blood. Whenever a creature deals piercing or slashing damage to you with a natural weapon or weapon without reach, it takes 1 acid damage.

Externalized Corrosion. You know the *acid splash* cantrip. Once you reach 5th level, you can cast the *acid arrow* spell once with this trait as a 2nd-level spell, and you regain the ability to cast it this way when you finish a long rest. Your spellcasting ability for these spells is Constitution.

ASH (AIR/FIRE)

As an ash genasi, your ancestors once intermixed with creatures from both the Plane of Air and the Plane of Fire. You tend to obfuscate your intent and motives, and can't ever seem to entirely rid yourself of dirt and dust.

Ability Score Increase. Your Intelligence score increases by 1.

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.

Ash Magic. You know the *fire bolt* cantrip. Once you reach 5th level, you can cast the *scorching ray* spell once with this trait as a 2nd-level spell, and you regain the ability to cast it this way when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Firesight. You can see clearly through fire and smoke.

MIST (AIR/WATER)

As a mist genasi, your ancestry carries the blood of entities from the Plane of Air and the Plane of Water. Even to your friends you can seem distant and ephemeral, though no matter how detached you may be your presence fills a room.

Ability Score Increase. Your Charisma score increases by 1.

Mistflight. While not wearing armor or carrying more than half your carrying capacity, you have a fly speed of 10 feet and are able to hover. When you fly higher than 15 feet above the ground, you descend at a rate of 30 feet each round until you are no higher than 15 feet above the ground.

Otherwise you do not actually walk on the ground, but instead float just above it. You are immune to the prone condition unless grappled, incapacitated, or restrained, and you can use your reaction when you fall to reduce any falling

damage you take by an amount equal to five times your level. You are not able to float on any surface that would not normally support your weight. Creatures following your tracks do so with disadvantage unless tracking you by scent.

Mist Magic. You can cast the *create or destroy water* and *fog cloud* spells once each with this trait, requiring no material components, and you regain the ability to cast each of them this way when you finish a long rest. Charisma is your spellcasting ability for these spells.

MUD (EARTH/WATER)

As a mud genasi, the blood running in your veins is thick with power bestowed by ancestors hailing from both the Plane of Earth and the Plane of Water. Sometimes you can be slow to react or seem dim-witted, but you are certain in your actions and when you've a mind for it are an inexorable force.

Ability Score Increase. Your Strength score increases by 1.

Amphibious. You can breathe air and water.

Mud Magic. You know the *true strike* cantrip. Once you reach 3rd level, you can cast the *grease* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

Rich Blood. You have advantage on saving throws made to resist fogged, exhaustion, prone, and stunned.

Gnolls

Grr'aae surveyed the battlefield and wiped the blood, sweat, and saliva from her chin. She was normally a serious and taciturn chieftain—the responsibility of managing her entire tribe set upon her shoulders—but this was one of those rare occasions where the semblance of a grin that perpetually graced her face actually matched her current mood. It had been a good fight against a worthy foe and in the end the pack had driven them off. That the decisive victory had come in no small part from the efforts of her eldest pup was a further source of pride. In the aftermath of such a battle Grr'aae always felt she was born for war. At times she even thirsted for it. Yet today she would not pursue the enemy. Today their territory was safe and according to the shaman's oracles would not be contested again for some time. She would revel in the victory and allow her warriors to do the same, letting out a barking laugh. Yes, they would feast well tonight.

Gnolls are a tribal society with villages dotted throughout the Xerica. They value strength and power, and worship Karm'ra the Beast of Three. Savage and loyal, they can be viciously fanatical in service to their deity and in protecting their kin. Their life in the Xerica is one of constant change and every day is spent focused on survival. Clans form around powerful war chieftains and as a tribe they work together to ensure their continued existence. Nomadic in nature, the gnoll clans follow the seasonal rains as they cycle through the dry plains lands, each chief claiming the territory they need to support their clan. While conflict inevitably arises, trade among the clans is still common and indeed necessary to make the best use of the localized natural resources in each territory.

BRAWNY BONECRUSHERS

Long-jawed, muscular humanoids covered in fur, gnolls might be mistaken for lycanthropes at first glance. They are however neither shapechangers nor tainted by any curse. Their thick, overdeveloped necks and dark, blunt muzzles are their most recognizable features, but their strong, bone-crushing jaws and teeth are what truly set them apart, allowing their race to thrive in a land full of predators. Most gnolls have a base fur color ranging from light tan to dark brown, though the occasional albino is born every few generations. The subraces of gnolls in the Xerica are differentiated by the markings on their fur and their overall size: the nyaung'au are larger with spotted fur, the smaller shundwa having dark striping in their coats.

Depending on their tribe gnolls may keep their manes short and spiked, in tight and ordered braids, long and unkempt ponytails, or simply leave it wild and free, but there is little difference in style between males and females. Even their choice of clothing—usually a loincloth along with leather wrist and ankle wraps—suffices regardless of gender. In battle pack warriors adorn themselves with feathers, bones, and woven grass, painting symbols of war on their faces and bodies.

STRENGTH IN STRUGGLE

From birth, Xerican gnolls are taught the way of Karm'ra: the path of balance and survival. Their traditions hold that when the world was young, the Beast of Three had a choice to reign over the lush verdant forests, the vast ocean deeps, or the dry arid savannah. Yet Karm'ra recognized the value of struggling against opposition, knowing that when managed successfully any hardships and stress produce the strongest and most resilient harvests.

Gnolls are considered adults by age 15 and can live up to 80 or 90 years although actual life expectancy is much lower—some die before or soon after reaching adulthood and old age is a rarity, but such is life within a nomadic wartribe. There is no strict succession by bloodline for warchief. This is determined by ritual challenge. While some tribes and clans are more typically matriarchal or patriarchal in nature, any individual strong enough to both beat out the competition and defeat the current leader in single combat can claim the title.

TRIBAL TIES

Gnolls of the Xerica are semi-nomadic. They live in mud hut villages for much of the year, but during the rainy season they—along with nearly every other denizen of the region—converge on the nearest deluge to partake of its life-giving waters. Often this means temporarily occupying dwellings built in the giant baobab trees. It is only more recently that some members of Clan Karm'ra remain year round in these treehouses, alongside their manticore clan members.

The core familial unit among gnolls is the pack. Packs live, hunt, and migrate with their tribe, led by their warchief; some are smaller, independent entities, most belonging to one of the main clans of the Xerica. Although the merging of three distinct tribes into Clan Karm'ra under the leadership of a manticore was initially a cause of great concern for the other clans, it soon became clear that Merthykhuwar was not looking to expand and conquer. For the time being at least his position of dominance in one region seems sufficient. However not every gnoll trusts that Merthykhuwar has their kind's best interests at heart—in fact, the other wild manticores are still mortal enemies who compete for the same resources in the Xerica. Only Merthykhuwar's adherence to gnoll tradition and his service to Karm'ra keep the clans from banding together to oust him from their midst.

All gnolls learn the basics of warfare at an early age but not all go on to pursue the pack warrior lifestyle. Some specialize in working the land, producing a harvest despite the nearly year-round drought.

Those gifted with the spirit walk the shaman's path. Then there are the explorers that travel beyond the border of the Xerica, leaving pack, tribe, and clan behind to wander Vast Kaviya. Some choose such a life, eager to see what challenges in the wider world might make them



stronger. Others are elected by their warchief to seek outsider knowledge that might benefit the tribe. A few are even pariahs of gnoll society, outcasts in exile whether forced or self-imposed. The one thing all these wanderers share is a longing to one day return to their homeland—when the time is right.

GNOLL NAMES

Gnoll names, like their language in general, consist of rumbling consonants with staccato accents. Those that wander outside the Xerica may choose to translate their given names into the Common tongue.

Male Names: Cr'ckk (Spirited Laugh), Hou'at (Eyes of Night), Taox (Hunter's Path)

Female Names: T'lani (Favoured One), Rou-eh (Bright Arrow), Chitaal (Desert Sunset)

Clan Names: K'ra, Wou-tah, Hakk'an

GNOLL TRAITS

Your gnoll character has an assortment of inborn abilities, bestial talents and quirks inherited from your grinning ancestors.

Ability Score Increase. Your Strength increases by 2.

Age. Gnolls live about as long as humans.

Alignment. Gnolls tend towards chaos.

Size. Gnolls are larger on average than humans, but with their hunched posture do not stand much taller. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Feral Inheritance. Your teeth are natural weapons which you are proficient with. On a hit, you deal piercing damage equal to 1d4 + your Strength modifier.

Rampage. When you reduce a creature to 0 hit points with a melee attack on your turn, you can take a bonus action to move up to half your speed and make a bite attack.



LIVE AND LET LEAVE

Gnolls are at once both a highly territorial and socially responsible people. After all, survival in the Xerica is harsh and it values strength above all else, making respecting the balance in nature a way of life. They have little pity for the weak and less patience for those that disregard the path of Karm'ra. Gnolls are content however to merely drive intruders out of the Xerica, and even allow outsiders to take their chances crossing the grasslands as long as they are only passing through (usually merchant caravans).

Humans. Humans are soft and water-heavy, most as helpless as newborn pups. The exception to the rule are the hearty, dark-skinned folk who have managed to make a home for themselves in the Xerica. Though they are just average hunters and blind as moles when night falls, they are good with tools and trade with them can be quite lucrative.

Elves. Deceptively slender, elves are not as fragile as they look. Seen as oddities in the Xerica, they are not to be trusted due to their ways with dark magics. Instead of calling upon the spirit of the beast, they reach into the void for unnatural arcane energies—they are still worthy enemies, and it is considered a high honor to defeat the slender folk in battle.

Catfolk. Haughty and self-important, the catfolk look down on the other races as lessers but gnolls know them for who they really are: craven cowards. Catfolk prefer deception, treachery, and ambushes to a straight fight. They are dangerous foes and ever to be watched, but offer no real threat in the larger scheme of things.

Feral Tendencies. If you make a habit of using your bite attack, you may be subject to episodes of feral behavior. When you roll a natural 1 on a bite attack you enter a feral frenzy. While frenzied, on each of your turns you make one attack on the nearest creature you can see. If this creature is an ally, you can use your reaction to make a DC 10 Wisdom saving throw to resist the urge to target them and attack the nearest enemy instead. This state lasts for 1 minute. Your feral tendency chance returns to 0% after a short rest.

Languages. You can speak, read, and write Common and Gnoll. Gnoll is a guttural language filled with barks, growls, and yips.

Subrace. Most gnolls of the Xerica are born nyang'au, marked by their spotted fur. Occasionally a gnoll is born shundwa, with striped fur instead.

SPOTTED (NYANG'AU)

As nyang'au, your natural physicality is prized by gnoll society, a boon in surviving the harsh conditions of the Xerica.

Ability Score Increase. Your Constitution score increases by 1.

Gnoll Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

STRIPED (SHUNDWA)

As shundwa, your mystical connection to the Karm'ra is looked upon with a mixture of fear, awe, and at times mistrust.

Ability Score Increase. Your Wisdom score increases by 1.

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

KANCA

The elven merchant spurred her horse onward, looking around the cavern entrance to this fabled 'monster hive' and wondering at its scale. How it came to be was obvious to her (the hulking, winged-guards looked able enough to carve through rockface) but the amount of work it must have taken to expand it as they so clearly had was no small feat of will. That trader was right—if this was any indication of what she could expect within, the trip here was certain to be worth the cost and effort. Not far after she enters into a marketplace filled with other merchants like herself, some insectoids and some not, but all hawking wares. Only a few moments pass before she spots a thief and calls them out, only to gasp in shock as the guards rapidly respond with brutal efficiency. What grips her most however is how easily their blades carve through the wood and even the stone, a thought she cannot escape. The rest of her day is spent cajoling, bribing, and persuading but soon enough she too wields such a magnificent weapon, an item she is certain will be worth far more than its weight in lands not far away...

Many things in Vast Kaviya seem to be nature gone wild but few are as pervasive, permanent, and persistent as the insectoid race known as kanca. These intelligent creatures are devoted to their communities—hives—and remain loyal well beyond its confines, proving to be trustworthy allies. Companions are extremely important to these humanoids and even the independent-minded among them often look to others for advice, counsel, and direction. It does not help that they are a short-lived race, though the beliefs and knowledge of the past live on through their progeny. Despite this (or perhaps because of it, depending on the individual) kanca are quick to explore new places in search of more resources for their kin, ever on the lookout for a suitable new site to set up a new colony.

CHITIN AND CARAPACE

There are numerous varieties of kanca in the hives across Vast Kaviya, though four are more prevalent than the rest. For all their variations and differences, all members of this insectoid race share certain qualities. They are able to digest virtually anything organic, often eating the detritus of others or even rotting foodstuffs without seemingly any trouble. Indeed they are very resilient altogether, able to weather blows and endure harsh climates both hot and cold. In addition to having exoskeletons they also have a different number of lungs depending upon their type—in fact they have different numbers of pretty much everything depending on type.

PART OF THE HOST

The kanca's recent ascension to sentience make them relatively new among the races of Vast Kaviya. They are insular and protective of one another, placing greater value on community than themselves and quick to sacrifice their own well-being if it will have an important positive impact on their hive. They can be surprisingly adaptive when it proves necessary, though usually through persistence more than cleverness. Kanca tend to see the world in terms of resources and quantities more than anything else, searching endlessly for the next place to colonize.

HIVEMINDED

For the most part kanca don't participate in an actual hivemind but they are nevertheless very interconnected with each other. Kanca hives are under the control of a queen that is the master of the realm, served by lesser insects without disobedience of any sort. All of her subjects are extremely protective of both her and their home hive (unless exiled, a fate thought to be worse than death). Society inside of a hive is highly structured with tawon elites, kombang warriors, and most other types of kanca living beneath these two superlative positions. When taking up with creatures from other races, a kanca often falls back into their role from the hive.

KANCA NAMES

Most kanca take up the same name as whatever they adore and treasure most—aside from their queen of course. Otherwise they are known by where they live in their local hive, or when traveling abroad by what hive they come from, or by their queen.

First Names: Arukē, Camātā, Etirkāla, Inai, Katai, Maruākkam, Nampikkai, Ōtu, Pilai, Tolilāli, Utavi, Viraiivil

Last Names: Aliat, Curānd, Gāndac, Ferma, Intitulat, Māre, Puteri, Sursā, Trimite, Ucide, Viitor, Zidi

KANCA TRAITS

Kanca share a number of traits across the species.

Ability Score Increase. Your Constitution score increases by 2.



MYRIAD SWARM

The Kanca are meant to encompass every type of insectoid race, centipede-humanoids, butterfly-folk, walking-stick insects, cricket-people, anything you can imagine. For kanca types not represented here, we recommend using the *Ultimate Race Creator*, available now on DrivethruRPG.com (<https://bit.ly/39ox2J6>).

Age. Kanca mature from grub form at five years when they form their cocoon and emerge fully grown. Grubs respond to the current needs of the hive through pheromones, developing into whatever subrace of kanca would best help the hive. Most kanca don't live past their fortieth year.

Alignment. Loyal kanca adhere to strict instructions but care little for moral concerns, leaning strongly towards lawful neutral alignments. Rebel kanca have thrown off the shackles of their pheromone receptors and are almost always of chaotic alignments.

Kancan Resistance. You have advantage on saving throws against poison, and you have resistance against poison damage.

Languages. You can speak, read and write Common and Kancan. Kancan is a complex series of clicks,

deep reverberations, whining, and high-pitched squeals that to the untrained ear sounds bizarre and unnatural.

Subrace. There are a wide variety of kanca, but 4 main subraces are the most likely to strike out on their own: grubs, pamburu, kombang, and tawon. Choose one of these subraces.

GRUB

Kanca youth resemble large caterpillars covered in hair-like spines and mottled with colorful patterns and spots. Your top 2 pairs of limbs extend further than the rest, ending in three-fingered insectile hands.

Ability Score Increase. Your Charisma score increases by 1.

Size. Grubs average about 5 feet long but are only about 10 inches across and weigh an average of 45 pounds. Your size is Small.

Inchworm Movement. Your numerous stubby legs don't move you terribly fast, but they do allow you to navigate precarious footing easily. Your base walking speed is 20 feet, you also have a climb speed of 20 feet, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

Iron Stomach. Kanca grubs are designed to eat and grow, and they can't be picky about what

food is available. You have immunity to poison damage and the poisoned condition.

Pheromone Driven. Your kind is driven by the pheromones throughout your hive and without these signals from your kin it is easy to catch you off-guard. Your passive Perception is reduced by 5.

Poisonous Slam. You are covered in prickly hair-like poison spines. Your spines are a natural weapon you are proficient with, and on a successful hit you deal 1d4 piercing damage plus your Strength modifier and 1 poison damage. When you score a critical hit, the poison damage increases to 1d4 and the creature makes a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or is poisoned for 1d4 rounds.

Toxic Blood. Your veins are filled with virulent poison. Whenever a creature deals piercing or slashing damage to you with a natural weapon or weapon without reach, it takes 1 poison damage. On a critical hit, it takes 1d4 poison damage instead.

KOMBANG

The kombang are the enforcers and soldiers of kanca hives. Larger and tougher than their siblings, they strongly resemble great horned beetles with black and shining armored shells.

Ability Score Increase. Your Strength score increases by 1.

Size. The kombang average between 6 and 8 feet tall and weigh between 225–425 pounds. Your size is Medium.

Chitinous Armor. Your thick shell covers your frame. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Drone's Flight. Your kind possess a set of thin folding insectile wings. Your base walking speed is 30 feet, and you have a fly speed of 15 feet. However, your wings were not designed for sustained flight and you gain one level of exhaustion whenever you end your turn airborne. These levels of exhaustion are removed at a rate of one per minute of rest.

Impressive Horns. Kombang horns are particularly large and imposing natural weapons. You are proficient with your horns, and on a successful hit you deal bludgeoning damage equal to 1d4 + your Strength modifier.

Insectile limbs. You possess 6 or more limbs, and though they are proportionally smaller they work in conjunction with one another. You have advantage on Strength (Athletics) checks made for climbing, and all attempts to disarm you of an item you are holding have disadvantage.

Powerfully Built. Your size category is treated as one size larger when determining your carrying capacity and the amount that you are able to drag, push, or lift.

PAMBURU

The most independent of the kanca are more often to be encountered by outsiders, and the most likely to rebel. Pamburu strongly resemble spiders, with a roughly humanoid torso and huge abdomen supported by four long and spindly legs. They possess two almost humanoid arms ending in three-fingered hands though their head is innately arachnid, with fangs descending below eight compound eyes. Pamburu are sent out to trap and hunt for meat, ensuring the hive is fed should the crops go awry.

Ability Score Increase. Your Dexterity score increases by 1.

Size. Pamburu average about 6 feet tall and weigh an average of 160 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Pamburu are nocturnal hunters. 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.

Paralyzing Fangs. Your mouth houses sharpened fangs dripping with venom. Your bite is a natural weapon you are proficient with, and on a successful hit you deal 1d4 piercing damage plus your Strength modifier. When you score a critical hit, the creature makes a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or is stunned for 1d4 rounds. At the end of each of its turns, a stunned creature makes a new saving throw to end the effect. If a creature's saving throw is successful, it is immune to your venom's paralyzing effect for the next 24 hours.

Web Spinner. Your abdomen houses a web spinneret that can exude thin but strong, sticky webbing, usable for traps, bridges, or occasionally just for rope. Any webs you create dissolve after 24 hours.

You can spin a web trap by spending 10 minutes of uninterrupted work to fill up to a 20-foot cube with a mass of sticky and nearly invisible threads. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the web collapses on itself.

Web traps are difficult to see and creatures must pass a DC 15 Wisdom (Perception) check to notice them. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw (DC of 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check (DC 8 + your Constitution modifier + your proficiency bonus), freeing itself on a success.

Your web traps are considered difficult terrain. You ignore this difficult terrain and can move freely (even vertically) within your webbing.

In addition, you can attempt to span gaps by forming a bridge from your webbing.

Choose a point on

a solid surface within 50 feet.

You create a web strand that connects that point to your

current position, traversable as if it were made of rope. Alternatively, you can spin a strand of only slightly sticky web that functions as up to 100 feet of silken rope.

Once you use this feature, you cannot use it again until you finish a long rest.



TAWON

The intellectuals of the kanca resemble humanoid bees or wasps and their aristocracy surrounds the queen, acting as her noble court. It is these tawon that the queens entrust with any important tasks that must be handled quickly or intelligently.

Ability Score Increase. Your Intelligence score increases by 1.

Size. Tawon average about 7 feet long but are very thin and lithe, averaging only about 90 pounds. Your size is Medium.

Born Socialite. Tawon are often sent to spy on or influence other societies and have become accustomed to memorizing the history and culture of others. You are proficient with Intelligence (History) checks.

Buzzing Wings. Your long insectile wings are designed for quick and maneuverable flight. You have a base walking speed of 25 feet and a fly speed of 20 feet.

Stinging Lance. Your abdomen ends in a long sharp stinger, useless in close quarters but deadly when you have room to maneuver. Your stinger is a natural weapon you are proficient with, and on a successful hit you deal 1d6 piercing damage + your Strength or Dexterity modifier (your choice) and 1d6 poison damage. Creatures hit with your stinger must make a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be poisoned for 1d4 rounds. You can attack with your stinger only if you have moved 15 feet or more in a straight line towards your target this turn and have made no other melee attacks this turn. You cannot make opportunity attacks with your stinger.

Mist Subraces

The jungles of Tay Ninaivakam are shrouded with mind-altering mists that few creatures can resist. Whether by fate or adaptation, the halfling mistlings and dwarven mistdweorgs have developed ways to avoid or overcome the effects of the supernatural haze, turning the rainforest and caverns under the mist into their respective homes.

MISTDWEORG

Mistdweorg are dwarves that live in the Undermist, an extensive cave network beneath the rainforest.

ISOLATED

HIGH SOCIETY

The mistdweorg are proud, secretive and isolationist. Their culture relies upon slave labor to provide the necessities such that the mistdweorg themselves can focus upon the creation of art, literature and gladiatorial combat. They use secrecy to protect their society, fearing outsiders would enslave and divide them.

MISTDWEORG NAMES

Like all dwarves, mistdweorg names are granted by clan elders according to tradition and an individual's name can be stripped from them, if they dishonor or misuse the name.

Male names: Corrum, Dorgol, Fradzim, Lomabert, Oscarvol, Walezak.

Female names: Bevanny, Jemerine, Kallabeth, Melathy, Nazaria, Shoshanna.

Clan names: Aireyborn, Embershine, Gempolish, Gutpunch, Patternweave, Quiet-Fire, Whish-Whisper.

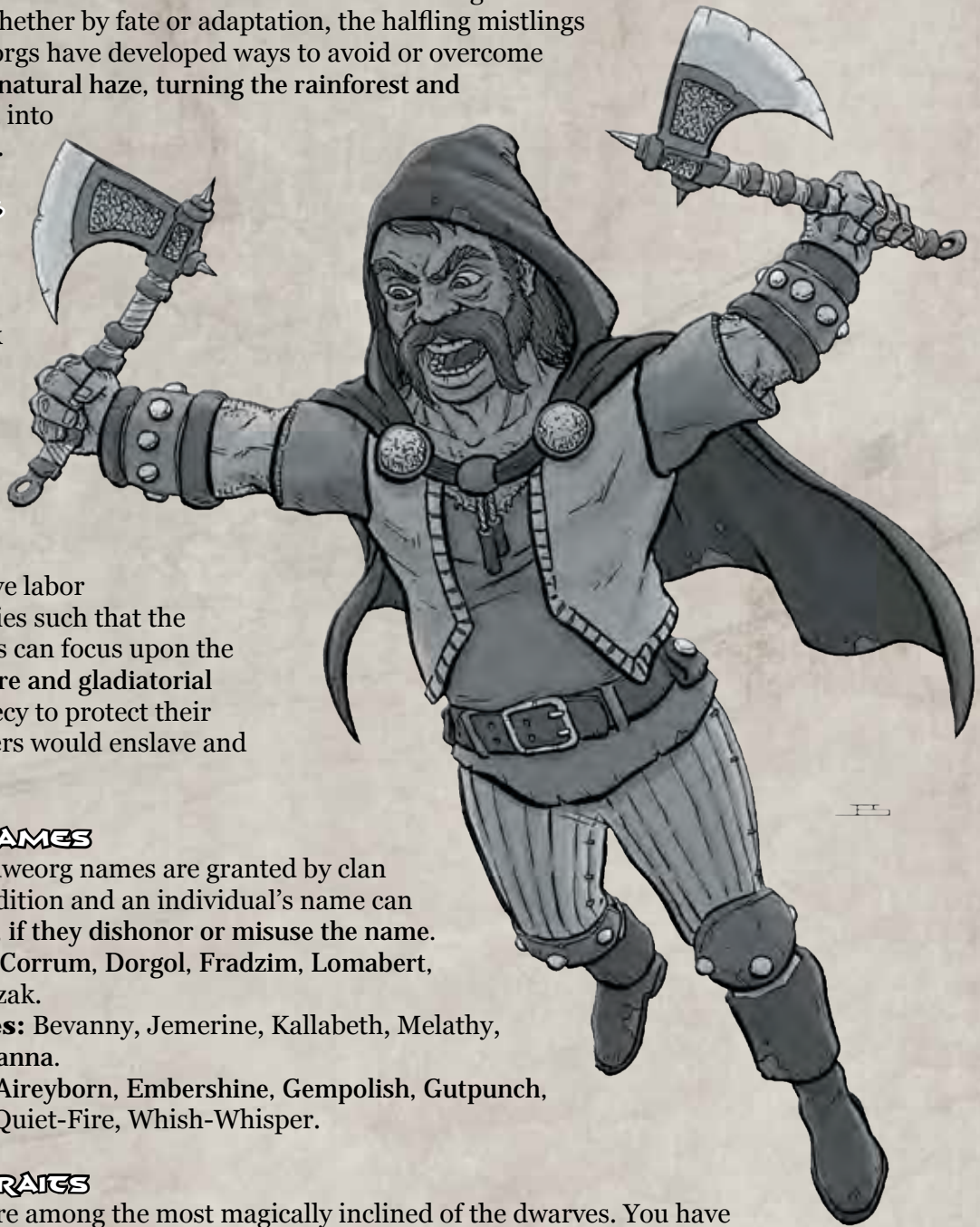
MISTDWEORG TRAITS

As a mistdweorg you are among the most magically inclined of the dwarves. You have innate magics that develop as you gain in power, and you're born with the force of will to bend magic to your whims. Mistdweorg are less heavysset compared to other dwarves, with pale skin that ranges from light gray to marble white. Their hair can match the hue of almost any gemstone and their eyes have a similar variety of colors.

In addition to the regular racial traits for a dwarf, you gain the following:

Ability Score Increase. Your Charisma score increases by 1.

Mistdweorg Magic. You know the *resistance* cantrip, and can cast it without any material components. When you reach 3rd level, you can cast the *blur* spell once per day. When you reach 5th level you can also cast the *wind wall* spell once per day (requiring no material components). Charisma is your spellcasting ability for these spells.



MISTLING

These remarkable halflings have learned not only to thrive in the jungle, but also to ignore the effects of whispering mist. As such they enjoy territory that is utterly uncontested and believe themselves to be a 'chosen people'.

SPIRITUAL SHAMANS

Mistlings have a tribal society devoted to the worship of nature spirits. Instances of innate sorcery are frequent among them, something they attribute to their faith and racial perfection. Their sense of self is tied to their homeland (and the mist that shrouds it) so despite their belief that they are naturally superior, they do not seek to expand and dominate others beyond the borders of their forest home.

MISTLING NAMES

At birth mistlings are given a temporary name by their parents until they are ready to undertake a coming of age initiation to confirm their place in their tribe. When a mistling completes their initiation they choose a name for themselves, often drawing inspiration from an ancestor.

Child Names: Ana, Boo, Eb, Gen, Kuf, Nip

Male Names: Bonsu, Charka, Demetu, Ishaan, Saard, Timot

Female Names: Areelu, Jayallie, Kirillie, Mitra, Sania, Viascu

MISTLING TRAITS

As a mistling, you are among the strongest of the halflings, and resistant to mental manipulation and magics. The skin tone of mistlings are varied, from pale to dark, and some are patterned with stripes of different hues. Hair color tends towards darker browns and blacks, but becomes gray and then white as they approach middle-age. Their eyes are usually blue, green, or hazel.

In addition to the regular racial traits for a halfling, you gain the following:

Ability Score Increase. Your Strength score increases by 1.

Mental Fortitude. You have resistance to psychic damage.

Shielded Mind. Creatures are only able to telepathically communicate with you if you allow it, and you are immune to magic that allows other creatures to read your thoughts.

MISTLING TRICKERY

Prerequisite: Halfling (mistling)

The mists have affected your mind but rather than withering it, you have instead been empowered. You can communicate telepathically with any creature you can see within 30 feet of you. If it understands at least one language, it can respond to you telepathically. In addition, you are immune to the fogged condition (page 123), and you have advantage on saving throws against effects that would cause you to gain the charmed condition.

MISTDWEORG HIGH MAGIC

Prerequisite: Dwarf (mistdweorg)

You master more of the magic typical of the mistdweorg. You learn *disguise self* and *invisibility*, both of which you can cast once without expending a spell slot. You regain the ability to cast both these spells in this way when you finish a long rest.

Additionally, you gain the ability to cast *wind wall* as a ritual spell. When you do so it does not require concentration and its duration increases to 8 hours. You may only have one *wind wall* active at a time. If you cast *wind wall* again, either as normal or as a ritual, the previous *wind wall* effect immediately dissipates.

Charisma is your spellcasting ability for these spells.



Mongrelfolk

The elders said that it was as if the whole world were a storm. Rocks and stones battled against the air, water doused small flames or was boiled away by raging fires, all while lightning scorched everything within sight. That any of their kind lived through it is a miracle, proof that their brave people belong in this world. It was this legend that the warrior thought about to summon up courage as she skulked toward the fire that the giants were crowded around, her talon-like toes arched to make as little noise as possible. Several paces away on either side she could see the feathers and scales of her kin hiding behind boulders, their weapons poised and at the ready to flank the creature she's about to lure away. With perfect cadence, her voice impossibly resonant and low, she calls out the word they all agreed was likely one of the giant's names—in response a hulking figure stands up, turning towards her as she dashes away further into the darkness. In a few moments he follows and disappears into the night, reducing their quarry to only two...

Virtually all the mongrelfolk found in their place of origin—the chaotic and deadly Kavalaiyaip Badlands—are extremely hostile. Not all remain there however (it is without doubt a deathtrap) and upon discovering a comparative paradise beyond

the blasted landscape they adopt a far more accepting attitude, enthusiastically

ready to experience whatever Vast Kaviya has to offer. They're hardy and clever, doing well no matter where they

journey across the planet, and in addition to the animalistic traits that their limbs take they also embody the primal, resilient spirit of beasts.



UNNATURAL FORMS

It's said that no two mongrelfolk are the same. When they are changed by exposure to *raw mana* the primal forces of nature overwhelm their bodies in bizarre and unsettling ways—growing wings onto arms, bending legs backwards, morphing eye sockets into protruding many-faceted orbs, replacing feet with arched talons, and a thousand other variations. There is no known way to predict how a body will transform, but once the madness overtakes a creature it becomes inevitable.

OUTCASTS

While they might be very accepting, the physical appearances of mongrelfolk inspire fear and revulsion and they are rarely welcomed in turn. So it is that they tend to be self-reliant and focused on the obstacles ahead, always

prepared to take on new challenges. When a genuinely worthwhile ally is found they are treated as kin, loved and trusted as a sibling, and—having come from a place where death constantly hovers nearby—are all too ready to die in order to save a companion. It does not help that wherever they travel the hybrid-people draw attention, passerby nearly always far more interested in gawking and jeering than offering help or engaging in trade.

GRELCLAVES

Most of the mongrelfolk that have escaped the Kavalaiaip group together in grelclaves, villages that are predominantly home to hybrid-people—aasimar, centaurs, genasi, minotaurs, mongrelfolk, tieflings—although they typically allow anyone with earnest need to settle amongst them as well. The only requirement is that every villager of mature age (usually adults) be active in the settlement's defense by working a shift on patrol, taking up arms when they are attacked, and quick to offer help to neighbors when nature turns against them.

MONGRELFOLK NAMES

While the newly transformed tend to try and hold onto their original identities for as long as possible, most eventually change and adopt a moniker they feel is emblematic of who and what they are now. The rare few newborn mongrelfolk are named for the emotions most strongly felt by their parents when the (painful and often gruesome) birth is complete.

Names: Chinyama,
Eläin, Hiwan,
Holhlona,
Inisisa, Jaanavar,
Kafshë, Kewan,
Mhuka,
Paśu,
Rsiaj,
Zhivo



MONGRELFOLK TRAITS

Your mongrelfolk character has an assortment of abilities granted by unnatural talents of raw magic.

Ability Score Increase. Your Strength, Constitution, and Wisdom scores increase by 1.

Age. Natural born mongrelfolk—few as they are—quickly grow to maturity in a matter of only 3 to 4 years. Their lives usually end violently (whether from the Kavalaiaip's dangers or the malice of a fearful mob) but mongrelfolk hermits have been said to live surprisingly long, some lasting for a few centuries before dying of old age.

Alignment. Entropy runs through the hearts, minds, and souls of mongrelfolk, their tendency to act on impulse and instinct growing stronger the older they get. Few are lawful and those who do not indulge upon their chaotic whims strive instead to maintain the balance of neutrality.

Size. You are between 5 and 7 feet tall upon reaching adulthood, weighing from 150 to 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Arcane and divine energies spark within your eyes, granting you 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.

Mimicry. You can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check (DC 8 + your proficiency bonus + your Wisdom modifier).

Mongrel Limbs. Your body is a mishmash of animal parts that make you ungainly, but two of your limbs work in powerful symmetry. Choose either your arms or your legs.

Mongrel Arms: Your reach increases by 5 feet, although the additional weight at your sides reduces your speed to 25 feet.

Mongrel Legs: Your speed increases by 5 feet.

Mongrelfolk Weapon Training. You have proficiency with the light hammer, maul, warhammer, and war pick.

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

Ottunni

More than a cycle of seasons had passed and the ottunni was getting comfortable in their role as medicine woman (their impersonation of the deceased elder nearly perfect in every way) but the time was upon them once again. These people were growing more suspicious with every passing day, and if their centuries had taught the supernatural creature anything they knew well enough what would eventually happen when their secret was out. Those they had come to cherish would look upon them with revulsion and hate, brandishing weapons and fire. Those they disliked would lead the charge, urging the rest of the tribe to fall upon them. Even the children they'd saved from sickness would turn to violence against them, throwing pebble and stone with wanton aggression. Instead they pack some of their most cherished items and quickly brew a potent poison, dipping an obsidian blade in it to make a virulent edge, then leave their shack and head towards the dwelling of the villager they dislike the most—one last thing to fix before she bids this tribe farewell.

Peoples across the world have all kinds of myths and legends about dissonant spirits, strange entities that inhabit the corpses of the recently dead and reinvigorate them with life. When their presence is revealed to the ignorant they are seen as abominable monsters and usually destroyed with extreme malice or at least chased away by a mob, but to those that know of them, the ottunni are one of Vast Kaviya's most incredible creatures. Living from body to body and absorbing patchwork memories from countless lives give these ephemeral beings a truly unique perspective on the nature of life and survival, carrying with the wisdom of the ages with them to societies everywhere.

PSIONIC PARASITES

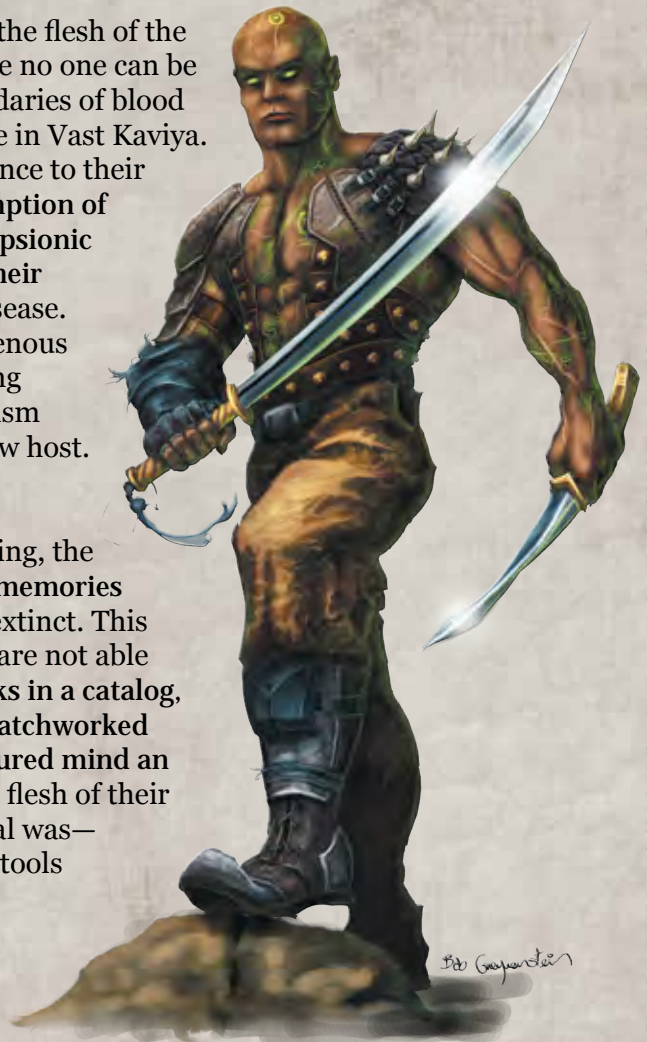
Ottunni are creatures of pure mental energy and inhabit the flesh of the only hosts able to contain their psyche: humanoids. While no one can be sure of when the first of their kind transcended the boundaries of blood and bone, it is known they came with the rise of sentience in Vast Kaviya. The first ottunni—and many more since then—give credence to their reputations as monsters for it is only through the consumption of brain matter that they emerged as beings of thought and psionic power, consuming the remains of their own kinds until their original bodies ate themselves to a withering death by disease. Though freed from the confines of corporeality these ravenous spirits are still tied to the Material Plane by their unending need to consume, driven to acts of cannibalism or hedonism in equal measure until they are forced to move on to a new host.

WITNESSES TO HISTORY

While it is true that they are spirits that feed off of the living, the unique nature of the ottunni make them stewards to the memories of entire tribes, societies, and even races that have gone extinct. This makes them valuable repositories of knowledge but they are not able to access all these memories as a librarian might the books in a catalog, forced instead to sift through those of their original life patchworked with the experiences of countless others. With their fractured mind an ottunni might perfectly recall the day they first tasted the flesh of their own kind but struggle to recall what their last proper meal was—though they never lose focus on what is important or the tools they need to survive.

NATURAL SHAMANS

Ottunni are naturally drawn to spread spiritual enlightenment, guiding lesser



creatures still bound to the flesh as they whittle away at them like livestock. When they take a new host they use their powers to instill confidence and faith in others, subtly imbuing their chants with telepathic drones honed over the centuries to impart a true feeling of the supernatural. Shamans sometimes view the presence of an ottunni as the head of a tribe to be a good omen while others believe they are anathema, complete blasphemies that deserve nothing but savage annihilation.

OTTUNNI NAMES

An ottunni never forgets their first, true name but readily adopts another in a long series of names whenever they've taken a new host as a necessity to remain unknown. Only those who have earned an ottunni's loyalty know them by their true name, a privileged piece of information sometimes used as a code for allies to recognize each other.

OTTUNNI TRAITS

Your ottunni character has an assortment of inborn abilities, the psionic nature that they embody transforming whatever flesh they've taken to wear.

Host Body. Ottunni are monstrosities that do not have physical bodies. Instead, they possess the body of a recently killed humanoid. Unless noted otherwise, you do not gain any of the features of your host's race. Any effects or spells targeting your host affect you as well.

After you have possessed the same body for a number of months equal to $1d4 +$ your proficiency bonus, whenever you take damage you bleed an unnatural yellow-green ooze from your ears, eyes, and mouth. After a number of years equal to your proficiency bonus, runes and glyphs of power glow from just under your host's skin.

Ability Score Increase. Your Wisdom score increases by 1, and your Charisma score increases by 1. You do not gain any ability score increases from your host's race.

Age. It is unknown when an ottunni might die from old age and they are thought to be immortal, able to live as long as they're able to acquire a new host body before their essence runs out.

Alignment. Ottunni can be any alignment but their morality, motivations, and sense of justice are usually heavily influenced by the regions in which they've lived.

Size and Speed. Your size and speed are determined by your host's race.



Darkvision. If your host race has darkvision, you gain darkvision.

Memories of Many. You have advantage on Intelligence (History) checks. If your host's race grants any proficiencies as a racial feature, you gain those proficiencies.

Psionic Parasite. When you have 2 or more death saving throw failures, instead of rolling your next death save you can transform into a cloud of psionic energy. While in psionic cloud form, you can't take any actions, speak through means other than telepathy, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, you can do so without squeezing. You have advantage on Strength, Dexterity, and Constitution saving throws, and are immune to all nonmagical damage.

While you have 0 hit points in psionic cloud form, within a number of hours equal to your proficiency bonus you must locate and possess a suitable corpse to become your new host, reinvigorating it with your own lifeforce. You can only possess the corpse of a humanoid that has died within a number of hours equal to your level. Once you possess the corpse, you are paralyzed until you regain at least 1 hit point (after $1d4$ hours or receiving magical healing).

After using this feature you take a cumulative -4 penalty to all attack rolls, saving throws, and ability checks. Every time you finish a long rest, the penalty is reduced by 1 until it disappears.

Telepathic. You can mentally communicate with any creature within 20 feet of you that is able to understand a language. If you gain telepathy from a class feature, magic item, or spell, its range increases by 20 feet.

Subrace. If your host has a subrace, you do not gain any of its features.

Taino-Kar

A trail of crimson led the hunters out into the dry savannah, their quarry taking them more than a day's journey from the lush jungle they call home.

Though some of the beast's wounds have clotted since the second attack the enormous warthog's hooves leave tracks easy to follow through the tall grasses, and the oldest among them—an ancient taino-kar that has lived for over a dozen seasons—has no trouble following it, even with her wavering eyesight. As they reach the top of a hill the youngest warrior spots their prey and dashes forward, taking his spear in hand and slavering with drool, eager for the kill. He ignores the pack's warning shouts and leaps to strike only to be gored on the gigantic boar's tusk, a quick and gruesome demise. The smaller iraicci's death proves not to be in vain however and his distraction makes it easy for the band of taino-kar to flank the warthog, finally killing it after a hunt that has lasted for days. All of them fall upon the corpse in a frenzy, tearing out flesh by the mouthful before cutting what's left into hunks to bring back to the tribe.



Taino-kar that chafed under the yoke of the Lizard Lord (who some claim was another before the rise of Kalar) set out for the unknown, journeying far and wide in desperate and fiercely loyal packs to make new lives in regions far beyond the influence of their birthplace. The children of Sickie Canyon have proliferated across Vast Kaviya's verdant wildernesses, their resilient heritage making them excellent survivalists able to mete out an existence in a wide variety of climates. Primal blood runs in the dinosaur folk's veins and from the moment they break free from their eggs they yearn to prowl nature in lunar radiance—it is said that the first and last thing a true taino-kar sees is one of the world's many moons guiding them to and from the other realms of existence.

SAURIAN PHYSIQUE

Like the great lizards from which they came the taino-kar are incredibly hardy no matter their size, their bones sturdier and their skin tougher than most other sentient races. Whether begat by a mystically-imbued dinosaur or the pairing of taino-kar, these creatures incubate inside of thick-walled brown or yellow eggs for as long as two seasons before breathing their first gasp of fresh air, crawling out with a surprising amount of mobility. Before the first anniversary of their birth a taino-kar is walking on two legs and learning its first phrases, quickly maturing into adulthood within a few more years. Depending upon the type of dinosaur a taino-kar comes from its form may differ considerably: caiva are large and ungainly like massive and ponderous reptiles, iraicci are small carnivores of uncanny quickness, and vala have the same stature as orcs but with a far cooler temperament.

LUNAR CONNECTION

The taino-kar have an undeniable and unique connection to moonlight, drawing strength and resolve from the many lunar satellites orbiting around Vast Kaviya. They have a tendency to hunt and socialize at night to better appreciate the moonlight, but also because it gives them an advantage against the wilderness' abundant predators. Many dinosaur folk go so far as to believe that truth can only be seen in the pale radiance from above, certain that illusions and figments await within daylight or from the illumination of a torch's flames. There are almost no night skies above the world devoid of any moons which is fortunate—whenever they occur the taino-kar take it as a truly horrific omen, an undeniable sign that catastrophe is imminent and often the cause for the migration of a clade or entire settlement.

TAINO CLUSTERS

It's the tendency of taino-kar societies to adopt tribalist structures—the strongest or deadliest member is often chieftain, guided by a shaman (or other spiritual advisor) as well as a council of elders, healers, and hunters. Their responsibility is the protection of a settlement's clades, the extended families of their different kinds each assuming roles to insure prosperity, security, and stability. Iraicci tend to provide hunted game while the large caiva work the land whether by harvest or foraging, usually leaving the matter of organization and rule to the vala. Ultimately however the structure of a tribe's authority depends on which type of taino-kar has attained the rank of chieftain.

TAINO-KAR TRAITS

Your taino-kar character has an assortment of inborn abilities, the primal potency of their bone, muscle, and blood making them some of Vast Kaviya's most rugged denizens.

Ability Score Increase. Your Constitution score increases by 2.

Age. The taino-kar mature rapidly, growing to adulthood within only a few years and dying of old age after only half a century or so.

Alignment. While they can be independent-minded freethinkers, for the most part taino-kar are used to thinking with a group mentality, drawing their morality and personal attitudes from the people around them.

Size. Taino-kar can vary greatly in size depending on subrace. If you are iraicci you are Small, if you are vala you are Medium, and if you are caiva you are Large.

Speed. Your base walking speed is 30 feet.

Darkvision. Whether alpha predators or reptiles that needed to avoid being turned into a meal, your ancestors needed to see well in the dark and you've inherited the same trait. 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.

Primordial Heart. You have advantage on saving throws against exhaustion. In addition, when you recover from one level of exhaustion, you recover from an additional level of exhaustion.

Tail. Your tail is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d4 + your Strength modifier. In addition, you have advantage on Dexterity (Acrobatics) checks made to keep your balance.

Thick-Skinned. Your armor class increases by 1.

Subrace. Taino-kar embody the traits and tendencies of their dinosaur ancestors.

TAINO-KAR NAMES

A taino-kar has no name until it chooses one for itself around its second birth anniversary, usually falling back on the cries and yells they enjoy making the most. The name of a clade is markedly more significant, denoting both a dinosaur folk's type as well as the role they traditionally take up in society. Any taino-kar without a clade is 'velinātil' (exile) and thought to be cursed, doomed to bring ill upon any tribe that accepts them.

Male Names: Asicze, Delzotz, Eshirgi, Iescuz, Matvukh, Scartezs

Female Names: Cherilash, Heli, Igukha, Khata, Sarita, Xitrotha

Clade Names: Bloodmaw, Fastfoot, Moonclaw, Rawscale, Sharptooth, Thunderstep

CAIVA

The ancestors of the vegetarian caiva are the enormous beasts that lumber about the land with necks that extend far above the highest tree lines.

Size. Caiva are 7 to 10 feet tall and weigh up to 600 pounds. Your size is Large.

Ability Score Increase. Your Strength score increases by 1.

Instinctive Knowledge. You gain proficiency in the Nature skill.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

IRAICCI

Iraicci eat nothing but meat. Although not as large as their kin, they are lean, dangerous machines still predicated to hunting and killing.

Size. Iraicci are 3 to 4 feet tall and weigh no more than 120 pounds. Your size is Small.

Ability Score Increase. Your Dexterity score increases by 1.

Sneaky. You gain proficiency in the Stealth skill.

Bite. You gain a bite attack. Your bite attack deals 1d4 piercing damage, you are proficient with your bite, and you can use Dexterity instead of Strength for the attack and damage rolls of your bite.



VALA

The vala are the most human-like of the taino-kar and the most common, both because they descended from omnivore dinosaurs but also because they—more than any of their kin—are natural born survivors.

Size. Vala are 5 to nearly 7 feet tall and weigh between 150 and 250 pounds. Your size is Medium.

Ability Score Increase. Your Wisdom score increases by 1.

Sharp-Eyed. You gain proficiency in the Perception skill.

Jumper. When you make a running long jump, the distance you can cover increases by 10 feet and you jump 5 feet higher.

Runner. Your base walking speed increases by 5 feet.



LARGE-SIZED ADVENTURERS

The differences between Small, Medium, and Large size aren't as pronounced for PCs but GMs should be aware of the full capacities of a Large-sized adventurer, possibly treating them as Medium with a [custom trait to reflect their larger nature](#).

- Weapon damage dice only double for larger creatures (not PCs).
- Most armor is not built for Large-sized creatures (and if it does it likely costs more).
- Large PCs double their carrying capacity.
- Large-sized PCs take up a space that's 10-feet by 10-feet (instead of a 5-foot square) and can grapple creatures of up to Huge size.
- Large-sized PCs have to squeeze inside of 5-foot wide corridors. While squeezing, their speed is halved, they have disadvantage on attack rolls and Dexterity saving throws, and attacking creatures have advantage against them.

SAVAGE ADVENTURERS

Most taino-kar find themselves frequently fighting their primal urges of fight or flight, and as a result it is difficult for them to retreat from a battle unless there's no doubt that the outcome has already been determined.

The warriors approached the site of the last battle against the Dancing Mystic with great caution, whispering between themselves about the coming fight. He couldn't have killed that many beastmen they claim, and how could he have slain a dragon by his own hand? A child of the trees rendering such destruction? Their leader crouches low and hushes her companions as the graveyard comes into view and remarks with an observation that makes all their blood run cold—there's not a corpse in sight, only the discarded armors and weapons of the dead.

Without warning a primitive mask floats up into the air and the mouth cracks, ominous words echoing out in a language none of them recognize. Wasting no time the halfling monk surges forward in search of the voice's origin, but as soon as he steps past it the chunk of stone he's standing on suddenly flies up into the air. At the same time a figure about the same size rises up from behind a hill amidst the wreckage, a green-skinned man with an intense look of concentration on his face. With a vicious gesture and a few barked words silver dust flows into the air from a pouch on his belt to spread out over his body, covering him entirely as their halfling companion comes tumbling back to the ground.

The monk rolls back towards the party, flipping and bouncing but suffering all the same with gashes torn open by discarded blades and split shields. The gnome druid calls on nature, flinging beams of flame at the alai mage. One misses and lights aflame a discarded tabard—the sorcerer gestures at it and casts another spell, conjuring a ball of flame that spits out and strikes the party in a blooming fireball. Their two smallest are scorched the least but the half-orc leading them uses the pain, throwing some of it back yet again in a hellish rebuke that causes the Dancing Mystic to smolder. As their elven archer picks themselves up off the ground an unnatural yellow-green fluid drips from out of her ears, eyes, and mouth, catching their foe's interest for a few precious seconds.

Using the short reprieve the gnome transforms into flaming hawk and dives at the Dancing Mystic, coordinating his attack with a leaping kick from the monk, his leg shrouded in fire born from his ki. For the briefest of moments a look of panic flashes across the alai mage's face as the flames peel away more and more of the metal protecting him. As he backs away the half-orc floats towards him, swinging her axe only for it to strike a shield the sorcerer rapidly floats up between them. The 'elven' archer fires an arrow but it never reaches her target—with a powerful sweeping move, the Dancing Mystic spins in a quick circle and dozens of swords fly up in a wall around him. The druid, halfling, and half-orc are sliced apart as he cackles, brushing away the last bit of silver providing him protection. As the lithe hunter goes to flee the alai mage grabs at a bit of flame that blooms outward and brings her down, though he fails to see the cloud of green miasma that floats up out of her skull and roils away like a fog, silently vowing revenge yet again and while it concocts a new plan for how to assault the sorcerer...

CHAPTER 5: CLASS OPTIONS

PATH OF PSION-PRIMAL (BARBARIAN)

In the fight (or flight) for survival in the Xerica, a barbarian's rage can help them tap into power of the spiritual patron of the land: the Beast of Three, Karm'ra.

THE BEAST WITHIN

Starting when you choose this path at 3rd level, you can use your rage to take on some characteristics of the Beast of Three. Choose one animal: lion, goat, or dragon. While you are raging you gain the following benefits:

- **Lion.** Your hands swell and grow into claws. Your unarmed strikes deal 1d4 slashing damage, and you are proficient with your unarmed strikes. In addition, you can make an unarmed strike as a bonus action on each of your turns.
- **Goat.** You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone, and you have advantage on checks made to shove a creature.
- **Dragon.** You gain blindsight to a range of 30 feet.

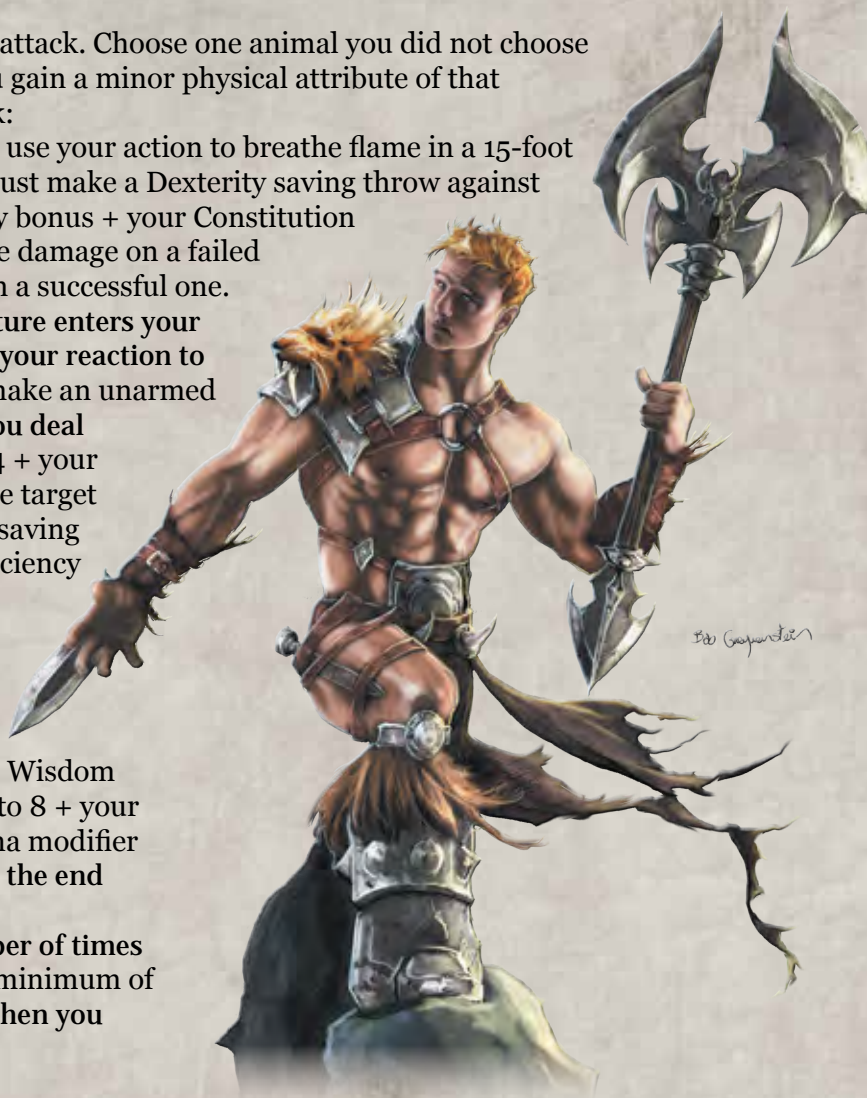
Additionally at 3rd level, you begin manifesting aspects of the beast. This is a minor physical attribute of the animal chosen at 3rd, 6th, and 10th levels. That could be the lion's fang-like teeth, horn buds from the goat, scaly patches of draconic hide, and so on.

BEASTLY FEROCITY

Starting at 6th level, you gain a special attack. Choose one animal you did not choose at third level: lion, goat, or dragon. You gain a minor physical attribute of that animal plus the following special attack:

- **Dragon: Fire Breath.** You can use your action to breathe flame in a 15-foot cone. Each creature in the area must make a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier. A creature takes 2d8 fire damage on a failed save, and half as much damage on a successful one.
- **Goat: Head Butt.** When a creature enters your reach or attacks you, you can use your reaction to move up to 10 feet towards it to make an unarmed strike with your head. On a hit, you deal bludgeoning damage equal to 2d4 + your Strength modifier. In addition, the target must make a successful Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be knocked prone.
- **Lion: Menacing Roar.** When you hit a creature with a melee attack, you can emit a menacing roar at it. The target must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier or become frightened of you until the end of your next turn.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain any expended uses when you finish a long rest.



BLESSINGS OF KARMIRA

Starting at 10th level, you have advantage on saving throws against being frightened, poisoned, or charmed.

In addition, you gain a minor physical attribute of the animal (lion, goat, or dragon) that you did not choose at 3rd or 6th level.

BEASTHIDE

Starting at 14th level, you gain the resilience of the Beast of Three. While raging, you gain 1d12 temporary hit points which last until they're depleted or your rage ends (whichever comes first).

In addition you gain an immunity based on your choice of animal: lion, goat, or dragon (you can choose at the time of raging):

- **Lion.** You can't be frightened.
- **Goat.** You can't be poisoned.
- **Dragon.** You can't be charmed.

If you are in the specified condition when you enter your rage, the effect is suspended for the duration of the rage.

LUNAR CLERIC DOMAIN

Spiritual patrons of Kaviya's moons tend to be associated with night, transformation, and illusions. The clerics of most lunar patrons take an antagonistic role to these forces, battling shapeshifters and guiding their people like a light in darkness. These patron's clerics are beloved as protectors by many people in Kaviya. A few evil lunar patrons create new shapechangers and undead creatures. The clerics of these evil patrons are treated with distrust and outright fear in most areas that know of them.

FOLLOWER OF THE MOONS

At 1st level, your connection with moonlight and the starry sky allows you to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Unlike most darkvision, you can see color in darkness while you are under moonlight.

In addition, as an action you can raise your holy symbol and choose an allied creature within 60 feet of you that you can see. For the next minute, that creature can see normally in darkness, both magical and nonmagical to a distance of 120 feet. Once you use this feature you cannot do so again until you finish a short or long rest.

BONUS PROFICIENCY

Also at 1st level, you gain proficiency with martial weapons and heavy armor (or Skilled Defense; page 8).

CHANNEL DIVINITY: MOON BLADE

Starting at 2nd level, you can use your Channel Divinity to create a blade of moonlight in your hand. As a bonus action, you present your holy symbol and extend a free hand, and a magical blade of moonlight emerges from that hand. The moon blade lasts up to 1 hour and has the stats of a longsword that can deal either slashing or radiant damage on hit (your choice). It also casts bright light for 5 feet, and dim light for 15 feet. You choose the color of the blade, and the light it casts.

The blade is a magical weapon that gains a bonus to hit and to its damage rolls equal to half your proficiency bonus, rounded down. In addition, you have advantage on melee weapon attacks with the moon blade against undead creatures and shapechangers.

If the blade leaves your hand, it dissipates at the end of the round. At any time during the 1 hour duration if you do not have a moon blade currently in your hand, you can use a bonus action to create a moon blade in your hand.



LUNAR DOMAIN SPELLS

1st	<i>faerie fire, floating disk</i>
3rd	<i>invisibility, moonbeam</i>
5th	<i>magic circle, vampiric touch</i>
7th	<i>control water, resilient sphere</i>
9th	<i>cone of cold, dream</i>

CHANNEL DIVINITY: VEIL OF ILLUSION

Starting at 6th level, you can use your Channel Divinity to create a veil of moonlight that extends from you and grants your allies invisibility from the perspective of anyone outside the veil.

As an action, you present your holy symbol, and a shimmering veil of light surrounds you in a 15-foot radius for 1 minute. Any number of creatures or objects of your choice inside the veil become invisible to any creature outside the veil. A creature inside the veil can see all the invisible creatures and objects normally. The radius moves with you.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

MOON'S REFLECTION

Starting at 17th level, whenever you are targeted by a line spell, or a spell that requires a ranged attack roll, you can use your reaction to attempt to reflect the spell back at its caster. When you do so, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell effect is reflected back at the caster as though it originated from yourself, turning the caster into the target. Once you use this feature, you cannot do so again until you finish a long rest.

BURNING CIRCLE (DRUID)

There is a primal yearning in your soul, an endless need to see the world burn. Fire speaks to you in a way that mystifies others, imparting knowledge of magics that scorch or alight the world. You have embraced your urges and listen intently to the flame's whispers, unlocking fierce power in return.

BONUS CANTRIP

When you choose this circle at 2nd level, you learn the *fire bolt* cantrip.

BURNING CIRCLE SPELLS

Level	Spells
3rd	<i>hellish rebuke</i> (as a 1st-level spell), <i>scorching bolt</i>
5th	<i>fireball</i> , <i>glyph of warding</i>
7th	<i>fire shield</i> , <i>wall of fire</i>
9th	<i>flame form</i> *, <i>flame strike</i>

CONTROL THE BURN

Also at 2nd level, you can speak to the fire and it listens to your commands, showing mercy to vegetation—though never flesh. When you cast a spell that deals fire damage, you can choose for your spell not to light objects and the environment on fire.

FLAMEBORNE

Also at 2nd level, your primal connection to flames can be expressed even when you assume another creature's form. While using *Wild Shape*, your natural weapons deal an extra 1d4 fire damage. When you reach 8th level the fire damage increases to 1d6, when you reach 14th level it increases to 1d8, and at 20th level it increases to 1d10.

FLAMING HEART

Beginning at 6th level, you develop natural defenses against flames. You gain resistance to fire damage regardless of what form you are in.

SCORCHING MAGIC

Also at 6th level, your mastery over fire magic can undo the power of cold spells. When a creature within 60 feet of you casts a spell that deals cold damage, you can use your reaction to interrupt the spell by expending a spell slot. If the creature used a spell slot equal to or less than the spell slot you expended, the spell fails and has no effect. If the creature used a spell slot of a level higher than the spell slot you expended, make a Wisdom ability check against a DC equal to 10 + the spell's level. On a success, the creature's spell fails and has no effect.

SOULFIRE

Starting at 10th level, you can feed the flames of a spell by burning away bits of your own soul. When you cast a spell that deals fire damage, you can choose to siphon out greenish soulfire that deals an extra 1d6 fire damage to each creature targeted by the spell. You take 1d6 necrotic damage for each creature that takes extra damage from Soulfire. When you reach 13th level, the extra fire damage increases to 2d6. When you reach 16th level, the extra fire damage increases to 3d6.

Once you use this feature, you must finish a long rest before you can use it again. You can use this feature twice between long rests starting at 14th level and three times between long rests starting at 18th level.

FLAME FORM

5th level transmutation (sorcerer, wizard)

Casting Time: 1 action

Range: Personal

Components: V, S, M (ounce of tar)

Duration: Concentration, up to 1 minute

You along with everything you are wearing and carrying transform into flames for the duration. The spell ends if you drop to 0 hit points. While in flame form, you gain the following benefits:

- Your AC becomes 16.
- You gain a fly speed of 40 feet. You can't fall and remain hovering in the air even when stunned or otherwise incapacitated.
- You can move through a space as narrow as 1 inch wide without squeezing.
- A creature that touches you or hits it with a melee attack while within 5 feet of you takes 1d10 fire damage. In addition, you can enter a hostile creature's space and stop there. The first time you enter a creature's space on a turn, that creature takes 1d10 fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 1d10 fire damage at the start of each of its turns.
- You are only able to manipulate objects that can withstand extreme heat (such as metal weapons).
- You shed light (bright light in a 30-foot radius and dim light another 15 feet).
- Your unarmed strikes deal 2d6 fire damage.
- You have advantage on spell attack rolls when using the *fire bolt* cantrip.



ONE WITH THE FIRE

At 14th level, you become one with the flames. You gain immunity to fire and resistance to cold damage regardless of what form you are in.

PRIMAL LEADER (FIGHTER)

Whether on the plains, in forest pastures, across the dunes, or atop the tundra, there are men and women who lead their kin in the fight for survival. They marshal the courage of villages and hamlets, bellowing out warcries and using the tactics of their warrior traditions to empower the blades and arrows of their allies—all while they mete out death with a competence inspiring in itself.

PRIMAL MOTIVATION

Starting when you choose this archetype at 3rd level, you can inspire others through stirring words or terrifying commands. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Primal Motivation die, a d4. Once within the next minute, the creature can roll the die and add the number rolled to one ability check, attack roll, saving throw, or damage roll that it makes. The creature can wait until after it rolls the d20 before deciding to use the Primal Motivation die, but must decide before the GM says whether the roll succeeds or fails. Once the Primal Motivation die is rolled, it is lost. A creature can have only one Primal Motivation die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Primal Motivation die changes when you reach certain levels in this class. The die becomes a d6 at 7th level, a d8 at 10th level, and a d10 at 15th level.

PRIMAL MANEUVERS

At 7th level, you learn two maneuvers. You learn one additional maneuver at 14th level. You cannot use these maneuvers yourself. If the maneuver requires a saving throw, the DC is equal to 8 + your proficiency bonus + your Charisma modifier.

Maneuver Dice. You have four maneuver dice, which are d6s. As a bonus action, you can expend a maneuver die to give it to an ally to use a maneuver that you know. If the ally has maneuver dice or a similar resource, increase the die to their dice (from d6 to d8 for example). If the maneuver is not used in a number of

rounds equal to your Charisma modifier, the maneuver is lost. You regain all spent maneuver dice when you finish a long rest.

- **Disarm.** A creature your ally has hit with a melee attack takes 1d6 additional damage and makes a Strength saving throw or drops one held item of your ally's choice
- **Distract.** On a successful hit with a melee weapon, your ally deals 1d6 extra damage. The next attack roll made by another creature against the same target before the start of your ally's next turn has advantage.
- **Evasive.** Until the end of their turn, when your ally is moving they add +1d6 to their AC until their movement stops.
- **Feint.** Your ally can use their bonus action to feint against one creature within 5 feet. Your ally has advantage on their next attack roll against that creature as long as it before the end of their turn. On a hit they deal 1d6 extra damage.
- **Goad.** On a successful hit with a melee weapon, your ally deals 1d6 extra damage and the target makes a Wisdom saving throw or has disadvantage on targets other than your ally until the end your ally's next turn.

- **Lunge.** Your ally increases their reach by 5 feet for one attack, dealing 1d6 extra damage on a hit.
- **Maneuver.** On a successful hit with a weapon attack, your ally deals 1d6 extra damage and chooses a friendly creature that can see and hear them. That creature can move half its speed by using its reaction. This movement does not provoke opportunity attacks from the target of your ally's attack.
- **Menace.** On a successful hit with a melee weapon, your ally deals 1d6 extra damage and the target makes a Wisdom saving throw or is frightened of them until the end of your ally's next turn.
- **Precise.** Your ally adds 1d6 to a weapon attack roll.
- **Push.** On a successful hit with a melee weapon, your ally deals 1d6 extra damage and a target of Large size or smaller makes a Strength saving throw or is pushed 15 feet away.
- **Sweep.** Your ally chooses a creature adjacent to their target and within their reach and on a hit, the adjacent creature takes 1d6 extra damage (of the same type as the weapon attack).
- **Trip.** Your ally deals 1d6 extra damage and if the target is a creature of Large size or smaller, it makes a Strength saving throw or is knocked prone.

STEALWARE

Beginning at 10th level, you cannot be frightened and you have advantage on saving throws to resist being charmed.

SUPERIOR MANEUVERING

Starting at 15th level, your maneuver dice increase to d8s and you gain two more.

WORDS OF INSPIRATION

When you reach 18th level, you can spend 1 minute inspiring your allies, drawing from within them the need for maximum effort. You and every creature that can hear you gains temporary hit points equal to your level + your Charisma modifier. A creature can only gain temporary hit points from this feature once between a short or long rest.

PYROKINE MONASTIC TRADITION

When you look into flames they don't just look back at you, they gaze into your soul and light the eternal fire burning within. With practice and discipline you harness this internal blaze, manifesting it to make your strikes scorch flesh, your blows singeing foes.

BLAZING TECHNIQUE

When you choose this tradition at 3rd level, you learn to summon flame using *ki*. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or it ignites. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns.
- It takes an extra 1d4 fire damage.
- It must succeed on a Wisdom saving throw or become blind until the end of your next turn.

BURNING DEVOTION

Beginning at 6th level, when you deal fire damage, you deal an extra 1d4 fire damage with an attack.

In addition, you gain resistance to fire damage.

LEAPING FLAMES

When you reach 11th level, the distance you travel when you jump doubles (both for horizontal and vertical jumps).

FIERY EPIPHANY

At 17th level, you become immune to fire damage.

In addition, all fire damage from Blazing Technique and Burning Devotion increases to 1d6.

OATH OF WEBS (PALADIN)

Those who dive into the mystical flow of the Kaṇavu-Valai find themselves for a moment linked to all things and all places. It is this point of connection that links us all together, and those attuned and committed to this connection can harness it for the betterment of all.

OATH OF WEBS

The oath of webs binds a paladin to act towards a greater good, acknowledging the interconnected weave in which all living creatures find themselves. Sometimes called knights of the spider, twilight cavalry, or silent heralds, these paladins are shadowy and often unseen parallels to the common boastful and shining knight. They see beyond the often temporary and insubstantial good of heroic acts, seeking instead to achieve long-lasting systemic good by any means necessary.

TEENETS OF THE WEB

- **Anonymity.** Keep your true identity secret from as many as possible. Systemic change needs no champions, only action.
- **Greatest Good.** Do whatever accomplishes the most good for the most people, even if that requires a smaller evil act.
- **Humility.** Never boast or gloat. You are an envoy acting upon the collective will of Kaṇavu-Valai, nothing you do is credited solely to you.
- **Selflessness.** Never act only in self-interest. You act on behalf of others, never yourself.

OATH SPELLS

Level	Spell
3rd	<i>disguise self, silent image</i>
5th	<i>detect thoughts, web</i>
9th	<i>blink, nondetection</i>
13th	<i>dimension door, greater invisibility</i>
17th	<i>modify memory, telekinesis</i>



WEB'S SHROUD

Starting when you take this oath at 3rd level, you no longer suffer disadvantage on Dexterity (Stealth) checks for wearing any armor that would normally incur this penalty.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Walk the Infinite. As an action you can envelop yourself and all your equipment in the energy of Kaṇavu-Valai and become ethereal. You can maintain the energy of Kaṇavu-Valai for up to 1 minute or until you use a bonus action to end the effect. While enveloped in this way you are invisible, insubstantial, and capable of moving in any direction, even up or down, treating other creatures and objects as difficult terrain. As an insubstantial creature, you can move through solid objects, including living creatures. You take 1d10 force damage if you end your turn inside an object. You can see and hear things around you, but everything looks gray and ephemeral. You cannot make attacks, cast spells, or interact with other objects while enveloped.

See the Unseen. As an action you can connect to the Kaṇavu-Valai and see the world without seeing. For up to 10 minutes you gain blindsight to a range of 30 ft. While doing so you can detect invisible creatures, sense minute vibrations, and see within total darkness.

SPIDER'S SMITE

Starting at 7th level, whenever you use your divine smite feature to deal extra radiant damage to a target creature, you may deal that much poison damage instead of any other types. Whenever a creature is dealt damage with your divine smite, it must make a Constitution saving throw with a DC equal to your spell save DC. On a failed save creatures are stunned until the end of their next turn.

TRAVERSE THE WEB

Beginning at 15th level, you can innately cast *spider climb* at will without the need for components.

ERASE THE INCIDENT

At 15th level, as an action you can attempt to erase the memory of a recent event, any number of creatures of your choice within 60 feet must make a Wisdom saving throw against your spell save DC. Creatures who fail this save lose their memory of the past 24 hours and are stunned until the end of their next turn as they regain their senses. Once you use this feature, you can't use it again until you finish a long rest.

ABANDON IN AETHER

At 20th level, you learn to harness your connection to the Kaṇavu-Valai and use it to rid this world of that which it can no longer tolerate. Whenever you use a melee attack to shove a stunned creature you may attempt to shove them into the Kaṇavu-Valai. When a creature is successfully shoved in this way, they are lost within the infinite mystical rivers and their destination is left to fate. The GM rolls d100 and consults Table: Abandon in the Aether. The exact location a creature emerges is up to GM discretion but it is more likely in places with a connection to Kaṇavu-Valai. Once you use this feature, you can't use it again until you finish a long rest.

Shoving a Creature. Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

Table: Abandon in Aether

d100	Effect
1–20	The creature dies, its body and soul absorbed somewhere deep within Kaṇavu-Valai.
21–40	The creature emerges more than 5,000 miles away from where it started after 3 days of confusion within the Kaṇavu-Valai and is afflicted with an indefinite madness .
41–60	The creature emerges between 1,000 and 4,999 miles away after a day of confusion within the Kaṇavu-Valai and is afflicted with a long-term madness .
61–80	The creature emerges between 100 and 999 miles away after an hour of confusion within the Kaṇavu-Valai and is afflicted with a short-term madness .
81–100	The creature emerges between 50 and 99 miles away after a minute of confusion within the Kaṇavu-Valai. They are also afflicted with a short-term madness unless they pass a DC 18 Wisdom saving throw.

PRIMAL HUNTER (RANGER)

Practically every settlement that survives in Kaviya have hunters, individuals whose sole role is to find and kill prey for their village to consume. The most dedicated of these know the truth of the hunt, the unflinching honesty of the chase and the true finality of the kill—by devoting themselves to the mastering their skills and tapping into their inner animal, these warriors brush against the truly supernatural in their pursuit of quarry.

EXPERCISE

At 3rd level, choose two of your skill proficiencies, or one of your skill or tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 7th level, you can choose two more of your proficiencies to gain this benefit.

KNOWN PREY

Also at 3rd level, your weapon attacks against a favored enemy deal an extra 1d4 damage. Whenever you reach 9th level in this class, the extra damage increases to 1d6. When you reach 15th level in this class, the extra damage increases to 1d8.

IMPLACABLE RESOLVE

Beginning at 7th level, you have advantage on saving throws to resist the charmed and frightened conditions.

EXTRA ATTACK (2)

Starting at 11th level, you may attack three times (instead of twice) when you take the attack action.

PRIMAL HUNT

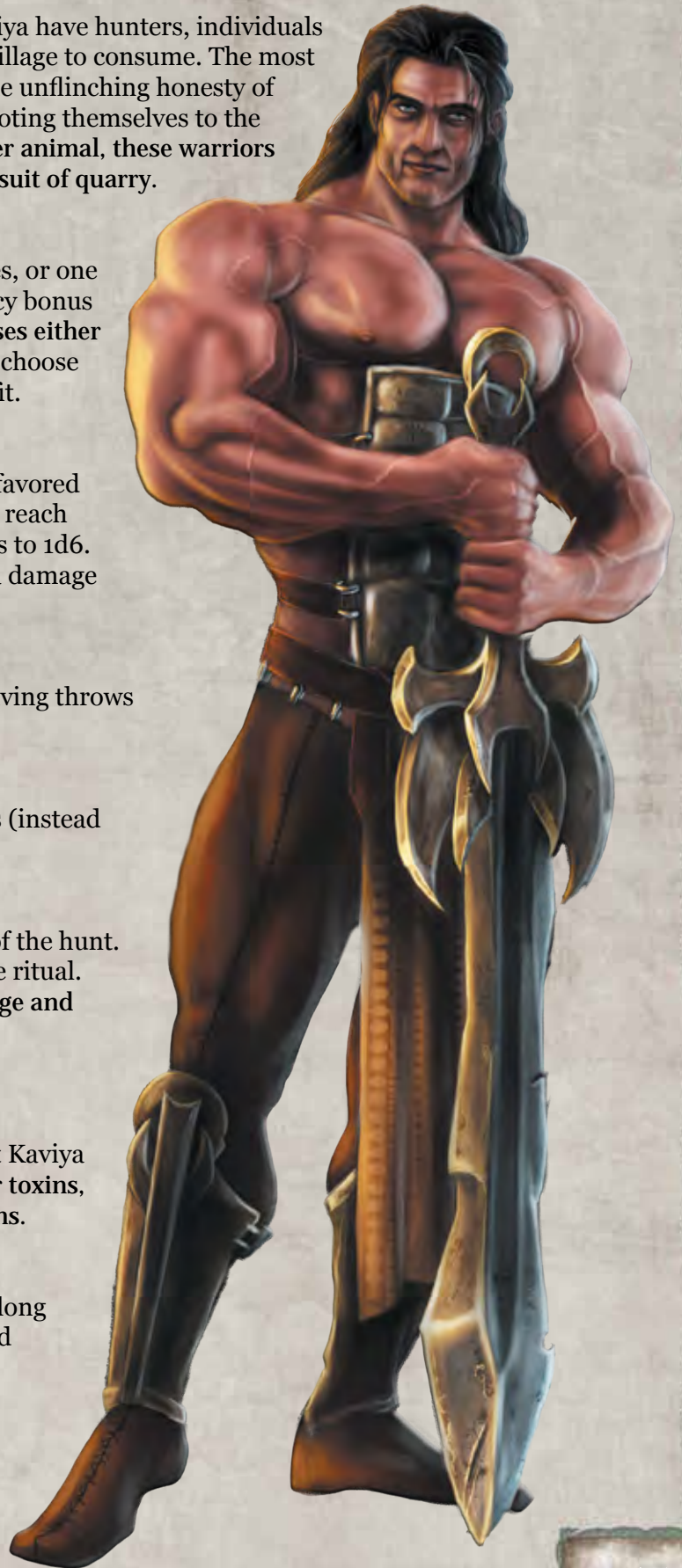
At 15th level, you gain a psionic understanding of the hunt. You are able to cast *locate creature* as a 1 minute ritual. In addition, you gain resistance to psychic damage and cannot be frightened.

SAVAGE POISONER (ROGUE)

The arts of the poisoner are undeveloped in Vast Kaviya yet there are those born with an innate talent for toxins, naturally taking to the creation and use of poisons. These deadly brewers are highly valued for their knowledge and techniques though only a daring warlord keeps company with any for very long—should treachery arise it is usually only realized after the fatal dose has been unknowingly taken.

AMATEUR POISONER

Starting when you choose this archetype at 3rd level, you start to understand the art of poisoning. You gain proficiency with the poisoner's kit, resistance to poison damage, and advantage on saving throws against poison.



POISON POOL

Beginning at 9th level, your poison brewing reaches a new level of perfection. You have advantage on checks made to hide your poisoner's kit and gain a +5 bonus on Dexterity (Sleight of Hand) checks to do so. With 10 minutes of work, you can craft a number of poison dice equal to your level + Intelligence modifier. These poison dice are d8s. You may choose to craft all of your poison into one deadly toxin that deals a maximum amount of d8s equal to your rogue level, or in several smaller vials. A living creature that ingests or is injured by a weapon coated in your poison takes the poison dice as extra poison damage to the attack, making a Constitution saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) for half damage. After 24 hours, any poisons made this way go inert. Once you have used this feature to brew poison, you cannot do so again until you have finished a long rest.

In addition, you can use a bonus action to poison a melee weapon or piece of ranged ammunition.

TOXIC BLOOD

Starting at 13th level, you gain immunity to poison and the poisoned condition. When a living creature damages you with a bite attack, it takes 1d4 poison damage per point of proficiency bonus you possess.

LETHAL POISON

When you reach 17th level, you can brew a concoction of incredible virulence. By spending 1 hour brewing, you can use a poisoner's kit to craft a fatal poison. Any living creature that ingests or is struck by your poison makes a Constitution saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or takes 10d6+40 poison damage. If you have detailed knowledge and a sample of a living creature's blood, you can spend an additional hour tailoring the toxin to specifically target that creature, causing it to have disadvantage on its saving throw.

ANIMATOR SORCERER BLOODLINE

Magic is in all things but only those with the touch of the animator are able to unlock innate arcane power, forcing the very world around them to dance and sway at their whim.

ANIMATED MAGIC

At 1st level, you learn how to reach out for the innate magic within objects. All of your spells use objects to create their effects—ropes wrap around and hamper enemies with *entangle*, you enchant ink to temporarily brand serrating tattoos upon foes when using *hunter's mark*, and when you cast *shield* your magic rapidly deploys a nearby broad piece of metal to protect you rather than a field of magical force.

In addition, you do not use the sorcerer spell list and choose your spells from the animator spell list.

Spellcasting Focus & Material Components. All of your sorcerer spells require an additional material component and spellcasting focus (listed by spell) upon which you express your magical power. At the GM's discretion other, similar items may be substituted as a spellcasting focus for your sorcerer spells. When you have no objects to animate as spellcasting foci, you are unable to cast spells.

AGILE MAGE HAND

Also at 1st level, you can control your *mage hand* cantrip with exquisite precision. You go unnoticed when retrieving or stowing one object inside a container in the possession of another creature (like a backpack or pocket) so long as you succeed on a Dexterity (Sleight of Hand) check opposed by the creature's Wisdom (Perception) check. In addition, while using *mage hand* you are able to use thieves' tools from as far as 30 feet away.

NEW METAMAGIC: ANIMATE

Starting at 3rd level, you gain Animate as one of your Metamagic options. You can use an action and spend 1 sorcery point to choose two Tiny-sized objects or one Small-sized object within 60 feet. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the

creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

An animated object is a construct with hit points, Strength, and Dexterity determined by its size. Its AC is equal to your spell save DC, and it uses your spell attack bonus for its attack bonus. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has darkvision 60 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form. At 10th level, your animated objects gain blindsight 30 feet.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. On a successful hit, the object deals extra damage equal to your Charisma modifier (minimum 0). The GM might rule that a specific object inflicts slashing or piercing damage based on its form.

You can spend a number of sorcery points on this metamagic equal to half your sorcerer level. For each additional sorcery point spent, you can either animate an additional object or increase the size of object you can animate by one category, up to a maximum of Huge size.

When you reach 7th level, you can choose to burn 1 sorcery point per size category of an animated object (1 for Tiny, 3 for Medium, and so on) to bestow it with a piece of your soul that blooms into its own life essence. You do not regain burnt sorcery points when you finish a long rest until 30 days have passed. The target's Intelligence, Wisdom, and Charisma each increase by 2d4. The target also gains the ability to speak one language you know. The awakened object is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened object chooses whether to remain friendly to you, based on how you treated it while it was charmed.

BONUS METAMAGIC

At 6th level, you gain a bonus Metamagic of your choice.

Table: Animate Metamagic

Size	HP	AC Bonus	Attack	Strength	Dexterity
Tiny	5	+4	1d4 damage	4	15
Small	10	+3	1d8 damage	6	14
Medium	25	+2	2d6 damage	10	12
Large	50	+1	2d10 damage	14	10
Huge	100	+0	2d12 damage	18	8

ENHANCING AURA

Starting at 14th level, the vestments and weapons used by you and friendly creatures within 20 feet of you gain a measure of magic. On its turn, each creature chooses either an armor they are wearing, shield they are using, or weapon they are wielding. If a creature chooses an armor or shield, it gains a +1 bonus to AC. If a creature chooses a weapon, it gains a +1 bonus to attack and damage rolls made with that weapon. An item that is already magical cannot be targeted by this feature.

At 20th level, the range of the aura increases to 40 feet and the bonus it grants doubles.

SHARED LIFEFORCE

Beginning at 18th level, when you burn sorcery points to awaken an animated object, you are able to regain them after a week has passed.

ANIMATOR SPELL LIST

The practice of animation is centered around the arcane manipulation of objects, achieving the impossible by extending one's will into the very fabric, firmament, or fibers of the world.

Gold and Silver Dust

Components. When casting a spell that uses these material components, you must spend at least 1 gp worth of dust per level of the spell slot used.



0TH LEVEL (CANGRIPS)

acid splash (acid flask), *fire bolt* (lit flame), *light* (lit flame), *mage hand* (glove), *mending* (target), *message* (ink and parchment), *poison spray* (toxic flower or poisonous plant), *produce flame* (lit flame), *shillelagh* (stick), *shocking grasp* (ferrous magnet), *true strike* (target weapon or cord)

1ST LEVEL

alarm (bell), *burning hands* (lit flame), *color spray* (inks and paint), *detect magic* (silver or gold dust), *disguise self* (disguise kit), *entangle* (rope or vines), *expeditious retreat* (boots), *faerie fire* (silver or gold dust), *false life* (at least 10 silver coins), *feather fall* (cloak), *find familiar* (object of Tiny size), *floating disk* (shield or similar size piece of metal), *fog cloud* (filled waterskin or puddle), *grease* (1 ounce fat or oil), *hunter's mark* (inks or paint), *jump* (cloak), *longstrider* (boots), *mage armor* (at least 10 silver coins), *shield* (shield), *thunderwave* (gunpowder)

2ND LEVEL

acid arrow (acid flask), *arcane lock* (silver or gold dust), *barkskin* (tree bark), *blindness/deafness* (black dust), *continual flame* (lit flame), *darkness* (ink or black dust), *enthrall* (ink, paint, or silver or gold dust), *find steed* (Medium-sized object), *find traps* (silver or gold dust), *flame blade* (lit flame), *flaming sphere* (lit flame), *gentle repose* (wax), *heat metal* (target), *hold person* (rope), *knock* (battering ram or thieves' tools), *levitate* (shield or similar size piece of metal), *locate object* (silver or gold dust), *magic mouth* (mask), *magic weapon* (target), *mirror image* (three hand-sized mirrors), *pass without trace* (black dust), *scorching ray* (lit flame), *see invisibility* (silver or gold dust), *shatter* (gunpowder), *spider climb* (climbing gear), *spike growth* (caltrops), *spiritual weapon* (target weapon), *web* (net and rope)

3RD LEVEL

animate dead (target), *bestow curse* (silver or gold dust), *counterspell* (silver or gold dust), *dispel magic* (silver or gold dust), *fireball* (lit flame), *fly* (cloak), *hypnotic pattern* (ink, paint, or silver or gold dust), *lightning bolt* (ferrous magnet), *phantom steed* (Medium-sized object), *plant growth* (target), *protection from energy* (silver or gold dust), *sending* (ink and parchment), *speak with dead* (target), *speak with plants* (target), *stinking cloud* (ounce of mustard seeds), *water walk* (boots)

4TH LEVEL

black tentacles (net and rope), *control water* (target), *fire shield* (lit flame; fire only), *freedom of movement* (target), *guardian of faith* (casket), *polymorph* (target creature), *private sanctum* (target structure), *stone shape* (target), *stoneskin* (silver or gold coins), *wall of fire* (lit flame)

5TH LEVEL

animate objects (target), *cloudkill* (ounce of castor beans), *creation* (silver or gold dust), *dispel evil and good* (silver or gold dust), *flame strike* (lit flame), *hold monster* (rope), *passwall* (target), *seeming* (disguise kit), *telekinesis* (target), *wall of stone* (target)

6TH LEVEL

blade barrier (5 swords), *chain lightning* (ceramic magnet), *create undead* (target), *find the path* (silver or gold dust), *guards and wards* (target structure), *irresistible dance* (cord or rope), *move earth* (target), *true seeing* (silver or gold dust), *wall of ice* (bucket of water or large puddle), *wall of thorns* (rope or vines)

7TH LEVEL

arcane sword (greatsword), *delayed blast fireball* (lit flame), *fire storm* (lit flame), *forcecage* (net), *magnificent mansion* (target structure), *mirage arcane* (target terrain), *prismatic spray* (inks and paint), *symbol* (silver or gold dust)

8TH LEVEL

animal shapes (target creatures), *control weather* (vat of water), *earthquake* (target terrain), *incendiary cloud* (gunpowder and lit flame)

9TH LEVEL

imprisonment (casket and chains), *meteor swarm* (meteorites and lit flame), *prismatic wall* (ink and paints), *storm of vengeance* (vat of acid, ceramic magnet, and vat of water), *time stop* (3 meteorites you send spinning backwards around the planet)



DREAMER SORCERER BLOODLINE

Either during conception or while in the womb, a spell was put upon your soul that forever changed you. For as long as you can remember your dreams have been incredibly lucid and vivid, and when you engage in reverie a sense of the other accompanies you. Through the arcane arts you've unlocked some of this secret, learning more about the powers granted to you as your control over them grows.

DREAM-THREADING

At 1st level, you can influence dreams. You may choose up to three sentient creatures who are sleeping within 100 feet of you to have good dreams. You must choose at least as many creatures who are sleeping within range to have nightmares. You may not grant yourself good dreams. When a creature is the target of both good dreams and nightmares, the effects cancel one another.

If this is part of a short rest, good dreams grant a creature temporary hit points equal to your Charisma modifier, and if it spent any Hit Dice to recover hit points, add your Charisma modifier to the number of hit points regained. Nightmares impose disadvantage on the creature's next Wisdom saving throw, and it expends 1 Hit Die without effect.

If this is part of a long rest, good dreams grant temporary hit points equal to one of the creature's Hit Dice plus your Charisma modifier. Nightmares force the creature to reroll the first Wisdom or Charisma saving throw that it succeeds.

SOMNIUM ORBS

At 6th level, you learn how to distill the stuff of dreams into orbs the size of your fist. As an action, you can create a number of somnium orbs equal to your Charisma modifier (minimum 1). They last until you dismiss them as a bonus action on your turn or create more somnium orbs. Your somnium orbs have an AC equal to your spell save DC and hit points equal to your spell attack bonus.

As a bonus action, you can move your somnium orbs as if controlling them all with *mage hand* or *command* one or more somnium orbs to travel up to 30 feet in one direction. If you ram a somnium orb into a creature the somnium orb stops moving this turn. There is no limit to the distance a somnium orb can travel and you are able to see through a somnium orb even when you are on different planes of existence, but as an object without sentience they cannot navigate anywhere more specific than to return to you.

As an action, you can see and hear through one of your somnium orbs until the start of your next turn. While seeing through your somnium orb you gain darkvision 60 feet, and at 18th level you gain truesight. During this time, you are deaf and blind with regard to your own senses, but are able to cast illusion spells and use Dream-Threading through a somnium orb you are seeing through.



DREAM TELEPATHY

At 14th level, you can communicate telepathically with any creature you can see. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. In addition, you can cast *dream* without expending a spell slot as long as you can see your target. You can do so a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

DREAM LABYRINTH

At 18th level, you learn the magnificent mansion spell. When you cast it, you may choose to make the duration permanent by placing your heart, mind, or soul into it. This permanent dream labyrinth has an entryway to the Material Plane in the place that you cast it and remains until a creature destroys the part of yourself sustaining the spell. While your dream labyrinth still stands you do not age, cannot suffer from frailty of old age, die from old age, or be aged magically. As an action, you can teleport yourself and up to six creatures to your dream labyrinth (Charisma saving throw negates). In addition, you can teleport yourself and creatures around your dream labyrinth if you are already inside of it.

WARLOCK PATRON: THE GRANDMOTHER

Your patron is a monstrosity known to some as the Great Harpy, but venerated by your clanspeople as Léelk'w (the Grandmother). Your position as one of the Séek' is a privilege, and honor, and a burden, but one you bear with pride. You are revered within the tribe as a spiritual leader as well as an anomaly.

GRANDMOTHER'S EXPANDED SPELLS

The Grandmother lets you choose from an expanded list of spells when you learn a Warlock spell. The following spells are added to the Warlock spell list for you.

CHOSEN BY THE GRANDMOTHER

At 1st level, you gain proficiency with martial weapons.

In addition, monstrosities and beasts have difficulty harming you. If a monstrosity or beast targets you directly with an attack or a harmful spell, that creature must make

a Wisdom saving throw against your spell save DC (no save is required when you are included in an area effect, such as a *fireball* spell). On a failed save, the creature must choose a new target or waste the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. A monstrosity or beast is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

VOICE OF THE GRANDMOTHER

At 6th level, you can sing a magical melody made up of shrieks, barks, and chattering. Every humanoid and giant within 15 feet of you that can hear the song must succeed on a Charisma saving throw or be charmed until the song ends. You must take a bonus action on your subsequent turns to continue singing. You can sing for a number of rounds equal to your Charisma modifier (minimum 1). You can stop singing at any time, and the song ends if you are incapacitated.

While charmed by you, a target is incapacitated and ignores the songs of harpies and Séek'. If the charmed target is more than 5 feet away from you, the target can take the Dash action on its turn to move toward you by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than you, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it and the target is immune to your song for the next 24 hours.

Once you use this feature, you can't use it again until you finish a short or long rest.

ADORED BY THE GRANDMOTHER

At 10th level, your patron has taught you how to resist the efforts of those who would deceive you or compel your behavior. You cannot be charmed and have resistance against enchantment spells and effects.

GRANDMOTHER EXPANDED SPELLS

Spell Level	Spells
1st	<i>shield, speak with animals</i>
2nd	<i>aid, enhance ability</i>
3rd	<i>beacon of hope, stinking cloud</i>
4th	<i>compulsion, freedom of movement</i>
5th	<i>commune with nature, contagion</i>

FAVORED OF THE GRANDMOTHER

Starting at 14th level, your voice has the power to psychically damage those who hear it. Any time you cast a spell with a verbal component or use an effect that requires you to speak or sing, you can choose to have one creature that can hear you take 10d10 psychic damage.

Once you use this feature, you can't use it again until you finish a long rest.

WARLOCK PATRON: HIVEMIND

In keeping with its attempts to spread and grow independent of the coral reef it was born from, Tohgai is shares some of its power and influence. Indeed it has done so often with people in the Thamash Archipelago, after shattering the minds of many in its first attempts (turning them into little more than drones).

HIVEMIND'S EXPANDED SPELLS

The Hivemind lets you choose from an expanded list of spells when you learn a Warlock spell. The following spells are added to the Warlock spell list for you.

PART OF A GREATER WHOLE

When you join forces with this patron, your mind becomes part of something larger and wider, a shard of which resides now within you. This has a calming effect on you and makes it harder to influence or decipher your thoughts.

Starting at 1st level, you have advantage on saving throws against being frightened or charmed. You also have advantage against attempts to probe your mind, such as those from divination magic.

PROJECTED MIND

Beginning at 6th level, you learn how to reach out to others with your mind. You can telepathically speak with any creature you see within 30 feet of you.

MIND LASH

Also at 6th level, you figure out how to muster and project your thoughts out in a sudden bolt. When you have been damaged by a creature within 30 feet of you that you can see, you can use your reaction to lash out at its mind. The creature must make an Intelligence saving throw against your spell save DC. It takes 2d10 psychic damage on a failed save, or half as much on a successful one.

At 9th, 13th, and 17th level the damage increases by 1d10 (maximum 5d10).

Once you use this feature, you can't use it again until you finish a short or long rest.

CORAL MEMORIES

Starting at 10th level, you learn to tap into your patron's shared consciousness for information and guidance. When making an ability check that uses Arcana, History, Nature, or Religion, you can add your Charisma modifier to the check.

HIVEMIND'S EXPANDED SPELLS

Spell Level	Spells
1st	<i>command, speak with animals</i>
2nd	<i>calm emotions, detect thoughts</i>
3rd	<i>sending, speak with plants</i>
4th	<i>compulsion, confusion</i>
5th	<i>awaken, dominate person</i>

SAFETY IN UNITY

Also at 10th level, you learn to remove part of your mind and place it into your patron's shared consciousness for safety.

Whenever you finish a short or long rest, you gain temporary hit points equal to your warlock level + your Charisma modifier. In addition, while you have temporary hit points from this feature, a creature that damages you with an attack or spell takes psychic damage equal to the number of temporary hit points lost.

ONE OF US!

Starting at 14th level, you become an active vehicle in the expansion of your patron's reach, able to bluntly wield a sliver of its power. As an action, you can choose a creature that you can see within 60 feet. It must make an Intelligence saving throw against your spell save DC. On a failed save, the creature takes psychic damage equal to 2d8 + your Charisma modifier. For 1 minute or until your concentration is broken (as if you are concentrating on a spell), at the beginning of your turn the creature takes psychic damage equal to 2d8 + your Charisma modifier. If this damage drops a creature to 0 hit points or less, its mind is shattered as it becomes an empty husk controlled by your patron.

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



GEMINI CLASS

Gripping her shortswords and watching her opponent closely, the dwarf notes the elven duelist's canny footwork and the way his blade wanders through the air with a supple readiness. As the technique registers in her mind she steps forward and lashes out, forcing her opponent to skip backwards and out of the way—leaving an opening to quickly pass by and attend to her fallen cleric ally.

Despite the half-elf's relative youth his aching joints force a groan as he stumbles out of the way of the fireball, but a pair of the magician's thugs move to flee and opportunity presents itself—with two quick flicks of his blade each feels his wrath and drop to the ground clutching their backsides.

The assassin cackles as his target suddenly multiplies, now two women instead of one—a cheap illusionist's trick—but his laugh changes into a cry of pain as suddenly both of them strike with their rapiers, each one drawing blood!

Conflict is a part of life for all adventurers but the way of the gemini means confronting the deepest contrasts of one's very soul. These capricious and contradictory warriors are nimble, incredibly adaptive, and a source of frustration for opponents as they make use of the most effective techniques arrayed against them.

DUAL NATURED

Frequently thought to be fey-touched, cursed to bring woe, or possibly a gift from the gods, gemini possess spectacular and miraculous powers—yet one and all are consumed by inner conflict. This is more than a matter of conscience or doubt for each day brings a sense of mystery as to how they'll perceive life. The struggle of gemini are so pronounced that they hear voices inside their heads, possibly even forming separate personalities representing each side of their psyche.

FINDING THE BALANCE

Gemini that realize the power hidden within their divergent souls unlock a rare path forward but not without suffering from their inherent duality. Whatever else they hope to achieve in life they all seek equilibrium and a means to attaining inner peace. This coveted prize rarely exists in solitude however and many gemini take to adventuring in their search, earning glory and riches along the way.

CREATING A GEMINI

The first thing to decide when making a gemini is the type of conflict that consumes them—one of time (the Atavist), perfection (Equalist), or bravery (Reluctant Hero). With this knowledge in hand, what about your background foreshadowed the realization of your divergent soul's unique power? What triggered their discovery? How did their friends and family react, and how do those interactions to your revelation inform the secrecy or openness of your rare talents?

You may have come to the attention of a gemini that has achieved some level of peace and retired, a misanthrope from your community that offers a means to understand your curious nature. Perhaps the voices in your head do more than squabble, instead providing detailed advice on how to perfectly mimic what others are doing as well as their contrary opinions. Regardless of how your powers are developed, you have a desire for balance but of what kind? Are you compelled to walk between the paths of darkness and light, chaos and law, sanity and madness? Where do you hope to find it—within the wisdom of the past in scrolls waiting in ancient libraries, a vast horde of wealth to drown your troubles in hedonism, among meditating monks achieving spiritual enlightenment, or through powerful magic unlocked from relics hidden away in dangerous crypts?

QUICK BUILD

It's simple to quickly build a gemini using these suggestions: First, your highest ability scores should be Dexterity and Charisma. Your next highest ability score should be Constitution. When selecting your equipment, choose studded leather armor, two shortswords, the explorer's pack, and shortbow. For skills, decide if you want to be sneaky (Deception, Sleight of Hand, and Stealth), suave (Deception, Insight, and Persuasion), or more aware (Insight, Investigation, and Perception).

CLASS FEATURES

Hit Dice: 1d10 per gmini level

Armor: Light armor, shields

Weapons: Simple weapons, weapons with the finesse property

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Dexterity, Charisma

Skills: Choose three from Acrobatics, Deception, Insight, Investigation, Perception, Persuasion, Sleight of Hand, or Stealth.

EQUIPMENT

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

- (a) padded armor or (b) leather armor
- (a) two shortswords or (b) a rapier and a dagger
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) a shortbow and a quiver of 20 arrows or (b) a light crossbow and a quiver of 20 bolts

COPYCAT

At 1st level, you learn to mimic others with uncanny accuracy. As an action you can observe another creature for 1 minute and mimic it, utilizing talents that normally require dedication and work to attain. You gain proficiency in a skill, tool, or weapon. You are only able to mimic one proficiency at a time.

For example, you might use this feature to mimic a driver's vehicles (land) proficiency to take the wheel of an automobile on the highway, help sift through a library after watching a companion use Investigation to work the cataloging system, or take up a strange weapon unknown to you after someone has displayed how to use it.

GEMINI BALANCE

Also at 1st level, you discover what type of gmini you are and the duality of your own soul. When you finish a long rest, roll 1d20. On an odd result your personality and perception of the world is informed more by one side of your Gemini Balance, on an even result the other (Atavist—young/old, Equalist—mental/physical, Reluctant Hero—coward/hero).

Table: The Gemini

Level	Proficiency Bonus	Features
1st	+2	Copycat, Gemini Balance
2nd	+2	Doublestones, Fighting Style
3rd	+2	Action Surge, First Impression
4th	+2	Ability Score Improvement
5th	+3	Multiply, Gemini Balance
6th	+3	Marked Impression
7th	+3	Greater Copycat, Opportunist
8th	+3	Ability Score Improvement
9th	+4	Master Face
10th	+4	Gemini Balance
11th	+4	Counterattack, Multiply (3)
12th	+4	Ability Score Improvement
13th	+5	Metallic Storm
14th	+5	Evasion
15th	+5	Gemini Balance
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Clone
18th	+6	Incredible Multiplication, Magical Mimicry
19th	+6	Ability Score Improvement
20th	+6	Gemini Balance, Multiply (4)

Multiclassing Prerequisite Dexterity 13, Charisma 13
Proficiencies Gained Light armor, weapons with the finesse quality

DOUBLESTONES

At 2nd level, you learn to make doublestones, rounded oval rocks able to sense each other. You can make a maximum number of doublestones equal to your proficiency bonus. When in a pair or more, doublestones are magnetically attracted to each other and can be used for trail markers, tracking purposes, or to prevent yourself from becoming lost. Your doublestones function within a range equal to 1 mile per gmini level. You can use an action to speak its command word, making the doublestone sense and be drawn toward your nearest doublestone within range. Any creature can speak another command word to talk into the doublestone, causing all your doublestones within that area to emit the same words in your voice 1 round later.

FIGHTING STYLE

Also at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

SCRAPPING

You can roll a d4 in place of the normal damage of your unarmed strike. In addition, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes. When you reach 11th level in this class, you deal an additional 1d4 damage with your unarmed strike.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

ACTION SURGE

Starting at 3rd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

FIRST IMPRESSION

Also at 3rd level, when you first meet a creature you can choose to activate this feature. If you do, roll 1d20.

On an odd result you have advantage on Charisma (Persuasion) checks against the creature and disadvantage on Wisdom (Insight) checks against the creature.

On an even result, you have advantage on Wisdom (Insight) checks against the creature but disadvantage on Charisma (Persuasion) checks against the creature.

ABILITY SCORE IMPROVEMENT

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

MULTIPLY

At 5th level, your true power as a gemini emerges. You can use an action to multiply yourself, creating 1 semi-real duplicate that appears in your space for 1 minute. The number of duplicates increases to two when you reach 11th level in this class and to three when you reach 20th level in this class.



For the duration, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which is really you. You can use your action to dismiss the duplicates. Each time a creature targets you with an attack during the duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have one duplicate, you must roll a 10 or higher to change the attack's target to a duplicate. With two duplicates, you must roll a 7 or higher. With three duplicates, you must roll a 5 or higher.

A duplicate has the same AC as you. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The duration ends when all the duplicates are destroyed.

All creatures (even those benefiting from truesight) are affected by this feature.

When you take the Attack action, each of your duplicates can make an attack. A duplicate has the same weapons and armor as you do when it is created, but if you have other weapons on your person you may choose for a duplicate to generate a copy of that weapon to wield instead.

In addition, if you have duplicates, you and your duplicates do not have disadvantage on ranged weapon attacks when within 5 feet of a hostile creature who can see you and who isn't incapacitated. Creatures other than you cannot move through your square while you have duplicates.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

MARKED IMPRESSION

At 6th level, your ability to make an impression becomes more pronounced. When you activate First Impression, you can choose to make a Marked Impression.

On an odd result, you have advantage on Charisma (Persuasion and Deception) checks against the creature, and disadvantage on Wisdom (Insight) checks and Charisma (Intimidation) checks against the creature.

On an even result, you have advantage on Wisdom (Insight) checks and Charisma (Intimidation) checks against the creature, but disadvantage on Charisma (Deception and Persuasion) checks against the creature.

GREATER COPYCAT

At 7th level, you learn to mimic more advanced techniques. You can use a bonus action to use Copycat, you only need 1 round of observation, and you are able to mimic feats. You are able to mimic one proficiency and one feat at the same time.

At the GM's discretion, you may be able to mimic an NPC trait (like a gladiator's Parry) instead of a feat.

OPPORTUNISE

Also at 7th level, your reflexes are as taut as a jungle cat's. After you have used your reaction to make an opportunity attack, before the beginning of your next turn you may make one free opportunity attack against a provoking creature. Your second opportunity attack cannot target the same creature as your first.

In addition, if you begin your turn without having used your reaction, you can use a bonus action to take the Dash action.

MASTERFACE

At 9th level, whenever you make a Charisma (Deception, Intimidation, or Persuasion) check or Wisdom (Insight) check, you can treat a d20 roll of 9 or lower as a 10.

COUNTERATTACK

At 11th level, when a creature misses you with a melee weapon attack either by failing to hit your AC or by hitting one of your duplicates, if you are wielding a melee weapon you can use your reaction to make an opportunity attack against that creature.

METALLIC STORM

At 13th level, while you have at least one duplicate and 8 darts or 8 daggers, you are able to create a deadly hail of metal. As an action, you and your duplicates throw a storm of weaponry in either a 20-foot cone or 30-foot line that is 10-feet wide. Creatures in the area make a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier). On a failed save, a creature takes 8d4 piercing damage plus 8d4 magical piercing damage for each duplicate, or half as much damage on a successful one.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

EVASION

At 14th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

CLONE

At 17th level, you can create a permanent duplicate of yourself (a clone) by undergoing a ritual that takes 1 hour and costs 100 gold in materials. This clone forms inside a sealed gemstone, growing to full size and maturity after 1 day. The sealed gemstone has an AC equal to your gemini level and hit points equal to triple your gemini level. The clone remains inert and endures indefinitely, as long as the sealed gemstone remains undisturbed.

At any time after the clone matures, if you die, your soul transfers to the clone, provided that your soul is free and willing to return.

The clone is physically identical to you and has the same personality, memories, and abilities, but none of your equipment. Your physical remains, if they still exist, become inert and can't thereafter be restored to life, since your soul is elsewhere. You are only able to have a single clone at a time.

INCREDIBLE MULTIPLICATION

At 18th level, you are able to create up to 9 semi-duplicates. It takes 1 hour of concentration and costs you 500 gold in magical components to create a semi-duplicate. Unlike a regular duplicate, a semi-duplicate has the complete statistics of a humanoid with a Challenge Rating of 1 or less that is unable to cast spells (chosen from the core rules such as a bandit, guard, noble, scout, spy, thug, or tribal warrior). In addition, semi-duplicates are able to move to their own spaces.

When a semi-duplicate is within range nearby (10 miles + 1 mile for each day since its creation) at noon or midnight, it dissipates and absorbs back into you. You immediately add an absorbed semi-duplicate's experiences and memories to your own, learning everything and sensing everything that it did while apart from you. If an absorbed duplicate had one of your doublestones, the doublestone materializes on your person. Everything else worn or carried by the semi-duplicate falls to the ground wherever it disappears.

Only 3 semi-duplicates can remain within range of each other, and any

others that come into range are absorbed into the oldest semi-duplicate as though it were you. You are able to absorb a duplicate that dies outside of range, but you must be touching its remains to do so.

MAGICAL MIMICRY

Also at 18th level, when you can hear and see a creature within 30 feet cast a spell with a casting time of 1 action or less, you can use your reaction to mimic it. If you do, on your next turn you can use your action to cast the same spell, using Charisma as your spellcasting ability.

Once you have used this feature to cast a spell, you must finish a short or long rest before you can use it again.

GEMINI BALANCES

Every gemini is different but there are three main courses that their divergent souls tend to follow. The gemini balance that you choose affects the way you perceive the world, what conflicts consume you, and how your powers express themselves.

ATAVIST

The Atavist is conflicted between the old and the new, the past and the future, who they were and who they will be. When you wake up each morning you either feel the heavy weight of age on your shoulders or the spring of youth in your step. Your duplicates are all either slightly younger than you or a little bit older than you.

PAST EMBODIED

At 1st level, you become proficient with and have advantage on Intelligence (History) checks. In addition, you are able to perfectly recall anything you've heard or seen within a number of weeks equal to your level in this class.

DOUBLE DODGE

At 5th level, when an attacker hits you with an attack, you can use your reaction to halve the attack's damage against you. You do not need to see the attacker or be aware of the attack.

TEMPORALIS

At 10th level, you can use an action to cast *time stop* without the need for somatic or material components. Unlike normal the duration is reduced to a number of rounds equal to half your proficiency bonus, and you are able to affect other creatures without ending the effect so long as you do not inflict any harm. For example, you could force a

potion of healing down an unconscious ally's throat, but not stab an opponent in the neck.

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

REGRESSING STRIKE

At 15th level, when you hit a living creature with a melee weapon attack you can force it to temporarily regress in age. The creature makes a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, it regresses back to adolescence for 1 minute, taking a -2 penalty to AC, ability checks, attack rolls, and saving throws. If the saving throw fails by 5 or more, the creature takes a -4 penalty instead. Once a creature has been de-aged, it is immune to your Regressing Strike for 24 hours.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

MORTAL STRIKE

At 20th level, when you hit a living creature you can force it to rapidly age. The creature makes a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, it immediately ages long past mortality and instantly dies. On a successful save, it temporarily ages decades (or for some races centuries) for 1 minute, taking a -5 penalty to AC, ability checks, attack rolls, and saving throws.

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

EQUALISE

An Equalist is consumed in their pursuit to bring balance to both body and mind, hoping that by achieving that equilibrium they will know peace of the soul. When you wake up each morning you either find yourself relying on your strength, agility, and hardiness, or you depend on your reasoning, intuition, and charm. Your duplicates appear to be either physically superior to you and prone to shouting out foolish insults, or physically inferior to you and likely to trade wicked jibes.

EXCEPTIONAL FOCUS

At 1st level, each time you finish a short rest roll 1d20. On an odd result you have advantage on Strength (Athletics) checks, and on an even result you have advantage on Wisdom (Perception) checks.

COMBAT ACUITY

At 5th level, while you are not wearing medium or heavy armor, you gain a bonus to AC equal to half your proficiency bonus.

FOCUSED BODY & MIND

At 10th level, you gain proficiency in Strength and Wisdom saving throws. In addition, your maximum hit point total increases by 1 for each level you have in this class.

LEGENDARY RESISTANCE

At 15th level, if you fail a saving throw, you can choose to succeed instead. Once you use this feature, you must finish a long rest before you can use it again. You can use this feature twice between long rests starting at 20th level.

TRULY EXCEPTIONAL

At 20th level, you gain proficiency in Constitution and Intelligence saving throws, and you always have advantage on Strength (Athletics) and Wisdom (Perception) checks.

In addition, each time you finish a short rest, roll 1d10. You have advantage on ability checks with the corresponding skill: 1—Acrobatics, 2—Sleight of Hand, 3—Stealth, 4—Investigation, 5—Insight, 6—Survival, 7—Deception, 8—Intimidation, 9—Performance, 10—Persuasion.

NYCHTHEMERON

There is power both in light and in its absence. The illuminated are spry of step and strong of limb, fueled by the conviction for their causes and an inherent desire to explore—soft steps tread through the darkness however, carrying aloft courageous hearts while carefully attuned to their surroundings and ever wary of attack. Nychthemérons intimately know each of these aspects and fully embody them as they adventure across the Endless Plains of Vast Kaviya.

NIGHT & DAY

At 1st level, some of your talents change depending on what time of day it is.

Between dawn and sunset, your speed increases by 10 feet while you aren't wearing heavy armor. At 10th level, your speed increases by an additional 10 feet.

Between sunset and dawn, you gain darkvision 30 feet. If you already have darkvision, its range increases by 30 feet. At 10th level, your darkvision range increases by an additional 30 feet.

MOONLIGHT & SUNLIGHT

At 5th level, your abilities during night and day become more pronounced.

Between dawn and sunset, your carrying capacity doubles and you count as one size larger for the purposes of grappling or being grappled.

Between sunset and dawn, you have advantage on Dexterity (Stealth) checks and can use a bonus action to Hide.

DARK & LIGHT

At 10th level, during the day you are ardent and in the night resolute.

Between dawn and sunset, you have proficiency with Strength and Constitution saving throws.

Between sunset and dawn, you have proficiency with Intelligence and Wisdom saving throws.

LUNAR & SOLAR

At 15th level, your body becomes a conduit able to channel divine energies.

Between dawn and sunset, you have resistance to necrotic damage and whenever you are subjected to radiant damage, you take no damage and instead regain a number of hit points equal to the radiant damage dealt.

Between sunset and dawn, you have resistance to radiant damage and whenever you are subjected to necrotic damage, you take no damage and instead regain a number of hit points equal to the necrotic damage dealt.

MIDNIGHT & SUNRISE

At 20th level, you become the sun and the moon.

Between dawn and sunset, you gain a fly speed of 60 feet and can hover.

Between sunset and dawn, you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.

RELUCTANT HERO

Reluctant Heroes are wont to accept who they truly are, torn between the desire to be better and the need to realistically assess their own courage—or more accurately, the lack thereof. When you wake up each morning you either have a sense of paranoia and impending dread, or you are bold and intrepid.

Your duplicates are all either a touch sallow and gaunt, or vivid and flush with life.

MIGHTY OR MEEK

At 1st level, each time you finish a long rest roll 1d20.

On an odd result you have advantage on saving throws against fear.

On an even result you have advantage on saving throws against the charmed condition.

GEMINI AURA

At 5th level, friendly creatures within 15 feet of you benefit from your Mighty or Meek feature (using your current benefit) while you are conscious.

At 15th level, the range of this aura increases to 30 feet.

ADDITIONAL FIGHTING STYLE

At 10th level, you can choose a second option from the Fighting Style class feature.

PRECARIOUS BALANCE

At 15th level, your Mighty or Meek and Gemini Aura features grant immunity to the charmed or frightened condition instead of advantage.

ZEALOUS COURAGE

Also at 15th level, your Mighty or Meek feature improves.

After rolling an odd result, when creatures attempt to charm you their spell or effect appears to function normally (making it seem as though you have been successfully charmed).

After rolling an even result, when you are frightened of a creature you do not have disadvantage on attack rolls against it, and when you hit a creature you are frightened of with a weapon attack you deal 1d12 additional damage.

JITTERY REFLEXES

At 20th level, you take up to two reactions each round.



Monster Tamer

On the edge of a snowy wood the tracker suddenly spots a charging bear—he snaps his whip in the air and his dire wolf charges in to defend him.

As a red dragon bears down on the half-elf inside the dungeon ruins, she points defiantly in the scaled monster's direction and her trained chimera rushes to attack!

Seeing a pile of oozes further down in the dungeon, the dwarf grins and points them out to her ochre jelly pet. The tamed creature barrels forward to engulf them, an unstoppable force of slime.

Whether they find their companions in the deep wilderness or in the bustle of urban life, monster tamers spend a lifetime creating a bond with creatures that no other individual can even begin attempting to befriend.

MASTER OF CREATURES

Monster tamers come from all walks of life, and they can be found anywhere creatures roam—some prefer living in the wilderness to hone their skills in solitude while others enjoy the civilization's comforts and live with their pets in settlements. Society at large has wildly differing viewpoints on monster tamers. Many view them as citizens who bring great value to their communities, assisting in all sorts of field work from simple hunting to complicated searches and rescues. Others have a more negative perception, assuming anyone who seeks the companionship of monsters rather than other people must be craven and mad. Regardless, the monster tamer serves a unique niche—royal personages might own exotic creatures, but monster tamers truly understand their pets in the most fundamental ways.

This imposed solitude from others causes monster tamers to be self-reliant, depending solely on themselves and their pets, but being independent from society benefits them when they choose to take on the reins of glory. While other adventurers may be confused with the constant attention that monster tamers give their pets, they come to understand that the monster serves them as well—fetching food and water, acting as a scout or night watch, creating shelter, and even fighting in battle alongside them. Monster tamers treat their pet with the same reverence they would a sibling, knowing that paw, claw, or tentacle can mean the difference between life and death for themselves or their companions.

FRIEND OF MONSTERS

Coming from the wild depths of mountains and forests to the more civilized locales of villages and cities, monster tamers are experts in training wildlife to obey their commands—beasts, exotic monsters, slimes, and even some draconic creatures. They forge lifelong bonds with the monsters they choose to train, becoming inseparable. Monster tamers learn many tricks throughout their careers in order to aid their pets, undergoing their own intensive training to learn how to hone a creature's natural offensive prowess and defensive techniques. While a given monster tamer may have specialized combat training most favor using their bonds with their pets in order to fight together. Monster tamers focus on giving commands that change the situation in their favor, whether by ordering their pets to be direct and aggressive on the battlefield or to perform special tricks in order to distract and delight.

CREATING A MONSTER TAMER

When making your monster tamer, the first thing to decide is what kind of creature you want to be best at taming. Do you enjoy the company of a simple beast of the wild or relish the companionship of an exotic monster? Would you be open to the more outlandish idea of a dangerous pet such as a slime that could dissolve you in mere seconds? Have you chosen your path to overcome a fear of certain types or creatures or out of reverence?

What quests or trials did you overcome to acquire your first pet? Did your family, friends, and community react to your new companions with delight, fear, interest, or diffidence? What mishaps and accidents did you endure while training it? Has your pet forced you out into the wilderness or into a unique situation in your home settlement?

QUICK BUILD

You can put together a monster tamer character very quickly. First make Constitution or Wisdom your highest ability score, followed by Strength or Dexterity. Second, choose the Acolyte background (with a religion that coincides with your regimen). Third, choose a regimen and pet (a black bear for Animalists, a worg for Monstrous, or a gray ooze for Oddball).

NEW TOOL KIT

Tamer's Tools (14 pounds, 10 gp). Tied off to a long looping belt intended to be draped over the shoulder, this set of instruments includes a whip, specific treats for a type of pet, a lead or leash, a 10-foot length of chain, pliers, and hard leather gloves.

CLASS FEATURES

Hit Dice: 1d12 per monster tamer level

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, blowgun, glaive, halberd, net, scimitar, shortsword, whip

Tools: Tamer's tools

Saving Throws: Dexterity, Wisdom

Skills: Animal Handling and choose two from Athletics, Insight, Nature, Perception, and Survival.

EQUIPMENT

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

- tamer's tools
- (a) studded leather armor or (b) a chain shirt
- (a) a whip or (b) a halberd
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) a net and blowgun with 10 darts or (b) a light crossbow and a quiver of 20 bolts

REGIMEN

At 1st level when you select this class, you choose a regimen. Your regimen determines the kinds of creatures you can capture and train as pets. You gain features determined by your regimen at 1st, 5th, 10th, 15th, and 20th level.

PET

Being a monster tamer means forging a powerful bond with a creature, a pet that you intensely train to undergo the rigors of adventuring and behaving in civilization. Your pet is friendly to you and your companions. During combat your pet takes the Dodge action each turn unless provoked or given a verbal command by you (an action).

When you reach 5th level in this class, issuing a command to your pet requires a bonus action, and at 11th level once per turn you can issue a command to your pet without any action required.

Table: Monster Tamer

Level	Proficiency Bonus	Features	Tricks Known	Pet CR
1st	+2	Regimen, Pet, Sense Pet	—	1/2
2nd	+2	Monster Tamer, Trainer's Zeal	—	1/2
3rd	+2	Combat Training, Monster Tricks	2	1
4th	+2	Ability Score Improvement	2	1
5th	+3	Regimen	3	2
6th	+3	Lend Vigor, Mystical Ferocity	3	2
7th	+3	Whipmaster	4	3
8th	+3	Ability Score Improvement	4	3
9th	+4	Toughened Hide	5	3
10th	+4	Keeper's Grasp, Regimen	5	4
11th	+4	Extra Attack	6	4
12th	+4	Ability Score Improvement	6	5
13th	+5	Monstrous Bond	7	5
14th	+5	Monstrous Endurance	7	5
15th	+5	Regimen	8	6
16th	+5	Ability Score Improvement	8	6
17th	+6	Keeper's Fury	9	7
18th	+6	Domesticate	9	7
19th	+6	Ability Score Improvement	10	7
20th	+6	Regimen	10	8

Multiclassing Prerequisite: Constitution 13

Proficiencies Gained: Light armor, medium armor, shields, simple weapons, blowgun, net, whip, tamer's tools, Animal Handling

When you encounter a creature you are able to train, if it is not hostile towards you or your companions you can befriend it with a Wisdom (Animal Handling) check (DC 12 + the creature's CR).

Once you have befriended a creature, you can make it your pet by succeeding on three Wisdom (Animal Handling) checks (DC 8 + the creature's CR) but until then it is wild and may escape, attack you, or cause wanton destruction. It takes 8 hours of training to make these Wisdom (Animal Handling) checks to train a pet after it has befriended you. Any checks made to train a new pet without a long rest between them have disadvantage. You can't have more than one pet at a time.

Unless commanded otherwise, your pet remains adjacent to you. Your pet remains with you and under your command until it dies, you dismiss it, or you are unable to feed it. The type of food your pet requires depends on the type of pet you have and is listed under your regimen. Monstrous



and oddball pets develop peculiar tastes for specific types of flesh, strange seasonings, or another kind of special feed determined by the GM—whatever it is that your pet eats, it should be something available in the given environment although it might be rare and difficult to find regularly.

A pet with a higher hit point total than you reduces its maximum hit points to your maximum hit points.

SENSE PET

Also at 1st level, the presence of creatures you are so keen to registers on your senses like a strong odor, and a sense of companionship fortifies your soul. As an action, you can open your awareness to detect such creatures. Until the end of your next turn, you know the location of any creature of your regimen's type within 60 feet of you that is not behind total cover, but not its identity.

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

MONSTER TAMING

At 2nd level, your proficiency bonus is doubled for Wisdom (Animal Handling) checks. When controlling your pet, you can use Wisdom (Animal Handling) regardless of the creature's type. You are able to use Wisdom (Animal Handling) to try to control any type of trainable creature (with an Intelligence of 5 or less and the aberration, beast, dragon, monstrosity, or ooze type) but have disadvantage against creatures other than those of your regimen.

TAMER'S ZEAL

Also at 2nd level, your time training your pet has taught you how to recover quickly. On your turn, you can use a bonus action to regain hit points equal to 1d12 + your monster tamer level. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature twice between rests starting at 7th level, three times between rests starting at 14th level, and four times between rests at 20th level.

COMBAT TRAINING

Starting at 3rd level, when your pet is of a CR lower than your maximum it gains additional benefits. The pet uses your proficiency bonus instead of its own and gains proficiency in two skills chosen when you befriend it or attain a higher maximum Pet CR.

MONSTER TRICKS

At 3rd level, you master how to teach two specific monster tricks to your pet. Your monster trick options are detailed at the end of the class description. When you gain certain monster tamer levels, you gain additional monster tricks of your choice, as shown in the Monster Tricks Known column of the Monster Tamer table. Additionally, when you gain a level in this class, you can choose one of the monster tricks you know and replace it with another monster trick that you could learn at that level.

ABILITY SCORE IMPROVEMENT

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

LEND VIGOR

At 6th level, the bond between you and your pet brings strength to limbs that otherwise have none. As long as you can see your pet, you can use your reaction to take an amount of damage up to your monster tamer level + Constitution modifier, and your pet gains a number of temporary hit points equal to the damage you take. These temporary hit points last for 1 minute or until combat ends (whichever is later).

Alternatively, you can reduce the temporary hit points granted to your pet by 5 to remove one level of exhaustion from your pet instead. You can remove multiple levels of exhaustion with a single use of Lend Vigor, reducing the temporary hit points by 5 for each additional level of exhaustion removed (for example, removing 2 levels of exhaustion costs 10 temporary hit points).

MYSTICAL FEROCITY

Also at 6th level, your pet's natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

WHIP MASTERY

At 7th level, when you successfully hit a target with your whip you deal an extra 1d4 damage. Alternatively, instead of dealing damage with a whip, on a successful hit against a creature of Large size or smaller you can use your bonus action to make an opposed Strength (Athletics) check with disadvantage. On a success you disarm, grapple, or trip the target of your attack. Disarmed weapons land at the target's feet.

Additionally, while wielding a whip you have advantage on Charisma (Intimidation) checks made against creatures of Intelligence 5 or less.

TOUGHENED HIDE

At 9th level, the rigors of training monsters have taken their toll on your body and you develop calluses in places you did not know they could be. Your armor class increases by 1.

When you reach 18th level in this class, your armor class increases by an additional 1.



KEEPER'S GRASP

At 10th level, you've mastered grabbing an unruly pet. You gain the Grappler feat, even if you do not meet its prerequisite. In addition, you are able to grapple creatures up to two sizes larger than you.

EXTRA ATTACK

Beginning at 11th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MONSTEROUS BOND

At 13th level, the relationship you forge with your pet becomes remarkable and unbreakable. So long as you are able to see your pet and it is able to see you, you are both immune to fear and the charmed condition.

MONSTEROUS ENDURANCE

At 14th level, you and your pet can be inspired by one another to fight on. When you or your pet are reduced to 0 hit points but not killed outright, you or your pet can drop to 1 hit point instead. You must be able to see your pet and your pet must be able to see you. Once you or your pet use this feature, you must both finish a short or long rest before it can be used again.

KEEPER'S FURY

At 17th level, you grow so close to your pet that its death fills you with a fervor for vengeance. When your pet dies in combat, you gain the following benefits for 1 minute:

- At the start of each turn you gain 20 temporary hit points that last until the start of your next turn.
- You have advantage on attack rolls.
- Your weapon attacks deals an extra 2d6 damage of the type the weapon deals.
- You can attack three times, instead of twice, whenever you take the Attack action on your turn.
- You are proficient with all saving throws.
- You have resistance to all types of damage.

DOMESTICATE

At 18th level, your incredible connection with monsters allows for a second pet in your heart, although it remains mostly wild. You are able to temporarily domesticate a second pet that lives somewhere of your choosing and keeps to itself, causing no trouble with local populations or otherwise drawing attention. After your current

pet has died, you can perform a 10 minute ritual that summons the temporarily domesticated pet. No matter the distance, your domesticated pet arrives within 24 hours and becomes your new pet.

REGIMENS

A monster tamer's methods and techniques are more than the execution of a profession or art—they are ways of life. Each path is best suited to coercing, duping, or forcing control over creatures of all kinds and though monster tamers are better at handling monsters than most any other adventurer, they truly shine when working with their pet. No matter a monster tamer's regimen, only creatures with an Intelligence of 5 or lower can become pets.

ANIMALIST

Whether by way of love or respect, you have a deep affinity for beasts of the natural world.

BEAST PETS

At 1st level, you gain a pet of the beast type of a CR no higher than your maximum as listed on the Monster Tamer table. Your pet requires either meat, vegetation, or both at least three times each day.

BATTLE HARDENED

At 5th level, your pet has honed its natural hide to resist pain and injury. Any pet that is under a CR rating than your maximum receives a +1 bonus to AC. This bonus increases to +2 at 12th level and to +3 at 19th level.

PRIMAL FURY

At 10th level, your pet has honed its natural weapons to a level of deadly efficiency. Any pet that is under a CR rating than your maximum deals at least 1d6 damage with natural weapon attacks if it did not already do so. At 14th level this increases to 1d8, and at 18th level this increases to 1d10.

WILD PRESENCE

At 15th level, your pet has become so fearsome that others tremble before it. Any pet that is of a CR rating under your maximum can use a bonus action to instill fear with its primal ferocity. Enemy creatures within 30 feet of the pet must make a Wisdom saving throw or become frightened for a number of rounds equal to the CR rating of the pet.

Once you use this feature, you must finish a long rest before you can use it again. You can use this feature twice between long rests starting at 20th level.

PRIMAL RAGE

At 20th level, your pet becomes a natural embodiment of violence. Any pet that is under a CR rating than your maximum makes an additional attack when it takes the Attack action, and it deals 1d6 extra damage with natural weapon attacks.

MONSTEROUS

You have never fit in with others of your kind but find no ostracization among the things many decry as monsters, discovering a new kinship with creatures that inspire revulsion and fear in the hearts of narrow-minded fools.

MONSTROSITY PETS

At 1st level, you gain a pet of the monstrosity type of a CR no higher than your maximum. Your pet requires a specific kind of food (determined by the GM) at least three times each day.

DEVOTED MONSTER

At 5th level, your pet has formed a bond with you that keeps it strong and healthy. Any pet of a CR lower than your maximum now increases its maximum hit points and Hit Dice by 1d4 per monster tamer level.

PRIDE OF THE WILD

At 10th level, your pet gains a sense of pride being around you. Any pet of a CR lower than your maximum now gains a +1 bonus to attack rolls. This bonus increases to +2 at 15th level, and +3 at 20th level.

RAVENOUS HUNGER

At 15th level, the thrill of your pet's kills nourish it. Any pet of a CR lower than your maximum now gains 1d8 temporary hit points any time it kills a creature.

UNDENIABLE PROWESS

At 20th level, your pet becomes an embodiment of death. It gains 2d8 temporary hit points when it kills a creature, and deals 1d12 extra damage on its next successful hit.



Table: Monstrous Pets

Pet	CR
Cockatrice*	1/2
Darkmantle	1/2
Rust Monster*	1/2
Worg	1/2
Death Dog	1
Hippogriff	1
Ankheg	2
Devastation Cockatrice ^{VK, *}	2
Grick	2
Griffon	2
Mimic	2
Basilisk*	3
Owlbear	3
Phase Spider	3
Winter Wolf	3
Devastation Hippogriff ^{VK}	4
Bulette	5
Gorgon	5
Roper	5
Chimera	6
Hydra	8

* GMs should carefully consider whether these creatures are viable pets, determining the impact they'll have depending on the campaign or setting.

Table: Oddball Pets

Pet	CR
Gray Ooze	1/2
Gelatinous Cube	2
Gibbering Mouther	2
Ochre Jelly	2
Black Pudding	4
Chuul	4
Otyugh	5
Devastation Ooze ^{VK}	6
Wyvern	6
Cloaker	8

The bizarre and strange are second nature to you, and you are drawn to creatures that wouldn't naturally occur in the wild at all. Despite the impossibility of the task and the gulf of differences between you and these monsters, your unnatural connection allows for you to tame them.

ABERRATION, DRAGON, AND OOZE PETS

At 1st level, you gain a pet of the aberration, dragon, or ooze type of a CR no higher than your maximum. Your pet requires a specific kind of food (determined by the GM) at least three times each day.

SPECIAL TRICK

At 5th level, you learn a unique trick depending on the specific pet you have trained.

Aberrant Immunity.

While you are conscious and within 10 feet of your pet, you and your allies are unaffected by features that your pet uses which do not deal damage.

Fuse with Ooze. You can use an action to become engulfed by a pet such as an ooze. You remain engulfed for up to 1 minute, gaining a bonus to AC equal to half the CR of the pet (minimum 1). Your pet does not deal damage to you while you are engulfed by it using this feature. Once you use this feature, you must finish a long rest before you can use it again. You can use this feature twice between long rests starting at 10th level, three times between long rests as 15th level, and four times between long rests at 20th level.

BRUTISH PET

At 10th level, your pet becomes fierce and deadly. Whenever any pet of a CR lower than your maximum deals damage with an attack, it deals 1d4 extra damage. This extra damage increases to 1d6 at 15th level and 1d8 at 20th level.

UNRELENTING FURY

At 15th level, your pet has become conditioned to the usage of its unique features, increasing their recharge range by 1. For example, a pet lower than your maximum CR that has a breath weapon recharges it on die results of 4–6 instead of 5–6. If your pet does not have a recharging feature, it may gain another bonus at the GM's discretion.

MONSTROUS INSPIRATION

At 20th level, you have created such a strong bond with your pet that you can truly push it beyond its limits. You can use a bonus action to recharge one of your pet's recharging features. Alternatively, you can use your reaction to give your pet advantage on an attack roll, ability check, or saving throw. You can use this feature a number of times equal to your Wisdom bonus. You regain all expended uses after you finish a short or long rest.

MONSTER TRICKS

As a monster tamer you learn monster tricks you can teach to your pet. If a trick has prerequisites, you must meet them to learn it. You can learn the monster trick at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

All pets know the Dash, Disengage, and Dodge actions, and the Attack and Stay monster tricks.

ATTACK

You command your pet to make a single attack against a target you choose that is within its reach. If your pet is capable of making multiple attacks, you can give one attack command for each attack you would make that turn instead of taking the Attack action. At 11th level, instead of taking the Attack action you can command your pet to make its full number of attacks using Multiattack.

CARRY RIDER

Prerequisite: Medium or larger pet
Your pet can be used as a mount. A pet usually used as a mount (like a horse) does not require this Monster Trick to be ridden. Your pet's carrying capacity doesn't change but you may be able to ride particularly strong creatures the same size as you.

TRAINABLE CREATURES

A 'trainable creature' is a creature with the aberration, beast, dragon, monstrosity, or ooze type that has a CR no higher than your Pet CR (see the Monster Tamer table) and an Intelligence no higher than 5.

CONFOUND

You teach your pet how to disrupt the environment. You can command your pet to distract a creature, causing the target to make Constitution saving throws to maintain concentration of a spell with disadvantage until the start of your pet's next turn. You can also command your pet to muddle tracks behind the party, making creatures following you using Wisdom (Survival) checks to do so with disadvantage.

DEFEND

Prerequisite: 5th level

You can command your pet to protect an area, object, or person you choose. Your pet follows the target, attacks creatures that touch the target, and remains with the target until you die or command it to do otherwise.



HUNT

You can command your pet to hunt for a creature or object. Your pet has advantage on Wisdom (Survival) checks made to track creatures or items known to it.

INTERFERE

Prerequisite: 5th level

You can command your pet to harass a creature within its reach, making it difficult for the target to attack effectively. Until the start of your pet's next turn, the target has disadvantage on attack rolls.

MOBILITY

Prerequisite: 5th level

You can command your pet to amble about carefully, avoiding opportune strikes from enemies. On its turn your pet moves half its speed without provoking opportunity attacks.

PACK TAGGIES

Prerequisite: 7th level

Your pet has advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated. In addition, if using the flanking rules your pet always attempts to move into flanking position when attacking a creature.

PERFORM

You can command your pet to perform an acrobatics or pantomime routine. When you do so as part of a Charisma (Performance) check you have advantage on that check.

SECOND WIND

Prerequisite: 7th level

You teach your pet how to push itself beyond its normal limitations. When below half its total hit points, your pet can use its reaction to spend Hit Dice to heal. The pet only heals half as many hit points from these Hit Dice as normal.

SKILLED

Prerequisite: Proficiency with Acrobatics, Athletics, Intimidation, Perception, Sleight of Hand, Stealth, or Survival

You teach your pet how to use a skill you are proficient with. You may choose this monster trick more than once, teaching proficiency in a different skill each time.

STAY

You can command your pet to remain in an area you point to. Your pet stays in the area until you die, it has missed four meals, or you command it to do something else.

UNNATURAL BEHAVIOR

You teach your pet an unnatural behavior. This might be to sit on a bench and drink from a cup like a person, wear clothing and walk upright, or any other activity the GM deems suitable.

USE FEATURE

Prerequisite: 5th level

You can command your pet to use a feature or trait that does not require a recharge or have expended uses.

USE LIMITED FEATURE

Prerequisite: 10th level

You can command your pet to use a feature or trait that requires recharging or has expended uses.

WORK

You can command your pet to do labor. Its carrying capacity increases by half. In addition, depending on its body type and attacks your pet might be able to cut down trees, dig holes and trenches, or perform any other labor the GM deems suitable.



PETS AND FEATURES

A pet having a feature or trait and the pet being actively commanded to use it are two different things. Rust monsters being walked through a city will bristle as they locate large metal objects, a despondent darkmantle may try to camouflage itself from its owner, and a mischievous mimic might play pranks on their tamer. When and where a pet uses its features without being commanded is determined by its locale and entirely at the GM's discretion.

Elementalist Prestige Class

Flushed from running, the corrupt vizier slams door shut the behind him and fumbles for the key, throwing the lock just as his pursuers reach it. His panic briefly fades and he slows to a walk, certain that the obstacle will keep them occupied for a few precious moments that he can use to escape. Suddenly there's the sound of a splashing bucket or puddle and to his horror one of his assailants—a slender elven monk—was water transformed, a whirling vortex hurtling down the hallway!

Mages and priests can be magical masters of the elements but even those that embrace one of the primal forces of nature are ultimately clumsy in their control, like unprepared riders on unwelcoming mounts. Elementalists truly understand and embody primordial energies so strongly that they become conduits to the Elemental Planes with wondrous abilities fueled from across dimensions.

PRIMORDIAL SOUL

To master one of the elements requires an adventurer well-suited to the task, able to focus, and usually of a disposition that matches the energies they seek to control (although there have been mercurial Earth elementalists and steadfast Air elementalists the tendency for common traits is consistent). Many find a distant ancestor with elemental blood and pursue power by way of the forces of nature—dwarven Earth elementalists, elven Air elementalists, and half-orc Fire elementalists are typical.

MORE THAN MAGIC

Elementalists differ from specialist evokers and primal druids in that their embrace of an element is not just a tool, it is a way of life and means to achieving a measure of existential truth, whether through the dance of zephyrs, conglomeration of stone, flicker of flames, or swirling eddies of the waves. As an elementalist further understands their element they attain a greater awareness of their purpose in life, how to attain what they desire, and ways to circumvent the inherent weaknesses of their singularly-minded approach to obstacles.

PREREQUISITES

The elementalist prestige class requires an ability score of 16 or higher and proficiency bonus of at least +3. The type of ability score required is determined by your elemental archetype. Taking levels in this prestige class follows the same rules as multiclassing except where noted.

Table: Elementalist Prerequisites

Element	Ability Score
Air	Dexterity
Earth	Strength or Constitution
Fire	Dexterity
Water	Strength or Constitution

CLASS FEATURES

Through training and persistence mastering your element, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per elementalist level

Hit Points: 1d8 (or 5) + your Constitution modifier per elementalist level

PROFICIENCIES

You learn Primordial.

ELEMENTAL ARCHETYPE

Beginning at 1st level when you take this prestige class, you choose an element to master that grants you additional features at 1st, 2nd, 4th, 6th, and 8th level.

Table: Elementalist Prestige Class

Level	Elemental Touch	Features
1	1d4	Elemental Archetype, Elemental Control, Elemental Touch
2	1d4	Elemental Archetype
3	1d6	Ability Score Increase, <i>Conjure Minor Elementals</i>
4	1d6	Elemental Archetype
5	1d8	Elemental Weaponry
6	1d8	Elemental Archetype
7	1d10	Ability Score Increase, <i>Conjure Elemental</i>
8	1d10	Elemental Archetype

ELEMENTAL CONTROL

At 1st level, you attain a small mastery of control over your element. You can use a bonus action to affect your element (as *mage hand*), or use a bonus action to conjure a handful of your element. The conjured element harms neither you nor your equipment. You can use this ability to craft wondrous and impressive displays, provide a bit of breath underwater (air), resist dehydration (water), light your way or campfires (fire), or hastily seal up a doorway or porous seam (earth).

ELEMENTAL TOUCH

Also at 1st level, you learn how to augment your fists with elemental power. You can use an action to wreath your hands in your element for 1 minute, dealing an additional 1d4 damage when you hit with an unarmed strike. The additional damage is of the type of your element: air—lightning, earth—acid, fire—fire, water—cold.

At 3rd, 5th, and 7th level the damage of your Elemental Touch increases.

ABILITY SCORE IMPROVEMENT

When you reach 3rd level, and again at 7th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CONJURE MINOR ELEMENTALS

Also at 3rd level, you learn how to innately cast *conjure minor elementals* to summon elementals of your type, requiring no material components or concentration. After you innately cast the spell, you can't do so again until you complete a short or long rest.

ELEMENTAL WEAPONRY

At 5th level, your control over your element extends to weaponry as well. You can use your Elemental Touch to deal additional damage when wielding a melee weapon or ranged weapon. When wielding a weapon with the ammunition property, your Elemental Touch automatically replaces the normal ammunition (creating fire bullets for slings, water bolts for crossbows, and the like).

CONJURE ELEMENTAL

At 7th level, you learn how to innately cast *conjure elemental* to summon an elemental of your type, requiring no material components or concentration. After you innately cast the spell, you can't do so again until you complete a long rest.

ELEMENTAL ARCHETYPES

Each elemental is drawn to one or another primal force of nature for their own reasons—the capricious and flighty often taking to air, the unyielding and resolute to earth, the temperamental and destructive to fire, the wise and pliable to water. Whatever the source of their connection to the Elemental Planes, an elemental is as much defined by their element as anything else.



AIR ARCHETYPE

The Air elementalist wields the power of the winds, whipping through combat like a zephyr and touching upon their enemies with the sting of a crackling storm.

LIKE AIR

At 1st level, you gain resistance to lightning damage and learn Auran. In addition, you learn the *eldritch blast* cantrip, using Dexterity as your spellcasting ability. Whenever you cast *eldritch blast* you deal lightning damage instead of force damage and the range of the cantrip is reduced to 90 feet.

FLIGHTY

At 2nd level, the air around you cushions and propels your limbs. When you fall, you descend 60 feet per round and take no damage from falling. In addition, your speed increases by 10 feet and creatures have disadvantage when targeting you with an opportunity attack.

AIR SOUL

At 4th level, you are able to move across air as if it were solid ground, and you gain a second reaction each round.

FLIGHT

At 6th level, you gain a fly speed equal to your walking speed and you can hover.

ELEMENTAL FORM

At 8th level, you can use an action to transform your body into air for 1 minute. For the duration or until you go unconscious, you gain the following benefits:

- Your size changes to Large.
- Your AC increases by 2.
- You have resistance to thunder, bludgeoning, piercing, and slashing from nonmagical attacks.
- You are immune to lightning and poison.
- You have immunity to the exhaustion, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.
- You can enter a hostile creature's space and stop there.
- You can move through a space as narrow as 1 inch wide without squeezing. Your armor and weapons do not transform with you (although you can still wear armor and wield weapons).
- Your unarmed strike damage increases to 2d8.
- You have the following attack: **Whirlwind (Recharge 4–6)**. Each creature in your space must make a Strength saving throw (DC 8 + your proficiency bonus + your Dexterity modifier). On a failure, a target takes 15 (3d8+2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and is knocked prone. If you are wielding a weapon, a target takes damage as if you hit it with a weapon attack. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or takes the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Once you use this feature, you can't use it again until you finish a short or long rest.

EARTH ARCHETYPE

Stalwart and stubborn, when in contact with the ground these implacable warriors are battlefield juggernauts.

LIKE STONE

At 1st level, you gain resistance to acid damage and learn Terran. In addition you learn the *acid splash* cantrip, using Strength of Constitution (whichever is higher) as your spellcasting ability.

EARTH STEPPER

At 2nd level, you can move in difficult terrain that is composed of rubble, rocks, or dirt as if it were normal terrain, and you leave no tracks unless you want to. In addition, you have advantage on saving throws to avoid being knocked prone.

STONE SOUL

At 4th level, you gain tremorsense to a range of 30 feet.

STONE STEPPER

At 6th level, you can move through solid earth or rock as if those areas were difficult terrain. If you end your turn there, you are shunted out to the nearest unoccupied space you last occupied.

ELEMENTAL FORM

At 8th level, you can use an action to transform your body into earth for 1 minute. For the duration or until you go unconscious, you gain the following benefits:

- Your size changes to Large.
- Your AC increases by 4.
- You gain 80 temporary hit points.
- The range of your tremorsense increases to 60 feet.
- You have resistance to bludgeoning, piercing, and slashing from nonmagical attacks.
- You are immune to acid and poison damage.
- You have immunity to the exhaustion, paralyzed, petrified, and poisoned conditions.
- While in contact with the ground you are under the effects of the *freedom of movement* spell.
- You deal double damage to objects and structures.
- Your unarmed strike damage increases to 2d8.

Once you use this feature, you can't use it again until you finish a short or long rest.

FIRE ARCHETYPE

A Fire elemental is unpredictable and deadly, able to flit across the battlefield in the wink of an eye and burning their foes with abandon.

LIKE FIRE

At 1st level, you gain resistance to fire damage and learn *Ignan*. In addition you learn the *produce flame* cantrip, using Dexterity as your spellcasting ability.

FIERY STEP

At 2nd level, your speed increases by 10 feet. You can use a bonus action to propel yourself with a fiery explosion, moving 50 feet in a straight line without provoking opportunity attacks.

FIRE SOUL

At 4th level, you learn the *fire bolt* cantrip, using Dexterity as your

spellcasting ability. In addition, you gain darkvision to range of 60 feet. If you already have darkvision, its range increases by 30 feet.

FLICKER

At 6th level, your speed increases by an additional 10 feet, and you gain a second reaction each round.

ELEMENTAL FORM

At 8th level, you can use an action to transform your body into fire for 1 minute. For the duration or until you go unconscious, you gain the following benefits:

- Your size changes to Large.
- You have resistance to cold, bludgeoning, piercing, and slashing from nonmagical attacks.
- You are immune to fire and poison damage.
- You have immunity to the exhaustion, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.
- You can move through a space as narrow as 1 inch wide without squeezing.
- A creature that touches you or hits you with a melee attack while within 5 feet takes 5 (1d10) fire damage.
- You can enter a hostile creature's space and stop there. The first time you enter a creature's space on your turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.
- You shed bright light in a 30-foot radius and dim light in an additional 30 feet.
- Your unarmed strike damage increases to 2d8. When you hit a creature or flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Once you use this feature, you can't use it again until you finish a short or long rest.

WATER ARCHETYPE

The way of the Water elemental is as fluid as the primal force they champion, unrelentless but yielding, perpetual yet free-flowing.

LIKE WATER

At 1st level, you gain resistance to force damage and learn *Aquan*. In addition you learn the *ray of frost* cantrip, using Strength of Constitution (whichever is higher) as your spellcasting ability.

FLUIDITY

At 2nd level, you are to breathe underwater and have advantage on Strength (Athletics) checks made to swim. In addition, you automatically succeed on Dexterity (Acrobatics) checks and Dexterity saving throws made to avoid slipping or losing your balance.

WATER SOUL

At 4th level, you gain a swim speed equal to your walking speed, and you can stand on and walk across liquid surfaces as if they were solid ground. In addition, you gain darkvision to range of 60 feet. If you already have darkvision, its range increases by 30 feet.

FLUID FORM

At 6th level, you are able to don or remove suits of armor by spending an action. In addition, you have advantage on checks and saving throws made to grapple or escape a grapple.

ELEMENTAL FORM

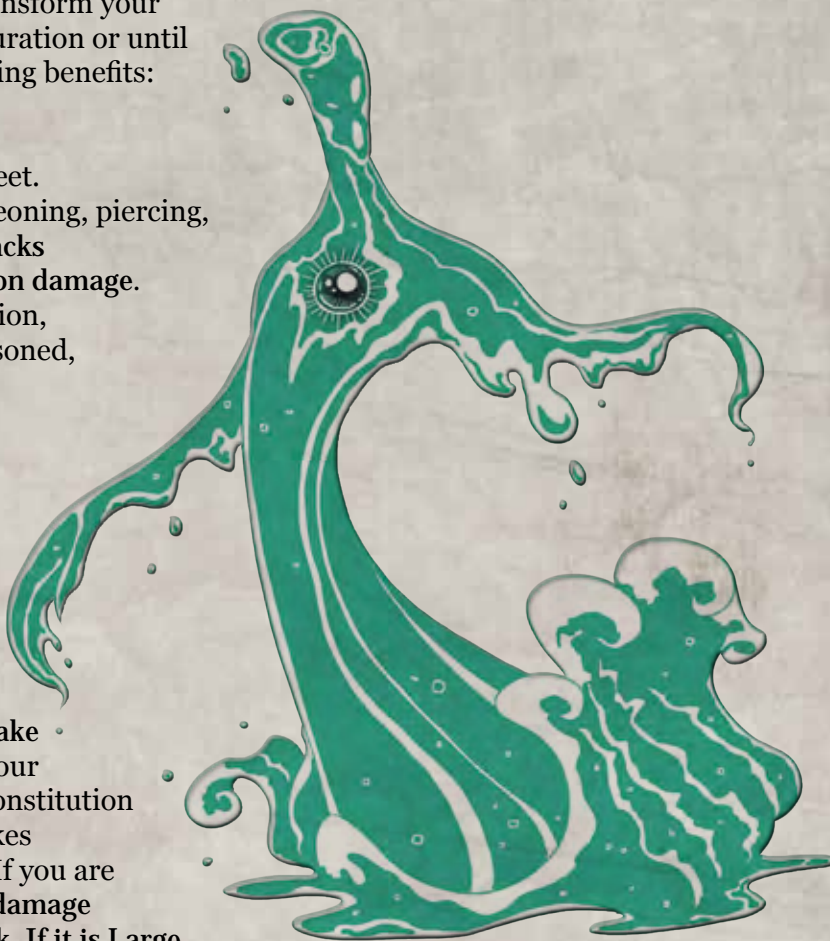
At 8th level, you can use an action to transform your body into water for 1 minute. For the duration or until you go unconscious, you gain the following benefits:

- Your size changes to Large.
- Your AC increases by 2.
- Your swim speed increases to 90 feet.
- You have resistance to acid, bludgeoning, piercing, and slashing from nonmagical attacks
- You are immune to force and poison damage.
- You have immunity to the exhaustion, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions.
- You can move through a space as narrow as 1 inch wide without squeezing.
- You can enter a hostile creature's space and stop there.
- Your unarmed strike damage increases to 2d8.
- You gain the following attack:

Whelm (Recharge 4–6). Each creature in the your space must make a Strength saving throw (DC 8 + your proficiency bonus + Strength or Constitution modifier). On a failure, a target takes 13 (2d8+4) bludgeoning damage. If you are wielding a weapon, a target takes damage as if you hit it with a weapon attack. If it is Large or smaller, it is also grappled (escape DC 13 + your proficiency bonus + Strength or Constitution modifier). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of your space.

You can grapple one large creature or up to two Medium or smaller creatures at one time. At the start of each of your turns, each target you are grappling takes 13 (2d8+4) bludgeoning damage. A creature within 5 feet of you can pull out a creature or object out by taking an action and succeeding on a Strength saving throw against your escape DC.

Once you use this feature, you can't use it again until you finish a short or long rest.



Fractured Soul Prestige Class

Frantically running through crowded streets, the man darts into an alleyway to evade his pursuer. When everything looks to be clear he breathes a sigh of relief and heads back towards the thoroughfare before stopping dead in his tracks as a chill runs down his spine and he turns to see a masked, cloaked figure behind him. They remove the mask to reveal a face—his face.

The Children of a Hundred Masks serve many functions in many places, each carving out their own niche and taking on multiple roles at once. There are some that take this a step further, not only fitting the positions they assume but truly becoming them. These fractured souls are touched by madness yet gain great gifts in return, learning advanced shapeshifting techniques and unlocking potent telepathic abilities.

TRANSIENT IN BODY AND MIND

To become a fractured soul is to be fluid in body and mind, both more than oneself and forever unwhole. Gaining their exceptional fluidity of form requires sacrifice however, an offering of one's sanity. Only those that wish to truly embody change dare walk this path, though to these zealots the ways of the fractured soul may be the only true home they'll ever know.

BEYOND SHAPESHIFTING

Fractured souls do more than shapeshift—they do not simply change their appearance or mimic an animal, instead becoming the very forms they take on, a whole different person or wild-hearted beast. As they progress they work to embody their forms in every way, understanding the perspective of nature's creatures with an intuition that makes them hard to deceive. Truly embracing these different selves takes its toll however, as no mortal mind is meant to change so fully and with such frequency.

PREREQUISITES

The fractured soul prestige class requires a proficiency bonus of at least +3 and the fractured psyche indefinite madness. Taking levels in this prestige class follows the same rules as multiclassing except where noted.

Indefinite Madness: Fractured Psyche.

The character has gained a touch of madness in the form of psychosis or a fractured identity. The character has a –2 penalty on Wisdom saving throws because of its madness. The character is immune to effects that detect or alter its thoughts or emotions. In addition, it has advantage on saving throws against divination spells and effects.

As a bonus action once every 1d6 hours, the character's rolls 1d8 to determine its new alignment (it never has the same alignment twice in a row).

Table: Fractured Soul Prestige Class

Level	Natural Weapons	Features
1	—	Malleable Form
2	1d6	Natural Weapons
3	1d6	Ability Score Increase, Shifter Telepathy
4	1d8	Enhanced Weaponry
5	1d8	Enhanced Morphism
6	1d10	Thicken Skin
7	1d10	Ability Score Increase, Enhanced Telepathy
8	1d12	As Within So Without



CLASS FEATURES

While taking levels in the fractured soul prestige class, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per fractured soul level

Hit Points: 1d8 (or 5) + your Constitution modifier per fractured soul level

PROFICIENCIES

You gain proficiency with Deception and Stealth.

MALLEABLE FORM

At 1st level, you have honed your craft and gained mastery in shaping your body to your whim. You can use an action to transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. To discern that you are assuming a different form, a creature can use its action to inspect your appearance and must succeed on a Wisdom (Insight) check against your passive Deception.

NATURAL WEAPONS

Beginning at 2nd level, you learn how to shapeshift natural weapons onto whatever form you've taken. When using Malleable Form, you can choose to grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. This die changes as you gain fractured soul levels, as shown in the Natural Weapons column of the Fractured Soul Prestige Class table.

ABILITY SCORE IMPROVEMENT

When you reach 3rd level, and again at 7th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SHIFTER TELEPATHY

Also at 3rd level, you have learned to hone the powers of your mind to shift more comfortably into

another form by not only assuming its physical appearance but also its mindset. You can communicate telepathically with creatures within 30 feet and read their surface thoughts. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While a creature is within range, you can use your action each turn to read its thoughts as long as your concentration isn't broken (as if concentrating on a spell). While reading a creature's mind, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, Persuasion) checks against it.

ENHANCED WEAPONRY

Starting at 4th level, you have further mastered your ability to create and use your body as a weapon. Your natural weapons are magical and you have a +1 bonus to the attack and damage rolls you make using them.

ENHANCED MORPHISM

At 5th level, as you have adapted to your new forms you have gained increasing mastery over their inherent abilities. When using Malleable Form, you can assume the form of any beast or humanoid with the same number of limbs. A creature attempting to see through your assumed form has disadvantage on its Wisdom (Insight) check.

THICKEN SKIN

Beginning at 6th level, you become more resilient regardless of your shape. Your armor class increases by an amount equal to half your proficiency bonus.

ENHANCED TELEPATHY

Starting at 7th level, while shapeshifting into a specific individual, you learn its languages. In addition, the range of your telepathy increases to 60 feet.

AS WITHIN SO WITHOUT

At 8th level, your mastery of shapeshifting reaches its peak and you can use Malleable Form to assume any form for up to 1 minute. The transformation lasts for the duration, or until you drop to 0 hit points or die. The new form can be any non-construct or non-undead creature whose challenge rating is equal to or less than your level. Except for your mental ability scores, your game statistics are replaced by the statistics of the chosen creature. You retain your alignment but not your personality, and you do not gain the class features or legendary actions of that form.

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

You are somewhat limited in the actions you can perform by the nature of your new form, and you can't take any action that requires appendages you do not have (like hands).

Any equipment you are wearing or carrying is absorbed or worn and carried in the new form (your choice). Once you use this feature, you can't use it again until you finish a short or long rest.

Magic-Eater Prestige Class

A cacophonous roar of magic accompanies the sorceress' echoing chants as she points her finger at her savage attacker, a sickly unnatural green light springing from her hand to soar at him. The stench of death settles over the room as it strikes him in the chest and though the flesh of his shoulder withers the warrior charges into it, laughing as his greataxe rises high into the air and comes down in a devastating arc that severs the magician's arm from her shoulder in a brutal display of martial might.

There is great fear in Vast Kaviya over the dangers of magic. Although many tribes have respected shamans or witches they turn to for spiritual guidance there are those that view all spellcraft as forbidden, confident that blessing, curses, and enchantments are all one in the same: anathema. Their chosen warriors are not just protected against the whims of magic but arrayed in opposition to it, raining down furious wrath borne of bone and sinew with a precision that make them formidable foes for any magician.

WARRIORS BORNE

Far and away the most common magic-eaters are barbarians and fighters. Obviously spellcasters are unable to utilize these warriors' techniques and even if they could the ethos is antithetical to the use of magic. The occasional monk or rogue takes up this mantle but operate differently from their more brutal peers, becoming elite assassins to be deployed against powerful magicians or priests.

MUNDANE ADVENTURERS

Taking the path of the magic-eater is not something to be done lightly—to overcome the trials ahead they must acknowledge and accept that not everyone will forbid themselves of the arcane and divine like they have. Of course they avoid working directly with mages and priests, and when in the same group and relaxing a magic-eater always sits on the opposite side of the tavern from any allies that rely on magic.

PREREQUISITES

The magic-eater prestige class requires Constitution 13 or higher, Wisdom or Charisma 13 or higher, proficiency

Table: Magic-Eater Prestige Class

Level	Features
1	Forsake Magic, Spontaneous Healing
2	Ability Score Increase
3	Exceptional Attributes, Ionized
4	Ability Score Increase
5	Magic Resistance, Vital Replenishment
6	Ability Score Increase, Extra Attack
7	Dispelling Strike, Exceptional Attributes, Improved Critical
8	Ability Score Increase, Antimagic Aura

bonus +3, and to have survived a life-threatening magical attack. In addition, you cannot own any magic items and if you are able to cast spells, lose the ability to cast spells.

CLASS FEATURES

You gain the following class features:

HIT POINTS

Hit Dice: 1d12 per magic-eater level

Hit Points: 1d12 (or 7) + your Constitution modifier per magic-eater level



EATER OF MAGIC

Starting at 1st level when you choose this prestige class, you refuse to make use of magic of any kind. Whenever a creature targets you with a spell (any spell, including *cure wounds*, *resistance*, or other beneficial spells) you must make a saving throw to resist it. When no saving throw is noted for a spell, make a saving throw of the same type as the spellcasting ability of the caster. On a success you negates a beneficial spell's effects.

SPONTANEOUS HEALING

Also at 1st level, you learn how to light the fires of your resolve to push onward through little more than a steely will. You can use a bonus action to spend hit dice. When you do, you heal half as much as you normally would. Once you have used this feature a number of times equal to your Constitution modifier, you can't use this feature again until you finish a long rest.

ABILITY SCORE IMPROVEMENT

At 2nd level and again at 4th, 6th, and 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXCEPTIONAL ATTRIBUTES

At 3rd level, choose two ability scores and increase each by 1 (your maximum for these ability scores increases by 2). When you reach 7th level in this prestige class, choose two ability scores, increasing each by 1 (your maximum for these ability scores increases by 2).

IONIZED

Also at 3rd level, your relentless resistance to all things magical makes it anathema to your touch. When you would be damaged by a spell or magical effect, you take half damage. When you would be healed by a spell or magical effect, you regain half as many hit points as normal.

In addition, your natural and weapon attacks count as magical for the purposes of overcoming damage resistances.

MAGIC RESISTANCE

At 5th level, you gain advantage on saving throws against spells and other magical effects.

SPONTANEOUS REPLENISHMENT

Also at 5th level, your natural will to live surges with every bit of reverie. When you finish a long rest, you regain all of your hit dice. In addition, when using Spontaneous Healing you heal the result of your hit dice roll.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. If you already have two attacks from another class feature, the number of attacks increases to three.

DISPELLING STRIKE

At 7th level, your blows sunder magic itself. When you score a critical hit, the target of your attack suffers the effects of a *dispel magic* spell (cast as if using a 9th-level spell slot).

IMPROVED CRITICAL

Also at 7th level, your weapon attacks score a critical hit on a roll of 19 or 20. If you already have this class feature, your weapon attacks score a critical hit on a roll of 18–20.

ANTIMAGIC AURA

At 8th level, you can unleash your wrath for the arcane and divine like a tidal wave of null. You can use an action to activate your antimagic aura. While active, you are surrounded by a 15-foot radius sphere that otherwise functions as the *antimagic*

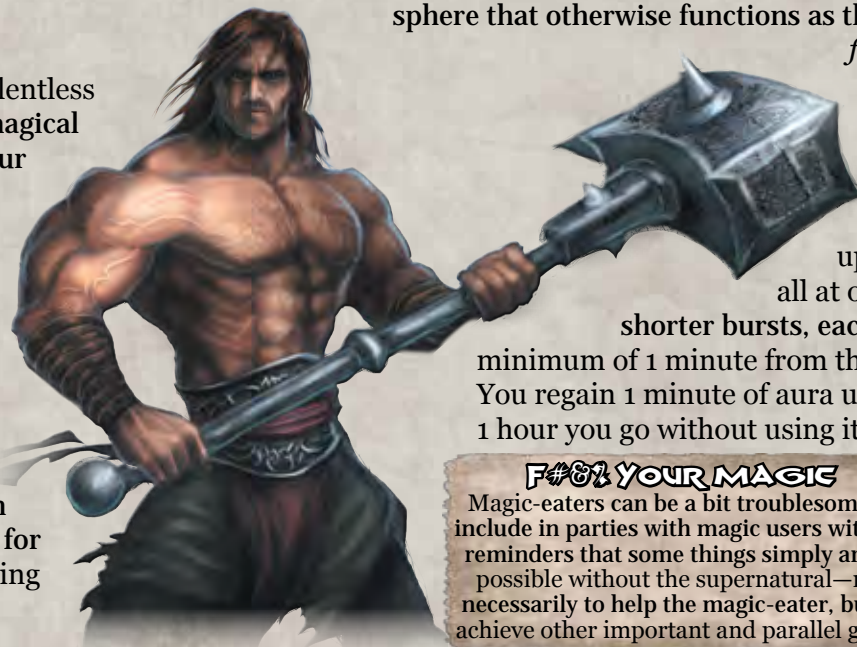
field spell except that it does not require your concentration.

You can use your aura for up to 10 minutes, all at once or in several

shorter bursts, each one using a minimum of 1 minute from the duration. You regain 1 minute of aura use for every 1 hour you go without using it.

FORGET YOUR MAGIC

Magic-eaters can be a bit troublesome to include in parties with magic users without reminders that some things simply aren't possible without the supernatural—not necessarily to help the magic-eater, but to achieve other important and parallel goals.



Primal Shaman Prestige Class

"Enough!," the old man yells, struggling against the iron grip of the burly warriors holding him still while his village is pillaged. They let go of him as the skin on his face briefly and violently warps, scorching rays coming from beneath the brutes to engulf them in fire. Before their fellows can react the wizened shaman turns his head, the veins on his arms and neck flushing bright red against his body until a mote of flame appears in front of him. Just as suddenly it soars through the air and explodes around the raiders, killing many and sending the rest diving for cover.

The spiritual chieftains of Vast Kaviya are rarely the strongest, fastest, or toughest members of a tribe—they are the wisest, most intelligent, or most likable warriors that survive into old age by way of experience and luck. During their travels primal shamans have touched upon the very lifeblood of the world and come away blessed with primal magic, and though their control is blunt it can be a subtle power of truly considerable potency.

SPIRIT TRAVELER

All primal shamans have personal experience with the mystical waters connecting the world's souls. Whether they interacted with the Kaṇavu-Valai upon a brush with death or one of its countless hidden physical manifestations they were changed

afterward. Study and mastery of the supernatural river's initial gifts bear remarkable abilities in primal shamans, rewarding them for reflection and leading many to become hermits among their own people.

Table: Primal Shaman

Level	Features	Cantrips Known	Spells Known	Psionic Slots per Spell Level			
				1st	2nd	3rd	4th
1	Primal Shamans, Telepathy	4	1	1	—	—	—
2	Float	4	2	2	—	—	—
3	Darkvision	4	3	2	1	—	—
4	Focused Mind	5	4	2	2	—	—
5	Invasive Mind	5	5	3	2	1	—
6	Psionic Steps	5	6	3	2	2	—
7	Psionic Recovery	5	7	4	3	2	1
8	Psychic Mastery	6	8	4	3	2	2

FORCES UNSEEN

Magic is a feared, treasured, and truly wondrous thing in Vast Kaviya and none more so than that of primal shamans. They have no access to the intricately complex or immensely powerful spells of other magic users but the innate powers they are able to manifest are more natural, wielded with a savage and ruthless efficiency in impressive displays of supernatural force or evident of a potent connection with nature.

PREREQUISITES

The primal shaman prestige class requires an Intelligence, Wisdom, or Charisma score of 18 or higher, proficiency bonus of at least +3, proficiency with both Insight and Perception, and you must have interacted with the Kaṇavu-Valai (either by touching its

ethereal waters or via the afterlife). Taking levels in this prestige class follows the same rules as multiclassing except where noted.

CLASS FEATURES

While taking levels in the primal shaman prestige class, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per primal shaman level

Hit Points: 1d6 (or 4) + your Constitution modifier per primal shaman level

PRIMAL SHAMANS

You unlock the spiritual powers of the mind, allowing you to make use of magic with a subtlety that baffles, surprises, and sometimes even kills.



PSIONIC MAGIC

When you cast a spell using a psionic slot, it does not require any somatic or verbal components. The power that flows through you still manifests in a variety of ways however and is typically noticeable. Attempting to cast a psionic spell without being noticed requires a successful Dexterity (Sleight of Hand) or Charisma (Deception) check usually opposed by Wisdom (Perception) or Wisdom (Insight). At the GM's discretion, you may roll against passive Perception or passive Insight.

CANTRIPS

Beginning at 1st level when you take this prestige class, you learn four cantrips of your choice from the psionic spell list. You learn additional psionic cantrips of your choice at higher levels, as shown in the Cantrips Known column of Table: Primal Shaman.

PSIONIC SLOTS

Table: Primal Shaman shows how many psionic slots you have to cast your spells of 1st level and higher. To cast one of these psionic spells, you must expend a psionic slot of the spell's level or higher. You regain all expended psionic slots when you finish a long rest. Psionic slots are not compatible with spell slots.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level psionic slot available, you can cast *burning hands* using either point.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the psionic spell list.

The Spells Known column of Table: The Psionic shows when you learn more psionic spells of your choice. Each of these spells must be of a level for which you have psionic slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the psionic spells you know and replace it with another spell from the psionic spell list, which also must be of a level for which you have psionic slots.

SPELLCASTING ABILITY

Whichever of your mental ability scores is the highest (Intelligence, Wisdom, or Charisma) is your spellcasting ability for your psionic spells—you fuel your incredible mental abilities with your fierce intellect,

insurmountable willpower, or the potency of your presence, whichever is most prevalent. You use this ability score whenever a spell refers to your spellcasting ability. In addition, you use your spellcasting ability modifier when setting the saving throw DC for a psionic spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (whichever is highest)

Spell attack bonus = your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier (whichever is highest)

PSIONIC FOCUS

You can use arcane or divine foci as spellcasting focuses for your primal shaman spells.

TELEPATHY

Also at 1st level, you can mentally communicate with creatures that are able to understand a language. The range of your telepathy equals 15 feet times your primal shaman level.

FLOAT

Beginning at 2nd level, you do not actually walk on the ground and instead float just above it. You are immune to the prone condition unless grappled, incapacitated, or restrained, and you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your level. You are not able to float on any surface that would not normally support your weight. Creatures following your tracks do so with disadvantage unless tracking you by scent.

DARKVISION

At 3rd level, you gain darkvision 60 feet. If you already have darkvision, the range increases by 60 feet.

FOCUSED MIND

At 4th level, your mind becomes a fortress. You gain resistance to psychic damage and have advantage on saving throws made against spells that target your mind or memories (such as *detect thoughts* and *modify memory*).

INVASIVE MIND

Starting at 5th level, after you have spoken with a creature for at least 1 minute you can innately cast *detect thoughts* at it without expending psionic slots.

PSIONIC STEPS

At 6th level, your mastery over the mind grants your body greater mobility. You gain the following benefits:

- You can climb difficult surfaces, including upside down on ceilings, without needing to make ability checks.
- You are able to move across any surface regardless of whether or not it would support your weight so long as you end on a square that you are able to stand on.
- When you make a running long jump, the distance you can cover increases by a number of feet equal to twice your primal shaman level.

PSIONIC RECOVERY

Starting at 7th level, you discover how to harness your latent mental energies to restore your psionic powers. When you finish a short rest, you can spend hit dice to regain psionic slots. The spell slots can have a combined level that is equal to or less than half your primal shaman level (rounded up).

For example, if you're a 5th-level psionic, you can recover up to two levels worth of psionic slots. By spending 1 hit dice you can recover a 1st-level psionic slot, and by spending 2 hit dice you can recover either two 1st-level or one 2nd-level psionic slot.

PSYCHIC MASTERY

At 8th level, your mental abilities reach their zenith. You are immune to psychic damage. In addition, you learn the *dominate monster* and *telekinesis* spells. Once you have cast one of these psionic spells, you must finish a short rest before you can cast it again.

PRIMAL SHAMAN SPELL LIST

0TH

dancing lights, eldritch blast, fire bolt, guidance, light, mage hand, message, minor illusion, produce flame, ray of frost, resistance, thaumaturgy, true strike, vicious mockery

1ST

animal friendship, bane, bless, burning hands, charm person, command, comprehend languages, detect magic, disguise self, divine favor, expeditious retreat, false life, feather fall, floating disk, hellish rebuke, heroism, hideous laughter, hunter's mark, identify, jump, longstrider, mage armor, protection from evil and good, sanctuary, shield, shield of faith, silent image, sleep, speak with animals, thunderwave, unseen servant

2ND

aid, animal messenger, arcane lock, arcanist's magic aura, augury, blindness/deafness, blur, calm emotions, darkvision, detect thoughts, enhance ability, enthrall, find traps, flame blade, flaming sphere, gust of wind, heat metal, hold person, invisibility, knock, levitate, locate animals or plants, locate object, magic weapon, mirror image, pass without trace, scorching ray, see invisibility, shatter, silence, spider climb, spiritual weapon, suggestion, warding bond, zone of truth

3RD

animate dead, beacon of hope, bestow curse, clairvoyance, counterspell, daylight, dispel magic, fear, fireball, fly, haste, hypnotic pattern, major image, nondetection, protection from energy, remove curse, revivify, sending, slow, speak with dead, speak with plants, tongues, vampiric touch, water walk, wind wall

4TH

arcane eye, compulsion, confusion, death ward, divination, dominate beast, fire shield, freedom of movement, greater invisibility, hallucinatory terrain, locate creature, phantasmal killer, resilient sphere, stone shape, stoneskin, wall of fire

MANIFESTATIONS OF POWER

When a primal shaman makes it obvious they are casting a psionic spell, their magic should manifest in a way that reinforces their connection with nature. For example, a shatter spell might include a spectral beast appearing to slam into the focal point of the spell, and a fire shield might make the caster look like they are being wreathed by a phoenix.

NEW BACKGROUND: AMNESIAC

Many of the Lost have forgotten their past due the effects of the whispering mist (see the Fogged condition on pages 122–123). Adventurers from the City of Lost can use the Amnesiac background, and at the GM's discretion, a PC may choose to forget their original background and choose this instead.

AMNESIAC

You don't remember the details of your past. You might know your name but not much else, or you have adopted a new identity. However, no memory of your past means a future full of surprises! You never know when you'll discover a lost talent or meet an old friend who can remind you about your history.

Skill Proficiencies: Survival, and one determined by Remember

Tool Proficiencies: One determined by Remember

Languages: One determined by Remember

Equipment: A random set of clothing (roll a d4: 1—common clothes; 2—a costume; 3—fine clothes; 4—traveler's clothes), an initialed written note, and a belt pouch containing 5 gp

Feature: *Remember*. During play, you experience sudden insights into your past, discovering one forgotten skill, one forgotten tool proficiency, one forgotten language, and at least one 'old friend'.

Use this feature when you undertake an ability check in which you could benefit from a skill or tool proficiency to permanently gain proficiency in a skill or tool proficiency that you

don't already know. You can only gain one skill proficiency and only one tool proficiency this way.

When you encounter an unknown language during play, you can use this feature to add that language to the languages known by your character. You can only gain one language this way.

Additionally, when you first encounter a NPC you can use this feature to reveal an existing 'old friend' relationship. Work with your GM to detail the nature of this relationship.

Whenever you use your feature, describe a memory to justify your newly found skill, tool use, language, or contact, and work with your GM to incorporate your memories into play.

Once you have gained one skill, tool proficiency, language, and met one 'old friend', you are unable to use this feature to gain further proficiencies or contacts (the GM may continue to introduce people and memories from your past).

SUGGESTED CHARACTERISTICS

An amnesiac may have lost their memories due to trauma, a curse, or some other unfortunate circumstance. Some amnesiacs desperately seek out the mystery of their past while others prefer to let the unknown remain that way.

Personality Trait

1	I always try new things hoping to trigger my memory.
2	I am reluctant to trust people because I fear what they might already know about me.
3	I ask a lot of questions to avoid talking about myself.
4	I don't know about my past but I am quietly confident in myself.
5	My mysteriousness is a feature and I love being at the center of attention.
6	I write everything down—I'm never going to forget anything ever again.
7	I can find a cloud for every silver lining.
8	I frequently misplace romantic interest, mistaking friendliness for flirting.

Bond

1	I am certain I have a family somewhere and I will return to them.
2	A kindly person took me in when I was at my lowest. I work hard to repay them for their kindness.
3	Before I return to my homeland—wherever that may be—I must honor them by becoming a hero.
4	I remember their name and a feeling—I will find my true love and we will be reunited.
5	Whoever owns that gloating face I see in my last clear memory will pay at my hands.
6	I clearly recall an heirloom of my family and I'm going to get it back.

Ideal

1	Act towards others as you wish to be treated. Inspire kindness with kindness. (Good)
2	It is the duty of a rational mind to ensure reason prevails over emotion. (Lawful)
3	Forgive, forget, and live without judgment. (Neutral)
4	Forget past and future—enjoy the moment for now we are alive. (Chaotic)
5	The only thing that matters is power. (Evil)
6	To understand the world one must first understand oneself. (Any)

Flaw

1	I believe everyone is involved in a conspiracy to keep the truth of my identity from me.
2	My temper gets the better of me. I go into unreasonable rages with little provocation.
3	The gods have cursed me so I undermine their authority whenever I can.
4	I feel no emotions—I just pretend to have them to fit in.
5	Given a chance I always take the biggest reward because I deserve more than others.
6	I judge character by physical appearance. Beauty is a sign of goodness and ugliness a sign of evil.

CHAPTER 6: WARLORDS

Kion Gozi (CR 2) is known as 'Peacemaker' for unifying the tribes of the Endless Plains of the N'Elu, but how firm is her hold over the nomadic region? Her diplomatic skills are as strong as her arm and she should not be underestimated, able to lead her people against some of Vast Kaviya's deadliest natural creatures.

Puteri, Mother of Kanca (CR 4) is the bloated insectile queen of the kanca that infest the titanic Kanca Colossus corpse, her once small hive now grown into a small empire. She hides behind illusory magic and appears to all but her closest confidants as a beautiful butterfly-winged fairy queen.

Akal, Avatar of the Devouring Moon (CR 5) is a feared weretiger granted power by one of Vast Kaviya's many moons. With cunning, ferocity, and lycanthropic strength she controls a cannibal cult in the Urimak Valley and believes she is a true incarnation of Kalune, performing ritual sacrifices on kidnapped villagers and devouring sentients' flesh to strengthen their intertwined spirit.

Jayallie (CR 5) is a seer sorceress of the mistlings, a race of wild halflings that live within Tay Ninaivakam Rainforest under the protection of 'Mother Remembrance'. The region is shrouded in whispering mists, a psychic fog that saps the intellect and changes those within it into feral beasts. Immune to its effects, the mistlings use the fog to their advantage, raiding nearby settlements and luring the unwary into the mind-sapping haze.

Ligéi Xóon (CR 5) and the Maiden Eagles dwell in the black caverns beneath the Shaa Litká Mountains, fiercely defending their territory and paying homage to the dangerous harpies of the deep crags. The clan members all devote themselves to the monstrous Grandmother spirit that protects the labyrinthine passages they call home.

Trevolee (CR 5) is the oldest of the Gone, a people of disparate races unified by their loss of memory. A mystery to themselves, they live deep underground beneath the light of the magical *Sun Stone*, a bubble of light allowing the City of Lost to survive where none should. Trevolee channels its radiant power to protect her people, because on all sides monsters are closing in seeking to snuff out the light.



Nilaiyarra, the Transient (CR 7) is a force of nature that leads the Children of a Hundred Masks to do the bidding of Vast Kaviya as they see fit. They make their home in the Spiraling Woods, traveling throughout its countless trees to settle in different areas depending on the season.

The Awakened Reef Tohgai (CR 8) is the central hivemind of the Thamash Archipelago. The psionic coral seeks to grow their power by melding more minds with theirs, and will stop at nothing to finally defeat the storms that destroy it every year with the changing of the seasons.

The Beast of Three Karm'ra (CR 8) is a sleek, powerful chimera and the Xerica's apex predator. She has dominated it unchallenged for centuries and cares nothing for tribes, beasts, religion, or politics—like a force of nature, she simply is. Gnolls worship her and manticores envy her, but all who dwell in the arid grasslands share a healthy fear of and respect for this majestic matriarch.

Witch of Mana: Rowena (CR 8) is an old crone that's learned all the tricks needed to survive in the Kalavaiyaip Badlands, harnessing the raw mana hidden within and ruling over the intruders it transforms into mongrelfolk.

Zivrasa of the Truest Green (CR 11) zealously believes in the purity and superiority of nature over all things, hunting down dabblers of the arcane arts to capture and bring back to the Verdurous Grove so they can be sacrificed to Vast Kaviya.

Auntie Gonfler (CR 12) is a conniving boggard shaman who's taken the reigns of a monstrous creature that her fellow toad folk in the Bellows worship as a god. She keeps the beast fed with regular sacrifices as she expands her influence over the other shamans and out into the world at large.

Gragth Bloodfire (CR 13) leads a vicious orc warband obsessed with the power of flames, accessing pyromancy by burning many of their own to death in tribal practices that use the lava pits of their primitive settlement in Bloodfire Gulch.

Psionicus (CR 14) is an ancient ottunni of great psionic potency, growing in primal power with every passing season and protected by vicious cannibals in the Mañanōy Caverns—underlings that consume the flesh of other sentient creatures in an attempt to gain but a fraction of their leader's psychic mastery.

Sawfin, The Slithering Horror (CR 15) Already an apex predator in life, the gift of intelligence and the horror of undeath have turned Sawfin from a simple mosasaur into a walking nightmare—she scrabbles across the ground on decaying fins, stalking her prey at high speed while calling out in a soft feminine voice. Leader and adoptive mother of all creatures in the Wake of Maws, Sawfin is also thought to be the first of its members.

Corryn, the Abandoned (CR 16) was discarded into the Kaṇavu-Valai by her noble parents, only to be saved by a community of similarly displaced driders in The Web. The supernatural waterways changed her and after their touch she returned to slaughter her callous parents along with any other tyrants who dare endanger the downtrodden.

Kalar the Lizard Lord (CR 16) was mutated by waters empowered with lunar energy from the many moons orbiting the planet and has created a society of intelligent reptiles like him, though none wield the mental powers at his disposal or dare challenge his control over Sickie Canyon.

Oscarvol the Timeless (CR 17) is a sorcerer of unparalleled power whose mastery of magic has extended his life, allowed him dominion over the hidden city of Undermist, and helped him keep a dark secret. Within the deep caverns he holds court over the mistdweorg dwarves; artists, philosophers, gladiators, and sorcerers protected from the chaos of the world above.

Grandfather Triskal (CR 18) claims to be the first vampire, barbaric and savage, more beast than man. He is the patriarch of a nearly feral clan of vampiric savages and he works to expand his territory to beyond the Blind Grove to better feed his ever-growing bloodthirsty brood.

The Earthstorm (CR 20) is an impossibly potent amalgamation of earth and lightning obsessed with the *raw mana* it needs to continue building the mass on its body, using the primordial energies and the sacrificial victims drawn from its followers to both transform its minions and attain more power for itself.

Varasuul the Necrolord (CR 21) thought to be the oldest creature in all of Vast Kaviya, this master of undeath is surrounded at all times by a field of corpses and skeletons—which it animates to lift the stone fortifications of Death Castle in an inexorable march forward to wipe out all that which still lives.

After days of trudging across meadows and grasslands the explorers think they've seen all the worst dangers these lands have in store for them. The fake hills—creatures that look like grassy knolls complete with plants on their backs—seem to be peaceful grazers and proved not to be a threat, and though one of the tribes native to this region briefly skirmishes with them, after proving they are not to be meddled with the attackers quickly flee in the face of Moza's sorcerous powers and haven't assaulted again since. Elementals have become a common sight and are dealt with easily enough, excepting the lightning creatures that scorch them (which eventually fell like any other thing that's been hacked away at by Scartezs' axe and Bizashai's blades).

It's during a peaceful saunter that they're beset upon by a new threat—small, fiery winged elementals that come out of nowhere, as though summoned by magic. Bizashai uses her sabers to easily swat a half dozen from the air as Boosh stakes a few through with arrows and Scartezs unleashes a thunderous boom that fells the rest. There's a general sense of relief until Moza gestures into the air, pointing out the shadows of something flying above them, making his weird gestures and grabbing for the odd things he needs to work his magic.

Two gigantic birds soar high in the sky, their eyes boring down on the explorers with the glare of predators. The sorcerer does not wait for them to strike and unleashes a ball of flame up at the avians, crying out in surprise as no feathers alight and it is largely ignored. When their initial attack fails the avians swoop down at the explorers, beaks clapping open and closed in the anticipation of bloodshed—they are not disappointed. Bizashai takes the brunt of one of the gigantic bird's assaults, a virulent green saliva left slathered around the sizable wound made by its massive beak.

Boosh is less lucky and one of the birds' enormous claws wraps around him before it swoops back into the air, carrying the alai away towards the east. Moza tries to use magic that briefly halts the creature's escape but the other one slices a virulent gash across his chest that breaks his focus, the magic dissipating into nothing. Between the two of them the taino-kar and ash genasi make quick work of the flying beast that's still on the ground, it's poisonous feathers spread across the grass in red splatters of blood by the time they're done. The ranger struggles against their captor's grasp until it squeezes in response, Boosh's little frame utterly unable to resist and going limp in only a few seconds. Uncertain of what to do the genasi begin panicking but Scartezs cautions patience, promising that he knows a taino-kar legend that upon its retelling will tell him where the alai was just taken—the fate of Boosh is not yet sealed.

Endless Plains of the N'Elu

A vast flat prairie roaming with beasts and the nomadic sky-worshipping N'Elu tribes, the Endless Plains seem like flat grasses that stretch on forever but they are actually filled with wetlands, rolling hills and valleys, caves, ridges, bogs, and even sandy, desert-like areas. Creatures and humanoids travel vast distances following the four seasons and the food, hunting herds of creatures or settling for a while to wait out the weather. The people of the plains carry their homes with them—the only permanent settlements are the longhouses and market stalls at the meeting of the two great rivers. The Abhainn flows from roughly north to south, and the Osimiri moves roughly west-east. These waterways mingle in the center of the plains, the fast muddy waters of the Abhainn swirling into the clear, slow crawl of the Osimiri. They call this meeting place the Meer Jesero and it is considered a sacred land. No wars, battles, fights or even loud arguments are permitted. Here the people meet at the turning of the seasons to trade goods and services, address grievances, and participate in important rituals to the spirits of Night and Day. The structures are well-protected year-round and even more so during the meets—and of course one would have to travel to the place first. The prairie seems innocent and simple enough a terrain to cover yet it has hidden pitfalls, dangerous creatures, and severe weather to contend with (assuming a traveler doesn't anger one of the tribes first).

The N'Elu people are fiercely independent. This is why they have never been conquered by outsiders but also the reason it is so difficult to unify them. Although each tribe is accepting of any strays who wish to join them (and thus made of many races and peoples living together) they are distinctly their own, every group's unique history and culture kept alive by its elders. Those who wish not to discuss their past are not pressed, so many exiles have found a home here. Arguments are carried out in circle courts where those involved stand in the center and speak their grievances, allowing others to listen in and consider, then together the community discusses and decides on restorative justice. Minor issues are usually resolved this way among the tribes, but more complex or serious disputes are brought to Meer Jesero to be exposed to a larger tribunal. Each is dealt with firmly and the community may decide on different courses of action for similar crimes because of differing circumstances.

ENDLESS PLAINS

Much of the region lies unexplored, waiting to be mapped and discovered. Horizon to horizon is nothing but sky and the views are incredible with stunning sunsets and glittering nights filled with stars. Elementals of all types roam the plains in their various forms and while they are often seen as spirits, they are extremely dangerous.

KION GOZI, LORDS OF THE PLAINS

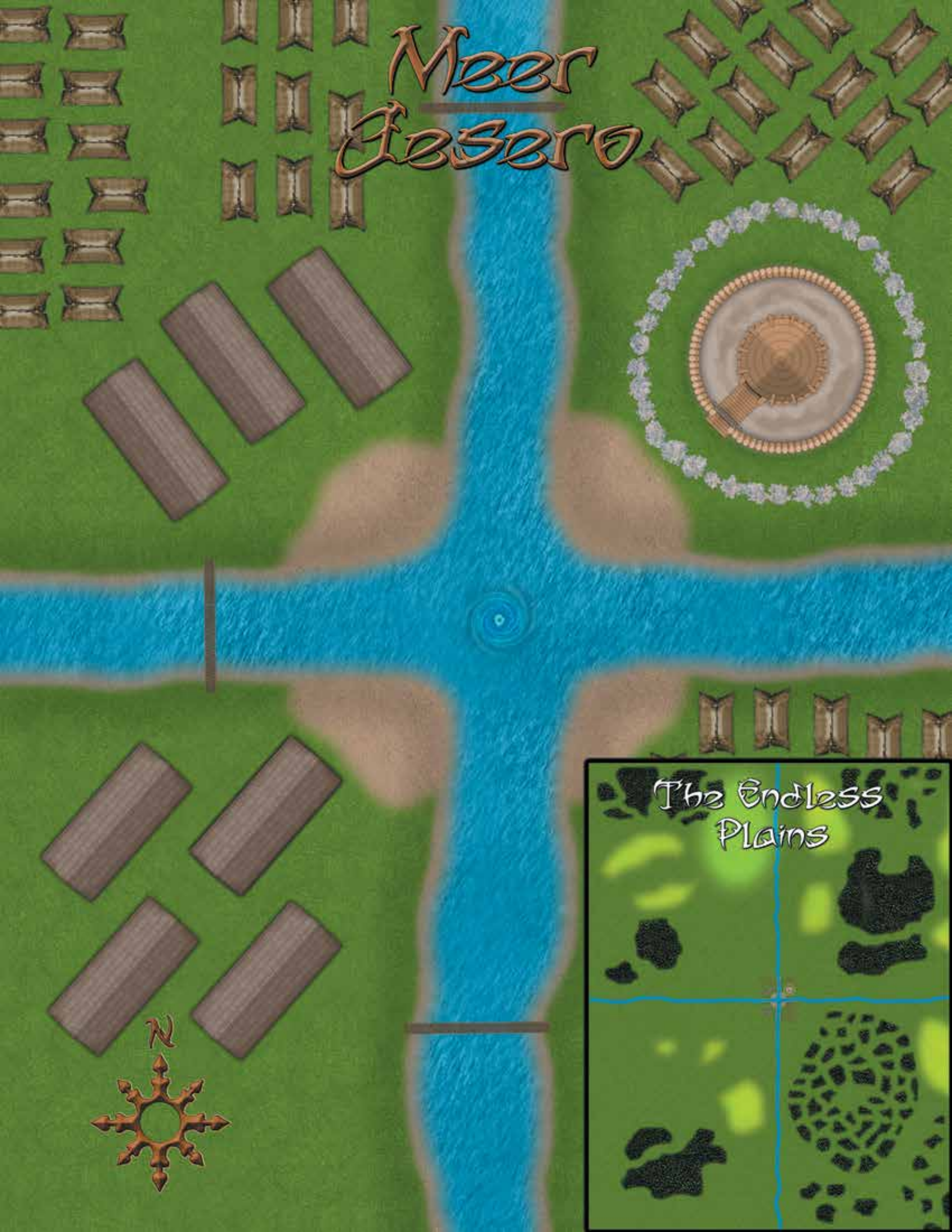
A brilliant tactician known as the Peacemaker for her ability to unify the tribes, Kion Gozi is the daughter of the previous Lord of the Plains and has been revered as a leader her whole life because of her birthright. The coalition she has manages is not a feat accomplished for power or control, but for the betterment of the people. From a young age Kion showed wisdom, exquisite planning, and an uncanny capacity to think ahead—even while she was too small to wield a weapon she could foresee the movements of the herd, telling hunters where to station themselves. Her elders thought her peacemaking between squabbling children was cute; little did they know it was practice for her impressive diplomatic skills.

Rakai has been Kion's closest companion since childhood and it was no surprise when they took over ruling the tribes together.

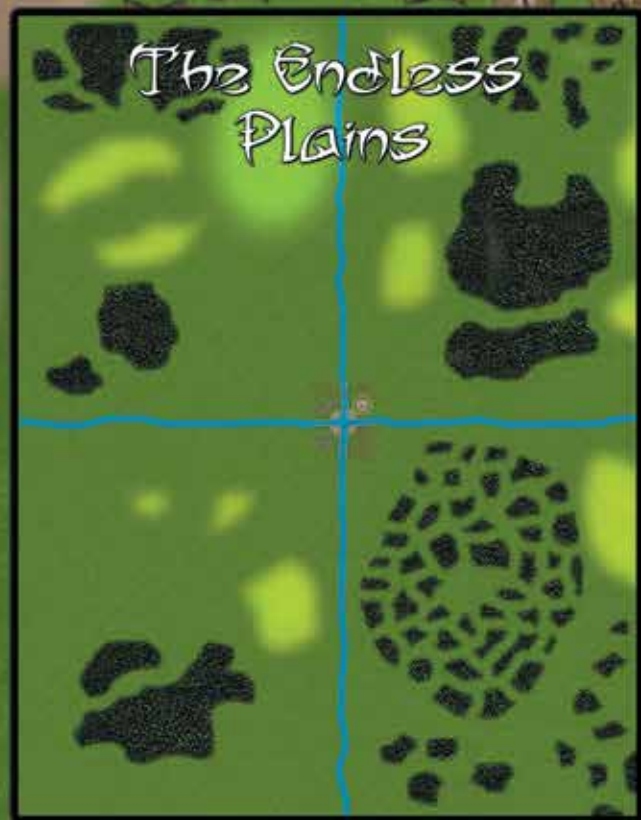
Rakai Vita. *Leader of the Kova, Kion Gozi's partner, second-in-command.* To join the elite order of Kova warriors one must perform a great feat and Rakai did just that when she saved her hunting party from a sudden, savage storm by moving huge stones to make a shelter, then carrying a half dozen unconscious people to safety through a tempest that knocked trees flat. Since then she has only proven her bravery and strength, working her way to the top. She is fiercely loyal and faithful to Kion Gozi, keeping spies among the tribes in the hopes of hearing about a mutiny before it happens.

Xaptan. *The Antlered Lord, leader of the Autumn people, Kion Gozi's rival.* Among the many tribes on the plains the largest are the four tribes named after the seasons, and Autumn is the strongest of them all. Known as the deadly hunter that felled the Terrorbird (a massive cassowary-like creature so huge its skin and feathers made enough tents and clothing for his entire family), Xaptan is feared and respected for his incredible skill and leadership ability, but not thought of highly for his cleverness or intelligence.

Meer Isere



The Endless
Plains



Sky shamans are holy leaders and expected to be unmarried, sober, and chaste in order to maintain their focus on spirituality. They are often referred to without gender or in plural as they are seen as vessels who contain the many spirits of the sky shamans before them, thus composed of more spirit than person.

Sky Shaman Rangi. *Shaman of Daylight, the Pathfinder, Nourisher of Earth, a powerful spiritual leader.* They travel most often with the Summer tribe. Rangi leads the hunt and retains the knowledge of the herd's trails and past travels, weaving the paths into a complex knotted design they carry around their waist. They are far too occupied with their job as lead hunter to be concerned with politics, and they get along better with animals than people.

Sky Shaman Zerua. *Shaman of the Night Sky, the Seer of Truth, Nourisher of Souls, powerful spiritual leader.* Zeruda is a deep thinker and philosopher that spends many days in deep contemplation or listening intently to the people around them. They are enigmatic and no one truly knows how much they know or what their plans are because none are brave enough to ask. They have powerful healing magic and developed new healing salves which have made them sought out by many Warlords, spurring them to frequently change the tribes they travel with—a nomad among nomads.

NIGHT AND DAY

On the Endless Plains the day and the night are each exactly half the day, no matter the season. People here worship the Day or the Night, bestowed with special boons depending on their spiritual connection. Those of the Day gain abilities to track and hunt, as well as strength and fighting prowess. Worshipers of the Night have a connection to the spiritual and supernatural, accessing remarkable powers and giving them the ability to create herbal healing salves and teas. Of course they perform and use very little actual magic—their powers come from careful study, practice, and experimentation by countless generations that have passed their wisdom onwards. The spiritual leaders are more like chemists and botanists than true mages, but their knowledge is seen as sacred for it is crucial to survival.

Day shamans know of the paths and trails of the herds, where and when they can be found, how best to capture and process anything hunted. The Night shamans know the plants of the Endless Plains, ensure foraging grounds are kept healthy and viable, and guard the most useful purposes of the region's flora (brewing tinctures and

preparing poultices that function as *potions of healing*). Handfuls of rare plants are available at different times of the year in different parts of the region, and between meets at the Meer Jesero the shamans collect them for the special rituals there. Festivals are the best times to see this 'magic' in action—fireworks, brightly coloured bonfires, drinks that make one see spirits, and other rarities are brought to the fore to impress and inspire each other. Pleasing, working for, or trading with a sky shaman or their disciples can grant a temporary boon.

Blessing of the Day. From sunrise to sundown, you have advantage on ability checks using Nature, Stealth, and Survival to track, forage, hunt, and find or create shelter. In addition, after finishing a long rest you also have advantage on your first attack roll or check made to grapple against a creature you are hunting.

Blessing of the Night. From sundown to sunrise, you have advantage on ability checks using Arcana, History, or Religion to learn about a magical item, craft using an herbalism kit, or learn more about the land and its past. In addition, after finishing a long rest you either have advantage on your first spell attack roll, or a creature targeted by your spell has disadvantage on its saving throw (whichever happens first).

WARRING WARLORDS

There are dozens of tribes across the plains, but the ones listed below are the most powerful. While they may appear to be peaceful on the surface, there is always tension boiling beneath the surface. Thanks to the scarcity of healing magic and herbs, violent battles are considered a last resort, as the loss of population is too damaging. Most fights between the leaders are less overt—but that is not to say the plains have not seen their fair share of bloodshed.

All Warlords. When a truly dangerous warlord from another region invades the Endless Plains, the tribes gather together to determine how to respond but usually choose to disperse and aggravate the invader. Each goes to the sacred places, gathering up the rarest plants and then taking them away to be hidden lest outsiders take the N'Elu's treasured resource. After that the tactic adopted by all is to frustrate and retreat, using herd tactics to keep their distance until finally their enemy chooses to leave rather than continue wasting time scrabbling in the dirt with nothing to show for it but blood and dust.

Even with their proven tactic to ward away invaders however, there is much intrigue and conflict within the tribes of the Endless Plains. All tribe leaders use the statistics of a **druid** and their kin are **tribal warriors**.

Spring Tribe (Leader: Gwanwyn). This tribe embodies growth and newness. The Spring Tribe doesn't like the old ways—their leader is always trying something new, bringing he and his kin a great deal of dislike from traditionalists. Gwanwyn is friendly with Kion Gozi; while they sometimes disagree, they are able to talk.

Summer Tribe (Leader: Majira). This tribe embodies energy and power, and their leader is rarely still, always ready to move, and quick to anger and violence. As a result the Summer Tribe is often the cause of many difficulties, though they also have some of the best hunters. Majira doesn't like Kion Gozi but she puts on a good face—for a little while at least.

Autumn Tribe (Leader: Xaptan). The Autumn tribe is ambitious and ruthless but they still contribute to the community—for now. The tribe and its leader are staunch traditionalists and dislike the Spring Tribe. They have a wary alliance with the Winter Tribe and are on and off with the Summer Tribe. Xaptan, the most famous of the Endless Plain's hunters, is Kion Gozi's rival and the biggest challenge to her rule.

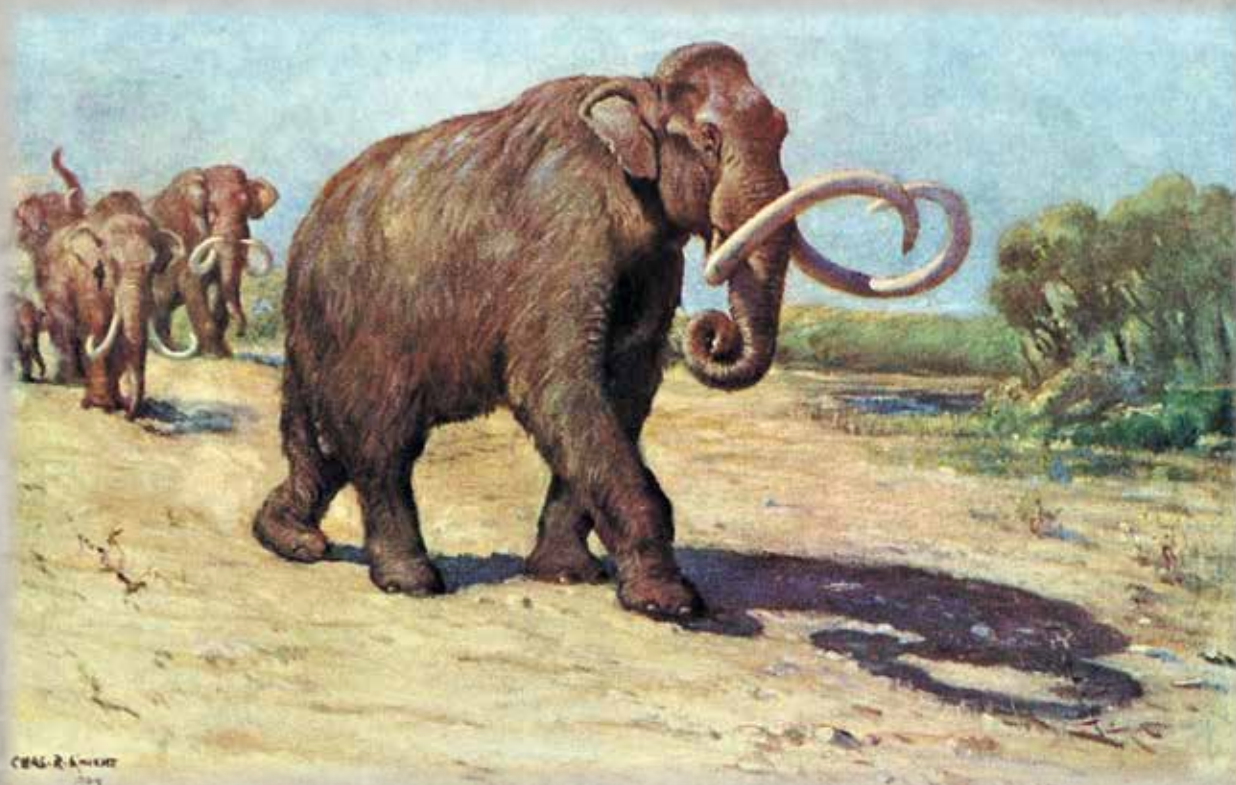
Winter Tribe (Leader: Ririnina). The Winter Tribe's leader is a powerful Night Shaman. She is extremely traditional and knowledgeable as her people are the storytellers, keepers of the history of the Endless Plains. While they have few great warriors, their vast stores of information may make them the most dangerous of all the region's native peoples. Ririnina does not like Kion Gozi's methods but admires her diplomatic skills.

Sun Tribe (Leader: Kion Gozi). For many generations the leaders of the plains have come from this tribe and thus they pride themselves on being strong enough to protect others. Most members are warriors of some renown.

Moon Tribe (Leader: Rakai Vita). Many great sages come from this tribe, the font of spiritual wisdom and philosophy. They do not commit themselves to tradition or the new ways, but spend time discussing the merits and drawbacks of both. They are historically neutral in all feuds and their stance is respected by all.

NPCS

The plains of the N'elu are filled with creatures, but none more feared and deadly than the elementals. Depending on the time of year, the weather, and a wide variety of factors the people have yet to master, this area is frequented by creatures made of the very elements themselves.



SKYFIRE

Medium elemental, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	10 (+0)	8 (-1)	8 (-1)

Saving Throws Str +5

Skills Athletics +5

Damage Resistances lightning, thunder

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 30 ft., passive Perception 9

Languages Auran, Primordial

Challenge 4 (1,100 XP)

Glowing Body. A creature that touches the skyfire or hits it with a melee attack while within 5 feet of it takes 2 (1d4) lightning damage.

Illumination. The skyfire sheds bright light in a 20-foot radius and dim light for an additional 10 feet.

Innate Spellcasting. The skyfire's spellcasting ability is Strength (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *eldritch blast*, *shocking grasp*

2/day each: *expeditious retreat*, *thunderwave*

ACTIONS

Lightning Whip. *Melee Weapon Attack:*

+5 to hit, reach 15 ft., one target.

Hit: 5 (1d8+3) lightning damage.

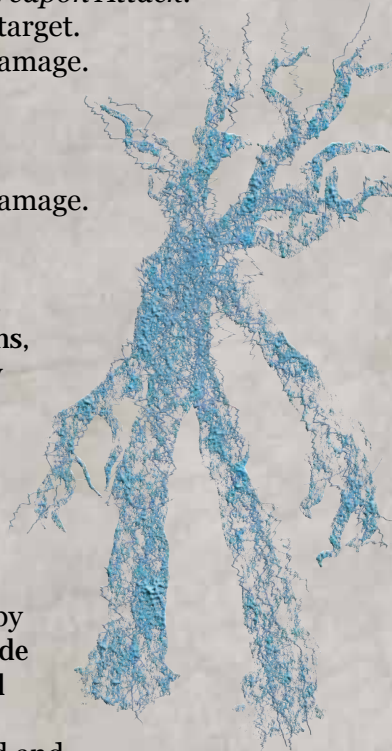
Unarmed Strike. *Melee*

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

Hit: 5 (1d8+3) lightning damage.

These terrifying humanoid-shaped lightning elementals stalk the plains during storms, sparking and fizzling as they take huge strides across the grasslands with their long branch-like limbs, their featureless faces gazing unknowably. Their goal is to get to the highest point they can find and be struck by lightning again, hoping to ride the bolt up to the clouds and join their elemental family.

Skyfire are very goal-focused and do not tolerate anyone or anything getting in their way.



DUNIA

Medium elemental, neutral

Armor Class 18 (natural armor)

Hit Points 114 (12d8+60)

Speed 15 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	8 (-1)	8 (-1)	10 (+0)

Saving Throws Str +7, Con +8

Skills Athletics +7, Stealth +6

Damage Resistances bludgeoning, psychic

Damage Vulnerabilities acid

Senses darkvision 30 ft., tremorsense 60 ft., passive Perception 9

Languages Primordial, Terran

Challenge 7 (2,900 XP)

Earth Glide. The dunia can burrow through nonmagical, unworked earth and stone. While doing so, the dunia doesn't disturb the material it moves through.

Grounded. The dunia has advantage on checks and saving throws to avoid being knocked prone. While prone, the dunia's soft belly is exposed and its AC is reduced to 15.

Siege Monster. The dunia deals double damage to objects and structures.

ACTIONS

Multiattack. The dunia attacks twice.

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

Needle. *Ranged Weapon Attack:* +7 to hit, 60 ft., one target. *Hit:* 9 (1d10+4) piercing damage

REACTIONS

Grabby Hands. When struck with a weapon attack, the dunia can make an opposed Strength (Athletics) check against its attacker, disarming the target on a success. On its next turn, the dunia attempts to break the weapon.

Moving slowly across the landscape as slowly as they do, these earth elementals can easily be mistaken for dunes of lush grass when they rest, hence the name. They are protected by an armored back covered in a thick pelt of prairie grasses and wildflowers- which is what is exposed when they lay still. Dunia are only aggressive if their babies are threatened, otherwise they are considered a sort of nuisance pest, as they will steal the most perfect of any plant to adorn their backs...and trample everything else. Dunia burrow and forage for the minerals they eat, and are sometimes hunted for the gems, metals, and mineral stones that can be found in their bellies.

PIASA BIRD

Huge beast, chaotic evil

Armor Class 19 (natural armor)

Hit Points 200 (16d12+96)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	8 (−1)	8 (−1)	6 (−3)

Saving Throws Str +10, Con +10

Skills Athletics +10, Intimidation +5, Survival +7

Damage Immunities poisoned

Senses passive Perception 14

Languages Auran, Primordial

Challenge 12 (8,400 XP)

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

Innate Spellcasting. The piasa's spellcasting ability is Strength (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *poison spray*, *resistance*

1st level (4 slots): *fog cloud*, *heroism*, *hunter's mark*, *thunderwave*

2nd level (3 slots): *blur*, *gust of wind*, *shatter*

3rd level (2 slots): *dispel magic*, *stinking cloud*, *wind wall*

4th level (1 slot): *conjure minor elementals*

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

Nesting. The piasa can build a form of confinement for its saved food in the same manner it builds a nest. By weaving roots, sticks, branches, and vines together, the piasa makes a cocoon-shaped cage with one opening on top just large enough for a Medium creature. It provides a small container (usually stolen) filled with water. While it is dry and vulnerable to fire, the cage (AC 10, 60 hp) will harm those inside if burned. A creature must succeed on a DC 18 Strength (Athletics) check to climb up to the hole on top to escape, or deal at least 30 points of slashing or piercing damage to cut a hole in the side.

Swoop. If the piasa flies at least 30 feet straight toward a creature of Large size or smaller, it has advantage on an opposed Strength (Athletics) check to grapple. The piasa can only carry one creature at a time, and while carrying a creature it can only use its beak or wing attack.

ACTIONS

Multiattack. The piasa attacks twice.

Beak. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 13 (2d6+6) piercing damage plus 3 (1d6) poison damage.

The target must succeed on a DC 18 Constitution saving throw it is poisoned for 1d4 rounds.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 15 (2d8+6) piercing damage.

Wing. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target.

Hit: 16 (3d6+6) bludgeoning damage.

These massive avians are the terror of the Endless Plains. The piasa has the four-clawed legs of a hawk, a brown scaled body, great green wings, and eerily human eyes of piercing

crimson. Perhaps what is most horrifying about these predators are their hunting methods—they swoop down, grasp prey, and take their prize back to their caves for later devouring. Piasa birds can build rudimentary cages and sometimes keep excess food in these confines to save for later.

By the moons, we'll be feasting for months!

—Kajaru, Autumn Hunter (dead by poison)



FAYUDAN

Gargantuan elemental, true neutral

Armor Class 16 (natural armor)

Hit Points 297 (18d20+108)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	6 (−4)	10 (+0)	6 (−4)

Saving Throws Str +11, Con +11

Damage Resistances fire

Damage Immunities cold

Condition Immunities exhaustion, grappled, incapacitated, paralyzed, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 15 (13,000 XP)

Innate Spellcasting. Fayudan's spellcasting ability is Constitution (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring only its bubbling and gurgling verbal components:

1st level (4 slots): *absorb elements*, *create or destroy water*, *cure wounds*, *purify food and drink*, *shield of faith*, *sleep*, *thunderwave*

2nd Level (3 slots): *blindness/deafness*, *lesser restoration*, *shatter*, *spike growth*

3rd Level (3 slots): *counterspell*, *create food and water*, *gaseous form*, *slow*, *vampiric touch*

4th Level (2 slots) *confusion*, *conjure minor elementals*, *control water*, *hallucinatory terrain*, *ice storm*

5th Level (1 slot): *cloudkill*, *cone of cold*, *conjure elemental*, *greater restoration*

6th Level (1 slot): *wall of ice*

Consume. Fayudan uses a bonus action to take in fresh water to feed itself and stave off evaporation, regaining 25 (2d12+12) hit points. It must be able to immerse itself in the water and open dozens of pores around its body to use this trait. Valve flaps in the pores regulate the flow of water outward, but a Medium-sized creature inside of Fayudan can use its bonus action or reaction to make a DC 19 Strength (Athletics) or Dexterity (Acrobatics) check to escape. Should Fayudan be attacked or take damage while it is using this trait, it immediately shuts its pores and defends itself.

Smothering Form. Fayudan takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to Fayudan's Engulf and has disadvantage on the saving throw.

Creatures inside Fayudan can be seen but have total cover.

Fayudan can hold one Huge creature, up to four Large or smaller creatures, or 8 smaller creatures inside it at a time.



ACTIONS

Multiattack. Fayudan attacks three times.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target.

Hit: 19 (3d8+6) bludgeoning damage.

Water Sword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.

Hit: 22 (3d10+6) slashing damage.

Crush. Fayudan moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever Fayudan enters a creature's space, the creature must make a DC 19 Dexterity saving throw or take 19 (2d12+6) bludgeoning damage (half as much on a successful save) and be grappled, trapped beneath the monster's bulk and deprived of air.

Engulf. Fayudan moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever Fayudan enters a creature's space, the creature must make a DC 19 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of Fayudan. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, Fayudan enters the creature's space, and the creature takes 10 (3d6) bludgeoning damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) bludgeoning damage at the start of each of Fayudan's turns. When Fayudan moves, any engulfed creatures move with it.

An engulfed creature can try to escape by taking an action to make a DC 19 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of Fayudan.

The legendary Fayudan appears as an amorphous blob that crawls along the ground, its watery body containing plants and small creatures that bob about inside. At its core is a glowing seed of elemental water—a piece of raw mana that can daily produce enough drinkable water for a whole village. When first sighted the creature was about 20 feet across, weighing 200,000 pounds and holding 40,000 gallons of water, but it becomes larger as it consumes more. If it ventures into areas below freezing, it sinks in a hole to hibernate until the weather warms.

A kombang knight, its huge bulk nearly taking up all the passageway, shoves at them and Morxalim stumbles into the darkened chamber, and before they dart backwards the enormous insectoid pushes a large rock over the entrance to trap the elf inside. Looking about they realize they are not alone and there are three others trapped as well. A friendly dwarven woman lounges along one side of the chamber, idly scratching away at the stone floor, and another of the stout folk—this one a male with gray skin—stands across from her, pacing in a short circle. Smallest of them all is the half-sized woman sitting cross-legged near the center, her face utterly calm. The heavy footfalls of the kanca echo from outside as their captor trundles away, and they wait until silence reigns for a moment before breaking it. “So,” Morxalim says, “what brings you all here? Did they decide you were ‘strange’ as well?”

Another long silence follows and the dweorg is the first to speak up, generally waving towards the center of the settlement outside. “No, no,” he says, finally coming to a stop and sliding down the wall to sit on the ground, “they have poor eyesight though, and are quick to claim an outsider is guilty rather than one of their own.” He puffs out his chest and looks incredulously at the rest of the chamber’s occupants, “I mean, just look at me! You couldn’t find a more upstanding dweo—dwarf if you tried.”

“Oh let’s not be hasty,” the stout woman across the room from him says, picking up the thing she’d been scraping on the floor, “some of us might be good at looking.” The elf and gray-dwarf turn to regard her now as she looks keenly at the stone blade she’s fashioned. “For instance,” she says, gazing at each of them in turn, “looking about me now I see at least two pairs of stout arms and another four that are slender, a large rock blocking our way out, and right here,” she sets the simple weapon onto the ground by a few dozen others, “plenty of small objects that might be stacked together to hold something open or convince one of these kanca to keep their distance.”

Without a word the calm, serene halfling’s eyes snap open and she suddenly pops into the air, landing on her feet and swiping away the pebbles at the rock’s base. Morxalim scoops up the stone daggers, declaring, “far be it from me to disagree with that logic.” They turn to the halfling and ask, “little one?” Herleva nods enthusiastically, kneeling down near the rock’s base with her hands full of sharpened shimmies. “Dwarves?” the stout folk regard one another briefly, a flash of animosity passing between them, then shoulder into the rock and heave. It tilts slightly and the monk jams the thin, flat rocks underneath to hold it up. The process is repeated until the group of prisoners manage to pry the big stone far enough up that a charge from Fodmaeck and Kovrolin tip the thing onto its side. There’s a scuttling of taloned feet from down the corridor and Morxalim leaps over the boulder, dropping most of the stone knives and wincing in pain as she cuts herself, rapidly drawing her finger into her mouth to stop the bleeding. “No time to lose! Make haste!”

Puteri and the Kanca Colossus

In a valley nestled among a ring of low hills the air is choked by pollen and spores, whole clouds dispersed by columns and shelves of massive fungi coating the body of an impossibly large creature, a titanic warrior whose corpse still lies crumpled and ruined against the earth. Towards the center of the valley the chaotic fungal forests give way to rows of tall and orderly mushroom caps, a petulant farmland tended by swarms of kanca, an insectoid race as varied as the insect kingdom. Their society is primitive but their weapons are carved from the colossal cadaver itself, bizarre metals that cut with an edge rivaling the greatest of swordsmiths. Wayward adventurers best pray that the queen welcomes them as royal guests—not as additions to the compost pile.

THE DESPOILED TITAN

The despoiled titan is massive, sitting in a valley made from the crater formed when it hit the packed earth of Vast Kaviya's sprawling plains. Millenia ago the thing fell from the sky and died on impact—the surrounding area was devastated and the great being's ruin was left to rot. The titan resembles a colossal three-eyed six-fingered armored man, its protectives made of small overlapping hexagonal scales composed of a metal not seen anywhere else. Beneath all this was indeed some living thing but its flesh slowly decayed away as the years passed, gradually giving rise to the massive fungal forest that has long since overgrown the titan's form and left it a mostly hollow husk.

VERMINOUS QUEENS

Long ago only the low and swarming insects could fit into the tiny cracks and joints of the titan's armor, and it was those vermin that feasted upon the carcass for decades, infesting the titan's ruinous form and multiplying. Those first few that fed upon the corpse's head, deep behind the silent mask, began to change. They grew larger and more intelligent, ultimately transforming into the first kancan queens—hideous, bulbous, imposing creatures with countless eggs and blessed with latent magics extracted from the titan's mind. History from the early times of the insectoid race is sparse and scattered, but many of these queens left to form their own hives. Some took to the skies on the backs of countless drones while others dug deep into the soil, retreating from the harsh sunlight.

THE KANCAN HIVES

The kancan people have infested this valley since the conception of their race—though new queens occasionally set out to form new hives it is here that all kanca call home.

Papery insectile hives are built all around and inside the still moldering remnants of the ancient titan. Flourishing fungal farms provide most of their sustenance while the corpse metal itself grants them strong weapons and valuable trade goods.

Each kanca is born as a grub, forming a cocoon in their first 5 years and emerging changed to better serve the hive. Visitors who approach on friendly terms will likely speak with these grubs, whose unimposing appearance and friendly demeanor lends well to their roles as merchants and diplomats. Those deemed threats clash with kombang knights, great beetle-like warriors born to guard their hive. The queen herself is constantly surrounded by the tawon noble cast, wasp and bee-like nobles who flit about the royal chambers attending to the needs of the queen

CHITTERING HOSTS

Kancans are all born as grubs but respond to the communal pheromones, growing and transforming into whatever the hive needs most when they reach adulthood. As their societies develop, they need to constantly grow more diverse and the kancans have become myriad as a result. Kancan hives contain individuals of nearly infinite variety, encompassing all sorts of shapes, sizes, and dispositions.

- **Baylee, Merchant Minder.** When Baylee metamorphosed, he was puzzled to discover his form largely unchanged. Still a grub only more colorful, he found his head for numbers and negotiation enhanced (use the statistics for a kanca grub with a Intelligence of 16 and Charisma of 18; Persuasion +8). The hive needed personable merchants that would seem approachable to the bipeds, and his metamorphosis cemented him as the leader of the hive's traders. Now whenever a trade dispute arises, it is this colorful grub that finds a clever solution.
- **Extiklee, God Seeker.** Shortly after the hive first learned of the mysterious patrons from some of their first visitors, Extiklee metamorphosed into a form of kanca not seen before or since, something akin to a mantis. He has devoted his life to discovering the patrons and determining if they are worthy of worship. His meditations, chants, soul-searching, and mysticism have yielded nothing yet but he diligently seeks them out and the hive knows with confidence that their religious avenues are being addressed.
- **Sprak, Puteri's Eyes.** Soon after Vashlaw's small rebellion Sprak metamorphosed to serve

the queen's need to keep better tabs on the hive. He is quite small among kanca and resembles a common housefly. Defiant kanca dread the sight of puteri's literal fly on the wall as he vigilantly reports all that he sees to his monarch.

- **Tariff, Offal Keeper.** As the hive grew, so did the waste. Tariff metamorphosed into a kombang knight of exceptional size and gentle disposition (use the statistics for a kombang knight except it is Large and has 46 hit points). He discovered his calling in an unlikely area of the hive, often found rolling up huge balls of muck and waste to deposit over the fungal farms.
- **Vashlaw the Endless.** While not truly endless Vashlaw resembles a massive millipede that stretches for 40 feet when fully extended. No longer living in the hive, he grew resentful of mindless subservience and burrowed his way out, taking dozens of young kanca with him. The tunnel he made has long since been filled in but Vashlaw's name is still whispered by those who long for independence—some even claim he traveled to some distant safe haven for the lost, though any such slanderous dissent is stamped out wherever it is heard by authoritative ears.

WARRING WARLORDS

Puteri (like other kancan queens before her) is a progenitor of her people, a massive and bloated insect that constantly produces eggs. She altruistically wants what is best for her hive, though she analytically views most people as a simple collection of potential resources. In recent decades she has begun reaching out to surrounding territories. The kancan have maintained their hive for centuries but they need to grow, to learn. Puteri has been openly trading away the titan metal to acquire knowledge, farming techniques, technology—anything that could possibly propel her people forward.

Through some trial and error she has learned that her hideous appearance derails much of her diplomacy. Puteri now masks her appearance as an illusion of a beautiful butterfly woman, akin to the most innocent and picturesque imaginings of the fey with an elegant throne (her disguised, massive bulk). In the end though she only cares for her hive and Puteri kowtows to stronger warlords for protection, or overtake the weak if she thinks the action safe enough. Allies and agents are only friends so long as they are useful—and the hive is always hungry.

Air. While Puteri thrives on manipulation and shrewd diplomacy, she identifies and despises these same traits in others. She often tries to outmaneuver these warlords, either sending their efforts elsewhere, tricking them into terrible situations, or otherwise absorbing their resources to serve the hive.

Earth. Puteri envies the stability these warlords often enjoy and longs for a steady and stable growth for the hive. She however knows the inherent diversity of the kanca makes this difficult, so when these warlords appear she acts to appease them to better absorb their technologies and techniques into the hive.



The Hance Colossus



Evil. Puteri respects the often straightforward and analytical minds of these warlords, yet she despises their often self-centered mindsets and callous attitudes towards their own people. She frequently trades with these warlords and attempts to learn from them, but quickly grasps any safe opportunity to bring them down.

Fire. These brutish warlords hold little interest to Puteri—she sees them as savages who hold no merit beyond potential resources, callously destroying the weaker among them and doing her best to avoid the stronger.

Good. Puteri doesn't value morality beyond the simple imperative to do what is best for the hive. These warlords confuse her by adhering to their strange moral codes above common logic. Puteri manipulates and exploits these warlords to the best of her abilities, but she's always hesitant and slowly working her analytical mind through their moral codes.

Water. Puteri typically has good relations with these warlords, appreciating the nomads and travelers that trade goods and simply depart without presenting a potential competitor. When they do settle down near her territory Puteri's attitudes change and she does her best to subtly convince them to depart.

KANCA GRUB

Small humanoid, lawful neutral

Armor Class 12 (hide)

Hit Points 13 (2d6+6)

Speed 20 ft., climb 20 ft.

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

Saving Throws Con +5

Skills Persuasion +5

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Common, Kanca

Challenge 1/2 (100 XP)

Spider Climb. The grub can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spiny Shield. Kanca grubs are covered in thin hair-like spines that drip caustic poisons. Any creature that hits the grub with a melee attack must make a DC 11 Constitution saving throw. On a failed save, it is poisoned for 1d4 rounds.

ACTIONS

Poisonous Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) poison damage and the creature must make a DC 11 Constitution saving throw or be poisoned for 1d4 rounds.

The youth of the kanca are but small caterpillar-like creatures that all of their kind must transition through before metamorphosing to better serve the hive. Unlike their armored chitinous elders, the grubs are small, unimposing, and weak. Though they're not without purpose, their easy-going nature and unimposing stature make them the softer and kinder face of the kanca.

NPCS

All kanca hatch as lowly grubs from the endless supply of eggs laid by the queen. After only a few years they respond to the communal pheromones of the hive and form a cocoon, emerging later as whatever form best serves the hive at the time. Most often they mature as kombang knights to defend the hive or tawon nobles to serve the needs of the queen. The demands of a society are many however, and dozens of far-disparate kanca exist within the hive, endlessly toiling away at their specialized purposes.

COLOSSAL SPOILS: TITAN SCALE

This valley filled with fungus and insects would simply be avoided by most if it weren't for the allure of the titan metal. The mysterious creature's armor was formed of thin hexagonal plates of a mysterious gray material that has so far proved impossible to forge, unbelievably tough for its thickness and razor-sharp edges. The kanca grub merchants trade with this metal, peddling the scales and simple weapons crafted with it.

A single scale of titan metal measures 3 inches long and is worth about 20 gp to most merchants. Though nearly impossible to forge, slashing weapons can be constructed by tying and affixing the scales. Any slashing weapon made using the titan metal acts as if it were both adamantine and silvered, usually commanding 10 times the normal cost.

Those kanca—nothing like them. Knew a tribe that took in a dozen of their young and the next time I came through there, you would never think they came from the same brood.

—Lengrast the Lame, Wiseman of Woriak

KOMBANG KNIGHT

Medium Humanoid, lawful neutral

Armor Class 17 (natural, shield)

Hit Points 23 (3d8+9)

Speed 30 ft. fly 15 ft.*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (–1)	10 (+0)	12 (+1)

Saving Throws Str +5, Con+5

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Kanca

Challenge 1 (200 XP)

Drone's Flight. The kombang knight can fly but it gains one level of exhaustion if it ends its turn still airborne.

ACTIONS

Multiattack. The kombang knight makes two melee attacks, one with its axe and one with their horns.

Beetle Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage and the target must succeed a DC 15 Strength check or be pushed 5 feet away.

Titanscale Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage. The weapon counts as both adamantine and silvered.

Travelers to the hive are watched intently by these armored beetle-like warriors. They defend the hive without hesitation—the injured wail of a kanca grub sends dozens of these warriors running and buzzing to its defense. Not the most intelligent of their kind, they rely on tawon nobles and the orders of their queen to do anything more complicated than charge in swinging.



TAWON NOBLE

Medium humanoid, lawful neutral

Armor Class 14 (leather)

Hit Points 33 (6d8+6)

Speed 25 ft., fly 30 ft.

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

Saving Throws Dex +5, Int +5

Skills History +5, Investigation +5, Stealth +5.

Senses passive Perception 13

Languages Common, Kanca

Challenge 2 (450 XP)

Flying Joust. The tawon's jousting stinger can only be used if it has moved at least 20 feet straight towards the target.

Innate Spellcasting. The tawon's spellcasting ability is Intelligence (spell save DC 13). The tawon can innately cast the following spells, requiring no material components:

At will: *disguise self*

2/day: *misty step*

ACTIONS

Multiattack. The tawon makes two melee attacks if it is able to charge an enemy, one with its stinger and one with its longsword.

Jousting Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage and 3 (1d6) poison damage. The target must make a DC 10 Constitution saving throw or be poisoned for 1d4 rounds.

Titanscale Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage. The weapon counts as both adamantine and silvered.

As the hive grew more and more aware of other warlords, tawon nobles began emerging from their cocoons ready to infiltrate the queen's enemies and advise her. These wasp or hornet-like kanca swarm around the queen, serving as her noble court and most trusted agents. Where the kombang knights are the queen's blunt force, these insectoids are her skillful and well-timed edge.



PUTERI, MOTHER OF KANCA

Huge monstrosity, lawful neutral

Armor Class 13 (natural armor)

Hit Points 105 (10d12+40)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (–1)	18 (+4)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Con +6

Skills Arcana +5, Insight +4, Perception +4, Persuasion +6

Damage Vulnerabilities cold, fire

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned, prone

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Chittering Swarm. Puteri's insectile pheromones attract buzzing swarms of common insects that erroneously treat Puteri as their queen. Whenever Puteri is below her maximum hit points the insects swarm in a 5-foot-radius around her. Any creature other than Puteri that enters this area for the first time or ends its turn there must make a DC 14 Constitution saving throw or be poisoned for 1d4 rounds.

Fey Queen Facade. Puteri uses an illusion of her own design to conceal her true nature from visitors. She projects the image of a beautiful butterfly woman, her choked and chittering words heard as eloquent and alluring wit. Puteri's actual body is disguised as a massive and elegant fungal throne. The fey queen illusion is coupled with Puteri's *mage hand* and can lightly interact with objects. It cannot go further than 60 feet from Puteri but she can move and articulate it at will. Puteri drops this facade when attacked, and the illusion can be seen through with a DC 14 Intelligence (Investigation) check of the fey queen or throne.

Spellcasting. Puteri is a 4th level spellcaster that uses Charisma as her spellcasting ability (spell save DC 14; +6 to hit with spell attacks). She has the following spells prepared from the sorcerer's spell list:

Cantrips: *light*, *mage hand*, *minor illusion*, *prestidigitation*,

1st-level: (4 slots): *charm person*, *color spray*, *disguise self*

2nd-level: (2 slots): *mirror image*, *shatter*

ACTIONS

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

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Puteri can take one lair action to use one of her lair action options. She can only do so while inside of her lair. If surprised, Puteri can't use one until after her first round in the combat.

- **Summon Swarming Masses.** Puteri emits pheromones that call a [swarm of insects](#) to come to her aid. It arrives in the area immediately and acts on Puteri's turn.
- **Summon Guard. (Recharge 5–6).** Puteri emits pheromones that call a kombang knight to come to her aid. It arrives in the area immediately and acts on Puteri's turn.
- **Summon Sycophant (Recharge 5–6).** Puteri emits pheromones that call a tawon noble to come to her aid. It arrives in the area immediately and acts on Puteri's turn.

Puteri is the mother of all kanca living within the valley of the despoiled titan. While not the first queen, she has been ruling over her countless children for nearly a century and has constantly worked to serve the hive. She is selfless but has only one moral: the needs of the hive are paramount and she will gladly sacrifice herself if she knows the hive would prosper from it. Puteri knows of her people's relative savagery and is always seeking to either barter or steal the secrets and technologies of others. While her bloated body constantly produces eggs, her mind is always consumed with finding a new angle to improve her hive.

We welcome you to our home.

Please rest and allow us to provide a meal—we are sure you are weary, and our hunters captured many fine beasts only a few hours ago.

—Puteri

After more than a week of trekking through the jungle Nekryf and her allies are growing weary—the heat is unlike anything they'd endured in the Terraced Plains, and the sense they are being watched has dogged them into an exhausting paranoia. The only solace is that Heltrep and Vissuna, usually aloof and distant, have started to wane from fatigue and the lot of them are acting more and more like a hunting pack, a cohesion she's sure will serve them well. Dakkel is becoming a better traveler too, less troubled by the journey's little obstacles and tribulations, although Zegka won't admit it.

Nekryf's instincts jerk her head upward as she notices a strange shadow among the shades cast by a break in the canopy. She calls out for Heltrep to watch out but her warning comes too late, a bone-cage falling from above to trap the Maiden Eagle. An instant later the trees shake and a rain of skulls follows, consuming the party in a grotesque storm of the dead that puts even the courageous hunter on edge. Then the situation gets even worse—ghostly warriors melt out of the shadows and drop from the branches, dashing into and out of sight making it impossible to track how many of them there are. Dakkel is clearly unnerved too, mindlessly fumbling at his pouch of weird, but Vissuna wastes no time and savagely swings her spear against the cage, joined soon by strikes from Zegka's axe. Nekryf moves to cover their flank, pulling out her blade and protectively circling her companions.

A fell chant starts echoing from the wilderness before the flitting shadows are complemented by slivers of ochre and white that stab out from the darkness as the ghostly warriors produce knives made of bone. Many of them start gnashing sharpened teeth that glint with spittle, some disturbingly chewing on hunks of raw flesh and letting the blood drip down their faces. Heltrep slams her body into the disgusting cage, yelling out that it's almost broken, but her shout is drowned out as Zegka looks at Dakkel—the weird-touched is just standing there—and turns away from the trap confining their ally to stomp toward the misfit, screaming at him to do something, to do anything.

The ghostly warriors take the distraction as an opportunity to advance and Dakkel finally responds, shouting out words the likes of which none of them had ever heard, syllables that Nekryf cannot later recall. Lightning crackles in his hands and he lashes out with it, killing a half dozen of their attackers in a terrifying display of weird. In the wake of the elemental blast everything seems to slow, enemy and ally alike stunned by the display of power—then he screams out again, another handful of their attackers felled by magic. With one last great heave Heltrep shoulders into the bone cage and enough of it breaks away for her to crawl out, although not without the struggle of all her allies straining against it, some of it snapping unexpectedly to lodge a fragment deep inside her gut and splashing crimson onto the dirt. The party's attention turns back towards the forest and to their surprise they are alone, only a few footprints and corpses any proof of the ghostly warriors at all. Nekryf warns her companions again, this time being heeded, "let's get moving. We have taken some of their own and they will return sooner rather than later."

AKAL, AVATAR OF THE DEVOURING MOON

Rumors speak of ghosts with bloody mouths living in the jungles beneath the Urimak Valley—in truth these are the cultists of Akal, Avatar of the Devouring Moon. A weretiger gifted with shapeshifting powers by Kalune, a spiritual patron associated with a moon of the same name, Akal uses her physical strength and dominant personality to intimidate and control a temple of zealous cannibals. Her followers believe her to be an incarnation of Kalune and Akal herself has unshakable faith in her patron, confident that devouring enough souls will give power to the moon and bring about an endless eclipse in alignment with the valley. Her bloodthirsty minions are just as devoted and cover their faces with white chalk to make their appearance ghostly, but their mouths are always stained crimson with the blood of their victims.

URIMAK VALLEY

The Urimak Valley is beset by a constant flow of water from rain and rivers that flow down the gully walls. This has made the jungle within the valley thick and verdant, hiding many dark secrets beneath the mist roiling across the rainforest's floor. This overgrown vale is the domain of Akal and the cult of Kalune, and though the vegetation is dense many passages have been carved through the undergrowth by wildlife and the fanatical cannibals—though they are far from the greatest threats, the calls of dinosaurs and large beasts heard echoing throughout the area both day and night.

Descending into the Valley. Urimak Valley is crossed by many rivers that fill the air with dense fog for much of the day and the ground underfoot is muddy and thick, making it difficult terrain. The cultists set traps for humanoids, taking pains to capture them alive (their favorites are snares, nets, pits, and cages built from human bones.) When a creature triggers [one of these traps](#) it also triggers a simple wood-and-bone sound-making device that makes a loud clattering which can be heard from up to 100 feet away. The sound alerts any cultists in the area as well as dinosaurs and other beasts that have learned to listen for the telltale signs of easy, already captured prey.

Tribes of the Urimak. There are other tribes that live deeper in the jungle doing battle with the cultists, small nomadic groups of jungle dwarves and primitive humans that can be found hunting and trapping animals within the valley. They are not normally friendly to outsiders but when the eclipse draws near they become desperate to save their kin, easily convinced to help adventurers navigate the jungle. They are terrified of the cultists and do not approach or enter the Temple of the Moon under almost any circumstances.

The Temple of the Moon. It is here, sitting upon a large rock outcropping at the valley's center, where the cultists sacrifice and devour their victims. A small area of jungle around the

temple has been cleared to make the sky more visible and within lay a great central hall where the high priestess speaks, the temple's followers dwelling in simple chambers attached to it. Akal has a separate living space within the hall and there are also underground cells where victims are imprisoned, along with a sacrificial chamber and a deep, foul smelling pit holding the bones of victims (after the flesh has been eaten away of course, their marrow sucked out).

The Sacrificial Chamber. The pit has had hundreds of sacrifices performed over it and the foul magic of these acts have allowed spirits to enter the discarded bones. Skeletons regularly crawl out of the pit and are sometimes set loose to roam the jungle, and occasionally larger horrors like bone golems rise from the dead to wreak havoc on the area.

LIFE ON THE VALLEY'S RIM

Before Akal and her cultists terrorized the area the tribes and small communities that surrounded the Urimak Valley were good natured and thriving trade hubs that bought and sold goods from all areas, sending boats up and downriver. Rumors of ghosts, cannibals, and worse have dried up business and left them starving for trade—these communities are now hollow shells of their former selves, their peoples living in fear. They try to prevent members from being taken by the cultists yet each year many go missing and are sacrificed in the jungle below. The people on the valley's rim believe the cultists to be evil spirits and ghosts, partially because of their chalk-covered and bloody faces, but also because there are animated humanoid skeletons that sometimes crawl up the valley's walls to attack the living.

THE DEVOURING MOON

Kalune—both spiritual patron and moon—has a consistent yearly orbit around Vast Kaviya that allows the people who follow the skies to measure time. Due to its steady path it

makes an eclipse on a set date each year, thus Kalune is considered to be the devourer of time and the spirit that eats the past as it goes behind the present. Myths claim that he has vowed to devour the sun, but it always proves too large for him to stomach and he must spit it out to try again the next year. Each year upon the day of the eclipse, when the moon Kalune covers the sun, a great sacrifice of many prisoners is performed in the Temple of the Moon. Their bodies are then devoured by Akal and the cultists, their bones discarded.

CULTISTS OF KALUNE

Akal has set up a hierarchy of worshipers, the topmost of which form an inner circle of leaders while the rest work to procure more victims for sacrifice. These members have turned on each other in the past but Akal is a ruthless warlord and easily able to frighten each faction into subordination.

- ☠ **Avatar of the Devouring Moon: Akal (CR 5).** Akal is a formerly-human warlord whose hunger for power and flesh has caused her to lose her humanity and become a weretiger (page 120). The moon and spiritual patron Kalune is her overriding obsession, and she has devoured many hundreds of humanoids to give power to the lunar entity. She is a hulking, lithe figure and prefers to remain in her hybrid shape, standing over 6-and-a-half feet tall to the effect of a commanding presence—with a ferocious growl that strikes fear into even the maddest cultist.
- ☠ **Blood Priestess: Onala (CR 3).** Onala is a high elf and leader of religious ceremonies in the temple, including human sacrifice (use the statistics of a [cult fanatic](#) with 66 hit points). She is ruthlessly devoted to Akal and believes her leader to be a true incarnation of Kalune, and as the weretiger's second in command her connection to the spiritual patron is strong. She wears a golden skull mask over her dark hair and walks with a serene grace.
- ☠ **Patriarch of the Skull: Tunak (CR 3).** Tunak is a gray-haired human adorned with heavy necklaces of ornamented skulls and an ornate gold-inlaid robe. His age hasn't slowed him though—he is conniving, hungry for power, and longs to lead the temple as its religious authority (use the statistics of a [priest](#) with 54 hit points). He is truthful and devoted to Akal but would betray Onala if it meant taking control of the Temple of the Moon (and although only third in command, he has considerable sway with Rilva, Pakizu, and their subordinates.)
- ☠ **Devouring Serpent: Ashava (CR 4).** Ashava is a [couatl](#) (able to cast *counterspell* 1/day) that prefers to remain incognito by staying in the shape of a beautiful human woman, using her magical powers to spy on and invade the dreams of their enemies. As a personal messenger and attendant to Akal she has the weretiger's complete trust, keeping many of the cult's secrets. She is a sleek and graceful member of the temple elite who wears a flowing robe that shimmers in the light.
- ☠ **Flesh Hunter: Pakizu (CR 4).** A burly orc who long ago gave into his bloodlust and battle-hunger, Pakizu (page 119) has become a cannibalistic hunter of humanoids who finds good company in the cult. Akal has made him the leader of raids and hunting parties who search for humanoid victims. Pakizu wears garb entirely made of his previous victims, often using intertwined skin and bone.
- ☠ **Keeper of Bones: Rilva (CR 4).** Rilva (page 118) is a taino-kar tasked with maintaining the bone pit and preventing the skeletons from attacking the cult. She is emotionless and cruel but finds some level of enjoyment in sending the raised skeletons out to terrorize the valley. Although Rilva has little power in the cult but tries to command skeletons to do her bidding (to little effect). She wears medium armor made of bone over her red scales along with many clattering charms that hang from her waist and sides.
- ☠ **Scribe of Blood: Vassi (CR 2).** Vassi (page 118) is a meek and scrawny halfling garbed in tattered, simple turquoise-beaded cloth who spends his days copying ancient hieroglyphic runes and pictures from the stone walls. He also keeps careful record of the sacrifices that are performed in the rituals, but over time he's become disillusioned with the temple and the high priest (although he remains loyal to Akal).

WARRING WARLORDS

Akal has made many enemies because of the cult's cannibalistic activities, and sometimes has captured or fed upon important members of another warlord's cadre. This has made the weretiger and her cult targets for war but their easily defensible position deep in the jungle valley typically prevents invading forces from making it through.

Air, Earth, or Water. If weaker, Akal captures these enemies as prisoners to be fed upon, but if facing foes of equal or greater power Akal's forces try to avoid deadly conflict.

Evil or Fire. If weaker Akal captures these enemies as prisoners or slaves. When facing foes of equal or greater power however, Akal or her subordinates may try to strike an alliance.

Good. Whether weaker, equals, or stronger than her own forces, Akal does not capitulate against these enemies and fights them to the death on the battlefield.

Drimak Valley



Temple of
the Moon



NPCS

The Avatar of the Devouring Moon is ferocious in her leadership and demands constant sacrifices of humanoid victims to increase her bloody powers—sometimes she even devours the heart of a cultist when she feels they have been insubordinate to keep the others in line. This environment of fear and constant bloodshed keeps the cult's members in a ravenous and blurred state of mind allowing them all to revel in violence, but none dare challenge their warlord's terrible might lest they be sacrificed to the moon Kalune and devoured next.

GHOST-FACE CULTIST

Medium humanoid (any), neutral evil

Armor Class 12 (leather)

Hit Points 36 (8d8)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +2

Skills Deception +2, Stealth +4, Survival +2

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

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

ACTIONS

Multiattack. The cultist makes two melee attacks, one with its blade and one with its bite.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. A creature that takes damage from the bite must make a DC 11 Constitution saving throw or be poisoned until the end of its next turn.

Devour Flesh (1/Short Rest). The cultist devours a chunk of raw meat, regaining up to 2d4+4 hit points and gaining advantage on its next melee attack roll.

REACTIONS

Slay Mage. When a creature within 5 feet of the cultist casts a spell, it can use its reaction to make a melee weapon attack against that creature.

The cannibal cultists of the Urimak are a terrifying sight, swiftly moving through the underbrush and descending upon anyone who strays too far into the misty wilderness or finds themselves caught in a trap. Many wander the jungle's edge searching for vulnerable people, but when none can be found they venture into the surrounding villages to look for victims. Akal's cultists use the cover of the jungle to ambush in a coordinated pack and prefer to attack lone targets. If they cannot overwhelm a creature with surprise, force, and numbers, they quickly retreat into the wilds.

KEEPER OF BONES

Medium humanoid (vala taino-kar), neutral evil

Armor Class 16 (bone armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

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

Saving Throws Wis +6, Con +5

Skills Insight +6, Perception +6, Survival +6

Senses passive Perception 16

Languages Common

Challenge 4 (1,100 XP)

Innate Spellcasting. The keeper's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The keeper can innately cast the following spells, requiring no material components:

At will: *blindness/deafness*, *chill touch*

1/day each: *suggestion*, *vampiric touch*

One with the Dead. Skeletons that are not under the direct control of another creature treat the keeper of bones as an ally, regardless of their origin.

ACTIONS

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

Raise Dead (Recharge 5–6). The keeper of bones can use its action to call a spirit into a pile of bones. The bones rise as a **skeleton**, but if the skeleton is reduced to 0 hit points, those bones cannot be raised again until the keeper finishes a long rest.

REACTIONS

Leader of Bones. Whenever a skeleton the keeper can see makes an attack, the keeper can use its reaction to add 1d6 to the skeleton's attack roll and if the attack hits, it can add the same number to the skeleton's damage roll.

Kalune is a patron of undead creatures and shapechangers, often creating skeletal minions out of the remnants of sacrificial victims. These minions are commanded by a member of the cult known as the keeper of bones. This role is not venerated in the cult but nonetheless important as they prevent the skeletons from attacking the cultists—instead when a skeleton rises from discarded bones in the bone pit, the keeper of bones unleashes them onto the valley to terrorize the inhabitants.

FLESH HUNTER

Medium humanoid (orc), neutral evil

Armor Class 16 (bone armor)

Hit Points 105 (11d10+45)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	8 (−1)	14 (+2)	11 (+0)

Saving Throws Str +6, Con +6

Skills Athletics +8, Perception +6, Survival +6

Senses passive Perception 16

Languages Common

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the hunter can move up to its speed toward a hostile creature that it can see.

Blood Scent. The hunter has advantage on any check made to track a wounded creature.

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

ACTIONS

Multiattack. The hunter makes two melee attacks with its heavy spear or two ranged attacks with its javelins.

Heavy Spear. *Melee Weapon Attack:*

+6 to hit, reach 5 ft., one target.

Hit: 14 (2d10+4) piercing damage.

Javelin (6). *Melee Weapon Attack:*

+6 to hit, range 30/120 ft., one target.

Hit: 7 (1d6+4) piercing damage.

Devour Flesh (1/Short Rest). The

hunter devours a chunk of raw meat, regaining up to 2d4+4 hit points and gaining advantage on its next melee attack.

When a humanoid devours many others of their kind, Kalune has been known to visit them in their dreams and invite them into the cult. Pakizu the flesh hunter was one such orc who feasted on many of his enemies after a great battle, finding himself commanded by the spiritual patron to seek out the temple in Urimak Valley. Though not a particularly devout worshipper, the flesh hunter uses immense strength and an insatiable hunger for blood to assist the cult by sniffing out wounded humanoid victims. His mere presence is enough to strike fear into most of the other cultists, and the raids he leads on the surrounding villages are marked with unparalleled bloodshed.

I've never seen anything like it since and I hope I never do. One minute we were on the trail of a wounded boar, the promise of a good meal that night, and suddenly half of the hunters with me fell to the dirt with spears out of their backs. Everywhere around us they dropped from the trees, moving into and out of sight like ghosts. In the chaos I ran but the last thing I saw was one of them chewing on my kin's leg—we became the meal.

—Yigarthuk,
Seasoned Hunter of the Flint Blades



AKAL, AVATAR OF THE DEVOURING MOON

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 15

Hit Points 150 (20d8+60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	15 (+2)	13 (+1)	15 (+2)

Skills Athletics +8, Perception +5, Stealth +10

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 15

Languages Common (can't speak in tiger form)

Challenge 5 (1,800 XP)

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

Pounce (Tiger or Hybrid Form Only). While transformed, if Akal moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, she can make one bite attack against it as a bonus action.

Shapechanger. Akal can use her action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into her true form, which is humanoid. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

I do so enjoy when a meal presents itself.

—Akal

ACTIONS

Multiattack (Humanoid or Hybrid Form Only).

In humanoid form, Akal makes two scimitar attacks or two longbow attacks. In hybrid form, she can attack like a humanoid or make two claw attacks. In tiger form she can make one claw attack and one bite attack.

Bite (Tiger or Hybrid Form Only).

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 9 (1d10+4) piercing damage. Because Akal's lycanthropy is a blessing from the spiritual patron Kalune, it cannot be transferred with her bite.

Claw (Tiger or Hybrid Form Only).

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

Scimitar (Humanoid or Hybrid Form Only).

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

Longbow (Humanoid or Hybrid Form Only).

Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. **Hit:** 9 (1d8+5) piercing damage.

Devour Flesh (3/Short Rest). Akal devours a chunk of raw meat, regaining up to 2d4+4 hit points and gaining advantage on her next melee attack roll.

Lunar Stealth (1/Day). When one or more moons is overhead, Akal can become invisible. This invisibility lasts for 10 minutes or until she makes an attack.

Akal is a weretiger who rules over the cult of Kalune with ferocity and cunning, leaving only a path of blood in her wake. In her role as Avatar of the Devouring Moon she uses fear and ritualistic sacrifice to keep

control of the cannibals under her purvey. She consumes humanoid flesh to increase her patron's power so that the devouring moon may finally overcome the sun in a permanent eclipse. In her private chamber she communes with Kalune directly, receiving instructions on which souls to consume.



It took days of climbing and they were nearly out of supplies, but finally the outcasts once more know the shine of the true sun. The final passage among the hundreds they've traveled through exits out the side of a rocky cliff looking over a lush jungle with a large body of water in the middle. Above them and around the valley's edge is a thick gray-blue mist and Xutag wonders aloud what it is, thinking it looks familiar, but Ixnark steps forward and waves one of their insectile arms outward, speaking into the minds of everyone nearby. «The whispers are in the fog. If we breathe it, if we drink it, if it drenches us with dew, the whispers will gather about us. The fog will fill our mind and we shall be lost...»

“Well we wouldn't want that,” Vough chides, “what with all the mind talk coming from Ixnark. Could get them jumbled together.” Rou-eh lets out one of her trademark cackles and then offers to look around before transforming into a cloud of gas that floats up and away. “Don't get too far,” the boggard warns as she starts climbing down to the forest's floor, “when you're done scouting come back towards this wall to find us. See if there's anything near the lake.” Xutag also starts a slow descent but the kanca just leaps into a freefall, disappearing beneath the canopy before unleashing their wings to quickly land before hitting the ground.

Rou-eh embraces the wind and the first time since as long as she can remember she knows real freedom. The transformed gnoll soars over the valley and takes it all in—the beautiful lake, the small clearings of huts near its shore, the mysterious mists Ixnar warned of. Roaming closer to the gathered structures she sees humanoids running between them, most of them only a few feet tall, and she laughs to herself as she realizes their dwellings are smaller too. When she feels her magic start to wane she turns back towards the valley wall but stops briefly, wondering if she saw something of great size moving within the water, though with another look it proves to be no more than a trick of the waves.

The gnoll has to land before reaching the edge of the valley, the power of her nature magic waning. This entire place feels strange to her—not just the different plants and trees, but the insects and critters too—like they're all more primitive somehow, larger and simpler in design than the ecosystem in the City of Lost. The plants from her home were far more complex, brilliant in their purposes and very particular at where they excelled...the desert! The sand, the dunes, the wind, the harsh sunlight! Her home was once the desert! Rou-eh is so excited by this sudden revelation that she fails to notice the quartet of sneaking hunters that have caught onto her trail, the alerting animal calls they whistle through the rainforest beneath her notice...

Mistlings and Mother Remembrance

The Tay Ninaivakam Rainforest is ancient and vast, lush with moss and ferns. Birds and beasts are plentiful and fearless beneath the green canopy, yet those who make their homes on the edges of the woods mark well its boundaries and are wary to cross beneath the trees—for these lands belong to the Mutupani, or ‘mistlings’ by the common tongue. The small folk fiercely defend their territory and do not tolerate incursions, riding out on their hounds to raid settlements that grow too close to the edge of their wilderness. They appear and disappear into the jungle like ghosts, hunting any who dare stray beneath the shade.

As fearsome as the Mutupani raiders might be there is another reason to fear the forest: those brave or foolish enough to explore beneath the trees find year-round mists shrouding the undergrowth. Paths through the vegetation are treacherous, shifting things that disappear to leave travelers unable to retrace their steps, and even on a clear day the fog can suddenly roll in just as swift and obscuring as a cloud hiding the sun. Those who do not heed local warnings are unlikely to ever be seen again, and the unfortunate few that re-emerge from the forest—days or weeks later—act as wild beasts, attacking indiscriminately and almost always meeting a violent death. Any who have found themselves enveloped by the mist know the truth—it speaks, whispering into the mind as its victims blindly stumble forwards, the voices incessant and indecipherable, roiling forth in an endless torrent to drive even the most willful to raving madness.

THE WHISPERING MISTS

The whispering mist originates from Ninaivakam Eri Lake (or in common tongue, ‘Mother Lake’ or ‘Mother Remembrance’), a circular mere at the heart of Mutupani territory that is constantly covered in a light fog. At times thick plumes of fog bubble up, spreading quickly throughout the surrounding jungle with a swiftness at odds with nature. Although not a creature itself the magic of the mist causes it to constantly project telepathic gibberish directly into the minds of intelligent creatures, endlessly probing and pushing at mental resiliencies. Those unable to shield themselves (or able to block telepathy) are slowly sapped of their intellect until they are afflicted with mindless insanity.

Intelligence Loss. At the end of each short or long rest in the mist, a creature’s Intelligence score decreases by 1 (to a minimum of 4) and it must succeed on an Intelligence saving throw (DC 8 + 2 per previous success) or gain a level of fogged. The saving throw DC resets to 8 only after a creature has completed two consecutive long rests outside of the mists, at which point it regains 1 point of Intelligence at the end of each long rest.

MUTUPANI, THE MISTLINGS

Whether by chance or fate, mistlings are able to block the telepathic gibberish of the whispering mists and thus avoid its maddening effects. As such their territory is rarely contested, but likewise they are wary to expand beyond the range of the mist due to its protection and their cultural association with its source (Ninaivakam Eri Lake). As a people they are brave and arrogant, certain of their importance in the world—and perhaps they are right as among their number sorcery is relatively common, with one in ten boasting some kind of minor arcane gift. They are highly protective of their rare mages, and those who seek to strike against the Mutupani usually do so out of a desire to kidnap those with sorcerous gifts.

More often than not invaders become disoriented and are rendered insane by the effects of the mist, after which Mutupani hunters pick off the resulting feral humanoids one at a time, either killing them outright or capturing them to trade to the mistdweorg settlements of Undermist. Although the whispering mist persists year-round, its range is patchy and limited during the dry season. When the forest is at its driest the Mutupani retreat deeper into their territory and are cautious of other peoples, and during the wet season the mist spills beyond the edges of the woods, swallowing settlements too close to tree line. At these times the Mutupani are at their most aggressive, raiding for supplies or riding further afield upon their milir hounds to trade with stronger neighbors.

NINAIVAKAM ERI, MOTHER REMEMBRANCE

At the centre of Tay Ninaivakam is the large circular Ninaivakam Eri Lake, ‘Mother Remembrance’, the mist constantly rising up from its waters. The primary Mutupani settlement is built on its banks, though only a chosen few may disturb her waters. Mistling folklore claims it is the spirit of an ancient power—and the mist her tears. She is mourning the loss of her husband, who rose up to the skies to burn brightly but now can only look upon her from afar. The Mutupani claim they are her children and

NEW CONDITION: FOGGED

Exposure to the mists of the Tay Ninaivakam Rainforest can corrupt the minds of creatures. Fogged is measured in six levels. An effect can give a creature one or more levels of fogged, as specified in the effect's description.

If an already fogged creature suffers another effect that causes fogged, its current level of fogged increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of fogged as well as all lower levels. For example, a creature suffering level 2 fogged has disadvantage on Constitution saving throws to maintain concentration, Intelligence, Wisdom, and Charisma checks.

At the end of a long rest, if a creature isn't required to make a saving throw to resist fogged, it reduces its fogged level by 2.

Table: Fogged Effects

Level	Effect	
1	<i>As you focus your attention the whispering becomes more intense.</i>	You have disadvantage on Constitution saving throws to maintain concentration.
2	<i>The whispers are endlessly distracting, disrupting your senses, your thoughts, and your speech.</i>	You have disadvantage on Intelligence, Wisdom, and Charisma checks.
3	<i>The voices sometimes seem to make sense, but when they do, nothing else does.</i>	Anytime you need to make an Intelligence, Wisdom, or Charisma check, make a DC 10 Intelligence saving throw. On a failed save, you are affected by the <i>confusion</i> spell for 1 minute or until the spell ends. You may make a saving throw at the end of each of your turns to end the effect early.
4	<i>Confusion reigns and you can't keep track of your companions—are you surrounded by foes?</i>	When you roll initiative, make a DC 10 Intelligence saving throw. On a failed save, you enter a berserk rage for 1 minute, unable to tell friend from foe. You must use your actions to attack the nearest target. You may make a saving throw at the end of each of your turns to end this effect.
5	<i>Whispers have given way to constant yelling. Which thoughts are your own? What is real?</i>	You retain new memories for only a minute or two, acting on instinct. Any spells, other than cantrips, you knew or had prepared are forgotten.
6	<i>Silence. You don't know how you got here. You're in danger.</i>	You suffer complete memory loss. You no longer know yourself, or recognize friends and family. You have only the vaguest recollection of your former life. This effect is permanent and your memory can only be restored by a <i>heal</i> or <i>wish</i> spell.

worship the lake as their protector, conducting rituals and mass prayers led by Jayallie ('Mother's Keeper', an elder, seer, and most senior authority of the Mutupani tribes).

Within the lake lives an ancient elemental known as Heelvashaal or 'Mother's Voice'. Anyone approaching the water sees the creature bubbling up to watch them, its form resembling a giant woman's face within the mist. It speaks few words and permits even fewer to drink or swim in its territory—those who attempt to do so without Heelvashaal's blessing are met with icy hostility. Drinking the water allows access to powerful memories however, and after imbibing it a seer of the Mutupani tribe can cast the spells *contact other plane* and *dream* each once. A creature can only benefit from drinking the water once per day.

THE MEETING CIRCLE

A site sacred to the Mutupani, the Meeting Circle is a stone circle built within the jungle that always remains clear of growth and mist. A constant *wind wall* surrounds the Meeting Circle, maintained by runes carved into the stones. Visitors permitted by Jayallie are advised to stay within the circle to preserve their minds as the circle calms the whispering voices of the mist, allowing people to rest and recover from its effects. When trade deals are made with the mistdweorg dwarves, the meetings exclusively take place here. When trespassers rest here they are happened upon by either Gurt or Bonsu. Roll 1d20—on an odd result the party are visited by the Beast, and on an even result they're found instead by Mother's Protector.

MUFFLE MOSS

Muffle moss is a dark green moss with a faintly minty aroma. It only grows on stones constantly shrouded by mist. Gurt the Beast and Mutupani tribe members know that this moss can delay memory loss due to the whispering mists. Chewing the moss allows a creature to make a DC 8 Intelligence saving throw, reducing its fogged condition by one level on a success. The moss grows in small patches which can be harvested for 1d4 doses. A creature can only benefit from chewing muffle moss once between long rests.

The Mutupani gather and prepare muffle moss as an ointment, the recipe of which is a closely guarded secret. They use the ointment in rituals to invoke the power of Mother Remembrance. Those without the Shielded Mind feature gain some protection from the effects of the mist if they apply the ointment to their face and ears.

MUFFLE MOSS OINTMENT

Wondrous item, common

A jar of this ointment contains 1d6 doses. One dose dampens the impact of the whispering mist for 8 hours. After you have spent an action applying the ointment, you have advantage on saving throws to resist the fogged condition, and you can't have more than 4 levels of fogged. Additionally, you don't automatically lose Intelligence from exposure to the whispering mist, instead you lose 1 point of Intelligence when you fail a saving throw to resist the fogged condition.

WARRING WARLORDS

Under the rule of Jayallie, the Mutupani tribe is insular and xenophobic. She has no inclination to expand Mutupani territory or destroy other peoples, however she is confident in her superiority within her own domain and insists on keeping other people out. Trade is tolerated with the mistdweorg living in the caverns beneath the forest, exchanging precious metals and gemstones for food and captured explorers, but otherwise visitors within the rainforest or at Ninaivakam Eri Lake are acceptable in only exceptional circumstances, such as through direct guidance from Heelvashaal. While this policy protects potential visitors from the detrimental effects of the mist, it also suits Jayallie's agenda.

Air. The Mutupani often share ideals with Air warlords and so seek to ward off an incursion rather than capturing or murdering them. As long as they are not too aggressive and respect the boundaries of the forest, an alliance is possible.

Earth. The Mutupani have little respect for Earth warlords and kill or capture weaker enemies. If they demonstrate their strength a truce is sought. Trade might be possible.

Evil. The Mutupani are intolerant of Evil warlords—they actively drive them from adjacent lands and fight to the death.

Fire. The Mutupani respect the aggression of Fire warlords but do not spare them in a fight, either killing or enslaving weaker opponents. When it's possible they avoid conflict with these enemies.

Good. The Mutupani are less altruistic than Good warlords, possibly mistaking their benevolence for weakness. They kill or capture these invading forces but where violence is too costly an alliance is welcomed.

Water. The Mutupani share some ideals with Water warlords and seek to defend against them rather than engage in aggression. If boundaries are respected, alliance is possible.

NPCS

Most encounters with the Mutupani consist of groups of hunters occasionally supported by sorcerers. A hunting party can include up to 8 Mutupani hunters, each mounted on a milir hound, with one mistling sometimes replaced by a Mutupani sorcerer. Milir hounds can be quite varied in their appearance, but they usually have short haired coats patterned with stripes, which can be red, brown, white or yellow.

Mutupani Hunters & Sorcerers.

Humanoid NPCs can be modified into Mutupani mistlings with the following changes to statistics: *Small humanoid (halfling)*, **Speed** 25 ft., **Damage Resistances** psychic, and **Shielded Mind**. Mutupani hunters can be represented using **tribal warriors**, and Mutupani sorcerers using **cult fanatics** or **druids**.

Milir Hounds. The Mutupani live alongside fey hounds which they call milir (use the statistics for **blink dogs**). While riding a milir hound, the hunter and its mount can teleport short distances to disorient foes and quickly strike or retreat.

Shielded Mind. Creatures are only able to telepathically communicate with the mistling or hound if it allows it, and it is immune to magic that allows other creatures to read its thoughts.

BLESSED OF MOTHER REMEMBRANCE

Prerequisite: A friendly reputation among the Mutupani people of Tay Ninaivakam rainforest.

You have earned the blessing of Mother Remembrance, the spirit that watches over the Mutupani mistlings. You gain the following benefits:

- Your Strength or Constitution score increases by 1, to a maximum of 20.
- You learn either *guidance* or *resistance*. Your spellcasting ability for this cantrip is Wisdom.
- You can call on the blessing of Mother Remembrance to guide or protect you: When you make an ability check or saving throw, you can add a d6 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.
- You have advantage on saving throws made to resist the fogged condition and cannot gain more than 4 fogged levels.



Boony to
Endermas

Mutupani
Settlement

Boony to
Endermas

Mother
Remembrance

Mutupani
Settlement

Mutupani
Settlement

Meeting
Circle

Tay Nindibakam
Rainforest

GURT THE BEAST

Medium humanoid (human), unaligned

Armor Class 14 (natural armor)

Hit Points 65 (10d8+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	3 (−4)	8 (−1)	11 (+0)

Skills Perception +1, Stealth +5, Survival +3

Senses passive Perception 11

Languages understands Common but can't speak

Challenge 3 (700 XP)

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

Forest Camouflage. Gurt has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Nimble Escape. Gurt can take the Disengage or Hide action as a bonus action on each of his turns.

ACTIONS

Multiattack. Gurt makes four attacks with his claws.

Claws. *Melee Weapon Attack:*

+5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) slashing damage.

It can be difficult to believe but Gurt was once a typical human—he's less man now than creature of nature, with antlers sprouting from his forehead and muddy skin covered in red and white scars, moving around on all fours. Wild brown eyes peer out from his worn face, most of his yellowed teeth are missing, and his unkempt, dirty gray hair is only half as disgusting as the long, matted beard hanging down his front. Unlike other people that might be met in the mists, he is cautious and smiles at approaching strangers, clearly seeking to avoid conflict. Gurt has no language other than grunts and his own name, but seems to understand simple concepts.

Somehow Gurt has maintained a trace of humanity despite years in the mist. Through non-verbal communication he offers to act as a guide, seeking to lead adventurers out of the forest or, if they're already too fogged (or when he's persuaded), to the Meeting Circle where they're discovered by the Mutupani (whom he otherwise avoids).

In a combat encounter Gurt is joined by animal companions, either a dire bear (use the statistics for a

[polar bear](#)) or several [wolves](#).

*We could not remember a thing! Not a thing!
But the weird elder appeared and danced,
capering about until we followed and finally
escaped the fog that took our minds. I will
forever be grateful, but some nights I wonder
if he only traded ours for his own.*

—Waluoa, Huntress of the Cemrik Tribe



BONSU, MOTHER'S PROTECTOR

Small humanoid (halfling), neutral good

Armor Class 16 (hide, shield)

Hit Points 75 (10d6+30)

Speed 25 ft. (40 ft. mounted on [Mikiri](#))

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +6, Con +5, Wis +3

Skills Perception +5, Stealth +6, Survival +5

Damage Resistances psychic

Senses passive Perception 15

Languages Common, Halfling, Misdweorg

Challenge 4 (1,100 XP)

Decisive Strike (1/Turn). When Bonsu hits with a melee weapon attack, the target takes an extra 10 (3d6) damage, and it has disadvantage on its next attack roll made before the end of its next turn.

Halfling Luck. When Bonsu rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Shielded Mind. Creatures are only able to telepathically communicate with Bonsu if he allows it, and he is immune to magic that allows other creatures to read his thoughts.

ACTIONS

Multiattack. Bonsu makes two attacks with his spear.

Spear. *Melee or Ranged Weapon Attack:*

+6 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands to make a melee attack

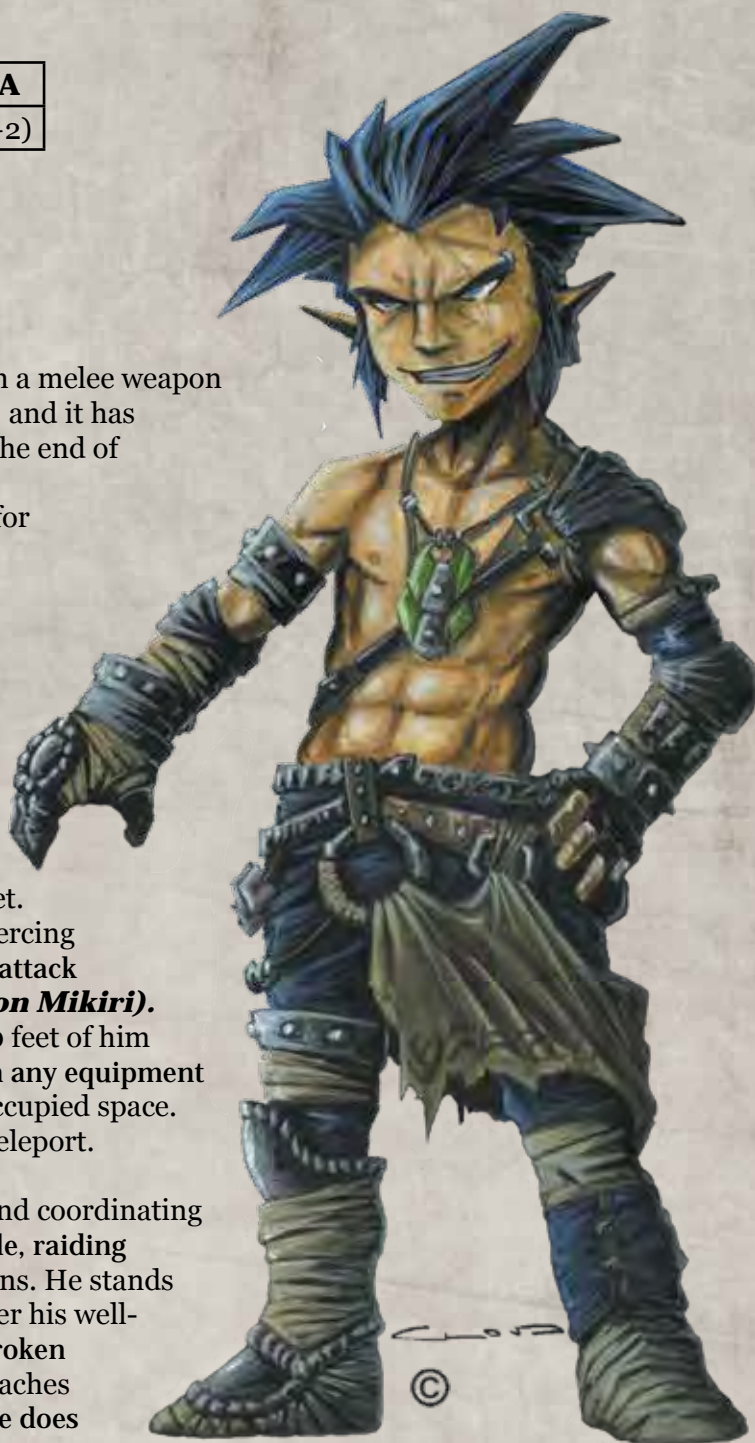
Teleport Command (1/Day while mounted on Mikiri).

Each creature of Bonsu's choice that is within 60 feet of him and can hear him, magically teleports along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space.

Bonsu may make one attack before or after the teleport.

Bonsu is 'Mother's Protector' of the tribe, leading and coordinating hunting for food, capturing feral humanoids to trade, raiding nearby settlements, and defending against incursions. He stands tall among his people, has a shaved head, scars cover his well-muscled body, his square face is punctuated by a broken nose and he has clear, piercing blue eyes. He approaches all things with respect and if he decides to attack, he does so decisively. Compared to Jayallie he has more of an open mind in dealing with other peoples, but his lack of sorcerous gifts means he cannot hope to lead the Mutupani tribes. This is a source of bitterness for Bonsu but he tries not to reveal his feelings.

Mutupani hunters favor close range combat since fighting in mist obscures foes that are further away. They employ the use of milir hounds to surprise foes with attacks from multiple fronts before disappearing back into the mist. When encountering Bonsu outside of the tribal village, he is mounted on his milir hound Mikiri and accompanied by Mutupani hunters (page 124) also riding milir hounds.



JAYALLIE, MOTHER'S KEEPER

Small humanoid (halfling), lawful neutral

Armor class 12 (15 with mage armor)

Hit Points 71 (11d6+33)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	10 (+0)	16 (+3)	18 (+4)

Saving Throws Con +6, Cha +7

Skills Arcana +6, History +6

Damage Resistances psychic

Senses passive Perception 13

Languages Auran, Common, Halfling

Challenge 5 (1,800 XP)

Halfling Luck. When Jayallie rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Shielded Mind. Creatures are only able to telepathically communicate with Jayallie if she allows it, and she is immune to magic that allows other creatures to read her thoughts.

Sorcery Points (8 points/Long Rest). As a bonus action on her turn, Jayallie can either expend one spell slot and gain a number of sorcery points equal to the slot's level, or create a spell slot by expending sorcery points (1st-level—2 points, 2nd-level—3 points, 3rd-level—5 points, 4th-level—6 points).

Metamagic: Twinned Spell. When Jayallie casts a spell that targets only one creature and doesn't have a range of self, she can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Spellcasting. Jayallie is an 8th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Jayallie knows the following spells:

Cantrips (at will): *druidcraft*, *fire bolt*, *guidance*, *light*, *minor illusion*

1st-level (4 slots): *mage armor*, *shield*, *sleep*

2nd-level (3 slots): *augury*, *blindness/deafness*, *misty step*

3rd-level (3 slots): *call lightning*, *counterspell*

4th-level (2 slots): *polymorph*

ACTIONS

Dagger. *Melee or Range Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 4 (1d4+2) piercing damage.

The tribal elder and leader of the Mutupani, Jayallie is the 'Mother's Keeper' and most senior authority of the tribe. A seer and sorceress, she is permitted by Heelvashaal to drink and bath in the sacred waters of Mother Remembrance. Her hair is white, weaved into many small braids tied up in a bun, and she wears jewelry crafted from shells that wash up on the banks of the lake. Her face is marked by a long scar across her left cheek, and though her eyes are green and cloudy with age she stands upright and proud.

Jayallie is confident that the Mutupani are the greatest people, blessed and protected by the spirit of the lake. They can do no wrong in her eyes and all others are lesser—thus she confronts outsiders in a patronising or pitying way, if she will deal with them at all. In a combat encounter, Jayallie is supported by Mutupani hunters and sorcerers (page 124).





HEELVASHAAL, MOTHER'S VOICE

Large elemental, neutral

Armor Class 15

Hit Points 105 (14d10+28)

Speed 0 ft., fly 90 ft. (hover), swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (−2)	14 (+2)	6 (−2)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive perception 12

Languages Auran

Challenge 7 (2,900 XP)

Mist Form. Heelvashaal can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. Heelvashaal makes three slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Cone of Hailstones (Recharge 5–6). Heelvashaal releases a blast of frozen hailstones in a 30-foot-cone.

Each creature in the area must make a DC 15 Constitution saving throw, taking 22 (5d8) cold damage and 22 (5d8) bludgeoning damage on a failed save, or half as much damage on a successful one. The area is considered difficult terrain until the hailstones melt (typically 1 minute).

Boon: Shielded Mind. Heelvashaal grants a creature that can hear it the Shielded Mind feature as a boon that persists for 1 year and 1 day. The creature can only communicate with telepathically when it allows, and the creature is immune to magic that allows other creatures to read its thoughts.

The elemental Heelvashaal is bound to the lake and unable to leave the water for more than a short while. If killed or somehow prevented from returning to the lake for an hour, she disperses, reforming in the lake after 11 (2d10) hours. The Mutupani associate all manner of signs and omens based on her movements and behaviours. She is willing to speak to those that understand her language, and her words are over-analyzed by Jayallie and the other elders seeking wisdom in them (although her pronouncements are usually mundane or meaningless phrases). Heelvashaal protects the water of the lake, becoming hostile if anyone attempts to drink from it or swim in it without first seeking permission. When Heelvashaal attacks, nearby Mutupani hunters and sorcerers are alerted and come to her aid.

From afar the Shaa Litká Mountains did not seem to be beyond their ken, but Zegka, Nekryf, and Dakkel failed to anticipate how harsh the weather would be as they attempted to cross over it. After only a few hours of ascending the land started working against them, the soil giving away entirely to a scarp too slippery for their hooved mounts to climb. The huntress argued against it, citing the plentiful game along the nadir and estimating only a few weeks more travel, but Zegka's decision was made—the wise woman's words directions were clear and every day was critical—and they let their horses go free.

Carrying all their belongings they struggle further up the slopes and then, as they break the cloud line, progress slows to a crawl in the face of a vicious storm. First hail drops from the sky, forcing them into the cover of a small overhang, and as it transforms into snow Dakkel thinks he spots something watching them but can't be certain. Nekryf insists that if they do not find shelter soon that the cold would take them and for more than an hour they stumble across the niveous stone, finally finding refuge in an empty cave. Both the hunter and the warrior try for just as long to light a flame but they fail, falling asleep against one another for warmth, yet when they awaken a fire is between them, the weird-touched misfit sleeping deeply in its glow.

As the day breaks so does the weather and they set out with renewed fervor, eager to press onward until reaching a fork in the mountain paths: one leading up to the ridge and another marked by the hanging skulls of all manner of creatures, human and beast and otherwise. Zegka smirks at the display and saunters past it, his companions warily following soon after. Their caution is vindicated when spears soar from the lower pass' shadows, raining down around them just as a clay flask is thrown at their feet. A foul and odorous substance emerges that makes the very air sting their lungs—overwhelmed and unable to breathe, the trio throw their weapons down in surrender. The assault dwindles and as their attackers emerge Zegka blurts out the purpose of their mission, the urgent need and the danger posed to the Terraced Plains.

For a few brief, intense moments they worry that their journey will end here, but then the tension breaks as one of the ambushers helps Nekryf up from the ground. The mountain warriors take them into the tunnels and down into their cavern homes to meet with their leader, the great Ligéi Xóon. She has no interest in speaking with Zegka however, turning her gaze upon his huntress ally instead, but a glance towards Dakkel changes into a stare and the two immediately step away to speak in private (and what they discuss the misfit refuses to reveal).

Ligéi declares that although their cause is a just one, some penance or trial is necessary for them to continue onward lest the reputation of the Seiyí be tarnished with weakness. Nekryf accepts the challenge and engages in a sparring of spears against not just one of the tribe's Maiden Eagles but two, Vissuna and Heltrep, women that fight with zeal and skill. Still they are no match for the Terraced Plains huntress and upon their defeat, their *kaa sháade háni* declares they must join these strangers and aid in the journey to come, returning to the flock with tales of the world beyond. Shortly after that they are gifted with mountain-trained horses and allowed to continue through the Shaa Litká Mountains, though not before Dakkel and Ligéi Xóon share a knowing look.

Ligéi Xóon and the Maiden Eagles

Only a fool dares ascend the Shaa Litká Mountains—but only a greater fool dares travel the Seiyí beneath them. Desperate times can make fools of all creatures however, and such hardships fall often enough upon the Free Prouds of the Tlein L'éiw Desert and the Painted Watchers of the Naná at Gutú Jungle. Whether driven by necessity, greed, or simple curiosity, travelers do make their way across the mountains, and what they find is often more than they sought—the Seiyí is home to the secretive and ferocious clan that call themselves Ch'áak' Lingit (Eagle People). These ardent survivalists are led by a chief referred to as the kaa sháade háni (currently Ligéi Xóon) attended and advised by a shamanic figure named Aheen, the íxt' (medicine person and shaman) of the Ch'áak' Lingit, as well as by Yéil S'é, the naa tláa (family head) of the powerful Yéil Hít (Raven House) dynasty.

SHAA LITKÁ LAIR

Ligéi Xóon and the Ch'áak' Lingit lair in the labyrinthine passages that thread below the pass in the shadow of the Shaa Litká Mountains. Even at the narrowest and lowest stretch of the mountain range the caverns undulate for almost 40 miles, and it's very easy for a traveler to get lost if they lack an experienced guide. Members of the Ch'áak' Lingit are happy to be such guides though they don't always identify themselves as being part of the clan when they solicit travelers. After all, it's easy to dispose of undesirables in the endless black beneath the mountains and while travelers across the route have learned to be wary of any 'guide' they encounter, the alternatives—going without or braving the steep and treacherous mountain slope—are even worse.

PATRON SPIRIT

The Ch'áak' Lingit venerate harpiya, the human-eagle hybrids that dwell within the deep crags. Fiercely protective and vicious, the harpiya demonstrate the stalwart feminine spirit so ingrained within the tribe's vision. Some tribe members are fortunate enough to be called by the Léelk'w—a powerful harpiya matron known colloquially as 'the Grandmother'. She grants these lucky acolytes (known as the Séek' Has, My Daughters) a portion of her power, bidding them to go forth and be strong.

THE MAIDEN EAGLES

By far the best known and most feared aspect of the Ch'áak' Lingit is their army, known as the Ch'aak shaax'wsáani or the Maiden Eagles. Fierce, proud, and fearless, these commandos use guerilla tactics, fearsome masks, and raucous war cries to confuse and overwhelm their foes. Their foes speak of them in hushed voices and many a child grows up hearing tales of the strange squawking women-warriors who appear from nowhere to spirit away innocent children. These wild tales—told by fearful parents and still-shocked survivors of Maiden Eagle encounters—are largely responsible for the Ch'áak' Lingit's reputation.

The elite Ch'aak shaax'wsáani warriors are presented as an explicit example of how mythology, rumor, and good old sexism affect tales of unfamiliar cultures and cultural ideas. Like the classical Greek harpies—which were depicted as beautiful winged women called 'Maiden Eagles' in their early appearances—the tribe described here has a strong female presence that can seem alien to those accustomed to more male-dominated structures. Put off by the strange customs of the howling woman-warriors, enemies of the Ch'áak' Lingit often refer to the Maiden Eagles as 'harpies' in an attempt to demean and dominate them.

As such, GMs may wish to utilize the rumors to amplify a sense of dread or apprehension in adventurers. Crazed, shrieking warriors who appear suddenly out of the mountain caves? No males in sight? Ferocious warriors who show no mercy, fighting in silence aside from bizarre yelps that turn a soldier's arms to nerveless jelly? The rumor mill can work to the tribe's advantage even as it seeks to isolate them.

Fearful of the warrior-women, baffled at the novelty of a female-dominant society, and completely mystified by the monstrous Léelk'w, such folk embellish what little they know with outlandish additions and fanciful stories.

These proud and ferocious women are thought to be hideous, undesirable, difficult, and seeking to destroy everything a 'proper' civilization stands for. Through these tall tales the Maiden Eagles and the Ch'áak' Lingit in general have become known as the Harpies: monstrous woman-beasts who prey upon hapless males, enticing them into slavery and madness with their bewitching songs.



CH'ÁAK' LINGIT CULTURE

The Ch'áak' Lingit are a matrilineal society. They have marriage and familial customs not too different from other communities, but family lines and wealth are handed down through the mother's side. With wealth comes power and the Ch'áak' Lingit family matrons—known collectively as du tláa or simply 'Mothers'—are powerful indeed. Males have a place within Ch'áak' Lingit society, but the most significant male in any person's life is their du káak (uncle), if they have one. In the event that a family head dies with no female heir, the uncle serves as regent for all family property and business until such time as a suitable woman can be reinstituted.

WARRING WARLODS

Ligéi Xóon is a Séek' Has not known for flights of fancy, however while she is sharply perceptive and possesses a deep compassion, she's a known lover of tales: stories of faraway lands, brave exploits, or strange and alien cultures entice her to no end. Since the Ch'áak' Lingit have no written language and lack all but the most rudimentary architecture, she is particularly fascinated by stories that detail societies or cities and has been known to order the detainment of travelers she believes to be a threat—a long tradition for the tribe which lends some credence to the tales of abduction spun by their rivals.

In open combat the Ch'áak' Lingit are merciless and spare noone. They realize that their power depends largely on maintaining their absolute dominance over the caves beneath the mountain pass, and tactics some consider underhanded—such as ambushes and attacking from absolute cover—are a standard part of Maiden Eagles assaults. Unfortunately these strategies play directly into the hands of tale-spinners, resulting in a reputation that their warriors are cowardly and sadistic.

Air. Even though the Léelk'w is an able flier, the Ch'áak' Lingit are a people of the Earth. Air warlords and their armies—and especially air spirits such as djinn and sprites—are killed without mercy unless there is strong reason to believe they would be more useful in servitude.

Earth. Ligéi Xóon has a personal affinity for earth creatures, especially those (like the Grandmother) who seem torn between two worlds. As such the Ch'áak' Lingit try to befriend such creatures when possible, working out treaties and alliances with other Earth warlords and tribes or simply ignoring those who refuse such overtures.

Evil. Xóon overtly has no tolerance for maliciousness and unnecessary brutality, and disdains Evil warlords as well as any who follow them. As a leader and protector she recognizes that sometimes it is better to take proactive action to defend one's home and fulfill one's duties, but has no patience for those who engage in unnecessary cruelty.

Fire. A grave danger within the endless caverns under the Shaa Litká range, flame is nevertheless a necessity for survival. Xóon and her tribe treat Fire warlords and their forces with respect and caution, but have no compunction against destroying them when the situation demands.

Good. Living in the dank caves under the mountains isn't easy, and the Ch'áak' Lingit encourage charity and sharing as ideals. They give Good warlords and forces preferential treatment unless the warlord or their army chooses to start trouble.

Water. Even more than flames, water is a necessity in the caverns. The Ch'áak' Lingit view mud as a glorious talisman and symbol of resilience, and as such Water warlords and any who swear allegiance to them are venerated as brethren to the tribe.



NPCS

Most members of the tribe can use the statistics for **tribal warriors** or **scouts**, and **berserkers**, **veterans**, or **knights** are appropriate for the more elite warriors among them. Of special note are a powerful politician named Yéil S'é, the healer Aheen, the elite warriors for which the tribe is known, and Ligéi Xóon herself.

Shogun
Lithed
Lair

Barracks

Acolyte Dormitories

Shrine
of the
Grandmother

Guarded
Hidden
Entrance

Inner
Guard
Post

Barracks

Hospice
Wing

Guard
Post

Barracks

Chief's
Quarters



N

YÉIL S'É

Medium humanoid (human), neutral

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	11 (+0)	15 (+2)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages Ch'áak' Lingit, Common (illiterate)

Challenge 1/8 (25 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8+1) bludgeoning damage.

REACTIONS

Parry. Yéil S'é adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

Yéil S'é is the naa tláa (family head or matron) of the powerful Yéil Hít (Raven House) family. She is cunning and ruthless but staunchly committed to the tribe's customs and traditions, a strident supporter of Ligéi Xóon and a faithful believer of Xóon's right to rule the tribe. Behind her conservatism however she hides a secret: she arranged the death of her adopted uncle, who should have inherited the family's wealth and prestige. When he died while guiding some 'travelers' through the Seiyí, Aheen determined that the next heir was the mother's adopted daughter. This is practically her fate—Yéil S'é is an excellent politician, born for power and action.



AHEEN

Medium humanoid (human), lawful neutral

Armor Class 13 (leather armor)

Hit Points 35 (10d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	14 (+2)	17 (+3)	13 (+1)

Skills Medicine +6, Nature +6

Senses passive Perception 13

Languages Ch'áak' Lingit, Common (illiterate)

Challenge 1/4 (50 XP)

Life of Study. Aheen has advantage on Intelligence checks.

Specialist Learning. Aheen automatically succeeds on Intelligence (Nature) and Wisdom (Medicine) checks that are DC 15 or lower.

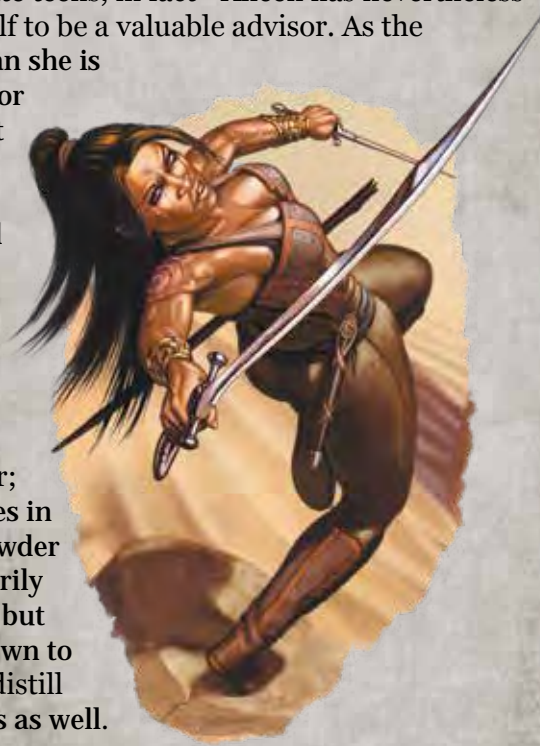
ACTIONS

Multiattack. Aheen attacks once, and when using a bonus action to attack a second time does not add her Strength modifier to the damage roll.

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

Choking Powder. *Ranged Weapon Attack:* +4 to hit, range 5 ft., all targets within range. *Hit:* A target must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

While Ligéi Xóon is the voice of the Grandmother Léelk'w, as the íxt' (or medicine person and shaman) of the Ch'áak' Lingit, it falls to Aheen to be the day-to-day healer and seer. Much younger than her leader—only in her late teens, in fact—Aheen has nevertheless proven herself to be a valuable advisor. As the tribe's shaman she is responsible for ensuring that all tribe members are cared for and serves as judge for most tribal disputes. Aheen is also an adept poison maker; she specializes in a choking powder that temporarily disables foes but has been known to harvest and distill nastier toxins as well.



MAIDEN EAGLE

Medium humanoid (human), lawful neutral

Armor Class 12 (hide armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	8 (–1)

Senses passive Perception 10

Languages Ch'áak' Lingit

Challenge 1/2 (100 XP)

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

Warcry. As a bonus action, the Maiden Eagle can use her voice to target an opponent within 15 feet of her with a barking warcry. The target must succeed on a DC 13 Wisdom saving throw or have disadvantage on all attack rolls made against the Maiden Eagle until the end of the Maiden Eagle's next turn.

ACTIONS

Multiattack. The Maiden Eagle makes two attacks with her spear.

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

Styled after the harpiya among the peaks, these tribefolk achieve the rank of Maiden Eagle after proving their prowess in dangerous expeditions across the mountains, or by distinguishing themselves in combat against the Ch'áak' Lingit's enemies. Once they've been accepted, a Maiden Eagle rely upon their kin to react and compensate for their tactics, giving the warriors an ability to flow around the defenses of a foe, attacking in retreating waves that allow for no respite.



The tribe's *kaa sháade háni* (chief), commander, and spiritual leader, Xóon is a commanding presence. Though she dresses in the same tunic, breeches, and boots as any of the Maiden Eagles, her bearing makes her authority immediately clear. In her late thirties and still the most skilled skulk in the tribe, Ligéi Xóon is happy to bear the Mantle of Léelk'w—a sacred relic that marks her as the chief.

LIGÉI XÓON

Medium humanoid (human), neutral

Armor Class 15 (hide armor)

Hit Points 112 (15d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	9 (–1)	17 (+3)	18 (+4)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Insight +5, Intimidation +7

Condition Immunities frightened

Senses passive Perception 13

Languages Ch'áak' Lingit, Common (illiterate)

Challenge 5 (1,800 XP)

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

Devil's Sight. Ligéi Xóon can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

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

Pact Magic (Recharge on Short Rest). Ligéi Xóon is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15; +7 to hit with spell attacks). She knows the following warlock spells:

Cantrips: *chill touch, dancing lights, message*

2nd level (2 slots): *darkness, enthrall, hellish rebuke, misty step, speak with animals*

ACTIONS

Multiattack. Ligéi Xóon makes two attacks with her battleaxe. She can replace one of these attacks with Voice of Léelk'w.

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

Voice of Léelk'w. Ligéi Xóon sings a magical melody made up of shrieks, barks, and chattering. Humanoids and giants within 15 feet of Ligéi Xóon that can hear the song must succeed on a DC 14 Charisma saving throw or be charmed until the song ends. Ligéi Xóon must take a bonus action on her subsequent turns to continue singing. She can stop singing at any time. The song ends if Ligéi Xóon is incapacitated.

While charmed by Ligéi Xóon, a target is incapacitated and ignores the songs of harpies. If the charmed target is more than 5 feet away from Ligéi Xóon, the target can take the Dash action on its turn to move toward Ligéi Xóon by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than Ligéi Xóon, the target can repeat the saving throw. A charmed target can repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to Ligéi Xóon song for the next 24 hours.

It's said that in the City of Lost there are no outcasts or pariahs, that all who are willing to live together in peace are accepted as equals. As she sits outside a hut filled with the revelry of drinkers—a place where many others have made her feel unwelcome yet again—Vough reflects on how unbelievable the very notion of such a place is. Several others were just thrown out too, though not for making the brew stronger like her. Rou-eh once again pranked the brewmaster, tearing away the old man's pants as she transformed from roach into her jackal-like self, cackling in glee as she did so. Then there's Xutag, forced outside into the light because he'd just gotten too drunk (admittedly thanks in part to her, the boggard muses).

Sitting in a group outside the hut, all remained quiet until the awkward kombang knight Ixnark trundles into view. The hulking kanca stops in front of them and gazes at each in turn, then sits down. "We", they declare, their insectile voice echoing as though a chorus, "are all the same." They gesture at Xutag, "he is one who cannot stop. The more there is to be had or taken or eaten, the more he will have or take or eat. He is unwanted." Only a disgusting burp erupts from the half-orc in reply. Next their taloned hand points to Rou-eh, "you are also one who cannot stop. The more daring or forbidden or unseemly, the more you dare or trespass or indulge." The gnoll giggles in reply, nodding in amusement. Finally Ixnark reaches Vough, "and you too are one who cannot stop. When they say you must not try or know, the more you attempt." The boggard can only nod, acknowledging the truth in front of her. "And I," they say, "I am one who is not one. I am many. Yet for being many, I am made one." All of them—even Xutag—look at the kanca, not sure what it means. "Do you not see? We are all of us one. We are **our** one."

Vough rolls her bulbous eyes, waving one arm through the air, "Ixnark's saying that we're all the same." The kanca nods, chirruping in agreement as some folks exit the drinking hut and shade their eyes from the Sun Stone hanging high above, quickly turning away from the group and headed off elsewhere in the city. The boggard's face screws into a grimace and she acknowledges, "and maybe they're right." She tries for the hundredth time to remember her life before the City of Lost but as always nothing solid swims out of her murky memory, and in her frustration she blurts out, "but so what? So what if we are?"

Ixnark's insectoid face ripples curiously and they ask in return, "then why should we stay? Here we are not wanted and we all want for things that, beneath the Sun Stone, are scarce. If we are the same, and we want the same, do we not want to go beyond the reach of its light?" The kombang knight points up towards the great gem that illuminates the massive chamber and then to the passages into the ceiling around it. "Together we are strong. Together we can travel wherever we like. Together we can find—," and at that the kanca pauses, unsure to continue, "we can find where we are all from. We can find our homes." At the mention of home Xutag bolts upright in a surprising show of sobriety, Rou-eh's giggling stops, and even Vough's wall of cynicism fades a bit. "You see?" Ixnark says, "we are one."

City of Lost

Not all those who lose their way in the whispering mists are doomed to die—some find trails leading into the caves and meet the mistdweorg of Undermist, or are captured and traded away by the Mutupani. The luckiest are delivered to the City of Lost, put into the care of Trevolee under the light of the *Sun Stone*. The settlement is contained within an extraordinary cavern, bright with sunlight despite being deep under the surface. Like a fertile vale above, the air is warm and humid, insects buzz, and small birds flit about, and every part of the massive chamber is green with plants all reaching towards the Sun Stone—an edible garden cultivated by the citizens known as the Gone.

The cave dwellers accept anyone as long as they are willing to work and live together. A diverse culture bound by a lack of memory, they fill what they've lost by telling stories of remembered fragments—a hearth smelling of fresh bread, a kindly face, a silhouette against the sun—and they tell new stories to explain the world as they know it. Some who live here were born here, their parents or grandparents having met and settled in the bubble of light and growth that is the City of Lost. Among them there is no real leadership and decisions are made as a community, but in general those who have lived in the settlement the longest have more influence based on their wisdom. Life is focused on growing enough food to live, storytelling, laboring for the mistdweorg, and repelling incursions of deep-dwellers, insects, and monstrosities that dwell in the deep caves below.

THE SUN STONE

Hidden away deep underground, the City of Lost's survival depends upon a fiercely glowing magic orb known as the *Sun Stone*. The Gone manage their lives by the light of the *Sun Stone*, usually sleeping during its blue phase and active while it's yellow.

FATHER BRIGHT

Many of the Gone worship the *Sun Stone*, led in their faith by Trevolee (the eldest of them) who refers to the gemstone as Father Bright. Prayer is held daily at the transition from blue to yellow. Supplicants approach the *Sun Stone* from above through winding caves, at the very end of the blue when it is at its coolest. By offering chants and songs, they believe they renew the light and as the orb returns to yellow, its heat becomes too great to endure. Devotees to Father Bright stay as long as they can in the heat of his glow, often bearing the marks of their worship on their reddened and freckled skin, and some are rewarded for their devotion. A few of his followers are able to produce light and other magical effects through their connection to him, and these individuals enjoy a higher status among the Gone—though this comes with expectations to heal the sick and nurture the growth of the plants that live in the light beneath the *Sun Stone*.

ABOVE AND BELOW

The City of Lost is a trapped bubble of light. Above are mistdweorg controlling the flow of air into the city, and below are deep caves populated by hostile monsters. New citizens are almost always

SUN STONE

Wondrous item, legendary (requires attunement)

The *Sun Stone* is a glowing gemstone sphere, 10-feet in diameter and magically fixed in place. Over a 24 hour cycle the *Sun Stone* changes brightness and temperature—it glows hot yellow for 11 hours, cools to a pale blue over 1 hour, then remains blue for 11 hours before warming again over 1 hour to its bright yellow illumination.

While yellow, the *Sun Stone* emits an aura of burning heat. A creature starting its turn within 30 feet of the stone, or entering the aura for the first time on a turn, takes 4d8 fire damage.

The light emitted by the *Sun Stone* is considered sunlight during its yellow phase, shedding bright light in a 2,000-foot radius, and dim light a further 1,000 feet. During its blue phase, it emits dim light in a 1,000-foot radius.

A creature can attune to the *Sun Stone* by praying to it over a short rest while within 30 feet. Up to 10 creatures can be attuned to the *Sun Stone* at the same time. As long as you remain within 1 mile of the *Sun Stone*, your attunement doesn't end and you can cast the *light*, *sacred flame* (spell save DC 13), and *spare the dying* cantrips, at will. Additionally, you can cast *bless*, *cure wounds*, and *lesser restoration* each as 2nd-level spells once between long rests.

Five attuned creatures working together can move the *Sun Stone* up to 25 feet per round. Each creature must be within 30 feet of the *Sun Stone*, and spend its action to mentally assist moving the stone. Alternatively, a creature can use an action to make a DC 25 Strength check, moving the *Sun Stone* up to 10 feet on a success.

delivered by the underdwarves and expected to work in menial roles for them. This labor isn't completely without reward however—they trade food, information, and occasional luxuries for the metals they've mined or food they've harvested—but all Lost keenly feel the inexplicable dread of the mistdweorg caverns.

Further, the underdwarves make it very clear that they control the air that allows the City of Lost to survive. If the Gone were to revolt the caverns would be flooded with whispering mist, or even sealed completely! Below the settlement the caves extend into darkness and offer no safe route of escape. These passages are roughly fortified to defend against the creatures that live in the deep caves, insectile horrors and other monsters that sometimes attempt to invade the city. These are terrifying attacks for the citizens of the City of Lost and all are called to arms to defend their home when a credible threat presents itself.

WARRING WARLORDS

The Gone welcome all non-hostile contact, defend against aggression, and are intolerant of invasion. Their range is limited by the light of the *Sun Stone* and by the existing (and stronger) forces of the mistdweorg above them. Potentially they could expand their range downwards—if they can replicate the magic of the *Sun Stone* and drive back the monstrous creatures that live in the deeper caves.

Air, Water. The Gone share some ideals with these warlords and seek to defend against them rather than engage in aggression. If boundaries are respected an alliance is possible.

Earth. The Gone respect the defensiveness of Earth warlords and spare weaker opponents—unless doing so is impossible. Ideally conflict is avoided and trade or an alliance is possible.

Evil. The Gone are intolerant of Evil warlords, actively driving them from adjacent lands and fighting to the death.

Fire. The Gone have little respect for Fire warlords and kill or capture weaker enemies. If they are too strong to defeat, a truce is sought through trade, offerings, or an alliance.

Good. The Gone often share ideals with Good warlords and so seek to ward off an incursion, killing only if forced. As long as they respect the boundaries of the City of Lost an alliance is welcome.

NPCs

Citizens of the City of Lost can be represented by the statistics for **bandits**, **commoners**, **guards**, and **tribal warriors**, modified by race at the GM's discretion. Followers of Father Bright can use the statistics of **acolytes**, and when a greater challenge is desired, adherents use statistics of **druids** or **priests**.

Encounters within the City of Lost are usually with 3 to 6 citizens, perhaps supported by a follower or adherent of Father Bright. Otherwise combat encounters can be against monsters threatening the settlement from the deep caves.

BLESSED OF FATHER BRIGHT

Prerequisite: A friendly reputation among the citizens of the City of Lost.

You have earned the blessing of Father Bright, the spirit that watches over the City of Lost. You gain the following benefits:

- Increase your Intelligence, Wisdom or Charisma score by 1 to a maximum of 20.
- You learn either the *light cantrip* or *dancing lights cantrip*. Your spellcasting ability for this cantrip is Wisdom.
- You can call on the blessing of Father Bright to protect yourself or an ally from an attack: When a creature you can see makes an attack against you, or an ally within 30 feet, you can use your reaction to distract the attacker by creating a flash of blinding light, which appears between the attacker and its target. Roll a d6 and subtract the number from the creature's attack roll. You can use this ability after the creature makes its roll, but before the GM determines whether the attack roll hits. An attacker that can't be blinded is immune to this effect. Once you use this feature, you can't use it again until you finish a short or long rest.

City of Lost

Tunnel to
Undermist - Hidden City

SCREAGE



Down to the
Monstrous Deep Paths

BELFA HARDIT

Medium humanoid (mistdweorg dwarf), neutral evil

Armor Class 14 (hide)

Hit Points 45 (6d8+18)

Speed 25ft.

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

Saving Throws Str +5, Dex +4, Wis +2

Skills Athletics +5, Deception +4, Insight +2, Investigation +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Mistdweorg

Challenge 1 (200 XP)

Dwarven Resilience. Belfa

has advantage on saving
throws against poison.

Innate Spellcasting. Belfa's innate
spellcasting ability is Charisma
(spell save DC 12). Belfa can innately
cast the following spells, requiring no
material components:

At will: *resistance*

1/day each: *blur*, *disguise self*, *invisibility*,
wind wall

ACTIONS

Multiattack. Belfa makes two melee attacks with his war pick.

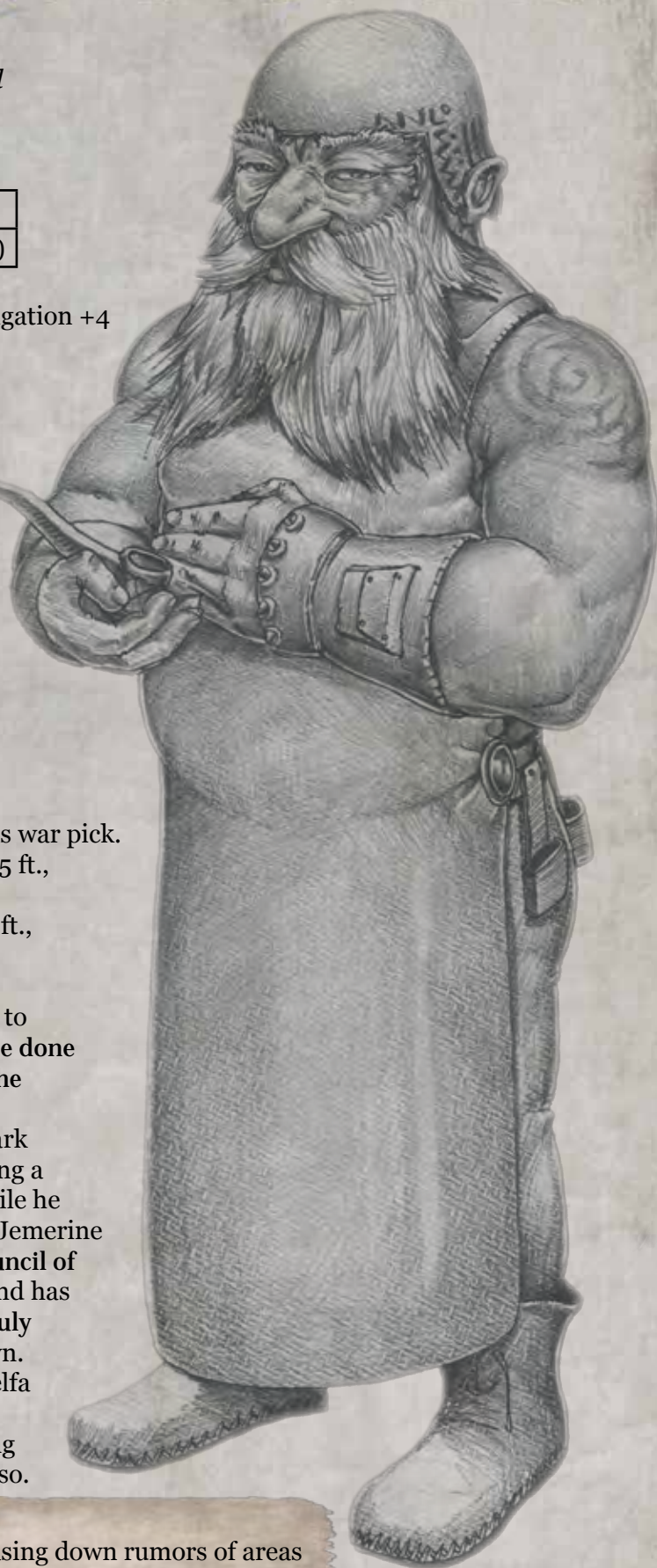
Iron Hand. *Melee Weapon Attack:* +5 to hit, reach 5 ft.,
one target. *Hit:* 6 (1d6+3) bludgeoning damage.

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

Belfa is the mistdweorg work master living in the city to recruit Lost citizens for the hard labor that needs to be done in Undermist and the support work required to fuel the dwarven settlement here below it. He is a heavyset underdwarf prone to coughing fits, a balding head, dark brown eyes, and a purplish-red beard—usually sporting a sneer. He serves two purposes in the City of Lost. While he does lead work teams, Belfa is also a spy working for Jemerine Whish-Whisper, the attendant to the mistdweorg Council of Five. He is confident in his protection from on high and has a bullying attitude towards the Gone, though when truly challenged or engaged in a fight he quickly backs down. That doesn't mean that the dwarf forgets however. Belfa remembers the face of every would-be captive that's escaped him and takes delights in eventually achieving victory over them, even if it takes years for him to do so.

RAW MANA DEPOSITS

For several years now Belfa has been chasing down rumors of areas in the Monstrous Deep Paths that are simply rife with gemstones containing elemental power within them. When he finds individuals too crafty and capable to trick into a life of hard labor, he instead tries to convince them to search for the fabled caverns of power he is so desperate to take for himself.



ARVONOLDO

Small humanoid (gnome), chaotic good

Armor Class 15 (studded leather)

Hit Points 55 (10d6+20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	17 (+3)	14 (+2)	18 (+4)	15 (+2)	11 (+0)

Saving Throws Dex +5, Int +6

Skills History +6, Insight +4, Investigation +6, Medicine +6, Nature +8, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Gnomish, Dwarvish, Elvish, Sylvan

Challenge 2 (450 XP)

Gnome Cunning. Arvonoldo has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Short Sighted. Arvonoldo has disadvantage on Wisdom (Perception) checks which rely on vision when seeing beyond 30 feet.

Sneak Attack (1/Turn, 3d6). Arvonoldo deals an extra 10 (3d6) damage when he hits with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of his allies that isn't incapacitated and Arvonoldo doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Arvonoldo makes two dagger attacks, or he makes one dagger attack and uses a potion.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 5 (1d4+3) piercing damage

Use Potion. Arvonoldo pulls a potion at random from his potion pouch and uses it immediately.

- **Acid.** One target within 20 feet must succeed on a DC 12 Dexterity check or take 7 (2d6) acid damage.
- **Dust.** One target within 20 feet must succeed on a DC 12 Dexterity check or be blinded until the end of their next turn.
- **Fire.** One target within 20 feet must succeed on a DC 12 Dexterity check or take 3 (1d6) fire damage and an additional 3 (1d6) fire damage at the start of each of the target's turns. A creature may end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.
- **Glue.** One target within 20 feet must succeed on a DC 12 Strength check or become restrained (escape DC 10).
- **Poison.** One target within 20 feet must succeed on a DC 12 Constitution check or take 3 (1d6) poison damage and become poisoned for 1 minute. The creature can make a DC 10 Constitution saving throw at the of each of its turns, ending the effect on itself on a success.
- **Potion of Healing.** The creature that drinks the potion regains 7 (2d4+2) hit points.

"Don't worry what's in it, just drink it!"

—Arvonoldo



REACTIONS

Fade Step

(Recharge 5–6).

Immediately after taking damage, Arvonoldo may become invisible and teleport up to 10 feet to an unoccupied space he can see. He remains invisible until the end of his next turn, or until he attacks, deals damage, or forces a creature to make a saving throw.

Frequently mistaken for a halfling due to his lack of hair, Arvonoldo introduces himself as a gnome—although the distinction is arbitrary as far as most others are concerned as he is the only individual of his race in the City of Lost. He wears patched practical clothing, and good quality studded leather armor. An odd but friendly looking fellow, Arvonoldo's brown skin is wrinkled from smiling, his bulbous nose and cheeks are dotted with freckles, and his small green eyes are typically squinting so he can see more clearly. Sometimes he runs his fingers up the middle of his nose, as if adjusting a missing pair of spectacles.

Arvonoldo has fragments of extraordinary knowledge other people barely understand. Most take his excited babblings as signs of ongoing madness following his exposure to the whispering mists, but he carries with him a magical potion pouch filled with wondrous small jars of liquid. When he is not assisting Trevolee in treating the sick and wounded, Arvonoldo smokes a large clay pipe and talks about returning to the surface to find a way home. He admits that he doesn't know where that is, but is adamant that once he finds the right path the knowledge will come to him.

In the event of a hostile encounter, Arvonoldo has roguish tricks to surprise a would-be attacker and he is unlikely to be encountered without support from other citizens. If the fight is going badly for him and he is unable to escape using Fade Step, the gnome surrenders and begs for his life.

ESKA

Medium humanoid (human), chaotic neutral

Armor Class 15 (leather, or 17 with shield)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Str +4, Dex +6

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

Senses darkvision 60 ft. (with *darkvision*), passive Perception 14

Languages Common

Challenge 3 (700 XP)

Ranger's Aim. Eska deals an extra 3 (1d6) damage when she hits with a ranged weapon attack (included in the attack).

Spellcasting. Eska is a 4th-level spellcaster. Her spellcasting ability is Wisdom. She knows the following ranger spells:

1st level (4 slots): *cure wounds*, *goodberry*,
speak with animals

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

ACTIONS

Multiattack. Eska makes two spear attacks or two longbow attacks.

Spear. *Melee or Ranged Weapon Attack:*

+4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 9 (2d6+2) piercing damage, or 10 (1d8+2 plus 1d6) piercing damage if wielded with two hands.

Longbow. *Ranged Weapon Attack:*

+6 to hit, range 150/600 ft., one target.

Hit: 12 (1d8+4 plus 1d6) piercing damage.

An older human woman of middle height, with short graying brown hair, brown eyes, and pale skin, Eska is an unassuming figure but a fierce warrior and tactician. She leads the defence against incursions from the monstrous insects that sometimes attack the settlement from below. Eska was born in the City of Lost and has never lived anywhere else, though in her youth she led numerous expeditions downwards seeking alternative routes from the city which might bypass the mistdweorg. The warrior still bears scars from the fights she won during these explorations, as well as stories of monsters and other strange phenomena in the deep places.

Eska is reluctant to speak of all she found in the depths but those whom she respects might hear her tell the tale 'the strange wanderer'. A person of the likes she has seen only that once, who claimed that there were paths to be found that would seem to wander endlessly but cover vast distances in moments, leading to new wonderful places far away. She had offered to protect this traveler and show them the City of Lost yet she failed—they died to an attack of monstrous insects and since then she has not wandered the deep roads, instead ensuring that the City of Lost is kept safe.

In combat Eska fights alone as a show of courage and honor, discouraging other citizens from helping her. She doesn't seek to kill unless forced, closing to melee combat to knock out opponents rather than kill them with her bow—though she shows no such compassion for monsters from the deep.



TREVOLEE

Medium humanoid (elf), lawful good

Armor Class 12

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	19 (+4)	16 (+3)

Saving Throws Con +3, Wis +7

Skills Deception +6, Nature +3, Perception +7, Persuasion +6

Senses darkvision 60 ft., passive perception 17

Languages Common, Elvish

Challenge 5 (1,800 XP)

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

Pact Spellcasting (Recharge on Short Rest).

Trevolee is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15; +7 to hit with spell attacks). She knows the following spells:

Cantrips: *light*, *mending*, *spare the dying*, *thaumaturgy*

4th level (2 slots): *calm emotions*, *cure wounds*, *fireball*, *lesser restoration*, *plant growth*, *sanctuary*, *wall of fire*

ACTIONS

Multiattack. Trevolee makes three ray of radiance attacks.

Dagger. *Melee or Ranged Weapon Attack:*

+4 to hit, reach 5 ft., or range 20/60 ft., one target.

Hit: 4 (1d4+2) piercing damage.

Ray of Radiance. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target.

Hit: 9 (1d10+4) radiant damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

REACTIONS

Bright Ward (4/Day). When a creature within 30 feet of her that Trevolee can see attacks her, she can make a flash of blinding light that reduces the result of the attack roll by 1d6. An attacker that can't be blinded is immune to this effect.

The eldest among the Gone, Trevolee is a middle-aged elf and acts as the settlement's default leader. She is a devout worshipper of Father Bright, providing an important tradition and daily routine for her people, and through her devotion she is able to channel radiant fire and healing magic. Almost every citizen of the City of Lost recalls Trevolee as the first friendly face they remember seeing since she acts as a healer of the insane and feral people that are rescued from the mists, and some even refer to her as Mother Trevolee or even Mother Bright (though she discourages the latter title).

The elven mage wears plain clothing made of faded scraps of cloth and her exposed skin is tanned a golden brown. She smiles easily and her deep blue eyes reveal a kindly, warm character. Her long hair is bleached to a white blonde, and though they're mostly hidden by her clothing she has a large number of faded tribal tattoos and ritualistic scarring.

She has no desire to leave the *Sun Stone* and cautions against wild expeditions into the unknown. However she is also concerned by the City of Lost's reliance upon the mistdweorg—she knows the dark dwarves control the flow of air to the settlement—and would prefer to find alternate paths to the surface, potentially risking exposure to the whispering mists. She is also troubled by the creatures encroaching from the deeper caves below, but Trevolee is confident enough that she doesn't feel the need for bodyguards. When she is threatened with hostility in the City of Lost nearby citizens, followers, and adherents quickly come to her aid. Fortunately she does not seek hostility, though she also doesn't tolerate evil acts.



The Festivals of Change always draw many visitors, most simply happening to be nearby and of no consequence—yet others are destined to celebrate with the Children of a Hundred Masks. This season's party was a small one for necessity's sake for Nilaiyarra foresaw a great danger in the celebration's wake, and that too many guests would mean a greater likelihood of more casualties. The night was filled with the bellowing songs of a great dinosaur folk, and the tribe marveled at the plant-person Boosh. Many enjoyed the debates between the elemental kin Bizashai and Moza, the former fiery in her retorts and the latter miring her with his airtight logic.

All of these visitors to the Spiraling Woods wake up to find they are suddenly alone in the forest treehouses, their hosts simply disappeared. Boosh is the first to notice something is awry as they go out to soak in some of the morning sun and the alai ranger swiftly alerts Scartezs—ostensibly because the two struck up an accord in last night's festivities, but mostly because the enormous minstrel is certain to be targeted by an ambusher first—and the taino-kar starts climbing to the forest floor to look for tracks. Next they find Bizashai and Moza squabbling with each other, as usual. She blames his untamed magic ways for the disappearance of the Children of a Hundred Masks, and before he can retort the hulking taino-kar stops its descent to interrupt them, explaining that the natives here are nomadic and likely just moved on to another part of the forest.

Sure enough upon searching the tree-top dwellings they find that virtually all the villagers' belongings are gone. The signs of revelry from last night are still there, largely left unattended though nothing of real value remains. Fortunately there are scavenging animals to take the edible spoils and scraps however, and it seems as though the bounty is going to a trundling bear the size of a boulder. Boosh shushes the genasi as the ursine beast turns its attention towards the ground where Scartezs has climbed down, but then it is no longer there as in an instant of grotesque violence the bridge becomes covered in crimson, half-shattered by a resounding impact as a blur of brown fur and sinew rips through the huge bear.

If Boosh had lungs their breath would have seized up right there as they bore witness to a true patukolai in the flesh, the thing's spinal tail slick with the blood of its recent kill. As it starts to ravenously grab up mouthfuls of flesh the alai slinks away, quaking in fear, and the perpetually dirty genasi jerks her elbow into her magician counterpart to snap him out of his stunned state as she slowly pulls him into cover. With a gesture and some supernatural words the two turn invisible and leap down towards the forest floor, landing onto the dirt pathway as light as a feather just as the lethal creature scavenging the empty settlement pounces where they stood seconds before.

Children of a Hundred Masks

In one of Vast Kaviya's dense forests there sits a verdant grove of thick trees with spiraling trunks that gives way to a small clearing where lush fauna and dense underbrush rise up to a network of treehouses, each of them connected by criss-crossing rope bridges high above the ground. It is here—within the network of rope, bark, and leaves—where one can find the Children of a Hundred Masks, a society of all kinds existing for and thriving in change. A proud group that are fierce protectors of natural change, they embrace the transient nature of life and are unwilling to allow for the interference of unnatural outside forces, knowing all too well the catastrophic effects that such meddling can bring about. The Children of a Hundred Masks live in a systematic hierarchy of those most in tune with the fluidity of the world at the top, those considered less aligned at the bottom; Nilaiyarra the Transient is their leader and the ultimate voice of change within their community, and below them falls the rest of the tribe.

SPIRALING WOODS

The Children of a Hundred Masks tend to travel from different regions within the large forest of the Spiraling Woods. Staying in the same place only as long as necessary (between 3 to 6 months depending on the season), their base of operations is usually scattered in appearance with erratic twists and turns of tree houses linked by rope bridges dozens of feet in the air. The entire region is set up in a circular labyrinthine pattern with the Nilaiyarra the Transient at the center of the domain and important locations spiraling from that central point, from humble homes and community areas to scouting posts set at the very edges of the settlement. Thus in appearance their home looks sparsely settled from the outside—and within there is a teeming culture with the latest gossip, information, and discussion of recent changes in the world nearby.

LEAVES IN THE WIND

Fleeting as a breeze and just as entropic, the Children of a Hundred Masks are ephemeral in nature, their mood and very being changing at the slightest shifts in thought or emotion. Considered to be erratic, they find themselves overtaken with a hint of madness from their constant shapeshifting for the mortal mind was not made to bear so many deep changes so rapidly. Regardless of their unique eccentricities, the Children of a Hundred Masks have strong ties to nature and often take on animalistic aspects out of respect for the wild. While free-spirited they still form close-knit groups and remain nomads, traveling from forest to forest shaping the woods to suit their needs and returning the environment around them to its original state before moving on.

The Children of a Hundred Masks never linger in one place for too long and leave almost no trace of their passing, unwilling to disturb the natural order of things and allowing for natural changes to occur. They are above all focused on the transient nature of life, focusing on the nature of change and allowing it to happen as it is meant to, not disrupted by the flow of the world unless Vast Kaviya wills it.

NILAIYARRA, THE TRANSIENT

The leader of the Children of a Hundred Masks is an individual in a constant state of flux. Nilaiyarra is a being not bound by any one moral code or set of rules and conduct. Depending on their mood they may take one course of action and then in a fit of another take a completely contradictory stance, a result of their inherent madness as a fractured soul (page 88). Nilaiyarra is very in tune with the natural state of the world of Vast Kaviya and should anything disrupt the natural flow of change they are inclined to take action to determine the root cause of this disturbance, and depending on their mood, decide whether to let it continue or stamp it out.

Her ephemeral subordinates all represent a different aspect within the world of Vast Kaviya and some take on the role more literally than metaphorically—they provide balanced counsel but each has unique understanding, visions, and beliefs about the world, often differing on when they deem that their kind must act in order to fulfill the role of caretakers protecting natural change.

Er (Air). Effervescent and whimsical, Er is the embodiment of the nature of the Children of a Hundred Masks' more playful and innocent facets. However when the need arises, she takes her role as an ephemeral very seriously.

Pumiyin (Earth). Firm and grounded, Pumiyin is an odd one out for the Children of a Hundred Masks. Although his nature is affected by the aspect he represents (tradition most of all) it is not as strong a pull as it appears on the surface.

Ivil (Evil). Deceitful and cunning, Ivil works to undermine Nilaiyarra and usurp their authority, hoping to one day become the face of the Children of a Hundred Masks and steer them towards bringing about his kind of changes to Vast Kaviya.

Ti (Fire). Robust and boastful, Ti is a wildfire that would burn endlessly to allow things to grow back anew over and over again. She is a wild one, emulating the destructive and creative forces of fire all at once.

Nalla (Good). Kind and gentle, Nalla is a firm believer in the Children of a Hundred Masks' work to sustain Vast Kaviya and their part of it as best they can without infringing on it. He is Nilaiyarra's most adamant supporter and is most often at odds with Ivil.

Nir (Water). Calm and curious, Nir is a very adaptable individual, taking everything in stride and trying to unravel the mysteries of the world around her as she goes. When not busy tending to the needs of Children of a Hundred Masks, she spends much of her time asking Nilaiyarra all sorts of questions.

WARRING WARLORDS

Nilaiyarra and the Children of a Hundred Masks are extremely chaotic and prone to flights of fancy but not totally inept. When the need arises they fight with other warlords, capture prisoners, or pay fealty to more powerful forces, but in general they strive to maintain the order of nature and allow the world change as it sees fit rather than allow others to control it.

Air. The Children of a Hundred Masks engage with other warlords of Air as equals and with respect—if there is a conflict that arises they send emissaries to resolve the matters peacefully.

Earth. Opposed by nature of beliefs and structure the Children of a Hundred Masks regard warlords of Earth with cautious curiosity, standing firm when they need to if there is conflict.

Evil. The Children of a Hundred Masks (with the exception of Ivil) are staunchly against any action taken by Evil warlords as they tend to cause strife, disrupting Vast Kaviya's natural flow—they are met with aggression.

Fire. The Children of a Hundred Masks respect warlords of Fire for how brightly they burn and admire their energy, but know that a candle which burns at both ends snuffs out quickly. The Children of a Hundred Masks tend to avoid getting too close to warlords of Fire lest they be burned.

Good. The Children of a Hundred Masks (with the exception of Nalla) feel that oftentimes Good warlords mean well in intent but are misguided. They oppose Good warlords at almost every turn for fear that ultimately harm will be done to Vast Kaviya.

Water. The Children of a Hundred Masks find that warlords of Water are like-minded enough to be respected and left to their own devices. It is only when these warlords go against them that they are spurred to action.

NPCS

Nilaiyarra is the undisputed leader of the Children of a Hundred Masks and their underlings are determined by how attuned they are to Vast Kaviya itself: first the ephemerals, next the evanescents, and then finally the sojourners. There are few that are as close to being attuned as Nilaiyarra and the ephemerals are part of the inner circle—cohorts in shaping the plans and moves of the Children of a Hundred Masks. Beneath their cloistered ranks are the more numerous evanescents, those who serve as the laypersons between the rest of the Children of a Hundred Masks and the upper echelons. At the very bottom rung are the sojourners, usually recent additions that have only been with the nomads for a few seasons.



Spinning Woods



SOJOURNER

Medium humanoid (elf), chaotic neutral

Armor Class 13 (leather)

HP 30 (3d8+6)

Speed 30 ft.

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

Saving Throws Dex +5, Cha +5

Skills Acrobatics +5, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elven, telepathy 30 ft.

Challenge 1 (200 XP)

Fey Ancestry. The sojourner has advantage on saving throws against being charmed, and magic can't put them to sleep.

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

Alternatively the sojourner can partially morph its body into a hybridized animalistic form to gain a bite and claw attacks.

ACTIONS

Multiattack. The sojourner makes two melee attacks with their shortsword, or one bite attack and one claw attack, or two ranged attacks with their longbow.

Shortsword. *Melee Weapon Attack:*

+5 to hit, reach 5 ft., one target.

Hit: 7 (1d6+4) slashing damage.

Longbow. *Ranged Weapon Attack:*

+5 to hit, range 150/600 ft., one target.

Hit: 8 (1d8+4) piercing damage.

Bite (Hybrid form only). *Melee Weapon Attack:*

+5 to hit, reach 5 ft., one target.

Hit: 5 (1d4+2) piercing damage.

Claw (Hybrid form only). *Melee Weapon Attack:*

+5 to hit, reach 5 ft., one target.

Hit: 4 (1d4+2) slashing damage.



The newest recruits to the Children of a Hundred Masks come from all manner of lives—escaped slaves, prisoners of war, and the like join the enclave once they are initiated and are of a like mind in sync with the rest of the attuned. Most often they are set on patrols on the borders of the camp, serving as scouts and foot soldiers in times of war.

EVANESCENT

Medium humanoid (elf), chaotic neutral

Armor Class 14 (leather)

HP 60 (6d8+12)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5

Skills Acrobatics +8, Animal Handling +5,
Deception +6

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elven, telepathy 30 ft.

Challenge 3 (700 XP)

Ambusher. In the first round of combat, the evanescent has advantage on attack rolls on any creature they have surprised.

Fey Ancestry. The evanescent has advantage on saving throws against being charmed, and magic can't put them to sleep.

Shapechanger. The evanescent can use its action to polymorph into a small or medium humanoid it has seen, or back into its true form. Its statistics, other than its size are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies or becomes unconscious. Alternatively the evanescent can partially morph its body into a hybridized animalistic form to gain a bite and claws attacks.

ACTIONS

Multiattack. The evanescent makes two melee attacks with their shortsword, or three ranged attacks with their longbow.

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

Hit: 6 (1d6+3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target.

Hit: 8 (1d8+3) piercing damage.

Bite (Hybrid form only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d4+2) piercing damage.

Claw (Hybrid form only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4+2) slashing damage.

REACTIONS

Uncanny Dodge. When an attacker that the evanescent can see hits them with an attack, the evanescent can use their reaction to halve the attack's damage against them.

The go-betweens serving as middlemen in the Children of a Hundred Masks' tribal structure relay orders from the ephemerals to the sojourners (as well as other instructions such as when to begin preparations for moving camp). In times of conflict they serve in the functionary roles of leaders for groups of sojourner squads.



EPHEMERAL

Medium humanoid (elf), chaotic neutral

Armor Class 15 (leather)

HP 90 (9d8+18)

Speed 40 ft.

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

Saving Throws Dex +6, Wis +3

Skills Acrobatics +6, Deception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elven, telepathy 60 ft.

Challenge 5 (1,800XP)

Ambusher. In the first round of combat, the ephemeral has advantage on attack rolls on any creature they have surprised.

Fey Ancestry. The ephemeral has advantage on saving throws against being charmed, and magic can't put them to sleep.

Shapechanger. The ephemeral can use its action to polymorph into a small or medium creature it has seen, or back into its true form. Its statistics, other than its size are the same in each form. Any equipment it is wearing or carrying is transformed. It reverts to its true form if it dies or becomes unconscious. Alternatively the ephemeral can partially morph its body into a hybridized animalistic form to gain a bite and claws attacks.

ACTIONS

Multiattack. The ephemeral makes two melee attacks with their scimitar, or three ranged attacks with their longbow.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+3) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+3) piercing damage.

Bite (Hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) piercing damage.

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

Read Thoughts. The ephemeral magically reads the surface thoughts of one creature within 30 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the ephemeral can continue reading its thoughts as long as the ephemeral's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the ephemeral has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, Persuasion) checks against the target.

REACTIONS

Uncanny Dodge. When an attacker that the ephemeral can see hits them with an attack, the ephemeral can use their reaction to halve the attack's damage against them.



The ephemerals are the generals of the Children of a Hundred Masks and serve as Nilaiyarra's council on all matters.

NILAIYARRA THE TRANSIENT

Medium humanoid (elf), chaotic neutral

Armor Class 16 (leather)

HP 132 (12d8+36)

Speed 40 ft.

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

Saving Throws Con +6, Wis +6,

Skills Arcana +4, Medicine +6, Nature +6, Perception +6

Senses darkvision 90 ft., passive Perception 14

Languages Common, Elven, Druidic, telepathy 90 ft.

Challenge 7 (3,000 XP)

Fey Ancestry. Nilaiyarra has advantage on saving throws against being charmed, and magic can't put them to sleep.

Magic Resistance. Nilaiyarra has advantage on saving throws against spells and magical effects.

Natural Weaponry. Nilaiyarra can freely shape their form at will creating a hybridized animalistic form gaining a bite and claws for attacks as an action.

Spellcasting. Nilaiyarra is a 5th-level spellcaster. Their spellcasting ability is Wisdom (DC 15, +8 to hit with spell attacks).

She has the following spells prepared from the druid's spell list.

Cantrips (at will): *druidcraft*., *produce flame*, *resistance*

1st level spells (4 slots): *animal friendship*, *cure wounds*, *entangle*, *thunderwave*

2nd level spells (3 slots): *animal messenger*, *flame blade*, *pass without trace*

3rd level spells (2 slots): *call lightning*, *speak with plants*

ACTIONS

Multiattack. Nilaiyarra makes three melee attacks with their glaive, or one with their bite and two with their claws.

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d10+3) slashing damage.

Bite (Hybrid form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 7 (1d6+3) piercing damage.

Claw (Hybrid form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) slashing damage.

Alluring Presence. Each creature Nilaiyarra chooses within 60 feet of them and aware of Nilaiyarra must succeed a DC 15 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 a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Nilaiyarra's alluring presence for the next 24 hours.

Read Thoughts. Nilaiyarra magically reads the surface thoughts of one creature within 30 feet. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Nilaiyarra can continue reading its thoughts as long as Nilaiyarra's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Nilaiyarra has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, Persuasion) checks against the target.

REACTIONS

Parry. Nilaiyarra adds 3 to their AC against one melee attack that would hit them. To do so, they must see the attacker and be wielding a melee weapon.

Nilaiyarra is a force of nature and they strive to keep things in balance. What that might mean changes from day to day and season to season, even sometimes hour to hour, but they are also a being in flux—shifting from one direction to the next with seemingly no connections between the two. This is not to say that Nilaiyarra is without direction however, they simply change their whims to suit the fancy of Vast Kaviya itself (as they see it). As the wise leader of the Children of a Hundred Masks, they rarely go out of their way to seek unnecessary conflict for these violent instances disrupt the flow of the world. It is only when something is brought their attention that would disturb the flow of nature that their peoples are moved to action; otherwise they are content to remain amongst themselves pondering the nature of their world.



It had been nearly a month since the fugitive band spotted any kanca following them, but to make certain that they left no tracks they quickly fashion a raft and head downriver. Morxalim proves to be an old hand at sailing, using their experience to ride the current and their elven senses to easily navigate by the passing of the moons, and the mobility of little Herleva keeps the makeshift vessel afloat more than once. After several days they reach the open sea, finding warm waters some miles off an idyllic coast and eventually a small set of islands—and another settlement, this one of simple straw dwellings.

As they float up to the main landmass there's a collective sigh of relief when the locals come out of their homes to greet them not with weapons but small gifts and items for trade. The islanders prove to be outgoing and generous, accepting the new arrivals with open arms and kind hearts. Even Fodmaeck makes some friends among the villagers—only the old man Joshua remains aloof and distant. Time and again he pulls them aside, a wild look coming over his face as he urges them to leave as soon as they can, that the time is approaching where their lives will be in great danger.

Then a raging tempest falls onto the archipelago, a storm of such ferocity it as though hell itself has been unleashed upon the water. Using the raft as a lean-to and huddling against gigantic boulders throughout the night, they suffer through savage torrents of rain, vicious winds, booming thunder, and constant lightning strikes in a fury of nature unlike anything any of them have seen before. When they awaken the next morning the islanders' dwellings are destroyed and bits of broken coral litter the sand like motes of light in the night sky, but there's little time to wonder over the sight. The villagers are enraged, their eyes filled with bloodlust, spears brandished in their hands, warcries screaming out of their throats.

Their hosts' sudden change from gracious to murderous leaves most of the explorers in shock, but Herleva springs into action and drags the raft out onto the water. The rest of the halfling's companions follow and soon the dwarves are paddling as hard as they can, churning across the sea and away from pursuit until Kovrolin shouts out in pain, a fresh wound appearing on her arm to spill crimson into the churning surf. Morxalim jumps back in fear, grasping at her simple lunar amulet as a shark leaps out of the water to attack once more. The group's monk batters at the creature with a few deft strikes before it drifts away and starts to transform, whirling in the waves and changing its shape to become a thing that is not quite a man or a shark, primordial power roiling off of it that seizes their hearts in fear—there is nowhere left for them to run.

The Awakened Reef Tohgai

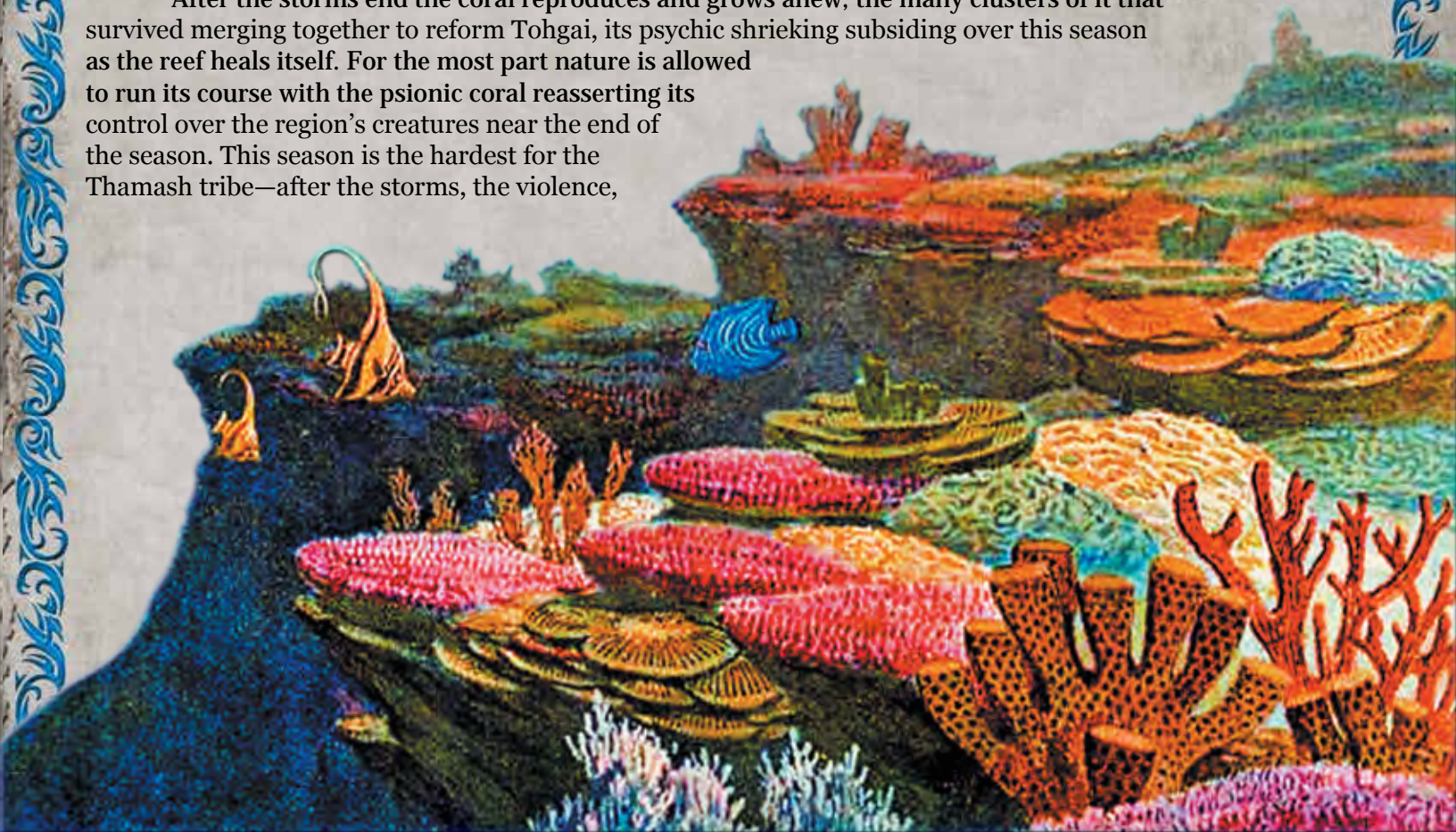
The Thamash Archipelago is a group of four small islands and several islets divided by clear shallow waters. Nestled among small forests on the beaches of the two largest and closest are the villages of the Thamash tribe. Many tales are told of these strange peoples—some travelers say that when they reached the islands, after narrowly escaping the jaws of a massive dark shark they were attacked by screaming savages. Traders from neighboring regions instead speak of the polite people that met their ships, riding on wooden crafts pulled by fishes, to barter beautiful coral jewels in exchange for grains and other food. Meanwhile sailors from the south recall being boarded by tall warriors with long, jagged weapons who interrogated them, screamed at them, and killed some of their companions in pursuit of knowledge regarding the weather and storms.

The isles themselves are somewhat notorious for being out of the ordinary. The waters around and between them are lush with sea-life, yet fishing is nearly impossible as the nets of all foreigners always come up nearly empty. During the bad season when the storms hit, the archipelago is often also shaken by tremors and earthquakes. Despite these oddities, with every year whole crews of a few ships who venture close decide to stay and join the Thamash, gifting their vessels to the tribe.

THAMASH ARCHIPELAGO'S SEASONS

Everything in the archipelago changes with the seasons and although the tropical region is always warm, cyclones and typhoons come on the tail of the hottest weeks of the year—when these storms hit they wreck the coral, shattering the network of tiny creatures that are Tohgai's core and rending at its brain. When its mind is fractured the resulting psionic wail is felt by all creatures that call the region home. The people from the tribe are tortured by nightmares even when they are awake, and can't help but lash out screaming at anything or anyone they don't recognize. The fish and the other sea-life enter a frenzy as their instincts, usually kept under control by the influence of the coral, are suddenly unbridled; they feed and reproduce with wanton abandon, rushing along the circle of life. Black (in its monstrous shark form) attacks on sight everything larger than a morsel. Even the land itself appears to react as earthquakes shake the islands. The tectonic disturbances are actually caused by Kuh, who stirs disturbed in its slumber and attempts to free itself of its rocky prison. On the islands Joshua the Fisherman, through practiced meditation, is able to maintain his sanity through the season and tries to contain the damage the other inhabitants of the archipelago would do to themselves.

After the storms end the coral reproduces and grows anew, the many clusters of it that survived merging together to reform Tohgai, its psychic shrieking subsiding over this season as the reef heals itself. For the most part nature is allowed to run its course with the psionic coral reasserting its control over the region's creatures near the end of the season. This season is the hardest for the Thamash tribe—after the storms, the violence,



and the earthquakes it's time for the survivors to pick up the pieces and rebuild without the guidance of their patron. The people are not completely under the sway of Tohgai but as it becomes whole again it whispers in their minds, guiding them, and Joshua the Fisherman helps everyone to mend and recover, keeping them together until Black is able to assume its humanoid shape and its role as shepherd to the tribe.

In the next season Black and Joshua—fully integrated as parts of the psionic network and willing slaves to Tohgai's will—organize trading and raiding parties to fetch enough provisions for the community and to finally break the cycle, preventing the storms from coming to disrupt their patron again. Tohgai's powers are at their apex to the point that tendrils of its will worm their way into Kuh's mind, probing that ancient well of knowledge. When a task becomes crucial for the Awakened Reef and the archipelago, the coral takes control of the situation in its entirety—the creatures living nearby becoming little more than drones possessed by the will of Tohgai.

IN TOHGAI'S MIND

The Awakened Reef knows two things that are always at the fore of its thoughts: something or someone is obviously sending forth the cyclones to attack it, and the more creatures and people it manages to bind to its will the easier it is to come back to consciousness after the storms wreck the islands. These two ideas inform and guide all of Tohgai's decisions. Its leadership is for the most part benign and in the communal interest, but it has no qualms in sacrificing some of the people of the archipelago if it sees an advantage to doing so.

LIFE IN THAMASH

The people of the archipelago travel between their two villages on small two-hulled canoes or by paddling on a wooden board. Larger seafaring vessels cannot make land on the islands themselves, the waters around them too shallow, but each is small enough that it's possible to walk their coasts entirely in less than a couple of hours. Every year young adults compete in swim races between the islands and the strongest swimmers are chosen to become vessels of Tohgai, leading a ship out into the ocean to investigate the source of the storms.

Large scale agriculture and animal breeding are impossible in the archipelago so the people are always ready to trade for long-lasting food from passing travelers. Moreover, the islands are poor in natural resources—the small forests provide enough wood for the tiny huts and homes the Thamash live in, and for their small crafts, but not for building anything larger. Everything

must be bought or taken from foreigners. It's doubtful that the settlements would still be inhabited if not for the ships that Tohgai attracts—and the sailors its mental influences entrap, the reason why people of many different races are part of the tribe.

Eye of Kuh. In the archipelago's center is a large blue hole known as the Eye of Kuh. No one—not even Joshua—can recall why it is named that, or what waits in the depths beneath the shallow waters. There have been no explorers that survived to tell of what's below and even Black is reticent to find out.

WARRING WARLORDS

Tohgai focuses for the most part on defense: every year the storms wreak havoc on it and the archipelago, the following months spent rebuilding. Nonetheless at least one or two ships are sent out into the oceans each year to explore and learn whatever they can to bolster the Awakened Reef's chances for the next season.

Air. Tohgai's forces are openly hostile against these warlords because the Awakened Reef suspects one or several of them is the secret cause of the storms attacking Thamash every year. Whenever possible their forces are captured, tortured, interrogated, and finally turned into mindless drones.

Water. The Awakened Reef feels an instinctual kinship to some of these warlords, especially those that are strong in the powers of the mind. Its end-goal is still their assimilation but for them Tohgai prefers peaceful solutions.

All others. Tohgai sees every creature with a mind as an opportunity to expand its consciousness. Depending on the season it is more aggressive (during or after the storms) or diplomatic in its attempts to persuade newcomers to submit and be assimilated. Mindless creatures like constructs are seen as things to be destroyed if they are not useful.

NPCS

Most people from the Thamash Archipelago are used to a rough existence—surviving longer than a turn of the seasons requires beyond average mental and physical fortitude—and use the statistics for **tribal warriors**. During and right after the storm season they are aggressive to any stranger regardless of their own safety and gain the Reckless trait (at the start of its turn, the tribal warrior can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.)

Phamash Archipelago

Ship
Anchorage

Eye of Rub



Ship
Anchorage

We don't want you to leave.
WE DO NOT WANT YOU TO LEAVE!
WE DO NOT WANT YOU TO LEAVE.
YOU WILL NOT LEAVE.
YOU WILL NOT LEAVE.

—Tohgai

As the cyclone season approaches Tohgai can better organize its people to hunt for the source of the bad weather: they range as bands of 4 to 6 usually led by someone who reports directly to Joshua the Fisherman. The band chief uses the statistics of a **bandit captain** with the following changes: they usually wield a spear rather than a scimitar and have the Pack Tactics trait just like the **tribal warriors**.

In this season one can also meet with groups of sailors, merchants, or pirates that decided to settle down and join the tribes. The reasons they mention for their change of life are disparate (the weather, the food, the hospitality), but perceptive adventurers may suspect something is amiss by the short pauses and empty stares of these people when they are asked why they won't leave.

At any time of the year, the Awakened Reef's influence grants all its people the following trait:

Part of the Mind. Thanks to the psionic mesh that is Tohgai, the creature has advantage on saving throws against being charmed or frightened.



KUH

This **kraken** is trapped under the archipelago by Tohgai's mental powers, keeping the monster dormant, and old rituals literally bind it to the ocean floor beneath the reef. During the storm season, however, Kuh stirs and causes earthquakes above. If the monster is released its first order of business is to utterly destroy Tohgai and the whole Thamash Archipelago that for so long have been its jailer and prison.

TOHGAI DRONE

These people are failed early attempts by Tohgai to impose direct control on a person's actions. Some are created every year in the season after the storms when the Awakened Reef is prone to mentally lash out. The mind of the original individual has been wiped away entirely to leave only a husk, moving around in a decidedly alien mockery of natural movements.

For a Tohgai Drone use the statistics of a **gladiator** with the following changes: since it lacks a mind of its own, the Tohgai Drone is immune to the frightened and charmed conditions, and the mind driving the body cares little for it giving the creature the Reckless trait.

JOSHUA THE FISHERMAN

Medium humanoid (human), neutral warlock (hivemind) 11

Armor Class 12 (15 with mage armor)

Hit Points 60 (11d8+11) + 15 temporary hp

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (+1)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Wis +6, Cha +8

Skills Arcana +6, Deception +8, Nature +6, Persuasion +8

Condition Immunities charmed, frightened

Senses passive Perception 12

Languages Common, any one additional language, telepathy 30 ft.

Challenge 6 (2,300 XP)

Innate Spellcasting. Joshua's innate spellcasting ability is Charisma (spell save DC 16). He can innately cast the following spells, requiring no components:

At will: *calm emotions*, *mage armor* (self only),
speak with animals

1/day: *compulsion*, *confusion*

Pact Magic (Recharge on Short Rest). Joshua is an 11th level spellcaster. His spellcasting ability is Charisma (spell save DC 16; +8 to hit with spell attacks). He knows the following warlock spells:

Cantrips: *chill touch*, *eldritch blast*, *prestidigitation*,
vicious mockery

5th level (3 slots): *command*, *compulsion*, *confusion*,
detect thoughts, *dominate beast*, *dominate person*,
dream, *fear*, *misty step*, *suggestion*

Safety in Unity (1/Short Rest). Joshua has 15 temporary hit points. While he has temporary hit points from this feature, a creature that damages him with an attack or spell takes psychic damage equal to half the number of temporary hit points lost.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 2 (1d6-1) piercing damage, or 3 (1d8-1) piercing damage if wielded with two hands.

Eldritch Blast. *Ranged Spell Attack:* +8 to hit, range 120 ft., three beams at up to three targets.

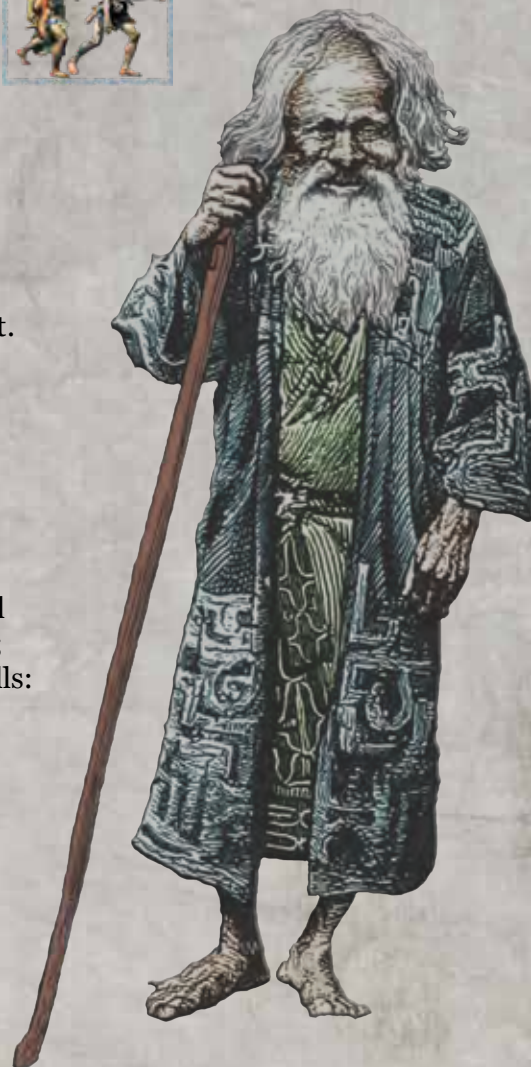
Hit: 9 (1d10+4) force damage.

REACTIONS

Mind Lash (1/Short Rest). When Joshua is damaged by a creature he can see within 30 feet, he can use his reaction to lash out at its mind. The creature must make a DC 16 Intelligence saving throw. It takes 11 (2d10) psychic damage on a failed save, or half as much on a successful one.

Joshua the Fisherman is a quiet, thin, balding man of middle-age. He wears little, smiles often, always has a kind word to spare for his fellows in Thamash, and when he isn't helping someone he's usually nodding and humming to himself as he keeps a dialogue up with Tohgai. Joshua is generally friendly to strangers and even tries to avoid direct violent engagement against hostile parties, preferring to maneuver enemies into a position of weakness where he's backed up by some of the other tribespeople.

What makes him most remarkable is that Joshua is the human who's been joined with Tohgai for the longest time, thus he sees it as his duty to protect the archipelago and the Awakened Reef below its waters. He embodies the more calm aspects of Tohgai—if he's incapacitated or otherwise separated from the coral consciousness it becomes unruly and aggressive, rashly lashing out at anyone and anything that it thinks might be responsible.



BLACK (SHARK FORM)

Huge beast, neutral

Armor Class 15 (natural armor)

Hit Points 126 (11d12+55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	6 (−2)	10 (+0)	5 (−3)

Skills Perception +6

Senses passive Perception 16

Languages Common, telepathy 30 ft.

Challenge 7 (2,900 XP)

Amphibious. Black can breathe air and water.

Blood Frenzy. Black has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Hunter of the Waves. Black has advantage on Wisdom (Perception) and Wisdom (Survival) checks made to track creatures in water.

Shapechanger. Black can use its bonus action to transform from its true shark form to its humanoid form. Black reverts to its shark form if it dies.

ACTIONS

Multiattack. In shark form, Black makes two bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) piercing damage.

Hatching more than three decades ago in oceans far from the archipelago, for the first few years of its life this monstrous shark followed the currents and schools of fishes, eating ever larger prey and growing into a true alpha predator. Years ago—not long before the season of the storms—it fell upon a small ship, sunk it, and ate all its crew. The people on the vessel were from Thamash and as their blood tinted the waters Black felt itself change; in their spasms, their connection with Tohgai had jumped to the huge shark's mind.

Black was driven to the archipelago and became its protector. Its intelligence grew and it learned some magic, as well as the ability to polymorph into a humanoid form. On two legs it found it much easier to interact with people—as long as they can get beyond the black-scaled skin and the too-wide smile full of sharp teeth. Short of temper, Black sees enemies as prey and is always looking forward to a challenge, leading the opposition to water where it can unleash its true form. Black embodies the aggressive aspects of Tohgai and when incapacitated or otherwise separated from the coral consciousness, the Awakened Reef is less prone to act rashly, meticulously planning for the retaliation most likely to succeed and expand its reach.

(HUMANOID FORM)

Medium humanoid, neutral

Armor Class 15 (natural armor)

Hit Points 126 (17d8+51)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	17 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5

Skills Perception +6

Senses passive Perception 16

Languages Common, telepathy 30 ft.

Challenge 5 (1,800 XP)

Amphibious. Black can breathe both air and water.

Hunter of the Waves. Black has advantage on Wisdom (Perception) and Wisdom (Survival) checks made to track creatures in water.

Innate Spellcasting. Black's innate spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *command*, *create or destroy water*, *calm emotions*, *speak with animals*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *fear*, *major image*

Shapechanger. Black can use its bonus action to transform from its humanoid form back to its true shark form. Black reverts to its shark form if it dies.

ACTIONS

Multiattack. In humanoid form, Black makes three melee attacks, only one of which can be with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 10 (1d12+4) piercing damage.

Dagger of Venom. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4+5) magical piercing damage.

Envenom Dagger (1/Day). Black causes poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute.



TOHGAI THE AWAKENED REEF

Gargantuan swarm of tiny beasts, neutral

Armor Class 16 (natural armor)

Hit Points 150 (20d12+20)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	16 (+3)	14 (+2)	23 (+6)

Saving Throws Wis +5, Cha +9

Skills Arcana +9, Deception +9, Nature +6, Persuasion +9

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 1,000 ft.

Languages telepathy 1,000 ft.

Challenge 8 (3,900 XP)

Its Own Lair. Being the sum of uncountable creatures joining their minds

over the entire surface of the Thamash Archipelago, Tohgai's statistics are for an unmovable swarm that is also simultaneously a lair. Its space is equal to the Thamash Archipelago and its shallows. Tohgai can occupy another creature's space and vice versa. Any creature that is part of Tohgai's hivemind (including all sea-life in its lair) can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Multiaction. Tohgai can take two actions in its turn, only one of which can be Hollowing Blast or Hollowing Seed.

Biting Morays. *Melee Weapon Attack:* +4 to hit, reach 10 ft., multiple targets (all creatures within reach). *Hit:* 6 (1d8+2) piercing damage.

Current of Jellyfish. *Ranged Weapon Attack:* +4 to hit, range 500/1,000 ft., multiple targets (50-foot by 50-foot cube). *Hit:* 5 (1d6+2) acid damage plus 3 (1d6) poison damage.

Hollowing Blast (Recharge 5–6). Tohgai focuses a psychic lance at the mind of a creature it can see. The target must make a DC 17 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one.

Hollowing Seed (Recharge 5–6). Tohgai instills a seed of its consciousness into a creature it can see. At the beginning of each of its turns, the target must make a DC 17 Wisdom saving throw, taking 9 (2d8) psychic damage on a failed save, or half as much on a successful one. This effect ends after the third successful saving throw. If damage from this attack drops a creature to 0 hit point or less, its mind is shattered as it becomes an empty husk controlled by Tohgai (a Tohgai drone).

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), Tohgai can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, Tohgai can't use one until after its first turn in the combat. Tohgai can't use the same lair action two rounds in a row.

- Tohgai reads the intentions of its enemies and it gains advantage on saving throws until the end of the round.
- One creature that Tohgai can see immediately takes an additional action, spurred by the Awakened Reef's mental commands.
- A creature that Tohgai can see must make a DC 17 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn.

The Awakened Reef wants to expand and grow by assimilating creatures, joining their minds into its own. In the seasons when it is whole Tohgai is able to accept temporary alliances with foreigners to pursue its goals, then during or after the storms it tries to forcibly take control of them to speed up the recovery of its full faculties. As long as Joshua is part of the Awakened Reef's consciousness Tohgai attempts to use nonviolent means to convince or coerce people to join them, but should an actual fight break out the coral hivemind calls upon all its thralls to fight in its defense to their last breath.



The insanity of the islanders from weeks ago would be a welcome change from the harshness of the vast badlands Kovrolin and her crew are marching across. Morxalim is being worn down by the climate and terrain, occasionally suffering nosebleeds they try their best to hide from the others but Herleva—still silent after all these months—has spotted a bit of the ‘elf’s’ green blood and is growing suspicious. The dwarves are bickering day and night for over a week now, and everyone’s temper is made all the shorter shorter by it

It’s as they ponder the desperate nature of their situation that Morxalim spots a vast, grand tree in the far distance and small, simple buildings around it—a genuine prospect of true respite from the exhausting landscape. After waiting a moment to make certain it’s not a mirage she croaks out, “there! A tree and some huts! There must be water nearby!” Kovrolin licks her parched lips and looks ahead with her keen eyes, nodding enthusiastically in agreement. The halfling stops in her tracks however, shaking her head and emphatically points away to the crew’s left.

A trio of jackal-men rush out of a shallow gulch to the west in a pitched sprint, a trail of dust billowing from behind. One of the beast-like warriors lets out a supernatural howl and suddenly the pack dashes twice as fast, crossing hundreds of feet in a matter of seconds. Only the halfling monk is ready when the gnolls smash into them, blades out and slashing—except for the hunter that goes down from her flying kick. Fodmaeck whirls around his yowling attacker into a flank with Kovrolin who easily slips into her dagger deep into its flesh, killing another. Morxalim makes as though they’re fainting from fatigue and shock, falling onto the ground and letting the last of the ambushers run past only to lash out and grab a pawed-foot that makes the rest of the creature collide with the dirt.

Being on the ground between the dwarven duo makes the downed gnoll practically helpless and the two make quick work of finishing the battle, but their victory is a short-lived one as a horde of throats cry out from the direction of the huge tree. Herleva looks briefly at what could create such a noise—no less than a dozen of the jackal-warriors with a feral appearance completed by bloodshot eyes—then turns towards where their ambushers came, quickly loping into a sprinting run and soon joined by Morxalim as the elf picks themselves up and does the same, watching their new pursuers turn to follow. Fodmaeck and Kovrolin share a quick glance before nodding, spending a few precious seconds stripping what they can from the corpses of the dead gnolls, then dashing along behind their companions into the gulley and almost certainly more bloodshed.

The Beast of Three Karm'ra

The Xerica is an arid subtropical grassland. Bound by a rain forest on one side and a desert on the other, it is a large region with a long dry season and a very short but intense rainy season. Only the most hardy of humanoids can claim it as their home yet just as the Xerica is wild and untamed so too is its spiritual patron. Karm'ra, the Beast of Three, is the embodiment of three traits critical to survival in the harsh savanna: courage, stamina, and self-reliance.

Karm'ra is most often represented as a beast with three heads: lion, goat, and dragon. It is perhaps no coincidence that the chimera is the dominant creature in the land, however even the dreaded xerican chimera is merely a mortal and not (as is often believed) the physical form of Karm'ra itself. Still the monster is both feared and revered as sacred. It does seem to be favored for while it can fly, the xerican chimera can also teleport short distances via the Kaṇavu-Valai and has an antimagical defense that its kin in other regions lack.

TREE OF KARM'RA

The gnolls of the Xerica have built a religion around the worship of Karm'ra and are able to work some minor miracles by tapping into the spiritual patron's power. Over the past several years an enterprising and cunning manticore named Merthykhuwar realized he could take advantage of the gnolls' religious beliefs. He now sits at the head of a manticore pride as well as several gnoll tribes, using their faith to his own ends and convincing the gnolls of the need for both animal and humanoid sacrifice to ensure good harvests, sufficient rains during the wet season, successful raids, and the like. This convenient arrangement provides the manticores with fresh meat to supplement their own hunts, and offers strength and protection to the gnoll tribes who pay this tribute. Although most of the gnolls live in tribal villages on the ground, Merthykhuwar lairs in a giant baobab tree with a retinue of elite warriors and shamans kept nearby to better serve the manticores—ostensibly serving the Beast of Three in the process.

XERICAN BAOBAB ROOT

The Xerica is famous for its baobab trees, mostly because of their huge size and for being favored breeding grounds for the region's wild manticores—however the roots of xerican baobab trees also have antimagic properties, known with a successful DC 19 Intelligence (Arcana) or DC 19 Wisdom (Survival) check.

The live tree roots of the most ancient trees have an antimagic aura surrounding them. The roots and any area within 5 feet of the roots behave as if affected by a permanent *antimagic field* spell. In addition, the collective aura of a baobab grove disrupts the strands of the Kaṇavu-Valai enough to prevent magical transport into or out of any location within 1 mile of the grove.

Roots from a dead tree, or roots cut away from a living tree, do not retain the aura. However when ground to a fine powder, xerican baobab root can be used as the material components for the *antimagic field* spell, and are a key ingredient in a potion that can produce an antimagic effect around its imbiber for a short time. Gnoll tribal shamans are rumored to have the skill to brew this concoction, but its other rare ingredients (chimera scales) are very difficult to come by.

DRAUGHT OF ANTIMAGICAL AURA

Potion, Very Rare

This bitter potion is made from the roots of xerican baobab trees and the tail scales of a chimera. When you drink this potion, you gain the effect of the *antimagic field* spell for 1 minute (no concentration required) or until you end the effect as a bonus action.

CROSSING THE XERICA

Crossing the Xerica can take 3 to 4 weeks of difficult and dangerous travel.

Exhaustion & Acclimatization.

The terrain and climate are straining on those unaccustomed to the region.

- Even with normal rest, food, and water, at the end of each week a creature is in the Xerica it gains 1 level of exhaustion that cannot be reduced by normal means. However, at the end of each week, it also makes an acclimatization saving throw, similar to a death saving throw. Roll a d20; a roll of 10 or higher is a success. On a success, its exhaustion level is not reduced, but on the second success, it becomes acclimated. On the second failure, however, it gains an additional level of exhaustion. The successes and failures don't need to be consecutive.
- Once acclimated, a creature no longer suffers weekly exhaustion while in the Xerica and can recover all exhaustion levels as normal. If an acclimated creature spends more than 6 months outside the Xerica, it has advantage on rolls to re-acclimate upon returning.



THE BALANCE OF POWER

The wild manticores and the gnolls of the Xerica have always been natural enemies but Merthykhuwar changed that, challenging and killing the pack chieftains of three tribes in ritual combat, uniting them, and taking the name Clan Karm'ra.

- **Grand Vizier: Merthykhuwar.** A cunning and conniving leader, Merthykhuwar claims that dominating the tribes was not actually his idea—though he did execute it with flawless precision.
- **High Priestess of the Hunt: Nayani.** The best of Merthykhuwar's huntresses leads the hunt when the pride is in need of food. Nayani and all the huntresses use the statistics for a [manticore](#).) She (and by extension the huntresses) remains loyal to Merthykhuwar for as long as he is unchallenged by another male manticore.
- **Head Shaman: Dubuk.** An ambitious shundwa gnoll, Dubuk already had the ear of his pack chieftain but after being cornered by Nayani and Merthykhuwar's huntresses, he made a deal with the manticores.

It was Dubuk who gave Merthykhuwar the idea for overthrowing the pack's leadership by ritual challenge, he's the manticore's link to the gnoll tribes, and the two schemers understand the tenuous and symbiotic relationship they share.

Tree

of

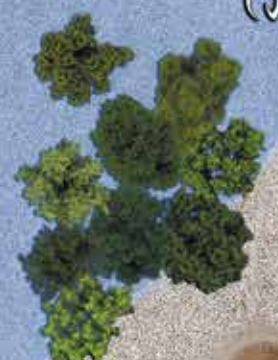
Antimagic

Field

Field of

Antimagic

Boabab Tree



- **Gnoll Pack Chieftains: Clan Nibi, Clan Fisi, Clan Madoa and Clan Miraba.** As powerful as Merthykhuwar and Clan Karm'ra are, the Xerica is too vast for one manticore to hold sway over all the indigenous tribes. Of the various gnoll tribes, the ones whose territory most closely borders that of Clan Karm'ra are Clan Nibi, Clan Fisi, Clan Madoa, and Clan Miraba. They generally stay out of each other's way, though tension in the region is high. Each clan has their own warriors and shamans, as well as a pack chieftain (use the statistics of a [berserker](#) with the racial features of a spotted gnoll: Constitution increased by 1, hit points increased by 1 per hit die, darkvision 60 ft., Rampage).
- **The Apex Predator: Karm'ra.** A xerican chimera that roams the land has been dubbed 'Karm'ra' by the gnolls. For its part the monster hunts indiscriminately, taking and eating whatever and whenever it wants, and it is likely oblivious to—or perhaps amused by—the religious antics of those in its hunting grounds. The region is vast and the chimera roams its entirety, killing when hungry then resting when tired, though the exact location of its lair is usually unknown as it changes over time. It seems to be the only one of its kind and legends say it has roamed the savanna since time began. In reality the chimera is female and gives birth to a female cub near the end of her life (how she is impregnated is a mystery as there have never been any sightings of male xerican chimera).

WARRING WARLORDS

As the head of Clan Karm'ra, Merthykhuwar is fierce and powerful, yet he also knows the Law of the Xerica: take what you must and nothing more. The region's ecology is volatile but ultimately balanced—taking more than is necessary endangers everyone in the long run. Dubuk has warned that their alliance has already tipped the scales a bit, and has advised Merthykhuwar to be open to trade and peace agreements with other tribes in the area. However threats from outside the Xerica are another matter altogether. Merthykhuwar and Clan Karm'ra do not take territorial invaders lightly and typically attack at the slightest provocation.

Air. Whether weaker, equals, or stronger than his own forces, Merthykhuwar does not capitulate against these enemies and fights them to the death on the battlefield.

Earth. If these enemies are weaker, Merthykhuwar captures them as prisoners, but if facing relatively equal or even greater foes they fight until one side is utterly destroyed.

Evil or Fire. If these enemies are weaker, Merthykhuwar captures them as prisoners or demands tribute. When facing foes of equal or greater power however, he may try to strike an alliance (which he keeps until it stops being convenient to do so).

Good. If these enemies are weaker, Merthykhuwar captures them as prisoners. When facing foes of equal or greater power, he attempts to avoid and ignore them as much as possible rather than deal with confrontation.

Water. If these enemies are weaker, Merthykhuwar captures them as prisoners. When facing foes of equal or greater power however, he may try to strike an alliance (which he keeps until it stops being convenient to do so).

KUTUPWANJE: THE EXILED

While life in the Xerica can be hard, few native inhabitants choose to leave its boundaries of their own accord. Many of those found outside their homeland are exiles, forced out as punishment for betraying their tribe or killing for sport or some other unforgivable act. Yet there are also those whose curiosity or spirit of adventure calls too loudly to be ignored, driving them out into the wider world as surely as an edict of exile. Though their reasons vary and some never make it back, the one thing most Xerican travelers have in common is the desire to eventually return home and be reunited with the spirit of Karm'ra.

NPCS

The self-proclaimed grand vizier is no fool and recognizes that his current position of power is based in equal parts on fear and lies—in combination these two factors keep the superstitious gnolls in check and he cultivates a bit of both as part of his regime. He's wary of ambition and betrayal however and keeps his advisors on their toes by instigating minor rivalries among them. The chimera in the region remains a wild card in the scheme of things, but Merthykhuwar accepts he has no control over that particular aspect of life in the Xerica. The best he can do is attempt to identify Karm'ra's current whereabouts and track its movements whenever possible.

PACK WARRIOR OF KARM'RA

Medium humanoid (gnoll), chaotic neutral

Armor Class 15 (hide, shield)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (−2)	10 (+0)	7 (−2)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnoll

Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

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

ACTIONS

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

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

Hit: 5 (1d4+3) piercing damage.

Spear (3). *Melee or Ranged Weapon Attack:*

+5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if wielded in two hands.

Pack warriors make up the bulk of a gnoll tribe's fighting force, and while individually they are vicious and lethal, when attacking en masse they are a relentless horde. Most warriors are of the brawnier nyang'au descent but shundwa warriors can be just as brutal. In combat they are fearless, favoring numbers and ferocity as their primary (if somewhat rudimentary) tactic. A good war chieftain can go a long way in organizing this pack mob mentality into victory on the battlefield.

We tried heading east, but the jackal warriors did the same. Then we turned hard to the west but more of them had appeared. Only a few of us made it back the way we came—and the hooting of their murderous slaughter haunts us still.

—Sarrza, Wisewoman of Jalako



THE OPEN SAVANNA

The most distinctive feature of the Xerica is its long grass which covers most of the region. All manner of creatures make their home here, each carving out its niche in which to survive.

Common Threats (d20): 1—gazelle (a [deer](#); CR 0), 2—[hawk](#) (CR 0), 3—[hyena](#) (CR 0), 4—[jackal](#) (CR 0), 5—[poisonous snake](#) (CR 1/8), 6—vulture (use the statistics for a [blood hawk](#); CR 1/8), 7—cheetah (a [panther](#); CR 1/4), 8—[giant lizard](#) (CR 1/4), 9—[insect swarm](#) (CR 1/4), 10—zebra (a [draft horse](#); CR 1/4), 11—catfolk [scout](#) (CR 1/2), 12—[cockatrice](#) (CR 1/2), 13—[dust mephit](#) (CR 1/2), 14—[lion](#) (CR 1), 15—[tiger](#) (CR 1), 16—[rhinoceros](#) (CR 2), 17—[manticore](#) (CR 3), 18—[elephant](#) (CR 4), 19—2d4 human [tribal warriors](#) (CR 1/8), 20—gnoll warband of **2d4 pack warriors of Karm'ra** (CR 1).

TRIBAL SHAMAN OF KARM'RA

Medium humanoid (gnoll), chaotic neutral

Armor Class 13 (hide)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	8 (–1)	14 (+2)	8 (–1)

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnoll

Challenge 1 (200 XP)

Innate Spellcasting. The shaman's innate spellcasting ability is Wisdom (spell save DC 13; +5 to hit with spell attacks). The shaman can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *poison spray*, *shillelagh*

3/day each: *healing word*, *invisibility*, *pass without trace*

1/day each: *daylight*, *haste*

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The shaman makes three melee attacks.

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

Two-Bladed Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8+2) slashing damage.

Beast Shape (1/Day). The shaman can magically assume the shape of a young lion (use the statistics of a [panther](#)), [crocodile](#), or [giant goat](#) for up to 2 hours. In beast shape, the shaman gains the physical attributes and statistics (Strength, Dexterity, Constitution, hit points, Hit Dice, proficiencies, AC, traits, etc.) of its chosen form, while retaining normal mental attributes (alignment, Intelligence, Wisdom, Charisma). It can revert to its normal form by using a bonus action. The shaman automatically reverts if it falls unconscious, drops to 0 hit points, or dies. When it reverts, the shaman returns to the number of hit points it had before it transformed. However, if it reverted as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

Gnoll shamans draw on the primal spirit of the land for their magic. In addition to being a tribe's healer, they are often consulted for divination and are responsible for carrying on certain oral traditions among their people. Most often the rare and spiritually-inclined shundwa find themselves drawn to the shamanistic life, but it is not completely unheard of for nayang'au to possess the talent and inclination.

We must be wary when we cross paths with other packs. The great Karm'ra's wisdom has not revealed all, but it is known that we are but one pack of the world's many.

—Taox Hakk'an, Gnoll Shaman



MERTHYKHUWAR

Large monstrosity (manticore), lawful neutral

Armor Class 14 (natural armor)

Hit Points 76 (9d10+27)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	8 (–1)	12 (+1)	10 (+0)

Senses darkvision 120 ft., passive Perception 11

Languages Common, Gnoll

Challenge 5 (1,800 XP)

Pounce. If Merthykhuwar moves at least 20 feet straight toward a creature and then hits it with a claw on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, Merthykhuwar can make one bite attack against it as a bonus action.

Tactical Command. Merthykhuwar can use a bonus action to command an ally that is able to see and hear it. The target can use its reaction to gain an action to do as Merthykhuwar commanded it (usually Attack, Dash, or Use Object).

Tail Spike Regrowth. The manticore has 24 tail spikes. Used tail spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws, or three with its tail spikes.

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

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

Hit: 6 (1d6+3) piercing damage.

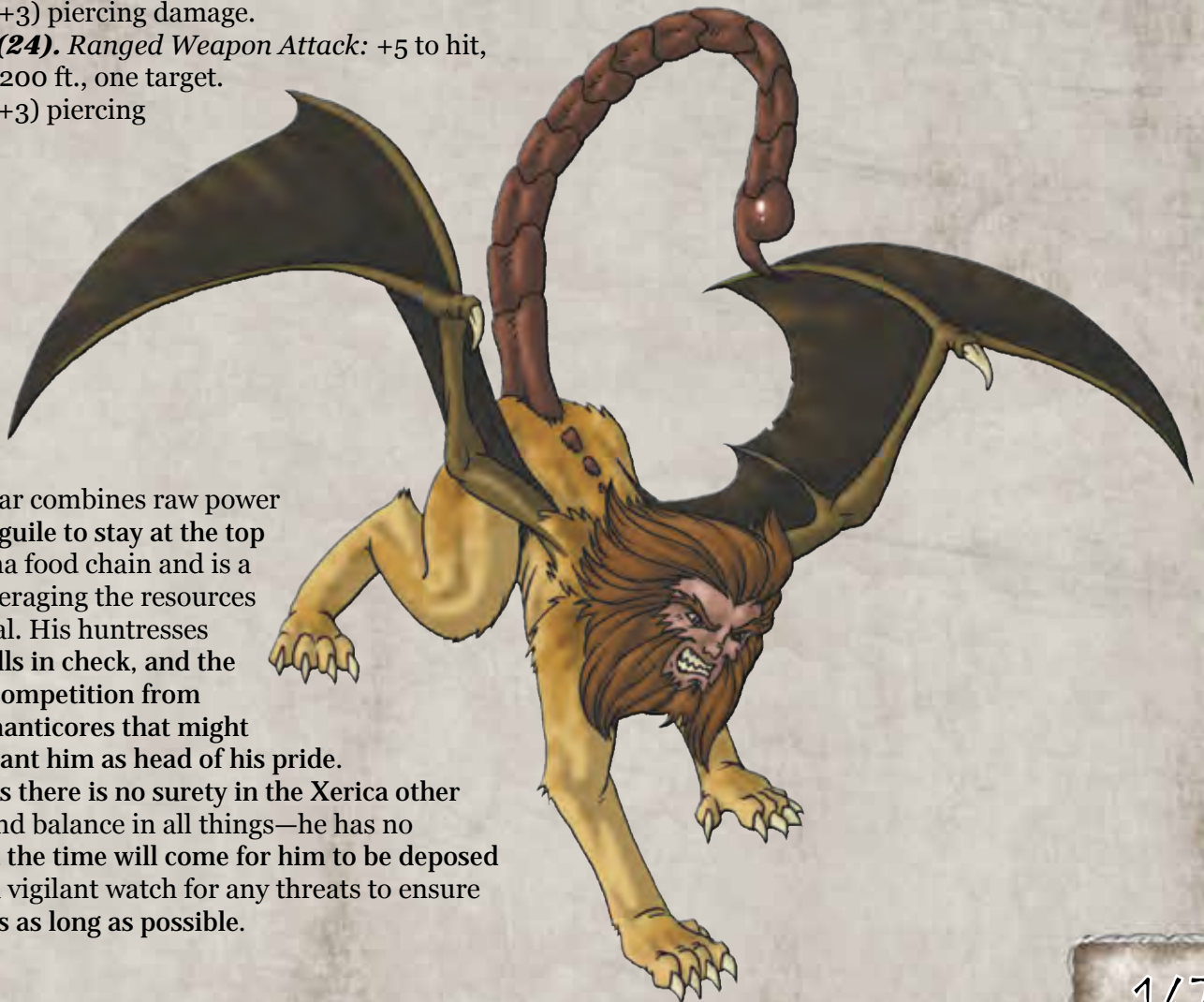
Tail Spike (24). *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target.

Hit: 7 (1d8+3) piercing damage.

Merthykhuwar combines raw power with shrewd guile to stay at the top of the savanna food chain and is a master at leveraging the resources at his disposal. His huntresses keep the gnolls in check, and the tribes deter competition from other male manticores that might seek to supplant him as head of his pride. Still he knows there is no surety in the Xerica other than death and balance in all things—he has no illusions that the time will come for him to be deposed so he keeps a vigilant watch for any threats to ensure his reign lasts as long as possible.

The caravan didn't stand a chance. One or two of the winged monsters, perhaps we might have bested. But the three of them swooped down like hunters with one barking out commands, picking off warriors until there was nothing to do but flee.

—Rethila, Farmer and Retired Explorer



KARM'RA

Large monstrosity (chimera), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8

Senses darkvision 120 ft., passive Perception 18

Languages understands Draconic, but can't speak

Challenge 8 (3,900 XP)

Pounce. If the chimera moves at least 20 feet straight toward a creature and then hits it with a claw on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the chimera can make one bite or horns attack against it as a bonus action.

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its roar or antimagic sphere is available, it can use the breath weapon in place of its bite or horns. It may only use one breath weapon on its turn.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+4) piercing damage.

Antimagic Sphere (Recharge 5–6). The dragon head emits a soundless vibration and creates an area of antimagic, as in the *antimagic field* spell, in a 10-foot-radius sphere centered on the chimera. The sphere extends around corners and moves with the chimera, lasting until the beginning of its next turn.

Xeric Roar (Recharge 5–6). The lion head roars, exhaling super-heated air in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The chimera can take three legendary actions, using the options below. It can only take one legendary action at a time and only at the end of another creature's turn. The chimera regains spent legendary actions at the start of its turn.

- **Melee Attack.** The chimera makes one attack with its horns or its claws.
- **Teleport (Costs 2 Actions).** The chimera magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
- **Breath Weapon (Costs 3 Actions).** If available, the chimera can use either its xeric roar or antimagic sphere.

While not actually the avatar of the mystical spirit patron whose namesake she shares, Karm'ra is just about the next closest thing. The Xerican chimera has traveled the plains for centuries, her dominance unchallenged. Karm'ra cares nothing about tribes, beasts, religion, or politics—like a force of nature, she simply is. In her own way she helps maintain the balance of the Xerica, taking only what she needs to live and never staying in one place too long. Not many are foolish enough to hunt Karm'ra and those who've dared have never returned.

It is likely the chimera will eventually face the mantichore who pretends to worship her, but whether her reaction will be anger, amusement, or indifference only time will tell.



Ixnark is certain things of great power are in this place but it is as though the lands themselves have been driven to madness—nature is in chaos no matter where they look. The earth spits up hot volcanic flows in one valley and only a league away there is another gully ravaged by intense wind storms that never abate. Even the ground beneath them looks like it is suffering, cracked dry into a thousand tiny canyons. With so much of this land in flux there must be magic involved, and even cynical Vough has trouble denying that the kanca is probably right. She does point out that whatever mystical power might be swirling about, they have no means of capturing or understanding it, and the longer they stay here the less likely they are to live to tell of it.

Though the party is confident that small game will eventually appear, traveling deeper within (days of perilous travel) they have found nothing to hunt, and Xutag, overwhelmed with hunger, starts eating crushed gemstones. None of the others dare do such a thing and are certain the half-orc will regret doing something so stupid, yet after a week he is not only with a full belly but can suddenly make fires appear in his hands using only a thought. The rest follow suit after seeing that, flaking and crushing the jewels into powder gingerly shoved through cracked lips and swallowed down dried throats, though not for long—they promptly stop after witnessing Xutag transform, turning into a hideous monster of person made out of animal parts. Instead most of them rely on the little bits of food the gnoll can conjure up with her nature magic, only meager offerings but not dangerous to consume.

Doing more than keeping them alive, Rou-eh proves her worth again and again by helping the party navigate the deadly landscape before them. Without the druid's guidance surely they would die from dehydration on the dusty badlands, or succumb to the subtly poisoned air around the otherwise pleasant ponds, or withered away in an accursed swamp's countless acidic pools. For all the predators this place lacks, it is all the deadlier still by nothing more than its fundamental nature.

Despite their fears Ixnark insists they gather as many of the glowing rocks as possible when a more peaceful swathe of land appears in the distance, their trek across the badlands finally over. «There is undeniable power inside of these stones—simply look at Xutag. Some of that might be harnessed for something more useful than...eating.» The newly-wrought mongrelfolk has been keeping his own chunks of the curious stones all the while, slowly chipping away jewels into simple dagger-like shards, but the kanca insists everyone does the same. Rou-eh and Vough are not as enthusiastic, refusing to let the gems touch their skin for longer than a moment, but much of the burden falls onto them anyway—the mongrelman isn't allowed to carry anyone else's lest he get too hungry.

Witch of Mana: Rowena

The spiritual waters of the Kaṇavu-Valai exist and subside in the Material Plane without allegiance to geography or reason, disappearing into thin air at spots that ebb and sway like the branches of trees. Its supernatural rivers cascade through dimensional waterfalls before surging to reappear elsewhere—yet the runoff from the mystical waters finds tributaries in the realm material, captured and stored in minerals throughout the Kalavaiyaip Badlands. Gemstones taken from this region are said to be infused with raw magic however despite the incredible rarity of these jewels (and their inestimable value), not many travel there willingly, too wary or weak to withstand the unnatural chaos resulting from the Kaṇavu-Valai's convergences. Even when an explorer is tough and quick enough to survive the catastrophic landscape of the Kalavaiyaip, the energies that pervade it transform them into freakish amalgamations known as mongrelfolk. Warlords that have tried to take this catastrophe-ridden place have all failed, though never stopped by the few insane denizens, repelled instead by the unnatural disasters so common to the badlands. 'Ruling' over it all is an ancient crone that learned to harness the region's abundant magic to sustain her own life long ago, a mad witch as keen to torturing trespassers as she is to sap away their youth.

KALAVAIYAIP BADLANDS

Being a nexus of the Kaṇavu-Valai's magical waters has had a disastrous effect on the local region. Erupting volcanic jets, jarring tectonic plates, corrosive deluges from the sky, sinkholes that stretch down well beyond sight, massive mudslides, storms of lightning and thunder that spur floods—these are commonplace, as sure to happen as the rising of the sun and the passing of the moons. Trying to build and maintain any kind of permanent structure would be insane and instead most of the mongrelfolk and creatures that live in the Kalavaiyaip Badlands move from cave to cave, fighting and negotiating for the safest caverns in which to live. The Mana Witch resides wherever she pleases, conjuring a palace made from leather canvases (casting [magnificent mansion](#)) where she invites any foolish travelers seeking refuge from the raw power of the elements and nature unleashed by the Kalavaiyaip's primal energies.

Tumultuous Landscape. The Kalavaiyaip's landscape is constantly changing and filled with Inhospitable Terrains (page 21). These are either randomized or chosen by the GM, but the Inhospitable Terrains are different each time the adventurers return to the region.

SUSTAINED BY MANA

The chaotic nature of this region makes it impossible to farm, leaving only the most defiant or rapid growing plants to take root almost none of which bear edible fruit. After long enough prying away the Kalavaiyaip's supernatural treasures, explorers that as of yet are unchanged are overtaken by starvation, magical phenomena, or sheer desperation, succumbing to a most peculiar madness: the need to consume the badland's mystical gems. They strike mana against each other, licking up the dust as the remaining chunks of the jewels are hewn into blades and weaponry. While the practice is incredibly dangerous (some mana reacts explosively when sundered) it not only fills the wayward with sustenance, it grants them innate powers—not without cost however, transforming most into monstrous freaks.

MONGRELIZATION

Explorers that spend too long in the Kalavaiyaip Badlands are driven to consume the mana there and changed by the raw magic they ingest, imbued with power and transforming into something entirely different. Eating 1 ounce of mana dust sustains a creature for an entire week, removing its need for food or water. Whenever a creature has eaten a pound of mana it learns one cantrip from the druid or sorcerer spell list, using its highest mental ability score as its spellcasting ability. The creature makes a Constitution saving throw (DC 8 + 2 per previous save) or rolls a d100, changing as per Table: Mongrelization. On a result higher than 5 and lower than 81, the creature changes into a humanoid. The creature keeps its class features and proficiencies, but loses any racial traits, replacing them with those of its new race. On a result of 81 or higher, the creature loses all class features, proficiencies, and racial traits, changing into an aberration or monstrosity. Once a creature has undergone Mongrelization, it has advantage on saving throws against Mongrelization.

Table: Mongrelization

d100	Effect
1–5	No change
6–10	Aasimar
11–15	Tiefling
16–25	Centaur
26–35	Minotaur
36–45	Genasi
46–80	Mongrelfolk
81–90	Tacai
91–94	Gibbering Mouther
95–97	Manticore
98–100	Chimera



WARRING WARLORDS

Many covet the resources of the Kalavaiyaip Badlands but none yet have been lucky, impervious, or capable enough to gather them and escape the catastrophic region to use their hard-fought for treasures.

All. Rowena only interferes with trespassers into the Kalavaiyaip when she is bored and looking to amuse herself, allowing the landscape or its tough-as-nails denizens to eliminate intruders that dare to take more than a few bits of mana.

NPCS

There are almost no large organizations or communities in the Kalavaiyaip Badlands, the creatures that call it home keeping to themselves and their own territories. The mongrelfolk tend to pay particular deference to tacai, giving them a great deal of distance, and all treat the Mana Witch as if she were a god.

MONGRELFOLK SURVIVOR

Medium humanoid (mongrelfolk), chaotic neutral

Armor Class 14 (hide)

Hit Points 39 (6d8+12)

Speed 35 ft.

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

Saving Throws Int +2, Cha +2

Skills Athletics +4, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Undercommon

Challenge 1 (200 XP)

Innate Spellcasting. The mongrelfolk's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The mongrelfolk can innately cast the following spells, requiring no material components:

At will: *chill touch*, *produce flame*

Mimicry. The mongrelfolk can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

ACTIONS

Multiattack. The mongrelfolk attacks twice.

War Pick. *Melee Weapon Attack:*

+4 to hit, reach 5 ft., one target.

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.

Newly transformed mongrelfolk are the most common living creatures to be found within the badlands but few live for very long, killed soon after their change by recently arrived explorers or the natural disasters rife across the Kalavaiyaip. They group together for the safety offered by numbers yet have little loyalty to one another, quick to abandon their kin when it seems like it might mean the difference between life and death.



MONGRELFOLK WARDEN

Medium humanoid (mongrelfolk), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 85 (10d8+40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	19 (+4)	13 (+1)	16 (+3)	14 (+2)

Saving Throws Int +3, Cha +4

Skills Athletics +5, Perception +7, Survival +5

Senses darkvision 60 ft., passive Perception 17

Languages Common, Undercommon

Challenge 3 (700 XP)

Brutal. A melee or ranged weapon deals one extra die of its damage when the mongrelfolk hits with it (included in the attack).

Innate Spellcasting. The mongrelfolk's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The mongrelfolk can innately cast the following spells, requiring no material components:

At will: *acid splash*, *ray of frost*, *true strike*

3/day: *magic missile*, *misty step*, *shield*

Mimicry. The mongrelfolk can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

ACTIONS

Multiattack. The mongrelfolk attacks twice.

Daggers. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 9 (2d4+4) piercing damage.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Occasionally a mongrelfolk proves to be both remarkably tough and exceptionally fortunate, able to survive in the Kalavaiyaip Badlands for months or years, some even persisting for decades before a rogue lava jet or freak dust storm brings about their end. Inevitably their diet becomes more dominated by mana until finally that is all that they consume, gradually accruing more and more magical power. Those that are not transformed again into a new creature become known as wardens, fearsome warriors that stake out the most promising mineral-rich territories for themselves and they alone.

TACAI

Large monstrosity, chaotic neutral

Armor Class 15

Hit Points 92 (8d10+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	22 (+6)	7 (-2)	14 (+2)	8 (-1)

Saving Throws Int +1, Cha +2

Skills Athletics +11, Insight +8, Perception +8, Stealth +8, Survival +5

Damage Vulnerabilities psychic

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

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned, prone, restrained

Senses blindsight 120 ft., passive Perception 18

Languages Common, Undercommon

Challenge 6 (2,300 XP)

Amorphous. The tacai can move through a space as narrow as 1 inch wide without squeezing.

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

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

Regeneration. The tacai regains 10 hit points at the start of its turn. If the tacai takes psychic damage, this trait doesn't function at the start of its next turn. The tacai dies only if it starts its turn with 0 hit points and doesn't regenerate.

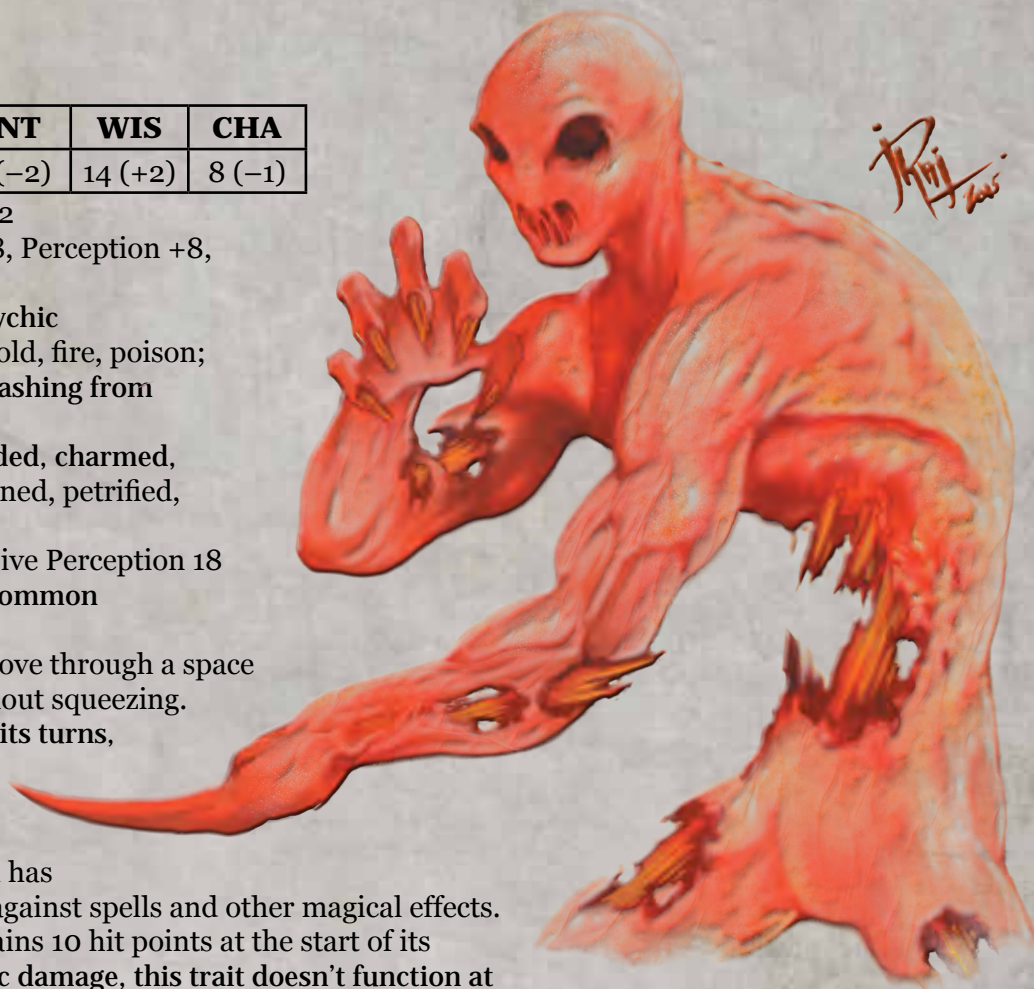
ACTIONS

Multiattack. The tacai makes three melee attacks.

Marrow Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) magical slashing damage. On a critical hit, the tacai's fleshrend attaches to the target. While attached, the tacai's fleshrend attacks the target each round at the start of the tacai's turn. The fleshrend uses its own marrow blade (+5 to hit, 1d4+2 magical slashing damage). A creature, including the target, can attack the fleshrend (AC 13, 10 hit points) or take its action to detach the fleshrend by succeeding on a DC 16 Strength check.

Latching Fleshrend (Recharge 3–6). *Ranged Weapon Attack:* +8 to hit, range 40/200 ft., 3 fleshrends at up to three targets (roll separately for each target). *Hit:* 9 (1d8+5) magical slashing damage and the fleshrend attaches to the target. While attached, the tacai's fleshrend attacks the target each round at the start of the tacai's turn. The fleshrend uses its own marrow blade (+5 to hit, 1d4+2 magical slashing damage). A creature, including the target, can attack the fleshrend (AC 13, 10 hit points) or take its action to detach the fleshrend by succeeding on a DC 16 Strength check.

The bodies of most creatures accept the supernatural energies of the Kalavaiyaip's bounty, allowing it to change them—yet not all. Some find they are naturally averse to the usual transformations, instead altering in a far more violent and no less bizarre fashion. Their muscles bulge and grow, the bones within snapping and reknitting every few moments as their willpower forces all of their flesh to remain together, held in place only by tenacious, unyielding psychic force. The monsters known as tacai are filled with malice and bloodlust, obsessed with a compulsion to rip foes apart and revel in their suffering—physical, mental, and spiritual.



ROWENA THE MANA WITCH

Medium humanoid (human), lawful neutral

Armor Class 16 (mage armor)

Hit Points 91 (14d8+28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	MANA
9 (−1)	17 (+3)	14 (+2)	19 (+4)	11 (+0)	18 (+4)	25 (+7)

Saving Throws Dex +7, Con +6, Wis +4

Skills Arcana +12, Deception +12, Insight +4, Nature +12, Perception +4, Persuasion +12

Senses passive Perception 14

Languages Common, Primordial, Sylvan, Undercommon

Challenge 8 (3,900 XP)

Feat: War Magic. Rowena has advantage when she is concentrating on a spell and has to make a Constitution saving throw from taking damage, she can wield weapons or a shield in both hands and still make somatic components for spellcasting, and can use her reaction to cast a spell (maximum casting time: 1 action) at a creature that provokes an opportunity attack from her.

Innate Spellcasting. Rowena's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *produce flame*

3/day: *clairvoyance, detect thoughts, fly*

1/day each: *greater invisibility, polymorph*

Spellcasting. Rowena is a 14th level spellcaster that uses Charisma as her spellcasting ability (spell save DC 16; +8 to hit with spell attacks). She knows the following spells:

Cantrips: *druidcraft, eldritch bolt, fire bolt, sacred flame, thaumaturgy*

1st-level (4 slots): *command, cure wounds, detect magic, detect poison and disease, find familiar, mage armor, unseen servant*

2nd-level (3 slots): *enhance ability, enthrall, invisibility, suggestion*

3rd-level (3 slots): *dispel magic, conjure animals, fireball*

4th-level (3 slots): *confusion, dominate beast, phantasmal killer*

5th-level (2 slots): *conjure elemental, hold monster*

6th-level (1 slot): *mass suggestion*

7th-level (1 slot): *magnificent mansion*

Witch's Familiar. While she is within sight of her familiar (a **homunculus** named Sange) and both are conscious, Rowena can simultaneously concentrate on two spells at once. When Sange takes damage while concentrating on a spell, Rowena makes a Constitution saving throw to maintain the spell or it is lost.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 5 (1d4+3) piercing damage.

HEXES

Rowena can use a bonus action to activate one of her hexes. This does not provoke opportunity attacks.

- **Charm.** Rowena chooses a beast or humanoid within 30 feet and beckons to it with soothing, pleasing words. The target makes a DC 16 Wisdom saving throw or is charmed for 1 minute. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.
- **Disguise.** Rowena can change her appearance for up to 10 hours between long rests (as if she had cast *disguise self*). These hours do not need to be consecutive, but they must be spent in 1-hour increments.
- **Evil Eye.** Rowena chooses one creature within 30 feet that she can see. For the next minute the target takes a −4 penalty to AC or has disadvantage on ability checks, attack rolls, or saving throws (Rowena's choice). A creature that makes a DC 16 Wisdom saving throw reduces the duration of the effect to 1 round.
- **Retribution.** Rowena chooses one creature within 60 feet, linking its suffering to others. The creature makes a DC 16 Wisdom saving throw or for the next minute whenever it deals damage with a melee weapon attack, it takes an amount of damage equal to half of what it deals.
- **Slumber.** Rowena chooses a creature within 30 feet and sends it into a slumber. The target makes a DC 16 Wisdom saving throw or falls asleep for 1 minute (regardless of its hit points but otherwise as the *sleep* spell). The sleeping creature will not wake due to noise or light. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Quickly now, quickly! It is madness out there but my home is protected from it, a safe place amidst this chaos! Take shelter with me!

—Rowena

Rowena almost never speaks the truth and it is impossible to tell her true age—she could very well have lived for centuries or even millennia. Over all that time she has mastered a great deal of magic, almost entirely to resist death and keep herself amused. When travelers in the Kalavaiyaip Badlands are pushed to the limit she arrives to offer aid and hospitality within her tent palace, turning it into an abattoir of slaughter soon after. One victim always outlives the others, albeit briefly, used by the Mana Witch as a sacrifice to ensure her immortality continues unabated.



Raw Mana

RAW MANA

Wondrous item, rarity varies

This magic orb has a hue that reveals how it can be used to assert mastery over supernatural forces and techniques. Depending upon a piece of *raw mana*'s type, the benefits it grants change.

In addition, some *raw mana* can evolve over time. A piece of *raw mana* increases in power (as listed for each *raw mana* piece) when it has been equipped for both one level advancement and one point of proficiency bonus increase. Each time a piece of *raw mana* increases in power, its rarity increases by one step. When using *raw mana* to cast a spell, use your highest mental ability score (Intelligence, Wisdom, or Charisma) as your spellcasting ability.

If you are a spellcaster and have equipped *raw mana*, you do not require concentration to maintain a spell cast using the equipped *raw mana*. This spell cannot use a spell slot of a spell level higher than half your spellcaster level, and you may only cast one concentration spell in this way at a time.

If you have no spell slots you are able to equip a number of *raw mana* equal to your proficiency bonus. If you have spell slots, you are able to equip a number of *raw mana* equal to half your proficiency bonus. Equipping a piece of *raw mana* requires an action. For each piece of *raw mana* you have equipped, your Mana score increases by 2.

BLUE MANA: SPELLS

Most mana is—by nature of its creation—best suited to channel magic that manifests as spells.

Cataclysm (*very rare*) You are able to cast *fire storm* once between long rests.

Cataclysm (*legendary*) You are able to cast *fire storm* and *meteor swarm* once each between long rests.

Chaos (*legendary*) You are able to cast *weird* once between long rests.

Confound (*rare*) Once between long rests, you are able to cast *confusion*.

Confound (*very rare*) Once between long rests, you can use an action to make a creature you can see go berserk. The target makes a Wisdom saving throw or goes berserk for 1 minute (this otherwise functions as the Rage and Frenzy features of a [3rd level frenzied berserker barbarian](#)).

Disable (*uncommon*) You are able to cast *guiding bolt* once between long rests, dealing cold damage instead of radiant damage. On a critical hit, your target makes a Constitution saving throw or is paralyzed for 1d4 rounds.

Disable (*rare*) You are able to cast *scorching ray* once between long rests, dealing magical bludgeoning damage instead of fire damage. On a critical hit, your target makes a Constitution saving throw or is petrified for 1d6 rounds. In addition, you are able to cast *guiding bolt* (as above) twice between long rests.

Disable (*very rare*) You are able to cast *spirit guardians* once between long rests, dealing force damage instead of radiant damage. When a creature rolls a natural 1 on its saving throw, it becomes confused (as the spell) for 1 minute or until it succeeds on a new saving throw at the end of its turn. In addition, you are able to cast *scorching ray* (as above) twice between long rests, and *guiding bolt* (as above) three times between long rests.

Disable (*legendary*) You are able to cast *flame strike* once between long rests, *spirit guardians* (as above) twice between long rests, *scorching ray* (as above) three times between long rests, and *guiding bolt* (as above) four times between long rests.

Discorporate (*rare*) You are able to cast *harm* once between long rests, but the spell cannot deal more damage than 1/4th the target's total hit points.

Discorporate (*very rare*) You are able to cast *harm* twice between long rests, but the spell cannot deal more damage than 1/2 the target's total hit points.

Discorporate (*legendary*) You are able to cast *harm* three times between long rests, but the spell cannot deal more damage than 3/4th the target's total hit points.

Disrupt (*uncommon*) You are able to cast *counterspell* twice between long rests.

Disrupt (*rare*) You are able to cast *dispel magic* twice between long rests, and *counterspell* three times between long rests. When you have to roll a d20 as part of the casting of these spells, you have advantage.

Earth (*rare*) You are able to cast *conjure elemental* (earth only) once between long rests.

Earth (*very rare*) You are able to cast *move earth* once between long rests. In addition, you are able to cast *conjure elemental* (earth only) twice between long rests.

Earth (*legendary*) You are able to cast *earthquake* once between long rests, *move earth* twice between long rests, and *conjure elemental* (earth only) three times between long rests.

Electricity (*rare*) You are able to cast *lightning bolt* once between long rests.

Electricity (very rare) You are able to cast *chain lightning* once between long rests and *lightning bolt* twice between long rests.

Electricity (legendary) You are able to cast *storm of vengeance* once between long rests, *chain lightning* twice between long rests, and *lightning bolt* three times between long rests.

Escape (rare) You can use a bonus action to cast *dimension door* once between long rests.

Escape (very rare) You are able to cast *teleport* once between long rests and you can use a bonus action to cast *dimension door* twice between long rests.

Flame (uncommon) You are able to cast *burning hands* and *hellish rebuke* once each between long rests.

Flame (rare) You are able to cast *scorching ray* once between long rests, and you are able to cast *burning hands* and *hellish rebuke* twice each between long rests.

Flame (very rare) You are able to cast *fireball* once between long rests, *scorching ray* twice between long rests, and you are able to cast *burning hands* and *hellish rebuke* three times each between long rests.

Flame (legendary) You are able to cast *incendiary cloud* once between long rests, *fireball* twice between long rests, *scorching ray* three times between long rests, and you are able to cast *burning hands* and *hellish rebuke* four times each between long rests.

Freeze (rare) You are able to cast *ice storm* once between long rests.

Freeze (very rare) You are able to cast *cone of cold* once between long rests and *ice storm* twice between long rests.

Freeze (legendary) You are able to cast *ice wall* once between long rests, *cone of cold* twice between long rests, and *ice storm* three times between long rests.

Guard (rare) You are able to cast *resilient sphere* once between long rests.

Heal (uncommon) You are able to cast *cure wounds* once between long rests.

Heal (rare) You are able to cast *healing word* once between long rests, and *cure wounds* twice between long rests. You cast both of these spells as 3rd level spells.

Heal (very rare) You are able to cast *regeneration* once between long rests. In addition, you are able to cast *healing word* twice between long rests and *cure wounds* three times between long rests. You cast both of these spells as 5th level spells.

Heal (legendary) You are able to cast *regeneration* twice between long rests. In addition, you are able to cast *healing word* three times between long rests and *cure wounds* four times between long rests. You cast both of these spells as 7th level spells.

Morph (uncommon) You are able to cast *enlarge/reduce* once between long rests.

Morph (rare) You are able to cast *polymorph* once between long rests. In addition, you can cast *enlarge/reduce* twice between long rests.

Panacea (rare) You are able to cast *heal* once between long rests.

Protection (uncommon) You are able to cast *shield of faith* once between long rests. In addition, while this

mana is equipped your AC increases by +1.

Protection (rare) You are able to cast *mage armor* once between long rests and *shield of faith* twice between long rests. In addition, while this mana is equipped your AC increases by +1.

Protection (very rare) You are able to cast *shield* once between long rests, *mage armor* twice between long rests, and *shield of faith* three times between long rests. In addition, while this mana is equipped your AC increases by +2.

Protection (legendary) You are able to cast *wall of force* once between long rests, *shield* twice between long rests, *mage armor* three times between long rests, and *shield of faith* four times between long rests. In addition, while this mana is equipped your AC increases by +2.

Restore (uncommon) You are able to cast *lesser restoration* once between long rests.

Restore (rare) You are able to cast *greater restoration* once between long rests and *lesser restoration* twice between long rests.

Restore (very rare) Once between long rests, you can use an action to imbue Condition Immunity to a willing creature you touch. For the next minute, the creature has immunity to all conditions except for incapacitated. In addition, you are able to cast *greater restoration* twice between long rests and *lesser restoration* once between long rests.

Slumber (uncommon) You are able to cast *sleep* once between long rests, using your total hit dice (not including Constitution modifier) instead of 5d8.

Slumber (rare) You are able to cast *silence* once between long rests and *sleep* (as above) twice between long rests.

Temporalis (uncommon) You are able to cast *haste* once between long rests.

Temporalis (rare) You are able to cast *slow* once between long rests and *haste* twice between long rests.

Temporalis (very rare) You are able to cast *hold monster* once between long rests, *slow* twice between long rests, and *haste* three times between long rests.

Ultimate Blue (legendary) Once between long rests, you are able to cast any spell contained within other blue mana (this list).

Virulence (uncommon) You are able to cast *magic missile* once between long rests, dealing poison damage instead of force damage.

Virulence (rare) You are able to cast *stinking cloud* once between long rests and *magic missile* (as above) twice between long rests.

Virulence (very rare) You are able to cast *cloudkill* once between long rests, *stinking cloud* twice between long rests, and *magic missile* (as above) three times between long rests.

Vitality (rare) You are able to cast *resurrection* once between long rests.

Vitality (very rare) You are able to cast *true resurrection* once between long rests and *resurrection* twice between long rests.

CRIMSON MANA: TECHNIQUES

The magic of crimson mana is rooted in the physical world and when used imparts unnaturally keen insights into how to perform truly miraculous things.

Agile (*rare*) You can use your action to take the Use an Object action twice.

Control (*very rare*) Once between short rests, you can use an action to make a creature you can see do as you command. The target makes a Wisdom saving throw with disadvantage, and on a failure you gain control over it until the start of your next turn (otherwise this functions as *dominate monster*).

Double-Conjure (*legendary*) Once between long rests, you can use your action to use two summoning mana in the same turn.

Double-Magic (*legendary*) Once between short rests, you can use your action to cast two spells using blue raw mana in the same turn.

Evaluation (*rare*) You can use a bonus action to quickly observe a creature and make an Intelligence (Investigation) check against a DC equal to CR + 5. On a success, the GM reveals up to three of the following pieces of information. If you succeed the check by 5 or more, you choose the categories instead: Armor class, vulnerabilities, damage resistances, damage immunities, condition immunities, whether the target has lair or legendary actions, weakest saving throw, highest ability score, current hit points and hit point total.

Hurl (*common*) You gain proficiency with improvised throwing weapons of at least Tiny size, using range 20/40 ft. and dealing 1d4 damage (of a type determined by the object) on a successful hit.

Hurl (*uncommon*) You gain proficiency with improvised throwing weapons of at least Tiny size, using range 20/40 ft. and dealing 1d4 damage (of a type determined by the object) on a successful hit. In addition, you can throw coins, dealing 1d4 damage with copper, 1d6 damage with silver, 1d10 damage with gold, and 1d12 damage with platinum coins. A coin thrown using this feature is destroyed on impact.

Mimic (*very rare*) Once between short rests, you can use your action to perfectly mimic an ally's action. You might use this to replicate a higher-level fighter's Attack action, mimic a companion's use of another mana, or even cast a spell.

Slay (*uncommon*) You can use an action to make a weapon attack against a creature within reach (for melee weapons) or short range (for ranged weapons), rolling with advantage. On an even result you score a critical hit. Once you have used this mana, you can't use it again until you complete a short or long rest.

Taking (*uncommon*) You gain proficiency with Sleight of Hand, advantage on Dexterity (Sleight of Hand) checks, and you can use a bonus action to make a Dexterity (Sleight of Hand) check to steal an unattended object from a creature.

Taking (*rare*) You gain proficiency with Sleight of Hand, advantage on Dexterity (Sleight of Hand) checks, and you can use a bonus action to make a Dexterity (Sleight of Hand) check to try to steal an unattended object from a creature. In addition, you can use your action to make a melee weapon attack against a creature and try to steal an unattended object from the target of your attack.

Transmogrify (*rare*) Once between short rests you can use your action to make a single weapon attack or cast a spell that uses a spell attack. On a successful hit, your attack deals half damage. If this attack kills a creature, the creature's corpse produces one item of the GM's choice that has a value no greater than its CR x 100 gold.

Twicestrike (*very rare*) When you take the Attack action using a weapon attack, you can make one extra attack. Once you have used this mana, you can't use it again until you complete a short or long rest.

Thricestrike (*legendary*) When you take the Attack action using a weapon attack, you can make two extra attacks. Once you have used this mana, you can't use it again until you complete a short or long rest.

Ultimate Crimson (*legendary*) Once between long rests, you are able to use the feature granted by any other technique mana (this list).

Whirlwind (*rare*) You can use your action to make a melee attack against any number of creatures within your weapon's reach plus an additional 5 feet, with a separate attack roll for each target.

GRAY MANA: CONJURING

Spirits traveling upon the Kaṇavu-Valai leave pieces of themselves upon mana—not only a sliver of power but their very essence as well. Gray mana can be used once between long rests, targets enemies in a 20-foot radius area when used, deal damage dice equal to half your level, and creatures can reduce the damage they take by succeeding on a saving throw.

Blazing (*rare*) *Damage Type:* d10 fire—*Saving Throw:* Strength

Celestial (*very rare*) *Damage Type:* d10 radiant—*Saving Throw:* Charisma

Colossus (*rare*) *Damage Type:* d12 magical bludgeoning—*Saving Throw:* Dexterity

Giants (*rare*) *Damage Type:* d10 magical bludgeoning—*Saving Throw:* Strength

Ice Maidens (*rare*) *Damage Type:* d10 cold—*Saving Throw:* Constitution

Infernal (*rare*) *Damage Type:* d8 necrotic—*Saving Throw:* Wisdom—*Added Effect:* A creature that rolls a natural 1 on its saving throw is targeted by a random condition effect (as the *eyebite* spell).

Stampede (*uncommon*) *Damage Type:* d8 magical bludgeoning—*Saving Throw:* Dexterity—*Added Effect:* A creature that rolls a natural 1 on its saving throw is paralyzed for 1d4 rounds.

Stormriders (rare) *Damage Type:* d10 lightning—*Saving Throw:* Dexterity

Warrior Horde (legendary) *Damage Type:* d6 magical bludgeoning, d6 magical piercing, d6 magical slashing—*Saving Throw:* Constitution—*Example:* A 16th level wielder summons Warrior Horde, dealing 8d6 magical bludgeoning damage, 8d6 magical piercing damage, and 8d6 magical slashing damage. Creatures in the area receive one saving throw to halve 24d6 magical bludgeoning/piercing/slashing damage.

ORANGE MANA: TRANSMUTATIVE

The magic of some mana is subtle, influencing and improving upon the creature using it or altering the world nearby. **Accurate** (rare) You ignore half cover and three-quarters cover when making a ranged attack, and you don't have disadvantage when attacking at long range.

Agile (common) You gain a +2 bonus to initiative checks and your Speed increases by 5 feet.

Agile (uncommon) You gain a +5 bonus to initiative checks and your Speed increases by 10 feet.

Agile (rare) You gain a +5 bonus to initiative checks, advantage on initiative checks, and your Speed increases by 15 feet.

Agile (very rare) You always treat your initiative as if you had rolled a natural 20 and your Speed increases by 20 feet.

Ambush (legendary) The first time you roll initiative between long rests, you gain a surprise round that NPCs are not able to act in.

Amphibious (uncommon) You are able to breathe both air and water.

Drawing (common) You are 50% more likely to have random encounters.

Fortunate (very rare) You gain a Luck score equal to 10 + your level. After things get violent and a fight breaks out in a village, is there something to grab cover behind? The GM may ask you for a Luck check to find out! Luck checks are d20 + Luck modifier and their results vary, but are always at the GM's discretion.

Kaivalu (rare) Once between long rests, you can activate this mana to cast a spell as though you used a spell slot 2 levels higher.

Recursive (rare) Once between long rests, you can use an action to regain one expended spell slot. If the expended slot is of 5th level or higher, the new slot is 4th level. Alternatively, you can instead regain the use of any expended blue mana of the same rarity.

Recursive (very rare) Once between long rests, you can use an action to regain one expended spell slot. If the expended slot is of 6th level or higher, the new slot is 5th level. Alternatively, you can instead regain the use of any expended blue mana of the same rarity.

Recursive (legendary) Once between long rests, you can use an action to regain one expended spell slot. If the expended slot is of 7th level or higher, the new slot is 6th level. Alternatively, you can instead regain the use of any expended blue mana of the same rarity.

Repelling (uncommon) There is a 50% chance you completely avoid random encounters.

Resilient (rare) Your total hit points increase by 10.

Resilient (very rare) Your total hit points increase by 20.

Resilient (legendary) Your total hit points increase by 40.

Riding (common) There is a 50% chance that any random encounters include 1d4 non-aggressive mount creatures (roll 1d6; 1–2: **axe beaks**, 3–4: **riding horses**, 5–6: **camels**) that flee after the third round of combat.

Riposte (rare) When a creature misses you with a melee weapon attack, you can use your reaction to make an opportunity attack against that creature. Once you have used this feature a number of times equal to your proficiency bonus, you can't use it again until you complete a long rest.

Sacrificing (uncommon) When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose yourself between them, taking the damage from the attack (instead of the target).

Table: Luck Checks

Luck	DC	Example
Likely	10	After crossing through a busy intersection you spot a manure pile nearby—not a great place to be but certainly somewhere your pursuers won't be quick to look for you!
Unlikely	14	This manure must be from quite a beast to soak up so much damage from the witch's spell. It won't last long but if you can get it rolling, it's a great piece of mobile cover.
Rare	18	In a stroke of brilliant fortune the trash can lid you picked up has the top of a cast-iron kettle in it, making it a perfect impromptu shield and granting a touch of cover for you to advance on your attackers.
Unbelievable	22	Not only is the manure able to weather the beating of a few spells, you find two sharp daggers tied to the thing's putrid underside!
Ridiculous	26	Quickly sliding behind the bar before a fusillade of daggers and arrows wrecks the bottles behind you, you discover the dead barkeep kept a plethora of concoctions for just such an occasion and see that he left a hidden compartment in the floor open!
Impossible	30	As you plummet from thousands of feet above the ground and contemplate your imminent death, you spot a giant avian headed on a trajectory about to cross your own—you may live through this yet!

AMBER MANA: ATTACHING

Amber mana on its own does nothing, combining with other mana instead to enhance their effects.

When you have amber mana equipped, you can use a bonus action to attach it to another piece of mana.

An amber mana can only be attached to one other mana at a time.

Contingent (*very rare*) The mana this is attached to activates when you are knocked unconscious or drop to 0 hit points, targeting you (if applicable, such as with *vitality mana*), an ally (if beneficial), or an enemy of your choice (if damaging).

Countermagic (*rare*) This mana can only be attached to blue mana. When a creature misses you with a melee weapon attack, you can use your reaction to cast a spell from blue mana that target the creature. Once you have used this feature, you can't use it again until you complete a long rest.

Enhancing (*very rare*) This mana can only be attached to blue mana. When you use the mana this is attached to, treat the spell as if you had cast it using a spell level equal to the highest spell level a character of your level can cast.

Lifedrain (*very rare*) When you use the mana this is attached to, you regain 1 hit point for every 10 points of damage dealt. You can equip this mana to a weapon.

Preempting (*very rare*) When you first roll initiative after a long rest, the mana this is attached to is used to target a creature or area of your choice before anyone acts in the combat.

Reflexive Counter (*rare*) This mana can only be attached to crimson mana. When a creature misses you with a melee weapon attack, you can use your reaction to use a crimson mana against that creature. Once you have used this feature a number of times equal to your proficiency bonus, you can't use it again until you complete a long rest.

Spreading Magic (*rare*) This mana can only be attached to blue mana. When you use the mana this is attached to, as long as it normally targets only one creature it instead targets any number of creatures of your choice that are within a 20-foot radius of the target. Once you have used this mana to cast at more than one creature, you can't use it again until you complete a long rest.

Striking Magic (*rare*) This mana can only be attached to blue mana. When you use the mana this is attached to, as long as that mana targets a creature you also make one weapon attack against that creature.

Thieving (*rare*) When you use the mana this is attached to, make a Dexterity (Sleight of Hand) check against a creature targeted by the mana's effect. On a success you steal an unattended object from the creature.

- | | | |
|--|---|--|
| 1. Blue: Cataclysm (<i>very rare</i>) | 35. Blue: Morph (<i>uncommon</i>) | 72. Gray: Blazing (<i>rare</i>) |
| 2. Blue: Cataclysm (<i>legendary</i>) | 36. Blue: Morph (<i>rare</i>) | 73. Gray: Celestial (<i>very rare</i>) |
| 3. Blue: Chaos (<i>legendary</i>) | 37. Blue: Panacea (<i>rare</i>) | 74. Gray: Colossus (<i>rare</i>) |
| 4. Blue: Confound (<i>rare</i>) | 38. Blue: Protection (<i>uncommon</i>) | 75. Gray: Giants (<i>rare</i>) |
| 5. Blue: Confound (<i>very rare</i>) | 39. Blue: Protection (<i>rare</i>) | 76. Gray: Ice Maidens (<i>rare</i>) |
| 6. Blue: Disable (<i>uncommon</i>) | 40. Blue: Protection (<i>very rare</i>) | 77. Gray: Infernal (<i>rare</i>) |
| 7. Blue: Disable (<i>rare</i>) | 41. Blue: Protection (<i>legendary</i>) | 78. Gray: Stampede (<i>uncommon</i>) |
| 8. Blue: Disable (<i>very rare</i>) | 42. Blue: Restore (<i>uncommon</i>) | 79. Gray: Stormriders (<i>rare</i>) |
| 9. Blue: Disable (<i>legendary</i>) | 43. Blue: Restore (<i>rare</i>) | 80. Gray: Warrior Horde (<i>legendary</i>) |
| 10. Blue: Discorporate (<i>rare</i>) | 44. Blue: Restore (<i>very rare</i>) | 81. Orange: Accurate (<i>rare</i>) |
| 11. Blue: Discorporate (<i>very rare</i>) | 45. Blue: Slumber (<i>uncommon</i>) | 82. Orange: Agile (<i>common</i>) |
| 12. Blue: Discorporate (<i>legendary</i>) | 46. Blue: Slumber (<i>rare</i>) | 83. Orange: Agile (<i>uncommon</i>) |
| 13. Blue: Disrupt (<i>uncommon</i>) | 47. Blue: Temporalis (<i>uncommon</i>) | 84. Orange: Agile (<i>rare</i>) |
| 14. Blue: Disrupt (<i>rare</i>) | 48. Blue: Temporalis (<i>rare</i>) | 85. Orange: Agile (<i>very rare</i>) |
| 15. Blue: Earth (<i>rare</i>) | 49. Blue: Temporalis (<i>very rare</i>) | 86. Orange: Ambush (<i>legendary</i>) |
| 16. Blue: Earth (<i>very rare</i>) | 50. Blue: Ultimate Blue (<i>legendary</i>) | 87. Orange: Amphibious (<i>uncommon</i>) |
| 17. Blue: Earth (<i>legendary</i>) | 51. Blue: Virulence (<i>uncommon</i>) | 88. Orange: Drawing (<i>common</i>) |
| 18. Blue: Electricity (<i>rare</i>) | 52. Blue: Virulence (<i>rare</i>) | 89. Orange: Fortunate (<i>very rare</i>) |
| 19. Blue: Electricity (<i>very rare</i>) | 53. Blue: Virulence (<i>very rare</i>) | 90. Orange: Kaivalu (<i>rare</i>) |
| 20. Blue: Electricity (<i>legendary</i>) | 54. Blue: Vitality (<i>rare</i>) | 91. Orange: Recursive (<i>rare</i>) |
| 21. Blue: Escape (<i>rare</i>) | 55. Blue: Vitality (<i>very rare</i>) | 92. Orange: Recursive (<i>very rare</i>) |
| 22. Blue: Escape (<i>very rare</i>) | 56. Crimson: Agile (<i>rare</i>) | 93. Orange: Recursive (<i>legendary</i>) |
| 23. Blue: Flame (<i>uncommon</i>) | 57. Crimson: Control (<i>very rare</i>) | 94. Orange: Repelling (<i>uncommon</i>) |
| 24. Blue: Flame (<i>rare</i>) | 58. Crimson: Double-Conjure (<i>legendary</i>) | 95. Orange: Resilient (<i>rare</i>) |
| 25. Blue: Flame (<i>very rare</i>) | 59. Crimson: Double-Magic (<i>legendary</i>) | 96. Orange: Resilient (<i>very rare</i>) |
| 26. Blue: Flame (<i>legendary</i>) | 60. Crimson: Evaluation (<i>rare</i>) | 97. Orange: Resilient (<i>legendary</i>) |
| 27. Blue: Freeze (<i>rare</i>) | 61. Crimson: Hurl (<i>common</i>) | 98. Orange: Riding (<i>common</i>) |
| 28. Blue: Freeze (<i>very rare</i>) | 62. Crimson: Hurl (<i>uncommon</i>) | 99. Orange: Riposte (<i>rare</i>) |
| 29. Blue: Freeze (<i>legendary</i>) | 63. Crimson: Mimic (<i>very rare</i>) | 100. Orange: Sacrificing (<i>uncommon</i>) |
| 30. Blue: Guard (<i>rare</i>) | 64. Crimson: Slay (<i>rare</i>) | 101. Amber: Contingent (<i>very rare</i>) |
| 31. Blue: Heal (<i>uncommon</i>) | 65. Crimson: Taking (<i>uncommon</i>) | 102. Amber: Countermagic (<i>rare</i>) |
| 32. Blue: Heal (<i>rare</i>) | 66. Crimson: Taking (<i>rare</i>) | 103. Amber: Enhancing (<i>very rare</i>) |
| 33. Blue: Heal (<i>very rare</i>) | 67. Crimson: Transmogrify (<i>rare</i>) | 104. Amber: Lifedrain (<i>very rare</i>) |
| 34. Blue: Heal (<i>legendary</i>) | 68. Crimson: Twicestrike (<i>very rare</i>) | 105. Amber: Preempting (<i>very rare</i>) |
| | 69. Crimson: Thricestrike (<i>legendary</i>) | 106. Amber: Reflexive Counter (<i>rare</i>) |
| | 70. Crimson: Ultimate Crimson (<i>legendary</i>) | 107. Amber: Spreading Magic (<i>rare</i>) |
| | 71. Crimson: Whirlwind (<i>rare</i>) | 108. Amber: Striking Magic (<i>rare</i>) |
| | | 109. Amber: Thieving (<i>rare</i>) |

A GRITTIER VAST KAVIYA

Raw mana can have a much larger impact on a campaign for GMs and groups seeking a grittier, more classic roleplaying experience. Make it old school with the following changes:

- Remove all normal spell access—no full spellcasters, no paladins, no rangers, no spellcasting archetypes. The only available classes are barbarian, fighter, monk, monster tamer, and rogue.
- Creatures can be equip a number of *raw mana* equal to double proficiency bonus.
- All *raw mana* uses that require a recharge now recharge on short rests instead of long rests.

300 Gasparstein

"I am sure I saw fruit on some branches a bit further along," Scartezs curly replies. "Just have a little patience." Moza was definitely in short supply of that. Ever since entering these damn forests it seemed as though everything was working against them, as though he were cursed. In fact every time he cast a spell, even the most simple of cantrips, he could not shake the feeling of being watched. None of them seemed to be able to hunt down anything larger than the smallest game either, and the only one not suffering from hunger was Boosh (as at least water and soil were well aplenty).

Moza stops in his tracks and shakes his head. "Well I'm not going to wait for you all to waddle over there," he declares, working his fingers into precise gestures and winking, "I'll save some of the ripe ones for you though, Biza." The sorcerer transforms into a hawk and flaps upward above the canopy but just as he crosses over one of the moats, two arrows sail out from below, striking him and transforming the genasi back into his humanoid form to fall into the water. Boosh reflexively skips backwards into the cover offered by Scartezs and Bizashai as figures emerge from behind the trunks of trees—though the creatures that appear are green-skinned humanoids like the defensive ranger, and they kneel before the alai in a show of respect.

One of the green looks up at Boosh and says, "Soilborn we mean you no harm, but why do you keep the company of this foul pervert that distorts the natural order?" A quartet of the sneaking alai emerge from the water with Moza held firmly between them, the sorcerer half gasping for breath and half cursing the plant folk with the scant air in his lungs. Scartezs and Bizashai exchange a furtive glance and surreptitiously move their arms to a position where they can quickly draw their weapons but do not draw, too hungry and wary to start a fight if it can be avoided.

Boosh is taking no chances either and in an instant has their longbow drawn with an arrow knocked. The hunter gestures at the mud genasi and replies, "his odd talents are of great use to us and his soul harbors no evils. Let him go. Now." All around them the explorers spot movement through the trees—or by the trees, it's too difficult to tell the difference—though nothing upon which they feel urged to act.

Suddenly a tree between the two parties cracks and bends, a woman made of branches stepping out of it and onto the dirt. She looks down on Boosh and shakes her head, gesturing towards the line of trees two moats away and the promise of succulent fruit. "I am afraid it is not so simple, little alai. If you wish for your friend to leave this sacred place alive," she says, "then you seek the blessing of Zivrassa."

ZIVRASA OF THE TRUEST GREEN

In all of Vast Kaviya no matter where one journeys there is a single power that dominates all others: that of nature. Many settlements pay homage to the spirits of the natural world but none are as devoted as Zivrasa, an elf that has so fully committed herself to the plants around her that she's become a creature of sap, bark, and leaves rather than blood, bone, and flesh. Her underlings venture forth from her overgrown bastion to spread the message of the Truest Green, encouraging others only to heed and tolerate the divine nature of Kaviya itself, resisting the wiles of other spiritual patrons or the arcane. For those who show proper reverence to the environment her Verdurous Grove is a safe haven in the primal wilderness—but for those with magic in the blood it can quickly prove to become a tomb.

VERDUROUS GROVE

Deep in the Pacumaiyāna Jungle there sit seven shacks at the heart of four moats, all encircled again and again by odd arrangements of many different kinds of trees (the innermost bearing great bounties of fruit). These simple structures of sticks and mud are home to the servants of the Truest Green—Zivrasa's scouts, hunters, and proteges. Throughout the circular groves are different packs of alai (pages 31–33) that have come to worship her (monks nearest the center, then rangers, then fighters) but the plants themselves are a threat, those not home to plantfolk actually **treants** or **awakened trees**. Every few years she adds another ring to the Verdurous Grove, gradually expanding it to swallow up the territories of other warlords.

Outermost Moat. When a creature that is able to cast arcane spells of 2nd level or higher touches the water in this moat, it glows a baleful and bright purple light in a 50-foot radius and dim light for an additional 50 feet.

Outer Moat. When a creature or item under the effects of an arcane spell touches the water in this moat and again at the end of each minute it is in the water, it is targeted by *dispel magic* (as a 3rd level spell with a +5 bonus to the check).

Inner Moat. When a fiend or undead creature touches the water in this moat and again at the end of each round it is in the water, it makes a DC 15 Constitution saving throw or takes 28 (8d6) radiant damage.

Innermost Moat. When a creature starts its turn submerged or swimming in the water of this moat, the water unrelentingly cloys and grabs at them. Unlike normal, while in this water a creature can hold its breath for only a number of rounds equal to 2 + its Constitution modifier (minimum of 2 rounds). When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 2 rounds). At the start of its next turn, it drops to 0 hit points and is dying.

THE TRUEST GREEN

Societies across Vast Kaviya worshiping nature are truly beyond count yet the zealotry of Zivrasa and her underlings is unmatched. Creatures borne of the green—dryads, treants, shambling mounds, and the like—are treated as holy beings, protected within the confines of her home even at the expense of one of her servants. When crisis looms she sends out scouting parties to locate more, treating each as a good omen (or an unfortunate one if found slain) of what's to come. Talented druids are given much the same reverence and Zivrasa actively tries to recruit any that cross her path with offers of power, prestige, and security in their own fiefdom in the Verdurous Grove. Those that accept the deal are given their own servants (usually Green Scouts and a Hunter) and expected to do right unto the world as they work to complete their benefactor's larger goals: to spread the gospel of the Truest Green everywhere in Vast Kaviya.

EMPOWERING NATURE

Exercises to celebrate and venerate nature are a daily practice in the Verdurous Grove; one can hardly travel between circles without smelling the smoke of exotic herbs and hearing soft, lilting chants of devotion. Simple ceremonies are just the start however and whenever the opportunity arises they prefer a far grislier ritual—a heretic offered in bloody sacrifice. Zivrasa is not so callous as to instantly condemn every arcane spellcaster, holy warrior, or clerical priest that wanders into her domain but they are watched with unflinching scrutiny at all times by her servants (both plant and otherwise) all eager to spot some blasphemy.

WARRING WARLORDS

It is very rare for Zivrasa to rally an assault force and launch an attack on a neighboring region or nearby warlord but the constant growth of the Verdurous Grove means that eventual conflicts are inevitable, even if she ostensibly begins any such clash on a defensive footing. First off she sends green scouts and a hunter to evaluate potential enemies, after which if a peaceful

resolution is possible the leader of the group has authority to negotiate terms. When that isn't an option the next wave are an intimidating number of **awakened trees** and **treants** under the command of a Greenmaster. Should this fail Zivrasa personally takes a sortie of underlings (plant and otherwise) to meet the threat head on, returning with an even greater number of forces if she's made to retreat.

Air. The Truest Green is strongly aligned with these warlords and seek to make peace. When that's impossible she deigns to ignore them rather than engage (shoring up internal defenses and containing small territories of the aggressors).

Earth. These warlords and the Truest Green are also predicated towards a peaceful coexistence, treating each other as equals and sharing resources without much friction between them (although when push comes to shove Zivrasa chooses the survival of her own over any others).

Evil. Infernal powers and the undead are anathema to life—one of the only things that can spur the Verdurous Grove to attack an outside element. Zivrasa and her forces are unrelenting, throwing themselves into fights against these warlords without hesitation.

Fire. Should these warlords rely upon arcana they are eagerly watched from afar by Zivrasa's forces and slowly diminished as a treasured resource of sacrificial victims for ever more bloody nature worship.

Good. Zivrasa and her underlings are benevolent with regard to the forces of good, tolerating their presence with an aggressive edge—any conflict is used as an opportunity to set a bloody example of who is the true master of a region and should there be even a whiff of the arcane they are targeted without mercy.

Water. The few warlords of this type that do not make use of arcane or primal magics are treated with the same deference as their Air counterparts, otherwise targeted as if they were Evil.



NPCS

Worshipping nature is tantamount to servants of the Truest Green and there is nothing—no circumstance, kinship, or bond—more crucial in their day to day lives. When faced with the prospect of willfully doing harm to the environment or themselves a minion of Zivrasa inflicts an injury on themselves without hesitation, for to them no life has greater value than that of an ancient tree or exotic flower. They are extremely uncomfortable when forced to travel beyond the confines of the forest and grow more despondent with every passing moment until finally becoming hostile before breaking free to return to the woods.



Verduurous Grove

GREEN SCOUT

Small humanoid (alai), neutral
Armor Class 16 (natural armor)
Hit Points 55 (10d6+20)
Speed 35 ft., climb 15 ft.

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

Skills Nature +4, Perception +4, Stealth +5, Survival +4
Damage Resistances poison; bludgeoning, piercing
Condition Immunities poisoned
Senses passive Perception 14
Languages Cetikal, Common
Challenge 4 (1,100 XP)

Flitting Leaf. The green scout increases its horizontal jump distances by 20 feet and its vertical jump distances by 15 feet.

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

Plant Ancestry. The green scout has advantage on saving throws against being charmed or frightened, and magic can't put it to sleep. In addition, the green scout does not need to eat and does not sleep (instead using photosynthesis; page 32).

Regeneration. The green scout regains 5 hit points at the start of its turn. If the green scout takes fire damage, this trait doesn't function at the start of its next turn. The green scout dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The green scout attacks three times with its lashing limb, twice with its explosive saplings, or it attacks once and throws a tangling root.

Lashing Limb. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage. Instead of dealing damage, the green scout can grapple the target (escape DC 12).

Explosive Sapling. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 5 (1d4+3) force damage plus 2 (1d4) poison damage.

Tangling Root. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* The target becomes covered in hardening sap and must succeed a DC 10 Strength check or gain the grappled condition. At the start of each of its turns, the target receives another check to remove the grappled condition. The sap can also be destroyed (AC 13, 6 hp).

Whenever an alai proves themselves as true wards of nature they receive a special enchantment from Zivrasa, unlocking powers over the wooded environment hidden deep within their heritage and unearthed only by the bloody sacrifice of a user of arcana. Of Zivrasa's children, these rigorous wardens of nature are the most likely to listen to reason and be convinced that an arcane magic user should not suffer a bloody, painful end for their blasphemies.

You there! Stop immediately! I can smell the arcane corruption seeping off of you, poisoning this pristine place with foul magics.

—Mafjai the Green Scout



HUNTER

Medium humanoid (any), neutral

Armor Class 17 (studded leather)

Hit Points 90 (12d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	12 (+1)	17 (+3)	13 (+1)

Saving Throws Str +6, Con +6, Wis +6

Skills Athletics +6, Nature +7, Perception +9, Stealth +9, Survival +9

Damage Resistances poison

Condition Immunities poisoned

Senses passive Perception 19

Languages Cetikal, Common

Challenge 6 (2,300 XP)

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

Devastating Critical (1/Round). The hunter deals the maximum amount of damage possible when it scores a critical hit.

Enemy of Arcana. The hunter has advantage on Wisdom (Survival) checks to track arcane spellcasters, as well as on Intelligence checks to recall information about them, and its weapon attacks deal an extra 1d6 damage against them.

Natural Explorer: Forest. When the hunter makes an Intelligence or Wisdom check related to the forest, its proficiency bonus (+3) is doubled if it is using a skill that its proficient in. While traveling for an hour or more in its favored terrain, the hunter's group

isn't slowed by difficult terrain and can't become lost except by magical means.

If traveling alone in a forest, the hunter can move stealthily at a normal pace.

In addition, while tracking other creatures in a forest, the hunter also learns their exact number, their sizes, and how long ago they passed through the area.

Superior Critical. The hunter's weapon attacks score a critical hit on a roll of 18–20.

ACTIONS

Multiattack. The hunter attacks four times with its saber or longbow.

Scimitar. *Melee Weapon Attack:*

+8 to hit, reach 5 ft., one target.

Hit: 8 (1d6+5) slashing damage.

Longbow. *Ranged Weapon Attack:*

+8 to hit, range 150/600 ft., one target.

Hit: 9 (1d8+5) piercing damage.

Only the finest warriors with a deep and abiding respect for nature are drafted into the corps of hunters under Zivrasa's banner, their single-minded focus and incredible persistence making them incredible tools to be used against those fools that spit on Vast Kaviya's natural magnificence.

Met his end with an arrow through the skull. All that weird he had didn't stop one of Zivrasa's hunters from plugging his eye. No spells stopping that.

—Gardrox, Warrior of the Kelxatti



GREENMASTER

Medium plant, neutral

Armor Class 18 (natural armor)

Hit Points 136 (16d8+64)

Speed 40 ft.

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

Skills Nature +5, Perception +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Ceṭikal, Common, Druidic, Sylvan

Challenge 7 (2,900 XP)

Innate Spellcasting. The Greenmaster's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material, somatic, or verbal components:

At will: *druidcraft*, *poison spray*

5/day each: *entangle*, *pass without trace*, *spike growth*

1/day each: *commune with nature*, *conjure woodland beings*, *plant growth*

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

Regeneration. The Greenmaster regains 10 hit points at the start of its turn. If the Greenmaster takes fire damage, this trait doesn't function at the start of its next turn. The Greenmaster dies only if it starts its turn with 0 hit points and doesn't regenerate.

Speak with Plants. The Greenmaster can communicate with plants as if they shared a language.

Tree Stride (1/Turn). The Greenmaster can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Multiattack. The Greenmaster attacks three times or attacks once and casts a spell.

Lashing Limb. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target.

Hit: 6 (1d8+2) bludgeoning damage plus 14 (4d6) poison damage. Instead of dealing damage, the greenmaster can grapple the target (escape DC 13).

You see a person made of the wood—not a living tree mind you, or one of them walking bushes, but a person—you run as far and as fast as you can.

—Tomyli the Hermit



When one of Zivrasa's druids or a truly zealous hunter has distinguished themselves they are gifted with the Truest Green's blessing, ascending to a sense of true oneness with nature on a wave of power driven by the spilling of a powerful magician's blood.

ZIVRASA

Medium plant, neutral

Armor Class 18 (natural armor)

Hit Points 190 (20d8+100)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	21 (+5)	16 (+3)	20 (+5)	17 (+3)

Skills Athletics +8, Nature +7, Perception +9, Survival +9

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 19

Languages Cetikal, Common, Druidic, Sylvan

Challenge 11 (7,200 XP)

Innate Spellcasting. Zivrasa's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She can innately cast the following spells, requiring no material, somatic, or verbal components:

At will: *detect magic*, *druidcraft*, *entangle*, *pass without trace*, *poison spray*, *spike growth*

5/day each: *commune with nature*, *conjure woodland beings*, *plant growth*

3/day each: *conjure fey*, *tree stride*, *wall of thorns*

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

Plant Ancestry. Zivrasa has advantage on saving throws against being charmed or frightened, and magic can't put her to sleep. In addition, she does not need to eat and does not sleep (instead using photosynthesis; page 32).

Regeneration. Zivrasa regains 15 hit points at the start of her turn. If Zivrasa takes fire damage, this trait doesn't function at the start of her next turn. Zivrasa dies only if she starts her turn with 0 hit points and doesn't regenerate.

Speak with Plants. Zivrasa can communicate with plants as if they shared a language.

Tree Stride (2/Turn). Zivrasa can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Multiattack. Zivrasa attacks four times or attacks twice and casts a spell.

Lashing Limb. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage plus 18 (4d8) poison damage. Instead of dealing damage, the green scout can grapple the target (escape DC 13).

A long time ago in distant lands the woman that's become Zivrasa lived under a different name as just one of many hunters in a tribe of wild elves. Her pack lost track of a lethal beast in the deep wilderness and though wounded it would not be easily slain; they soon found themselves predators turned prey. Over a span of weeks her companions were taken by the creature or Vast Kaviya's ruthless natural dangers until only she remained and it was here that she came to understand the Truest Green. Her eyes locked with the beast, the hand holding her dagger hot with the thing's blood as its life drained away, and she took an oath to better know the fundamental truth of the world and became Zivrasa, abandoning her peoples to completely devote herself to nature. For centuries she has stewarded the Verdurous Grove, carefully tending her prized plants to steadily grow both her territory and cult of followers with every season that passes.

I only sense the stench of arcane corruption around this one—the rest of you may leave, and if you like, my fellow sister of the green, you are welcome to stay with us.

—Zivrasa



Dakkel still has nightmares where he's lost in the jungle of ghosts, but compared to this place it had been paradise. There is mud everywhere (including places he did not ever believe mud would ever reach) and no matter where he turns there are waves of insects as thick as fur, everything has scales or too many legs—it's as if the land itself wants everything on it to die. Quietly he wishes Zegka and Nekryf would listen to him, allow him to guide them safely onward with his weird, but they only ever urge him not to use it at all.

Vissuna—the keen-eyed beautiful Maiden Eagle he's grown to admire—is the first to spot something in this dreadful place other than mire and decay, a distant and enormous rock jutting up from out of the muck like a mountain island in a sea of dirt. Atop it is a simple building made from slats of weathered and beaten wood, and there are more on a long platform running along one side of the stone. He urges everyone to stop and, after explaining to Zegka that with the mud leaves no reasonable means to quickly flee, he works his weird to make them all vanish from sight.

Dakkel holds the front of the cord joining them all together and leads everyone towards the north side of the gigantic rock. Once they're in the shadow of the great stone he hears a scrabbling from above and sees several tall, frog-like creatures lean over the edge, pointing to the start of their tracks through the nearest patches of mud. Several leap down and start following the trail, eyelids narrowed in suspicion. As the party rounds a bend they see a massive cleft and dart inside, Dakkel whispering as loudly as he dare that they best wipe their feet clean. They sneak further inside, well past the entrance as the toad folk discover the trail has gone cold.

Nekryf quietly cautions that they should tread carefully as their pursuers seem more afraid with every step, and that this place may well be cursed. Zegka grunts in affirmation but Dakkel is emboldened by their escape, skulking onward though there's nothing much to see in the huge cavern where the passage ends—only a great chamber bare of anything save for another large rock. Now that they are alone, the toad folk chasing them unwilling to follow this far into the rock, the warrior wonders aloud if they might rest here while those hunting them lose interest and disperse. Then the giant rock moves, enormous bulbous eyes flicking open on either side as a mouth the size of the cave entrance yawns open to unleash a truly unholy odor that makes them all gag—and robs Dakkel of his ability to concentrate on his weird, the enchantment hiding them fading into the aether and drawing huge pupils to bear down upon them...

Auntie Gonfler and the Bellows

Noxious gasses bubble their way up through the muck, small wooden cabins top the scraggly hills that dot this stinking marshland, and the great echoing croaks of its inhabitants lend it its name: the Bellows. Boggards are toad people, strong and well adapted to this inhospitable terrain. The kinder among them will act as guides through the muck, if given enough coin, but those who are unkind lead travelers deeper into the swamps until finally finding the waiting arms of Auntie Gonfler.

STONEHOLLOW

The small hamlet of Stonehollow stubbornly sticks to the southern edge of a massive limestone boulder that towers high above countless miles of languishing marshlands. About 100 boggards live in and around the village's simple huts atop the creaking mire-slicked piers. The hamlet's namesake stone is a single massive hunk stained and greased with the noxious overgrowth of the swamp. Its inhabitants survive by patiently hunting the marshes, often lying motionless within the muck for hours or even days at a time waiting for the unlucky turtle, crocodile, or wanderer to come along.

GRAND AUNTIE

The boggards of the Bellows all revere and obey their matriarchal aunties. These aunties are wisewomen, shamans, healers, midwives, and when tasked are also often judge, jury, and executioner. Even so the aunties all respect and fear old Auntie Gonfler. The undisputed matriarch of Stonehollow commands so much respect that her word will even earn begrudging obedience from aunties of other hamlets. In appearance she is a simple squat boggard woman, often jangling with small gourd bottles containing mystical ingredients. She is a fearsome shaman and necromancer, though it is not through her own prowess that she commands her respect—Gonfler holds the reins of the secret power within Stonehollow, the trapped god's lone speaker.

THE TOAD IN THE STONE

The Bottomless, the Beacon, the Shining One, the Great Maw, the Trapped God—Strum is known by many names throughout the marshlands, but he is a legend feared by all boggard kind. His origins are hazy and disputed. Some tell stories of the great champion and savior Strum, who swallowed the Great Firefly, while others speak of him as a butcher soaked in the blood of his enemies and gifted foul light from the Abyss. However the myth is told, the reality of his existence cannot be denied and all toad-folk either fear and revile him or worship him as a deity.

Strum is a boggard hero (or was one some centuries ago) that has succumbed to undead curses. He acquired in his adventures a powerful enchantment upon the already fearsome croak of his people—when he bellows a brilliant arcane light echoes out in a blinding wave—but he also suffered the wounds of battle and became afflicted with a festering undead curse. He found his way into a large cavern within Stonehollow while dying from his mortal injuries. He perished but did not grow still; instead he remained within the stone, undead and hungry. With the few primal instincts he had left, Strum began using his croak's light to lure unwary creatures and travelers into his cave, greedily devouring anything that came near.

Centuries passed, Strum grew ever larger without ever stopping, and now he is a great amphibious behemoth, barely able to move and far too large to leave his now cramped cavern home. Still he hungers and his beacon light reminds all of the marsh's inhabitants that the trapped god always requires more sacrifices.

BOTTOMLESS TITHES

Auntie Gonfler doesn't really revere Strum as a god but she is a talented necromancer and her command of the great undead behemoth brings the whole of the marshlands under her rule. She keeps her great pet happy with regular sacrifices—it's common for travelers to need passage through the swamps and while most other boggards are happy to lead them through for barter or gold, Gonfler's underlings guide them right to Stonehollow free of charge. She tries to appease these unwitting victims and once led to the village she either drugs them with her potions or takes them by force, for the Trapped God must be fed. If no travelers are handy Gonfler looks to other hamlets of toad-folk for tributes, and out of fear for their own wellbeing the other aunties do their best to appease her, allowing this gruesome practice to continue indefinitely.

AUNTIE'S COOKING

Gonfler is a talented shaman and has produced several unique magical brews. She uses these concoctions to enhance her minions, knock out her sacrifices, and prove her prowess to the other aunties. An ample supply of these potions can be found within her hut up along the stone's western side (where she can overlook both the town and the entrance to Strum's dark cavern).

AUNTIE'S NIGHTCAP

Potion, rare

This sickly sweet brown drink is brewed from black marshland fungus and rotten organ meats. When you drink this potion, you drop into a deep magical slumber. This slumber lasts for a number of minutes equal to 30 - your Constitution score, and it can be ended early only with a *lesser restoration* spell or similar magic like a paladin's Lay on Hands. Creatures immune to poison or sleep effects suffer no ill effects from this potion and treat it as light alcohol.

EROAK FROTH

Potion, rare

This bright red potion churns constantly as if boiling. When you drink this potion, your mind fills with rage and your vocal cords vibrate with arcane energy. For 1 hour after drinking it, you have advantage on Charisma (Intimidation) checks and whenever you make a successful Charisma (Intimidation) check against a creature, you gain advantage on all attack rolls against that creature for the next minute.

MOSSWINE SEW

Potion, uncommon

This dark green liquid smells of strong herbs and bog water. When you drink this potion, your skin blossoms with lichens and moss, you gain 2d4+2 temporary hit points that last for 1 hour, and for the same duration you have advantage on Dexterity (Stealth) checks made to hide within swampy or overgrown terrain.

MARSHLAND DENIZENS

While Auntie Gonfler is the most prominent influence among boggard kind, the marshlands are vast and there are countless power struggles taking place among the mires. All of the aunties nurse old grudges and older wounds, all while attempting to keep themselves seeming mysterious and ineffable to their hamlets' denizens. Countless quiet deals have compromised and empowered some aunties, generally keeping the toad-folk in line.

- **Toroak, the Returned.** Toroak abandoned his home and his auntie when he was very young, earning coin by guiding humans through the marshlands until he decided to leave with them rather than return to the swamps. He's now come back 15 years later, walking and talking like the humans do and filling the muckrakers with new dangerous ideas. Toroak represents a serious threat to the authority of the aunties and they'd have already had him killed if the people didn't have such admiration for this returned champion—though they'll likely attempt to quietly remove him at the first opportunity.
- **Grotof, Starspeaker.** Born with the bright blue and toxic skin that mark him out as a mystic, Grotof works together with Fotorg as the strongest voices against Gonfler and the appeasement of the Trapped God. Grotof teases out the secrets of the heavens, and his prediction of the weather and seasons make it difficult for the aunties to remove him or his broodmate from power. Currently he is traveling from hamlet to hamlet, spinning portents of doom to warn the aunties against remaining complicit in Auntie Gonfler's demands.
- **Fotorg, Earthreader.** Also marked from birth as a mystic by her blue markings, Fotorg works together with Grotof as the loudest voices against Gonfler and the Trapped God. She is attuned to the marshland, feeling its ancient needs and her prediction of mudslides and perfect knowledge of the terrain make her too valuable to be easily removed by the aunties. Currently she is traveling from the swamps, promising each village she visits the secrets of the marsh if they would turn on Auntie Gonfler.
- **The Woodcutters.** Few real trees grow within the marshland and the sorry excuses found here are barely more than sticks. Whenever the toad-folk need to construct a new dwelling they call upon the woodcutters to venture out of the 'safety' of the marshlands in search of fresh timber. Those leaving the swamps are armed with real metal weapons and the best armors the aunties can manage. Boggards hold a deep respect for any of their kind that are willing to brave the lands beyond the muck.
- **Zilog, the Omen.** Born with white skin and a vestigial tail, Zilog was marked as a bad omen from the moment he hatched. Gonfler made a show of casting the youngling out but instead kept and raised him, finding value in her people's natural fears. Zilog stalks Stonehollow's shadows and wherever else Auntie Gonfler needs a pair of eyes or the intimidation of a terrible omen.

Битовабелле Буапа



WARRING WARLORDS

Auntie Gonfler has the envious position of ruling territory that few rivals would fight for—the marshland creates a natural barrier to conquest and she feels confident that she cannot be dethroned. She plans to keep her undead pet happy and her people in line, all too willing to do whatever is required to achieve a steady stream of sacrifices.

Air. As the most likely to travel, people under these warlords are the most likely to fall to Auntie Gonfler's traps. If these warlords rise up against her she'll certainly retaliate as she regards them as foolish and weak (even if they are not).

Earth. These warlords are rarely willing to commit the resources needed to assault the marshes, and Auntie Gonfler simply siphons sacrifices from those traveling through her lands.

Evil. Auntie Gonfler respects these warlords but does not hesitate to stab them in the back if she thinks that she might benefit from it—and she expects them to do the same to her.

Fire. Auntie Gonfler loves the anger and ease in which she can goad these warlords into attacking her, often losing out to the terrain and becoming offerings to the Trapped God.

Good. The promises made by these warlords can entice the disenfranchised away and Auntie Gonfler stamps out their influence wherever she finds it.

Water. These warlords most often see through Auntie Gonfler's lies and tend to simply avoid her, an attitude that she reciprocates.



NPCS

The toad-folk's hierarchy is simple: there are the aunts at the top and at the bottom is everyone else. The pecking order of the aunts however is infinitely complex and always changing as they scheme, deceive, and plot against each other, forming temporary alliances and breaking them just as quickly. They generally rely on their hunters (known as muckrakers) as their actual force within the marshes. Currently it is Auntie Gonfler and her Trapped God that hold the core of the influence within the marshes—a fact that few aunts are happy about.

MUCKRAKER

Medium humanoid (boggard), chaotic evil

Armor Class 16 (studded leather)

Hit Points 90 (12d8+36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	8 –1)	14 (+2)	11 (+0)

Saving Throws Dex +7, Con +6

Skills Athletics +6, Perception +5, Stealth +7, Survival +5

Damage Vulnerabilities cold

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 15

Languages Boggard, Common

Challenge 5 (1,800 XP)

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

Swamp Stalker. Muckrakers are adept at remaining motionless for even days at a time to blend into their swampy environment. If a muckraker has spent an hour or more hiding within forest, grassland, or swamp terrain, it gains a +10 bonus to Dexterity (Stealth).

Terrifying Croak. The muckraker has a throat pouch that magically emits terrifying sounds. As an action the muckraker can emit a terrifying croak, forcing all non-boggard creatures within 30 feet to make a DC 13 Wisdom saving throw. On a failed save, a creature becomes frightened of all boggards for 1 minute. Creatures that succeed at this save cannot be affected again by it for 24 hours.

Toad's Leap. The muckraker has long bandy legs capable of propelling it to great heights. When it makes a long jump it can travel up to 45 feet. When making a high jump the muckraker can leap up to 15 feet into the air. The muckraker is always considered to have moved 10 feet or more before jumping, even when stationary.

ACTIONS

Multiattack. The muckraker attacks three times: twice with its hunting pikes and once with either its hooked net or wicked tongue.

Hunting Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

Hooked Net. *Ranged Weapon Attack:* +7 to hit, range 5/15 ft., one Large or smaller target.

Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net. Whenever a creature attempts to free itself or another creature in a net and fails the check, the attacking creature takes 5 slashing damage.

Wicked Tongue. *Ranged Weapon Attack:* +7 to hit, range 10 ft., one Large or smaller creature.

Hit: The target is restrained and suffers a –2 penalty to its AC as long as it remains restrained. While a creature is restrained in this way the muckraker cannot, speak, move further than 10 feet away from the restrained creature, or make another wicked tongue attack. Dealing 5 slashing damage to the tongue (AC 14) frees the target without harming it and forces the tongue to retract. The muckraker can use a bonus action to retract its tongue.

REACTIONS

Swift Scatter. Muckrakers are trained ambush hunters and dive to cover at the first sign of trouble. When it first becomes aware of a potential threat the muckraker can use its reaction to take the Hide action.

Muckrakers are the lifeblood of any boggard community, patiently hunting and trapping whatever creatures they happen upon in the marshlands. They often submerge themselves in the mire up to their necks and allow the meager bounty of the swamp to wander their way—they're not choosy and anything remotely edible is likely to be dragged back home in their nets.



BELLOW AUNTIE

Medium humanoid (boggard), chaotic evil

Armor Class 18 (mage armor)

Hit Points 117 (18d8+36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	15 (+2)	14 (+2)	21 (+5)	12 (+1)

Saving Throws Con +6, Wis +9

Skills Arcana +6, Deception +5, Insight +9, Perception +9, Persuasion +5, Sleight of Hand +9, Survival +9

Damage Vulnerabilities cold

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 19

Languages Boggard, Common

Challenge 9 (5,000 XP)

Spellcasting. The auntie is a 12th level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 17; +9 to hit with spell attacks). The auntie has the following spells prepared:
Cantrips: *acid splash*, *druidcraft*, *light*, *shillelagh*, *mage hand*, *message*
1st level (4 slots): *cure wounds*, *detect magic*, *entangle*, *grease*, *healing word*, *mage armor*
2nd level (3 slots): *enlarge/reduce*, *lesser restoration*, *see invisibility*, *spider climb*, *spike growth*
3rd level (3 slots): *animal messenger*, *animate dead*, *counterspell*, *plant growth*, *stinking cloud*, *water breathing*
4th level (3 slots): *blight*, *giant insect*, *polymorph*
5th level (2 slots): *contagion*, *insect plague*
6th level (1 slot): *eyebite*

Terrifying Croak. The auntie has a throat pouch that magically emits terrifying sounds. As an action she can emit a terrifying croak, forcing all non-boggard creatures within 30 feet to make a DC 16 Wisdom saving throw. On a failed save, a creature becomes frightened of all boggards for 1 minute. Creatures that succeed at this save cannot be affected again by it for 24 hours.

Toad's Leap. The auntie has long bandy legs capable of propelling her to great heights. When she makes a long jump she can travel up to 45 feet. When making a high jump she can leap up to 15 feet into the air. The auntie is always considered to have moved 10 feet or more before jumping, even when stationary.

ACTIONS

Multiattack. The auntie attacks twice using her poisoned sickle or witch brew. The auntie can replace one of these attacks with a wicked tongue attack.

Poisoned Sickle. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 7 (1d4+5) slashing damage plus 10 (3d6) poison damage.

Wicked Tongue. *Ranged Weapon Attack:* +9 to hit, range 10 ft., one Large or smaller creature.
Hit: The target is restrained and suffers a –2 penalty to its AC as long as it remains restrained. While a creature is restrained in this way the auntie cannot speak, move further than 10 feet away from the restrained creature, or make another wicked tongue attack. Dealing 5 slashing damage to the tongue (AC 14) frees the target without harming it and forces the tongue to retract. The auntie can use a bonus action to retract her tongue.

Witch Brew. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft. *Hit:* 15 (3d6+5) acid damage and the target must make a DC 17 Constitution saving throw or gain one randomly determined condition until the end of the auntie's next turn. Roll 1d4: 1—deafened, 2—blinded, 3—poisoned, 4—stunned.



AUNTIE GONFLER

Medium humanoid (boggard), chaotic evil

Armor Class 20 (mage armor)

Hit Points 165 (22d8+66)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	22 (+6)	17 (+3)	16 (+3)	23 (+6)	17 (+3)

Saving Throws Con +9, Wis +12, Cha +9

Skills Arcana +11, Deception +7, Insight +14, Perception +14, Persuasion +11, Sleight of Hand +10, Survival +14

Damage Vulnerabilities cold

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 24

Languages Boggard, Common

Challenge 12 (8,400 XP)

Command of the Grave. Auntie Gonfler has spent decades practicing necromancy and has a mastery over the undead. Undead creatures (even undead she did not create) obey her commands without question. Undead with an Intelligence or Wisdom of 14 or higher instead must make a DC 20 Wisdom saving throw. On a failed save the undead creature must obey Auntie Gonfler's orders to the best of its abilities for the next minute.

Spellcasting. Auntie Gonfler is a 15th level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 18; +10 to hit with spell attacks). Auntie Gonfler has the following spells prepared:

Cantrips: *acid splash, dancing lights, druidcraft, mage hand, message, shillelagh*

1st-level (4 slots): *cure wounds, detect magic, entangle, grease, healing word, mage armor*

2nd-level (3 slots): *enlarge/reduce, lesser restoration, see invisibility, spider climb, spike growth*

3rd-level (3 slots): *animal messenger, animate dead, counterspell, plant growth, stinking cloud, water breathing*

4th-level (3 slots): *blight, giant insect, polymorph*

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

6th-level (1 slot): *create undead, eyebite*

7th-level (1 slot): *finger of death*

8th-level (1 slot): *feeblemind*

Terrifying Croak. Auntie Gonfler has a throat pouch that magically emits terrifying sounds.

As an action she can emit a terrifying croak, forcing all non-boggard creatures within 30 feet to make a DC 18 Wisdom saving throw. On a failed save, a creature becomes frightened of all boggards for 1 minute. Creatures that succeed at this save cannot be affected again by it for 24 hours.

Is you who has the favor of the great and powerful Strum? No. Is Auntie. You want to know the Bottomless? I say you should.

I say you will—now.

—Auntie Gonfler

Toad's Leap. Auntie Gonfler has long bandy legs capable of propelling her to great heights. When she makes a long jump she can travel up to 45 feet. When making a high jump she can leap up to 15 feet into the air. The auntie is always considered to have moved 10 feet or more before jumping, even when stationary.

ACTIONS

Multiattack. Auntie Gonfler attacks twice using her poisoned dagger or witch brew. She can replace one of these attacks with a wicked tongue attack.

Poisoned Dagger. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4+6) piercing damage plus 10 (3d6) poison damage.

Wicked Tongue. *Ranged Weapon Attack:* +10 to hit, range 10 ft., one Large or smaller creature. *Hit:* The target is restrained and suffers a –2 penalty to its AC as long as it remains restrained. While a creature is restrained in this way Auntie Gonfler cannot speak, move further than 10 feet away from the restrained creature, or make another wicked tongue attack. Dealing 5 slashing damage to the tongue (AC 14) frees the target without harming it and forces the tongue to retract. Auntie Gonfler can use a bonus action to retract her tongue.

Witch Brew. *Ranged Weapon Attack:* +10 to hit, range 30/60 ft. *Hit:* 23 (5d6+6) acid damage and the target must make a DC 18 Constitution saving throw or gain one randomly determined condition until the end of Auntie Gonfler's next turn. Roll 1d4: 1—deafened, 2—blinded, 3—poisoned, 4—stunned.

The boggards revered Strum the Bottomless for generations, but the Trapped God was like a force of nature. When Auntie Gonfler made the Great Maw bow to her, it cemented the old witch as the true wise one. Her necromancy has served her well, and as long as she keeps her pet 'deity' in check she reigns over the marshlands without rival. She appears as a small and squat toad woman, countless gourd bottles containing her mixtures clicking as she walks, the old robes and fineries she wears bearing the stains of the mire and necromantic ichors.

Gargantuan undead, unaligned
Armor Class 14 (natural armor)
Hit Points 350 (20d20+140)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (−1)	25 (+7)	6 (−2)	12 (+1)	8 (−1)

Skills Perception +11

Damage Vulnerabilities cold

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft.,
passive Perception 21

Languages understands
Common and Boggard
but cannot speak.

Challenge 15 (13,000 XP)

Undead Fortitude. If damage reduces Strum to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Strum drops to 1 hit point instead.

Multiattack. Strum attacks three times with his bite, slam, and necrotic tongue. He can replace any one of these attacks with a Beacon attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.

Hit: 22 (3d10+6) piercing damage and the target must make a DC 19 Strength saving throw or be swallowed whole. A creature that has been swallowed whole is blinded and restrained, has total cover against attacks and takes 7 (2d6) acid damage and 7 (2d6) necrotic damage at the start of each of Strum's turns. Strum can swallow up to 6 creatures at once. If a swallowed creature deals 15 or more damage to Strum in a single turn, he must make a DC 22 Constitution saving throw or regurgitate all swallowed creatures, which appear in unoccupied spaces within 5 feet of Strum or in the closest unoccupied space.

Slam. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage. Instead of dealing damage, Strum can grapple the target (escape DC 19).

Necrotic Tongue. *Ranged Weapon Attack:* +11 to hit, range 50 ft., one target. *Hit:* The target must make a DC 19 Strength saving throw. On a failed save, the target is dragged to an unoccupied space within 5 feet of Strum, and Strum can immediately use a bonus action to make a bite attack against it.

Beacon (3/Day). Strum croaks, firing a beam of blinding light and uttering an impossibly loud noise. All creatures other than Strum within 50 feet must make a DC 19 Constitution saving throw or be blinded and deafened for 1d4 rounds.



Rrrrrrrrruuuuuuuuuaaaaaa
aaaAAAAAuuuuuuuuUU
uuuuUGGGGGGHH-
HHHHHHHH!!!!

—Strum

Strum was once a boggard of great renown, though his exploits have been long forgotten. He succumbed to an undead sickness and his reanimated corpse has become like unto a god among toad-folk. The massive hulk can barely move within the confines of his natural stone prison, but he still hungers and his slime dripping tongue whips out and snatches away any creature foolish enough follow his beacon close enough to his cave.

Zegka turns his attention away from the hulking green monster at the mouth of the cave, looking at Dakkel anew for the thousandth time, totally unsure what to make of him now. They never would have escaped from the ghostly jungles without his summoned lightning, but to do such a thing means that he *is* weird-touched. Yes the misfit saved them, yet what if it was his presence that would not let Heltrep's wounds heal? Her death fractured the bonds between his companions just after they'd started to trust each other, as if destiny waited for the most crucial time. What's more, why didn't Dakkel use his weird to warn them about the greenskins that encircled the camp last night?

The scrabbling of feet and babbling in a guttural language draw Zegka's attention to the entrance of their primitive prison. The big guard's little companion is back, this time with two hunks of meat he doesn't recognize—or doesn't want to try to identify. It gives the bigger one the larger piece and they both sit and eat, babbling between each other and casting the occasional glance back into the cave. Zegka watches Nekryf come back to consciousness and motions to Vissuna, indicating for her to whisper to the hunter and explain their misfortune.

A deathcry from outside, too deep to have come from anything but a great beast, is echoed by the screaming of many more of the monstrous creatures keeping them prisoner, briefly distracting both the hulking and short green things. With their captors' attention drawn to some spectacle in the gulch below Zegka decides it's time to make their move. He stalks forward, carefully picking up a heavy rock and waiting for Vissuna to do the same—they both swing down at the little one as Dakkel wiggles his fingers and whispers, weird flowing out of him and putting it to sleep as it cries out in pain. The bigger one turns to see what's happened and reflexively lashes out at them with its enormous, heavy blades but they dodge its strikes, swiftly grabbing the downed creature's weapons.

Between the two of them now armed and with surprise on their side, Vissuna and Zegka manage to kill the orc in a few moments and drag its corpse deep into the cave and out of sight. As his eyes adjust to the sunlight Zegka sees what was distracting their captors—other prisoners battling at the bottom of the gulch for the entertainment of hundreds of other green-skinned monstrosities. He rushes inside and strips the armors and weapons from the larger one, passing its spear to Nekryf and explaining that they must move now while this tribe of monsters is distracted, before it is their turn and they are noticed. All are keen to escape and quick to move toward the sunlight, waiting briefly to let their eyes adjust to the brightness before slipping outside, moving as fast as they dare in the small shadows afforded by the ridge above them.

Gragth Bloodfire

Orc warbands are a common enough threat in Vast Kaviya and number beyond counting, ranging from dozens of hunters to veritable armies with hundreds of hardened warriors. Gragth Bloodfire and her kin are a step apart however, their potent mastery over fire making them almost a force of nature unto themselves. Using an uncanny primal connection to the scorching element, these savages batter down and immolate everything in their path with no regard for the consequences—more than once they've had to thin the horde because of fields lit aflame left too little to feed too many, though their slaves are always made into meals before the monstrous tribe resorts to cannibalism.

BLOODFIRE GULCH

Set at the foot of active twin volcanoes in front of a massive mountain, Bloodfire Gulch offers a network of caves where the lowest members of the tribe (goblins) live beneath their betters (orcs), although not as far down as the captives and slaves slogging just above the refuse pits at the very bottom. A foul stench even worse than sulfur rises up from the lava flows at the base of the caverns, a gagging odor that coats the tunnels slick with filth, the result of burned away excrement and waste from the creatures that call this hellish place home. Gragth lost her sense of smell long ago and dwells in a chamber above the main slave pits, accessible only by a bridge that overlooks the wretched souls captured by the tribe and left to fend for themselves until there's a need for them.

GIFT OF FIRE

Despite their name it's a rare thing for an orc from the Bloodfire tribe to bear magic in their blood, but with countless lifetimes of experimentation they have developed a means for any of their kind with even a trace of the supernatural to bloom with the power of fire. These practices—exalted and honored they may be—are the primary means by which most of the tribe's members perish, either dying on the spot from exposure to too much flame too quickly or from the grievous wounds left by the practice of self-immolation. Those that can survive the horrendous trials of burning (including at least one exposure to lava) sometimes develop control over nature magic, becoming druids of the Burning Circle after they've proven their devotion to flames.

THE BIG BOOM

The Bloodfire tribe's home was chosen for more than strategic value and figures into a far greater plan: the eruption of the great mountain. Gragth discovered a set of deep caverns far below the twin volcanoes while exploring after a successful conquest over the dwarves that once called the caverns home, and using her burgeoning pyromancy she sensed that magma aplenty is locked away beneath the surface. For years she has tried in vain to break the natural barriers that allowed the greater volcano to go dormant, and should she ever succeed the cataclysmic eruption would be felt thousands of miles—truly lighting the world aflame.

WARRING WARLORDS

All the pyromancy in the world can't take the orc out of the Bloodfire tribe and their tactics are the brutal sort to be expected from savage warriors—just with much, much more fire involved. Most encounters with them involve either two or three Bootcha pairs, or a Bootcha pair and a Darkslyssah. Sometimes Magikeye are sent out to explore for potential supernatural resources (accompanied by a Bootcha orc with two or three Bootcha goblins) but only rarely. A typical war party has at least two Bootcha pairs, a Darkslyssah, and a Magikeye.

All. No matter who the Bloodfire tribe faces, they use the same tactics: relentless assault, enormous flames, and enslavement when the fires have died down. On the rare occasion they encounter more formidable foes it is something they usually realize quite quickly, the ferocity of their assault extinguishing like a torch in a tempest.

NPCS

While **goblins** and **orcs** aplenty raise their blades when Gragth Bloodfire calls for war, there are warriors that loom over the rest as potent threats. Typically they rely upon the power of flame in one way or another but all are deadly veterans of bloodshed, hardened in the fires of battle and the cruelty of their home. All of Gragth's minions' weapons are made from iron.

Bloodfire Gulch



BOOTCHA ORC

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 85 (10d8+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	11 (+0)	14 (+2)	13 (+1)

Saving Throws Int +2, Wis +4, Cha +3

Skills Athletics +9, Intimidation +5, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Athletic Movement. Climbing does not cost the orc extra movement. In addition, when it makes a running jump, the distance it covers increases by 10 feet.

Rending. When the orc hits the same creature with two or more attacks on its turn while using its cleavers, each successful hit after the first deals an extra 4 (1d8) damage.

ACTIONS

Multiattack. The orc attacks three times with its cleavers, or it attacks once and launches a Bootcha goblin.

Cleavers. *Melee Weapon Attack:*

+7 to hit, reach 5 ft., one target.

Hit: 10 (1d8+6) slashing damage.

Launch. The orc tosses a Bootcha goblin at a creature within 30 feet. The Bootcha goblin can use its reaction to make a melee weapon attack against the creature. It has advantage on the attack roll and deals 14 (4d6) extra damage on a successful hit.

REACTIONS

Gobsmacked. If the orc has a Bootcha goblin on its shoulder, when it is the target of a successful melee attack the orc can use its reaction to force the Bootcha goblin to take the damage instead.

Every week in Bloodfire Gulch is marked by four important events: the slave fight, the goblin fight, the orc fight, and the Bootcha ritual. Most of these are informal tournaments where the castes of the caverns fight one another for supremacy, earning favor (if a captive) or a place in a ceremony raising their station. Once promoted to Bootcha, goblins and orcs become slavemasters commanding legions of slave-soldiers when the full forces of the tribe are brought to bear.

Bootcha Cleaver (Martial Melee Weapon; 8 gp; heavy; 1d8 slashing). While a creature is wielding this weapon with one hand and either has nothing in its other hand or is wielding another weapon, it gains a +1 bonus to damage with the bootcha cleaver.

BOOTCHA GOBLIN

Small humanoid (goblin), chaotic evil

Armor Class 14 (leather)

Hit Points 52 (8d6+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +5, Con +5

Skills Perception +6, Stealth +7, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Goblin, Orc

Challenge 2 (450 XP)

Bootcha-Flank. When the goblin is on the opposite side of a creature from where a Bootcha orc is standing, both have advantage on melee attack rolls against that creature.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Opportunist (1/Turn). When the goblin has advantage on its attack roll, on a successful hit it deals an extra 5 (2d4) damage.

Shoulder-Fighting. While fighting on a mount or on the shoulder of a Bootcha orc, the goblin can wield its spear using Dexterity instead of Strength (included below).

ACTIONS

Multiattack. The goblin attacks twice.

Spear. *Melee or Ranged Weapon Attack:*

+5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 7 (1d8+3) piercing damage.



DARKSLYSSAH

Medium humanoid (orc), chaotic evil

Armor Class 16 (leather)

Hit Points 119 (14d8+56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	13 (+1)	14 (+2)	15 (+2)

Skills Athletics +5, Intimidation +8, Perception +8, Stealth +11, Survival +8

Senses darkvision 60 ft., passive Perception 18

Languages Common, Orc

Challenge 6 (2,300 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

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

Improved Critical. The orc's weapon attacks score a critical hit on a roll of 19 or 20.

Soulfire Strike (1/Turn). When the orc hits a creature with its darkblade on its turn, it can choose to take 1d6 necrotic damage and deal an extra 14 (4d6) necrotic damage.

ACTIONS

Multiattack. The orc attacks twice.

Darkblade. Melee or Ranged Weapon Attack:

+8 to hit, reach 5 ft. or range 100/200 ft., one target. *Hit:* 11 (1d12+5) magical slashing damage. On a critical hit, the orc heals hit points equal to half the damage dealt.

REACTIONS

Fast Reflexes. Each round, the orc can take one additional reaction.

Orcs that lack exceptional strength or the spark of magical potential have only one path to prestige open to them—if they are willing to sacrifice a part of themselves to attain power. Mastery over spells remains outside of their reach, but with the workings of Gragth Bloodfire's most despicable magics, these orcs cleave away a piece of their souls and forge their foul essence into equally dark weapons. While their physical forms remain (before the strain of a shattered spirit causes their premature demise) Darkslyssahs become preternaturally fast, the ideal assassins, hunters, and battle scouts of their tribe's forces.

*There's more than one kind of fire.
My kin have shown you the living flame,
but what of the dead one?*

—Takra the Darkslyssah



MAGIKEYE

Medium humanoid (orc), chaotic evil druid (burning) 11

Armor Class 16 (barkskin)

Hit Points 93 (11d8+44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	19 (+4)	14 (+2)	18 (+4)	13 (+1)

Saving Throws Int +5, Wis +7

Skills Arcana +5, Nature +5, Perception +7

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 17

Languages Common, Druidic, Orc

Challenge 8 (3,900 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Control the Burn. When the orc casts a spell that deals fire damage, it can choose for its spell not to light objects and the environment on fire.

Soulfire (1/Long Rest). When the orc casts a spell that deals fire damage, it can choose to siphon out greenish soulfire that deals an extra 3 (1d6) fire damage to each creature targeted by the spell. The orc takes 1d6 necrotic damage for each creature that takes extra damage from Soulfire.

Spellcasting. The orc is an 11th level spellcaster that uses Wisdom as its spellcasting ability (spell save DC 15; +7 to hit with spell attacks). The orc has the following spells prepared from the druid's spell list:

Cantrips: *druidcraft*, *fire bolt*, *produce flame*, *resistance*, *shillelagh*

1st-level (4 slots): *cure wounds*, *faerie fire*, *hellish rebuke*, *longstrider*, *thunderwave*

2nd-level (3 slots): *barkskin*, *flame blade*, *flaming sphere*, *heat metal*, *scorching bolt*

3rd-level (3 slots): *dispel magic*, *fireball*, *glyph of warding*

4th-level (3 slots): *conjure minor elementals*, *fire shield*, *wall of fire*

5th-level (2 slots): *conjure elemental*, *flame form* (page 57), *flame strike*

6th-level (1 slots): *sunbeam*

Wild Shape (2/Short Rest). The orc can use its action to magically assume the shape of a beast that it has seen before that has a maximum CR of 1. It can stay in a beast shape for 4 hours. The orc then reverts to its normal form unless it expends another use of this feature. The orc can revert to its normal form earlier by using a bonus action on its turn. It automatically reverts if it falls unconscious, drops to 0 hit points, or dies. While the orc is transformed, the same rules apply as normal for the druid class feature in addition to the following:

- The orc's natural weapons deal an extra 3 (1d6) fire damage and it has fire resistance.

ACTIONS

Quarterstaff. *Melee Weapon Attack:*

+6 to hit (+7 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, 7 (1d8+3) bludgeoning damage if wielded with two hands, or 8 (1d8+4) magical bludgeoning damage with *shillelagh*.

Fire Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 16 (3d10) fire damage.

REACTIONS

Scorching Magic. When a creature within 60 feet of the orc casts a spell that deals cold damage, the orc can use its reaction to interrupt the spell by expending a spell slot. If the creature used a spell slot equal to or less than the spell slot the orc expended, the spell fails and has no effect. If the creature used a spell slot of a level higher than the spell slot the orc expended, the orc makes a Wisdom ability check against a DC equal to 10 + the spell's level. On a success, the creature's spell fails and has no effect.

The most dedicated and fanatical orcs of the Bloodfire tribe discover and nurture a spark of supernatural within themselves, growing it into a blooming font of power. These revelations are inspired by relentless burnings of their own flesh, culminating with the most certain and grave of injuries to prove beyond doubt the truth of their faith—poking out an eye. Those that commit fully unlock the powers of nature, wielding the flame as easily as their kin might heft an axe.



GRAGTH BLOODFIRE

Medium humanoid (orc), chaotic evil sorcerer (fire) 15

Armor Class 17 (mage armor)

Hit Points 127 (15d6+75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	20 (+5)	16 (+3)	17 (+3)	21 (+5)

Saving Throws Con +10, Cha +10

Skills Arcana +8, Intimidation +10, Nature +8, Perception +8

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 18

Languages Common, Goblin, Orc

Challenge 13 (10,000 XP)

Aggressive. As a bonus action, Gragth moves up to her speed toward a hostile creature that she can see.

Scorching Heart. Gragth billows with flames whenever she expends a spell slot to cast a spell that deals fire damage. As she casts the spell, creatures of her choice within 10 feet of her that she can see take 7 fire damage.

Scorching Magic. Resistance to fire damage does not reduce the fire damage dealt by Gragth's spells.

Sorcery Points (14 points/Long Rest). As a bonus action on her turn, Gragth can either expend one spell slot and gain a number of sorcery points equal to the slot's level, or create a spell slot by expending sorcery points (1st-level—2 points, 2nd-level—3 points, 3rd-level—5 points, 4th-level—6 points, 5th-level—7 points).

Metamagic: Extended Spell. When Gragth casts a spell that has a duration of 1 minute or longer, she can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Metamagic: Quicken Spell. When Gragth casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Metamagic: Twinned Spell. When Gragth casts a spell that targets only one creature and doesn't have a range of self, she can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Gragth has a wild heart that made her impossible for other warlords to tame but she is a tried and true pyromancer—completely and utterly obsessed with lighting everything aflame, relying almost entirely on the power of fire. She is utterly obsessed with making the world burn and has a singular focus on achieving what her followers call 'the Big Boom', pursuing magics (and magic users) that might be able to finally break the subterranean dams holding back the magma beneath the mountain behind Bloodfire Gulch. The orc sorceress is at least predictable in her single-minded pursuit of a cataclysmic eruption though there's nothing—nothing—that she will not do to see her plans reach fruition.

Spellcasting. Gragth is a 14th level spellcaster that uses Charisma as her spellcasting ability (spell save DC 18; +10 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips: *chill touch*, *fire bolt*, *mage hand*, *message*, *prestidigitation*, *true strike*
 1st-level (4 slots): *burning hands*, *detect magic*, *mage armor*, *shield*
 2nd-level (3 slots): *scorching ray*
 3rd-level (3 slots): *fireball*, *fly*, *haste*
 4th-level (3 slots): *wall of fire*
 5th-level (2 slots): *flame form* (page 57)
 6th-level (1 slot): *eyebite*
 7th-level (1 slot): *delayed blast fireball*, *fire storm*
 8th-level (1 slot): *incendiary cloud*

ACTIONS

Firestick. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) magical bludgeoning damage plus 7 (2d6) fire damage and 7 (2d6) necrotic damage.

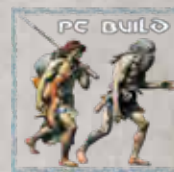
Fire Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target.

Hit: 16 (3d10) fire damage.

REACTIONS

Scorching Fury.

Gragth uses her reaction when she is hit by a melee attack to burn her attacker, dealing 14 fire damage. Resistance to fire damage does not reduce this fire damage.



After escaping the Xerican and with little resources of their own, Fodmaeck and his companions joined a caravan—believing there to be safety in numbers—but the barren plains they are in now are not much better and proving to be just as difficult to endure. The badlands are constantly swept by winds so strong that voices travel only a few feet, and people are perishing from hunger (though the elf is keeping a few of the travelers well fed by dashing off into cover where they can use their lunar magic to conjure food). A strange disfigured blue goblin named Zikus insists he knows of a covered oasis in the near distance, plying and cajoling the caravan leader to head towards it.

Weak and weary, after a few days of talking the head of the procession is convinced and follows Zikus' directions, leading the caravan into a great gulch that stretches out of sight. It runs for miles and miles, gradually descending until the walls are hundreds of feet tall and bring the welcome respite of shade from the glaring sun. A few days of travel and they finally reach the canyon's end, finding many stones standing upright near mounds of dirt—a place of the dead. Certain that they've been betrayed Fodmaeck gathers his companions, moving into cover and preparing for an attack.

Zikus cries out in a strange tongue and suddenly more of its kind—and even stranger creatures—emerge from hiding, their eyes all aglow with supernatural power! Kovrolin guts the goblin with a vicious strike but the instant they know they've been betrayed she and her allies realize that this is truly a death trap. The dweorg projects his many semi-selves to try and confuse the ambushers but the freakish things attacking them seem to know his trick, a deluge of impossible phantasms striking him in the skull and killing him in an instant. Kovrolin disappears behind a cart as the attackers close, many of them unleashing waves of blasting thunder that send the people of the caravan dropping onto the dirt, pooling crimson soaking the ground. Then the horror begins in earnest as the disfigured things fall upon the corpses, ripping into the flesh with their teeth and drinking deep of the fresh blood.

Herleva puts up an admirable fight but even she falls against the crazed assault—although she endures longer than the rest. A half dozen phantasms streak towards the monk yet her concentration doesn't waver and she beats several of her attackers down in a flurry of deft strikes. Kovrolin uses the distraction to slice at the necks of two more of the disfigured creatures only for a third to point at her, taking control of her mind and forcing the dwarf to turn her dagger on herself, stabbing the blade through her eye to die almost instantly. The halfling is the only witness to Morxalim's 'escape', her last moments spent in stunned recognition of what the elf truly was as when her head hits the ground she sees a cloud of energy leak out of the cleric's crushed skull and towards her...

Psionicus

Sacrifice and power are intertwined across Vast Kaviya whether it be the meek crushed under the heels of the strong as they advance their own potential or blood-soaked victims dying in tribute to ephemeral entities. The Psionicus are potent practitioners of both, a cult of vicious savages that commit all kinds of atrocities, blasphemies, and mutilations in an endless pursuit of ever greater control over the primal energy that runs in a steady current around the world. Their leader knows more than most about the real truth of the Kaṇavu-Valai for hidden near its lair are some of the supernatural river's physical shores, a resource as coveted to the Psionicus as their fearful abilities.

MAṆANŌY CAVERNS

The Psionicus claim the territory at the end of the Gully of Decay in the Voiceless Badlands, a desolate place nearly devoid of life. A field of the dead mark the area near the entrance to the set of subterranean passages known as Maṇanōy Caverns and within are the warriors tents (nearest outside), the foragers tents (smaller dwellings for families and children), the council tent (where Psionicus addresses his underlings), and the chieftain's own special quarters in the furthest reaches of the cave system. Hidden underneath thick hides and furs on the floor in the back of his tent is a secret entrance to a small tunnel crudely chiseled out of the rock. After a creature has found it with a DC 19 Intelligence (Investigation) check and succeeds at a DC 15 Dexterity (Acrobatics) check to wriggle through it, they find at its end a small stretch of the mystical Kaṇavu-Valai.

A TASTE FOR FLESH

The vast distance from most food sources and its utter isolation made cannibalism an early practice in the Maṇanōy Caverns—sentient humanoids became the preferred cuisine when the Psionicus discovered the ottunni and that consuming one's own kind was a means to becoming a primal entity. To match the tribe's needs hunting parties frequently strike out into the wilderness on trips that can last months or years at a time, only returning home when they've acquired a sufficient number of 'slaves'. Those still alive are fewer in number but all stronger for having survived the traumatic experience though even in death the weaker members of Psionicus still serve, interred outside of their lair to be raised as skeletal undead when they are needed.

LEADERSHIP OF ONE

Only a scant few of the brutal sadists inhabiting the Maṇanōy Caverns ever learn the truth of their tribe, how it came to be, and who its true leader is: the same creature that found the cave system countless decades (and even perhaps centuries) ago. Once a lowly goblin and the last survivor amongst a large hunting party that wandered into the Voiceless Badlands, upon consuming the final morsel of flesh from her companions she unlocked a vast pool of psionic energy residing within herself. Using her newfound abilities she captured a great deal of prey and brought it back to her village, promising even larger rewards for anyone willing to travel into the wilderness to learn from her how to use these new hunting techniques. None of them ever returned but with each fool she consumed she grew in power, eventually transforming into ottunni and noticing the powerful Kaṇavu-Valai nearby. The tribe of goblins to which Psionicus once belonged is now long, long dead along with scores of challengers that tried to take the ottunni's place of power and influence—their spirits departed but their bodies remaining for months or sometimes years, taken over by the psychic parasite and worn until a new face of leadership (Psionicus in disguise, of course) needs to emerge.

WARRING WARLORDS

Mounting an attack on the Psionicus is a nearly impossible task—the remote location of Maṇanōy Caverns and the scarcity of resources nearby make assaulting it a daunting proposition particularly because such a large force is necessary to overcome the defenses waiting outside of it. On the rare occasion that they are invaded, master psions float out to animate the impromptu graveyards in front of the caves and send relentless waves of undead legions to weaken the foe. When they've run out of skeletons they unleash psion adepts and psion novices, and in the instances where a few attackers are still alive, Psionicus itself makes an appearance alongside whatever defenders remain. Of the warlords that have made an attempt to take this territory only a handful were not influenced to do so by the psionic masters themselves—far easier to lure prey into a trap than to go hunting. If they're forced into a defensive posture, Psionicus uses *telekinesis* to cause a cave-in and flees with surviving underlings, returning within a year's time after it has possessed a more influential host with a much larger force (including a core group of powerful NPCs ready and willing to cannibalize their own when food becomes scarce, continuing the grisly cycle).

Kaṇulai

For the few that survive to reach the greatest heights of the tribe the most potent of blessings is granted: a drink from the supernatural waters of the Kaṇavu-Valai. Consuming the supernatural waters of the Kaṇavu-Valai is a dangerous undertaking not for the meek of heart. A creature that drinks water directly from the Kaṇavu-Valai rolls a d20, adding its total hit dice. On a 20 or more, it rolls 1d12 and gains a randomly determined Kaṇulai. On a failure, the creature is afflicted with an [indefinite madness](#) and must make a DC 20 Constitution saving throw, taking 45 (10d8) psychic damage on a failed save or half as much damage on a successful one.

Kaṇulai are intangible, can never be lost, and though they are magical in nature *antimagic field*, *dispel magic*, and similar effects do not affect them. A creature can only possess a second Kaṇulai if it rolls a natural 20 when drinking from the Kaṇavu-Valai (otherwise replacing an old Kaṇulai with the newly rolled result).

Kaṇulai Body. Your body can become ethereal for short bursts of time. When you move, you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. Mysterious markings and runes covering your limbs and body glow whenever you use this feature. You can use this feature for a number of rounds equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Kaṇulai Conjurer. You gain the power to summon creatures from out of nowhere as if you possessed a [bag of tricks \(tan\)](#). When you do so a blue mote of light dances around you.

Kaṇulai Gaze. You grow an additional eye and gain the benefits of [eyes of charming](#). This does not take up an attunement slot.

Kaṇulai Limb. You grow a small extra arm from your shoulder or back. You are able carry a small item (such as a one-handed weapon or potion) in this arm, but it cannot manipulate fine objects or wield weapons and shields. Once on your turn you are able to draw one item with your extra arm or administer a potion with it.

Kaṇulai Mind. You learn the *mage hand* and *prestidigitation* cantrips. You can control your *mage hand* cantrip as a bonus action.

Kaṇulai Perfection. One of your ability scores increases by 3, up to a maximum of 22.

Kaṇulai Protection. The fingers on your hands merge into two instead of four. One suit of armor or shield you are wearing or wielding becomes a +1 *armor* or +1 *shield*. When it leaves your possession it loses this bonus.

Kaṇulai Resilience. You have advantage on saving throws against spells and other magical effects.

Kaṇulai of Resolve. You gain a +2 bonus to AC and saving throws.

Kaṇulai Steps. Your steps make no sound, regardless of the surface you are moving across, though a shadowy energy trails in your wake. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

Kaṇulai Voice. You can mentally communicate with any creature within 30 feet of you that is able to understand a language. If you have or gain telepathy from a class feature, magic item, or spell, its range increases by 30 feet.

Kaṇulai Weaponry. The fingers on your hands merge into two instead of four. One weapon you are wielding becomes a +1 *weapon*. When it leaves your possession it loses this bonus.

Air. These adversaries are too troublesome to hunt down and capture so instead Psionicus organizes traps where they can be ambushed then taken away as slaves (and eventual foodstock).

Earth. Warlords of this type are too recalcitrant to fool and Psionicus attacks them directly, turning raw primal power against them and taking whoever survives.

Evil. When the minions of these warlords even have flesh they usually make for poor meals. Rather than assault them Psionicus attempts to negotiate mutually beneficial peace by offering amnesty in exchange for reliable tithes of captives—a deal most usually accept.

Fire. Psionicus relish the opportunity to crush these fools using their supernatural superiority and feast upon the remains, rarely saving any to become slaves or even as meals for a later day.

Good. There are no more desirable enemies for Psionicus than these warlords and their minions—they are compliant, easy to conquer, and when able to resist the psionic tribe they can be manipulated into surrender instead. Slaves captured in this manner are kept the longest and should there ever be any successful escapes they are likely from this group.

Water. Other supernatural warlords are highly valued as sacrifices and Psionicus take great care in their capture, sometimes using schemes and setting subtle traps (like legends of powerful magical items) that can take years to play out to their grisly end.

NPCs

These unrepentant cannibals are as devious as they are ruthless, totally unconcerned with any concept of morality, ethics, or anything but the pursuit of more flesh to unlock ever deeper parts of their minds. They do not hesitate to cheat, lie, and trick if it draws a victim into their traps—whatever proves necessary to get the job done.

MANANŌY CAVERNS



PSION ADEPT

Medium humanoid (any), chaotic neutral

Armor Class 15 (mage armor)

Hit Points 58 (11d8+9)

Speed 30 ft.

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

Saving Throws Int +4, Wis +5, Cha +6

Skills Arcana +4, Insight +5, Perception +5

Damage Resistances psychic

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, telepathy 60 ft.

Challenge 7 (2,900 XP)

Cannibal Urges. When a humanoid dies within 30 feet the psion adept must succeed on a DC 14 Wisdom saving throw or spend its movement and next action to reach and eat part of the body.

Disfigurement. The psion adept has brutally mutilated itself and has disadvantage on Charisma (Deception) and Charisma (Persuasion) checks.

Innate Spellcasting. The psion adept's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The psion adept can innately cast the following spells, requiring no material, somatic, or verbal components:

At will: *detect magic*, *eldritch blast*, *jump*, *mage hand*, *minor illusion*, *vicious mockery*

5/day each: *charm person*, *command*, *mage armor*, *shield*, *thunderwave*

3/day each: *counterspell*, *enthrall*, *hold person*, *invisibility*, *pass without trace*

1/day each: *compulsion*, *confusion*, *haste*, *major image*, *suggestion*

ACTIONS

Dagger. Melee or Ranged Weapon Attack:

+5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 4 (1d4+2) piercing damage.

Psionic adepts are the scouts of Psionicus and travel out into Vast Kaviya tasked with acquiring more meat for the tribe, only earning more of the Kaṇavu-Valai's blessings after they have brought back 100 or more victims (though not all of them need survive the trip). Usually they do so by insinuating themselves into a caravan or group of nomads, subtly influencing

leaders to alter the course towards the Maṇanōy Caverns using their subtle mental powers.



PSION NOVICE

Medium humanoid (any), chaotic neutral

Armor Class 16 (mage armor)

Hit Points 110 (17d8+34)

Speed 30 ft.

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

Saving Throws Int +6, Wis +7, Cha +8

Skills Arcana +6, Insight +7, Perception +7

Damage Resistances psychic

Condition Immunities charmed, frightened, prone (see Floating)

Senses darkvision 60 ft., passive Perception 17

Languages Common, telepathy 90 ft.

Challenge 9 (5,000 XP)

Cannibal Urges. When a humanoid dies within 30 feet the psion novice must succeed on a DC 16 Wisdom saving throw or spend its movement and next action to reach and eat part of the body.

Disfigurement. The psion novice has brutally mutilated itself and has disadvantage on Charisma (Deception) and Charisma (Persuasion) checks.

Floating. The psion novice is immune to the prone condition unless grappled, incapacitated, or restrained. It is unable to float on any surface that would not normally support its weight. Creatures following its tracks do have disadvantage unless tracking by scent.

Innate Spellcasting. The psion novice's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The psion novice can innately cast the following spells, requiring no material, somatic, or verbal components:

At will: *charm person*, *command*, *detect magic*, *eldritch blast*, *jump*, *mage armor*, *mage hand*, *minor illusion*, *shield*, *thunderwave*, *vicious mockery*

5/day each: *counterspell*, *enthrall*, *hold person*, *invisibility*, *pass without trace*

3/day each: *compulsion*, *confusion*, *haste*, *major image*, *suggestion*

1/day each: *dominate beast*, *greater invisibility*, *phantasmal killer*

ACTIONS

Dagger. Melee or Ranged Weapon Attack:

+7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 5 (1d4+3) piercing damage.

When Psionicus has a task of great importance a psion novice is sent afar to see it done. Usually this requires one to travel the Kaṇavu-Valai itself, journeying downstream and returning in their master's quest to map out the mystical waters. It can take them years or decades to make it back if they do at all, rising to the rank of master psion after imparting what they've learned to the rest of the tribe.

MASTER PSION

Medium humanoid (any), chaotic neutral

Armor Class 16 (mage armor)

Hit Points 130 (20d8+40)

Speed 30 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	15 (+2)	18 (+4)	21 (+5)

Saving Throws Int +6, Wis +8, Cha +9

Skills Arcana +6, Insight +8, Perception +8

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Common, telepathy 120 ft.

Challenge 11 (7,200 XP)

Cannibal Urges. When a humanoid dies within 30 feet the master psion must succeed on a DC 17 Wisdom saving throw or spend its movement and next action to reach and eat part of the body.

Disfigurement. The master psion has brutally mutilated itself and has disadvantage on Charisma (Deception) and Charisma (Persuasion) checks.

Innate Spellcasting. The master psion's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The master psion can innately cast the following spells, requiring no material, somatic, or verbal components:

At will: *charm person*, *command*, *comprehend languages*, *counterspell*, *detect magic*, *eldritch blast*, *enthrall*, *jump*, *mage armor*, *mage hand*, *minor illusion*, *shield*, *thunderwave*, *vicious mockery*

5/day each: *compulsion*, *confusion*, *haste*, *hold person*, *invisibility*, *major image*, *pass without trace*, *suggestion*

3/day each: *animate dead*, *dominate beast*, *greater invisibility*, *phantasmal killer*

1/day each: *death ward*, *dominate monster*, *fire shield*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

REACTIONS

Telekinetic Cover (Recharge 5–6). The master psion rips up a piece of the environment in between an attacker and its or one ally as a bonus action or reaction, granting total cover (AC 12, 7 hp).



A coterie of mental powerhouses hang upon Psionicus' every word and gesture, treating it as a god and seeing to its every whim—they know too well the incredibly painful alternative given to anyone that dares do otherwise. It falls to master psions to oversee the logistics of the Maṇaṇōy Caverns and curate their master's great map of the Kaṇavu-Valai, etching it onto the flayed skins of consumed victims in a constant cycle of renewal and additions. They are rewarded with as much of the mystical waters as they can drink leading many to subject themselves to the supernatural river on a daily basis, ever so slowly growing in power hoping that they might one day lead the tribe (and in a manner of thinking some do).

PSIONICUS

Medium humanoid (dwarf ottunni), chaotic neutral

Armor Class 17 (mage armor)

Hit Points 187 (25d8+75)

Speed 25 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	16 (+3)	20 (+5)	22 (+6)

Skills Arcana +8, History +13, Insight +10, Intimidation +11, Perception +10

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 90 ft., passive Perception 20

Languages Common, telepathy 200 ft.

Challenge 14 (11,500 XP)

Cannibal Urges. When a humanoid dies within 30 feet Psionicus must succeed on a DC 19 Wisdom saving throw or spend its movement and next action to reach and eat part of the body.

Innate Spellcasting. Psionicus' 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, somatic, or verbal components:

At will: *charm person, command, comprehend languages, counterspell, detect magic, eldritch blast, enthrall, jump, mage armor, mage hand, minor illusion, scorching ray, shield, thunderwave, vicious mockery*

5/day each: *animate dead, compulsion, confusion, dominate beast, fireball, greater invisibility, haste, hold person, invisibility, major image, pass without trace, phantasmal killer, suggestion*

3/day each: *death ward, dominate monster, fire shield, hypnotic pattern, wall of fire*

1/day each: *dominate monster, freedom of movement, telekinesis, vampiric touch*

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

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

Memories of Many. Psionicus has advantage on Intelligence (History) checks.

Psionic Parasite. When Psionicus has 2 or more death saving throw failures, instead of dying it transforms into a cloud of psionic energy. While in psionic cloud form, Psionicus can't take any actions, speak through means other than telepathy, or manipulate objects. It is weightless, has a flying speed of 60 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, Psionicus can do so without squeezing. It has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to all nonmagical damage.

While Psionicus has 0 hit points in psionic cloud form, within a 5 hours it must locate and possess a suitable corpse to become its new host, reinvigorating it with its own lifeforce. psionicus can only possess the corpse of a humanoid that has died within the last 25 hours. Once Psionicus possesses the corpse, it is paralyzed until it regains at least 1 hit point (after 1d4 hours or receiving magical healing).

After using this feature Psionicus takes a cumulative -4 penalty to all attack rolls, saving throws, and ability checks. Every time it finishes a long rest, the penalty is reduced by 1 until it disappears.

ACTIONS

Gauntlet. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

REACTIONS

Telekinetic Cover (Recharge 4–6). Psionicus rips up a piece of the environment in between an attacker and its or one ally as a bonus action or reaction, granting total cover (AC 16, 18 hp).

The entity called Psionicus has practically become a force of nature, older than it is able to remember and one of the most powerful beings in all of Vast Kaviya. It has used its mental might to engineer a sustaining environment for itself, one that provides both ample food and suitable new hosts. The ancient ottunni has spent millenia creating the most comprehensive map of the supernatural river connecting the world and it covets that almost as much as its access to the Kaṇavu-Valai.

I have seen generation after generation live and die, been witness to kingdoms beyond counting rise and fall away into the sands of history. You point your blade at me as though I have not already sundered a thousand other warriors like you. Your death will not be swift.

—Psionicus



Boosh clicks out a warning as their honed senses urge them to look upward, spotting pteranodons in the air ahead. Their taino-kar ally waves an enormous hand, explaining that the flying dinosaurs are scavengers and pose little threat. Moza agrees and points out that he's killed more than one before, but Bizashai is not so certain and thinks something about these soaring saurians is different, wondering aloud if they are suffering from a disease of some kind.

"Tsst!" Scartezs hisses, pointing at the shadows of the jungle around the explorers and drawing his great axe. "We are not alone!" Just as he finishes making his warning a quartet of ragged dinosaurs erupt out of the brush, all of them leaping at him with biting jaws and slashing claws! For his part the minstrel is ready and drives his weapon through the neck of one of his attackers while beside him the ash genasi instantly has her weapons in hand, slashing the curved blades through a pair of the reptilian predators with bisecting slices that leave them as grisly, rotting halves. Boosh rolls behind the two warriors and takes a knee, letting arrows fly into the face of a fourth, allowing Moza to unleash a flurry of magic bolts that slam the thing until it drops onto the ground.

Bizashai sheathes her smaller sword and grabs at her nose in disgust, pinching it closed while taking a closer look at the corpses. Suddenly one of them snaps up to bite her but she's ready for it, slashing down with her blades until the head is entirely removed. The ash genasi glares hard at Moza as she remarks, "these are animated by magic most foul." The sorcerer's response is interrupted by a rumbling so great that the wilderness itself trembles and everyone jumps out of the way as another undead lizard—this one twice as big as Scartezs—thunders out of the brush, its man-sized jaws snapping down at where the fire genasi was only a second before. Each of the explorers wails away at the enormous monster as it takes a chunk out of the taino-kar's shoulder, keeping on fighting until Moza conjures a cone of frozen air to blast away the last of whatever fell energies are animating it.

While this initial danger has passed, a foreboding sense of what's to come enshrouds them all as they search their surroundings for any more attacking undead predators. Moza warns that he just used his most powerful magic and won't be able to end another assault so quickly, prompting Bizashai to scoff at him like usual, wondering why he thinks her strikes were less effective. The wound on Scartezs body reek with the sickly sweet smell of decay even after he calls upon his supernatural powers to heal it, but then Boosh looks up and sees that this fight is not over—four more packs of rotting pteranodons circle in every direction ahead of them.

WAKE OF MAWS

There are many places on Kaviya that are lush and teeming with life, and there are others which are filled with putridity and decay. One such place—called the Storm Plains by those few who inhabit it—is a region in a state of transition. A vibrant forest surrounding a vast freshwater lake, it earned its name thanks to the tumultuous weather that regularly rolls across it. Some time ago one of these storms introduced a new element to the plains: a contagion, a veritable plague that turned the waters of the lake black and toxic. Creatures that drink it succumb to its infectious curse, their bodies rotting and falling away as they begin to experience the horrifying realities of existence as undead. Those who were smart enough to avoid the curse of the Black Pond abandoned the area long ago, but the thunderbeasts (plains-dwelling tyrant lizards called 'dinosaurs') who lived in its forest and nested in the shores of the pond were not so easily able to avoid the curse...

THE BLACK POND

The lake was not always black and until recently it was pristine and blue, home to all sorts of aquatic life. With the great storm however came corpserot and virulence, and unaware of the danger the creatures who called the region home continued to live around, swim in, and drink from its waters. They do so still—though they no longer live. When the sickness took hold the entire area became a natural abattoir filled with violent confrontation as competing bands of flesh-starved undead battled to claim the region as their own hunting ground. From that chaos and madness the Wake of Maws—a motley band of half-rotten thunderbeasts—emerged victorious, and woe be to those deemed prey.

INFESTED WITH THOUGHTS

As if undeath and a constant hunger weren't curse enough, the contagion of the Black Pond has cursed the Wake of Maws with sentience. Survivors of attacks from the Wake talk of sinister childish voices coming from the gore-stained mouths of the terrible beasts, of the expert ambushes and unrelenting stalking and tracking that have stemmed from their new-found cunning. The pack is not large however and its members are occasionally brought low by their intended prey. Fortunately for the Wake, they have learned to bolster their ranks by forcing live prey to drink from the pond, whether that prey is thunderbeast or otherwise.

GUIDED BY THE MOONS

Death and consumption are now the only pieces of the cycle in which the Wake of Maws find themselves, and each new moon—believing that mating season approaches, what they refer to as 'the egg time'—they roam from their pond in a search for meat on which to fatten themselves. What remains of their biological instincts has fused with their ghoulish sentience and they know only that they must feed until sated, unaware that their hunger will never end. Finding whatever sustenance is available, the Wake of Maws greedily consume the flesh of whatever prey they find. The constant need to consume drives them to ever more violent attacks further and further from their territory until the end of the lunar cycle approaches, when they return to the Black Pond—they must return for the egg time.

WARRING WARLORDS

The Wake of Maws does not conduct warfare—they hunt. The zombified dinosaurs travel along a migratory path determined by their seer, a plesiosaur named Muckbones. By traveling far and wide for prey, and by using a combination of guerrilla strikes and ruthless shock-and-awe attacks, the Wake of Maws have become experts hunters. They form no alliances and attack any prey that presents itself.

Any. If the prey is vulnerable, attack.

The egg time is coming and we must feed.

NPCs

The Wake of Maws contains many small packs, none of which owe fealty to one or the other. The only undead dinosaur aware of exactly how many members there are in total is Muckbones, and that is information he chooses to keep to itself. Some packs travel far and wide, treating all of Kaviya as their hunting ground while others hunt close together, following after their shambling kin in an effort to find weakened prey and easy food. Zombie pteranodons fly high in the air above traveling packs like rotted kites, sometimes announcing the impending arrival of the Wake of Maws. Undead raptors and tyrannosaurs travel along the fringes of larger more powerful groups, such as Sawfin's herd, hoping to catch prey in the act of fleeing from the walking nightmare. When the animated lizards reach a jungle or other lush patch of wilderness most of the wildlife flees, lulling the foolish into a sense of security as suddenly prey seems plentiful.



The Black Pond

DREADCLAW

Medium undead, unaligned

Armor Class 14 (natural armor)

Hit Points 28 (4d8+10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	17 (+3)	10 (+0)	10 (+0)	13 (+1)	6 (−2)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

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

Pounce. If the dreadclaw moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 8 Strength saving throw or be knocked prone. If the target is prone, the dreadclaw can make one bite attack against it as a bonus action.

What the rotkites are for the air so the dreadclaws are for the land—brilliant pack hunters that weave through the shadows around wherever larger undead dinosaur herds and groups travel. Dreadclaws often hide until after a larger predator has begun an attack, striking from shadows that might otherwise have been harmless. In settlements and villages a dreadclaw might try to lure prey by whispering to it from the shadows, beckoning it further and further away from safety and into a carefully planned ambush.



What are a few thunder beasts to worry about? We can handle some lizards. Looked like one of them was already wounded!

—Final Words of Knuah Traid, Warrior of Halkatha

Undead Fortitude. If damage reduces a dreadclaw to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, it drops to 1 hit point instead.

Undead Nature. Dreadclaws don't require air, food, drink, or sleep.

ACTIONS

Decaying Bite. *Melee Weapon Attack:*

+5 to hit, reach 5 ft., one target.

Hit: 9 (1d10+4) piercing damage plus 3 (1d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or be cursed with perpetual decay. The cursed target can't regain hit points until the curse is lifted by the *remove curse* spell or similar magic, or until it succeeds on a DC 10 Constitution saving throw at the end of a long rest.

DUBIOUS SERVANTS

Conjurers of undeath should be wary when empowering the corpse of any bipedal thunder beast predator as when control over one of these undead is lost they rapidly turn upon their former master. At the GM's discretion, the Wake of Maws undead may have the Turn Resistance trait.

Turn Resistance. The undead has advantage on saving throws against any effect that turns undead.

ROTKITE

Medium undead, unaligned

Armor Class 14 (natural armor)

Hit Points 20 (3d8+7)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	10 (+0)	9 (–1)	5 (–3)

Skills Perception +1,

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces a rotkite to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, it drops to 1 hit point instead.

Undead Nature. Rotkites don't require air, food, drink, or sleep.

Flyby. Rotkites don't provoke an opportunity attack when flying out of an enemy's reach.

ACTIONS

Decaying Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4+2) piercing damage plus 2 (1d4) necrotic damage.

The target must succeed on a DC 12 Constitution saving throw

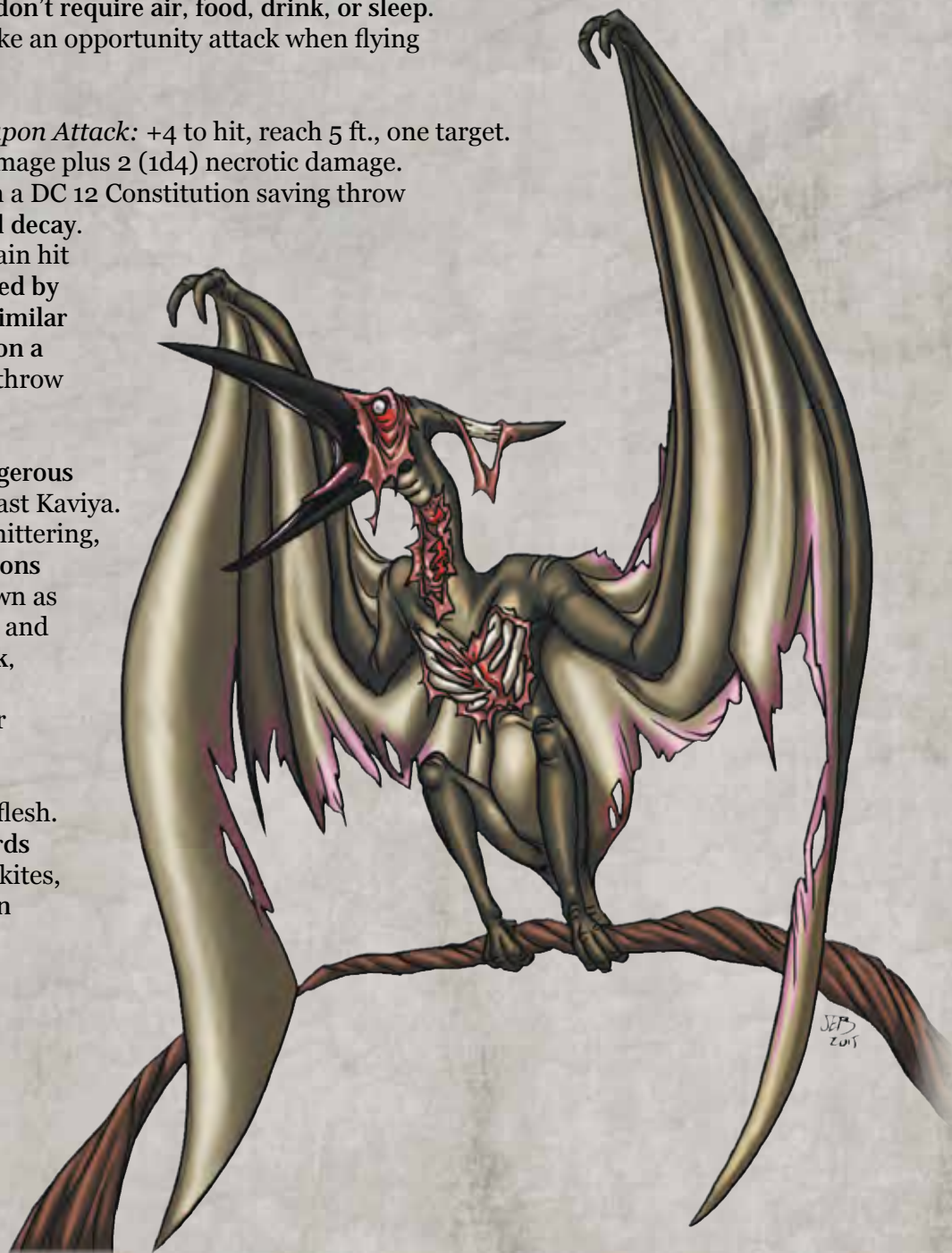
or be cursed with perpetual decay.

The cursed target can't regain hit points until the curse is lifted by the *remove curse* spell or similar magic, or until it succeeds on a DC 12 Constitution saving throw at the end of a long rest.

Pteranodons are seen as dangerous scavengers across much of Vast Kaviya. More dangerous still is the chittering, whispering undead pteranodons from the Wake of Maws known as Rotkites—flying above larger and deadlier members of the pack, these flapping abominations fill the air with insane chatter involving grisly details the hunger that consumes them and how much they long for flesh. Some settlements and warlords have learned to watch for rotkites, treating them as heralds of an impending attack from the Wake of Maws.

Did you just see something fall off of that sky lizard? It isn't even bothering to fly down and catch the lost bit of meal. Must be plenty to go around over there...

—Last Words of Fivao Cahlazch, Fisherman



MUCKBONES

Large undead, unaligned

Armor Class 14 (natural armor)

Hit Points 68 (8d10+24)

Speed 5 ft., swim 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	5 (–3)

Skills Perception +3, Stealth +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Undead Fortitude. If damage reduces Muckbones to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, it drops to 1 hit point instead.

Undead Nature. Muckbones doesn't require air, food, drink, or sleep.

ACTIONS

Decaying Bite. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 14 (3d6+4) piercing damage plus 3 (1d6) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or be cursed with perpetual decay. The cursed target can't regain hit points until the curse is lifted by the *remove curse* spell or similar magic, or until it succeeds on a DC 12 Constitution saving throw at the end of a long rest.

The mostly skeletal remains of plesiosaurus lay just beneath the surface of the Black Pond's shallows—having long ago lost its ability to swim, Muckbones has become practically embedded in the mud of the shallows. It is brought victims on which to feed by the other members of the Wake of Maws in return for tracking the lunar cycle, climate, and which hunting grounds they've terrorized most recently.

Mercy, mercy, mercy. Your kind always asks for mercy. Tell me something worthy of mercy and maybe you will have it. Maybe not.

—Muckbones

HORNSKULL

Huge undead, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (10d12+20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (–1)	17 (+3)	10 (+0)	14 (+2)	5 (–3)

Skills Perception +5

Senses passive Perception 15

Languages Common

Challenge 7 (2,900 XP)

Undead Fortitude. If damage reduces the hornskull to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, it drops to 1 hit point instead.

Undead Nature. Hornskulls don't require air, food, drink, or sleep.

Trampling Charge. If the hornskull moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the hornskull can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone target. *Hit:* 22 (3d10+6) bludgeoning damage.

For reasons unknown, exposure to the fouled waters of the Black Pond affected a tribe of triceratops differently than it did other thunderbeasts; while most other members of the Wake see themselves as individuals, Hornskulls act as group mind, each unique voice speaking bits and parts of a shared message the herd speaks as it tramples its prey flat and circles back to feast on what remains. Unable to pass on the Black Pond's Curse, their hunger is twice as intense.



PINFIN

Huge undead, unaligned

Armor Class 15 (natural armor)

Hit Points 105 (10d12+40)

Speed 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	19 (+4)	10 (+0)	11 (+0)	8 (–1)

Skills Perception +3

Senses passive Perception 13

Languages Common

Challenge 7 (2,900 XP)

Undead Fortitude. If damage reduces Pinfin to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, it drops to 1 hit point instead.

Undead Nature. Pinfin doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. Pinfin makes three melee attacks: one with its decaying bite and two with its claws.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Decaying Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12+6) piercing damage plus 7 (2d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or be cursed with perpetual decay. The cursed target can't regain hit points until the curse is lifted by the *remove curse* spell or similar magic, or until it succeeds on a DC 15 Constitution saving throw at the end of a long rest.

In addition, if the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and Pinfin can't bite another target.

A young spinosaurus who aspires to grow large and fearsome, Pinfin looks forward to the day when he might lead the pack while lacking the understanding to see that he will never grow. Pinfin hunts with ruthless efficiency and relentless enthusiasm, speaking to his prey in the voice of a

small and excited child even as he eats them alive.

PLANTEATER

Huge undead, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d12+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	17 (+3)	10 (+0)	14 (+2)	8 (–1)

Skills Perception +5

Senses passive Perception 15

Languages Common

Challenge 7 (2,900 XP)

Undead Fortitude. If damage reduces Planteater to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, he drops to 1 hit point instead.

Undead Nature. Planteater doesn't require air, food, drink, or sleep.

ACTIONS

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, Planteater can make one bite attack against it as a bonus action.

Decaying Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+6) piercing damage plus 7 (2d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or be cursed with perpetual decay. The cursed target can't regain hit points until the curse is lifted by the *remove curse* spell or similar magic, or until it succeeds on a DC 14 Constitution saving throw at the end of a long rest.



His time as an herbivore long past, undeath has taught the animated dinosaur Planteater the satisfaction of hunting for prey—an act that he has come to excel at just as much as the natural carnivores in the Wake of Maws, his powerful tail usually covered in the gore of his latest victim.

GORETOOTH, THE DARK HUNGER

Huge undead, unaligned

Armor Class 15 (natural armor)

Hit Points 150 (14d12+59)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	10 (+0)	12 (+1)	9 (−1)

Skills Perception +5

Senses passive Perception 15

Languages Common

Challenge 9 (5,000 XP)

Undead Fortitude. If damage reduces Goretooth to 0 hit points, she must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, she drops to 1 hit point instead.

Undead Nature. Goretooth doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. Goretooth makes two melee attacks: one with her decaying bite and one with her tail.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) bludgeoning damage.

Decaying Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 30 (4d12+4) piercing damage plus 10 (3d6) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or be cursed with perpetual decay. The cursed target can't regain hit points until the curse is lifted by the *remove curse* spell or similar magic, or until it succeeds on a DC 16 Constitution saving throw at the end of a long rest.

In addition, if the target is a Medium or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained and Goretooth can't bite another target.

While most other thunderbeasts from the Wake of Maws travel in herds or packs, Goretooth travels alone, her hunger so great that she contents herself with chewing on the rotten carcass of a dreadclaw if one dares stray near enough to be caught in her crushing jaws. Preferring her meat to give her sport, Goretooth taunts and terrorizes her victims while she stalks her prey, often prolonging a hunt in order to gradually strip her victims of their senses, defenses, and limbs.



If you can hear Goretooth coming you are likely dead. If you can hear it and see the leaves shake you've just lived your last moments.

—Elder Droakcha of Tia'Naghk

SAWFIN, THE SLITHERING HORROR

Gargantuan undead, unaligned

Armor Class 16 (natural armor)

Hit Points 231 (14d20+84)

Speed 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (−1)	22 (+6)	10 (+0)	11 (+0)	13 (+1)

Skills Perception +5

Senses passive Perception 15

Languages Common

Challenge 15 (13,000 XP)

Undead Fortitude. If damage reduces Sawfin to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, it drops to 1 hit point instead.

Undead Nature. Sawfin doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. Sawfin makes three melee attacks: one with her decaying bite and two with her claws.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.
Hit: 13 (2d6+6) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target.
Hit: 21 (3d8+8) bludgeoning damage.

Decaying Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 34 (4d12+8) piercing damage plus 14 (4d6) necrotic damage. The target must succeed on a DC 19 Constitution saving throw or be cursed with perpetual decay. The cursed target can't regain hit points until the curse is lifted by the *remove curse* spell or similar magic, or until it succeeds on a DC 19 Constitution saving throw at the end of a long rest.

If the target is a Medium or smaller creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained and Sawfin can't bite another target.

Frightful Presence. Each creature of Sawfin's choice that is within 120 feet of her and aware of her must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A frightened creature repeats 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 Sawfin's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

Sawfin 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. Sawfin regains spent legendary actions at the start of her turn.

- **Call them Softly.** Sawfin innately casts *suggestion* (DC 14) on a creature she can see, requiring no material components. Her spellcasting ability is Charisma.
- **Move.** Sawfin moves up to half her speed.
- **Roar.** Sawfin uses Frightful Presence.
- **Tail Attack (Costs 2 Actions).** Sawfin makes one tail attack.

Already an apex predator in life, the gift of intelligence and the horror of undeath have turned Sawfin from a simple mosasaur into a walking nightmare; she scrabbles across the ground on decaying fins, stalking her prey at high speed while calling to them in a soft feminine voice. Leader and adoptive mother of all creatures in the Wake of Maws, Sawfin is also thought to be the first of its members.



THE BLACK POND'S CURSE

When a creature suffers from perpetual decay caused by a Decaying Bite from a member of the Wake of Maws and three days pass without the curse being removed, or if a creature drinks water from the Black Pond, it is afflicted with the Black Pond's Curse.

While under the effects of the Black Pond's Curse, the creature can't regain hit points until the curse is lifted by the *greater restoration* spell or similar magic. Instead, the creature gains temporary hit points by consuming flesh during a short or long rest. Depending on how much the creature eats, the amount of temporary hit points changes as per Table: Cursed Cannibalism. If the source of the meat died more than 24 hours ago, the amount of temporary hit points gained is halved.

At the end of any long rest where a creature under the effects of the Black Pond's Curse has not consumed flesh, it reduces its hit point maximum by 1d4. When a creature's hit point total reaches or falls below zero from the Black Pond's Curse, it gains one level of exhaustion and becomes undead in addition to any other creature type it may have, gaining the Undead Fortitude trait and Decaying Bite attack (which it becomes proficient with). Consuming the brain of a Medium-sized humanoid returns the creature to its original hit point maximum and removes any levels of exhaustion.

Undead Fortitude. If damage reduces the creature to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, it drops to 1 hit point instead.

Decaying Bite. *Melee Weapon Attack:* reach 5 ft., one target. *Hit:* 1d4 + Strength modifier piercing damage plus 1d4 + Constitution modifier necrotic damage. The target must succeed on a Constitution saving throw (DC 8 + proficiency bonus + Constitution modifier) or be cursed with perpetual decay. The cursed target can't regain hit points until the curse is lifted by the *remove curse* spell or similar magic, or until it succeeds on a Constitution saving throw at the end of a long rest.

A creature that already has a natural bite attack increases the weapon damage dice by one step.

Table: Cursed Cannibalism

Meat Consumed	Temporary Hit Points
Any Small beast, rodent, or other beast	2 per hit dice
Any Medium beast	3 per hit dice
Any Medium humanoid	4 per hit dice
Any Large humanoid	5 per hit dice
Brain of any Medium humanoid	6 per hit dice

ENCOUNTERING THE WAKE

The Wake can be encountered anywhere in Vast Kaviya, their approach seen from miles away due to the cloud of rotkites that follows the pack. By the time the zombie pteranodons are visible dreadclaws are already attacking isolated targets at the edge of the settlement, herd, or tribe. The intention behind this is to cause the prey to fall back and concentrate their numbers—so much the better to feed the larger members on the way. It's recommended that GMs introduce the Wake of Maws by first describing their march from a distance, ambushing adventurers (with either 1d6 rotkites, 1d4 dreadclaws, or Goretooth), have the location the party are in be attacked by a larger member of the Wake of Maws, or with a panicked NPC approaching with warnings of the ravenous horde's approach.

Adventurers that have contracted the Black Pond's Curse but lack access to *greater restoration* might find a cure from an NPC healer in a nearby area—one which the Wake of Maws should be also moving towards, presenting a conflict. En route, the PCs need to encounter (in an environment of the GM's choosing) a pack of 1d4 rotkites with 1d6 dreadclaws, Goretooth (substitute Pinfin if already defeated), and 1d6+1 hornskulls. Successfully completing these encounters in one day has the party arrive before the Wake of Maws, and if done in two days they arrive at the same time. Taking three or more days has the adventurers arrive after the ravenous horde, finding the NPC dead and the area ravaged—they must renew their efforts to rid themselves of the Black Pond's Curse.

Once the Wake of Maws itself is introduced, have the PCs encounter any two named members of the Wake of Maws besides Sawfin. After the first round, on initiative count 20 (losing all ties), roll 1d6. On a 5, add 1 Dreadclaw. On a 6, add 1 Dreadclaw and 1 Rotkite. Regardless of how the encounter plays out, Sawfin takes note of the party and at the end of their next long rest, the adventurers are attacked by the undead spinosaurus and any undefeated named members of the Wake of Maws, in addition to 1d6 Dreadclaws (1d8 if no other named members remain) and 1d6 rotkites (1d8 if no other named members remain).

Adventurers that successfully defeat the undead dinosaur horde become legends in their own time, gaining admiration, respect, and concern from nearby warlords, and the attacks from the Wake of Maws cease...for now.

Vissuna hears Heltrep utter a warning and snaps awake, greeted only by cold and darkness. As her eyes adjust she sees a flickering from around the corner, shedding illumination on what appear to be gossamer confines—she is in a room made of webs, the nest of a giant spider! Many of the Maiden Eagles' legends warn of such monsters hiding within the mountain, but only in the warm places, and this place is cold indeed. Feeling around she realizes she's not spun in place, her hands and legs bound instead by cords of some kind, likely tied up similarly to the rest of her companions. She starts to feverishly work against the ropes, wringing her wrists in pain until they've slickened with blood.

The darkness grows more clear and she sees that Zegka and Nekryf are glaring at Dakkel, his own gaze cast at the wall. Briefly she locks eyes with the warrior and he looks towards something in the center of the floor, making a savage nod at what's there: one of the special one's miraculous orbs sits on the cold stone like a bad memory, just barely catching the light. The Maiden Eagle's heart stops for a moment as the events of the last day rush to the fore of her mind—an argument over where to go next, Dakkel insisting on scouting ahead with his weird, stumbling into and slaying the strange man-spider, the armored monsters like it that soon fell upon them. Her own eyes lock with the sorcerer and he goes to say something but grunts the instant he starts to speak, silencing him.

The skittering of heavy talons echo from outside and Vissuna works at her bonds all the faster. She manages to pull one hand free and then the other, getting her legs unbound as well and quickly grabbing at the orb before stepping as far from the door as possible, a makeshift sling formed from her slipped bonds already swinging. A tough old human in resplendent armor steps into the gossamer prison, jamming a torch into the wall and peering at the captives. As he turns towards where Vissuna was laying she lets loose her orb and it slams into his skull, bone and blood flying, then she charges forward and grabs it from mid-air to strike at him again, embedding her makeshift weapon into his skull. She rushes over to Nekryf and Zegka but then thinks better of it, undoing Dakkel's bonds and gently touching him on the cheek before grabbing the bladed spear off of her victim's corpse and rushing outside.

Dakkel stumbles over to Zegka and Nekryf, fumbling over their bonds as the sounds of discord and alerted warriors reach their ears. He works his weird and they all vanish, rushing outside after the Maiden Eagle only to find that Vissuna has been cornered by three of the armored man-spiders. She wheels and dodges like the born fighter she is, but after taking a few hits one of her assailants strikes true and sends a flash of energy flowing through their blade and into her. She cries out in anguish as blood spurts out onto the stone floor and almost instantly the light fades from her eyes. As her spirit leaves her body so too does her body disappear, turning into a blue dust that floats on the wind towards the glowing rivers in this strange cavern. Dakkel screams in frustration and the armored man-spiders all turn towards their invisible group, drawing bows and knocking arrows as he feels one of his companions—almost certainly not Zegka—pulling at him, urging him to move, and the warning whispers of Nekryf reminding him that if they do not flee, and flee quickly, he will turn Vissuna's sacrifice into a truly worthless gesture.

Order of the Web

A ring of standing stones sits atop a windswept and dreary hill, its surrounding ravines and rocky crags insuring a state of desolate isolation. Howling winds course through these canyons, filling the land with a constant low roar punctuated only by the occasional shrill call of distant carrion birds. However this isolation is a lie—any creature that comes within 10 miles of the ancient hill is being watched by attentive eight-eyed gazes.

Beneath this hill lies the lair of phase-driders and the Order of the Web, an ancient temple built long ago at a convergence of the flowing rivers that make up the Kaṇavu-Valai. It is from here, using the mystical waters, that the ancient cult launches its unseen campaign. They are led by an unlikely figure—a misshapen human girl named Corryn—but it is through her gifts that the true potential of the Kaṇavu-Valai has been unleashed.

THE WEB

Countless centuries ago a great subterranean drider kingdom burned, lit aflame by rebelling slaves that tore down its foundations, slaughtering their cruel arachnid mistresses. A small number of them—their priests and priestesses—were trapped within their temple, a great edifice built honoring the mystic waters of the Kaṇavu-Valai and built over one of its streams. They shut the doors and waited for rescue from the revolt, but they had been abandoned to their deaths. When the rioting slaves finally broke through the temple barricades the trapped clergy resolved to trust in the Kaṇavu-Valai and leapt into the churning supernatural river.

The driders had no sense of time within the flow but eventually emerged within a large cavern, each of them changed. All were now only barely attached to the Material Plane and bleached to stark white: the first phase-driders. The cave they found themselves in was huge and filled with the crisscrossing flows of the Kaṇavu-Valai, currents which sustained them as countless creatures who were dropped into the mystical waters emerged here—into the waiting mouths of the phase-driders.

THE DISCARDED PRINCESS

On the day the phase-driders emerged alive they thanked the wisdom of the Kaṇavu-Valai and swore an oath, vowing to protect those who have been discarded or abandoned as they had been by their kin. Countless people of all kinds and creeds have emerged from the Kaṇavu-Valai within the Web along with untold scores of careless and unlucky animals. Beasts are devoured but the phase-driders have upheld their oath, welcoming in new comers with open arms—Corryn was one such foundling, rescued from the raging magical waters as a mere newborn.

Corryn, first of her name, princess of Larria, daughter of King Oker, was callously dropped into the Kaṇavu-Valai as a newborn by her parents. Birthed with a mutation, her right arm is sickly, contorted, and ends in a 3-fingered claw. It wasn't until her early teens that she learned what a gift she was born with. When Corryn touches the supernatural waters with her mutant hand, she connects to them body and soul. At her touch the waters becalm, rage, or flow to the most distant corners of Vast Kaviya. It is through Corryn that the Web became more than a net for rescuing survivors, developing into a center for which wrongs are righted.

THE ORDER OF THE WEB

Corryn used her gift and swam the infinite river to travel tens of thousands of miles, returning to her homeland of Larria to infiltrate her familial home and assassinate the entire royal family. Her former kingdom exists as a republic now and though its streets have been stained by blood the city-state has never been more prosperous.

Each new foundling that arrives by the Kaṇavu-Valai brings with them stories of hardship and evil from far-distant lands. Corryn's bloody success set a precedent: she now uses her gifts to send agents along the mystical river, twilight heralds and knights of the spider who work in praiseless obscurity to undo corruption and avenge the abandoned and discarded.

- **Phase Spiders.** **Phase spiders** are a common threat in places where the Kaṇavu-Valai is strong. Most people who've seen the planar arachnids regard them with a mixture of fear and reverence, so thankfully the dimensional predators nest among the Order of the Web on amicable terms. It's doubtful if they truly respect the phase-driders, but they are tolerated for the degree of protection they offer to the Web by prowling and webbing-up its surrounding tunnels.
- **Phase-Driders.** The descendants of those first drider priests and priestesses still bear the blessings of the Kaṇavu-Valai. Phase-driders largely resemble mundane driders, if indeed such an amalgamation of elves and arachnids can be seen as mundane.

Their skin is starkly white, their eyes tend towards pinks and reds, and they've inherited ethereal abilities not unlike their phase spider allies. For a phase-drider who hasn't taken the Oath of the Web, use the statistics for a **drider** with the *ethereal jaunt* trait (as a bonus action, the phase-drider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.)

- **Asarar Yaw.** Not all of the phase-dridders along the Web agree with Corryn and her order. Asarar Yaw longs to return to the ways of subjugation and dark gods. His opinions have been voiced openly but Corryn's successes have kept any kind of upheaval far from gaining a footing. Asarar preaches his old ways to any passerby willing to listen but rarely garners any attention. It is his complete lack of charisma that convinced Corryn to allow him to spout his ideologies, confident in her belief that those doctrines will die off if this old mad spider is allowed to yell them so ineffectually—though that may change if Asarar ever gets any real followers or clout.
- **Corryn the Abandoned.** Although only a young human woman Corryn's mastery over the Kaṇavu-Valai has given her the admiration of phase-drider kind. It was she that wrote the tenets and Oath of the Web, and she claims to act upon the will of the mystical river itself. Corryn uses her mutated arm to send members of the order to the far reaches of Vast Kaviya to right the injustices that befell the other foundlings just as she did her own.
- **Matasa Vol.** Technically Matasa is little more than a lapia initiate, but the young half-elf has become the voice of the huddled masses that live within the Web. While Corryn seems gentle and matriarchal to some, her mutations and cold extraction of justice make her frightening to quite a few of those who wash up along the Kaṇavu-Valai. Matasa's natural charm is reassuring and Corryn has come to rely on him to console the weak when her own presence would only cause further trauma.
- **Sanyi Tol.** A dozen young tyrannies were cut short by the cold calculations and decisive actions taken by Sanyi Tol. The oldest knight of the spider was one of the first to join Corryn in her silent crusade, one of the phase-dridders that pulled the infant girl from the waters of the Kaṇavu-Valai. Even though she now takes her orders from Corryn, she still sees her leader as her own child. Now she kills in the name of her young one, proud of the work she's done.

WARRING WARLORDS

Corryn values her anonymity and that of her people. The land surrounding the Web is desolate and rumored to be filled with vicious giant spiders—a misconception that she encourages. Whenever forces from neighboring warlords begin to encroach, she either misleads them if innocent, gets them lost within the area's winding canyons, or slays them to the last, reinforcing the region's perceived inherent danger. Corryn has no interest in expansion, conquest, or wealth, but there is little that she wouldn't stoop to in the name of the greater good.

Air. Corryn regards these warlords as ephemeral and temporary, too fickle to ever truly make an impact on the world. The weaker are ignored, but any that are equal or stronger are carefully observed and rarely interfered with, Corryn trusting that they will eventually orchestrate their own downfall.

Earth. Corryn typically respects these warlords but watches them closely, allowing their institutions to continue if ruled justly or toppling their hierarchy if she finds corruption. She assassinates the weaker and equals among these warlords and relentlessly interferes with the machinations of those stronger than her.

Evil. Without fail Corryn attempts to assassinate these warlords (possibly to her own detriment). She spends more time planning or maneuvering events to her advantage against those stronger than her, but inevitably tries to have them clandestinely dispatched.

Fire. Corryn often sympathizes with those living under these warlords, luring their followers away to be brought into her fold. These warlords often find their ranks thin and their hierarchies collapsing under their own weight.

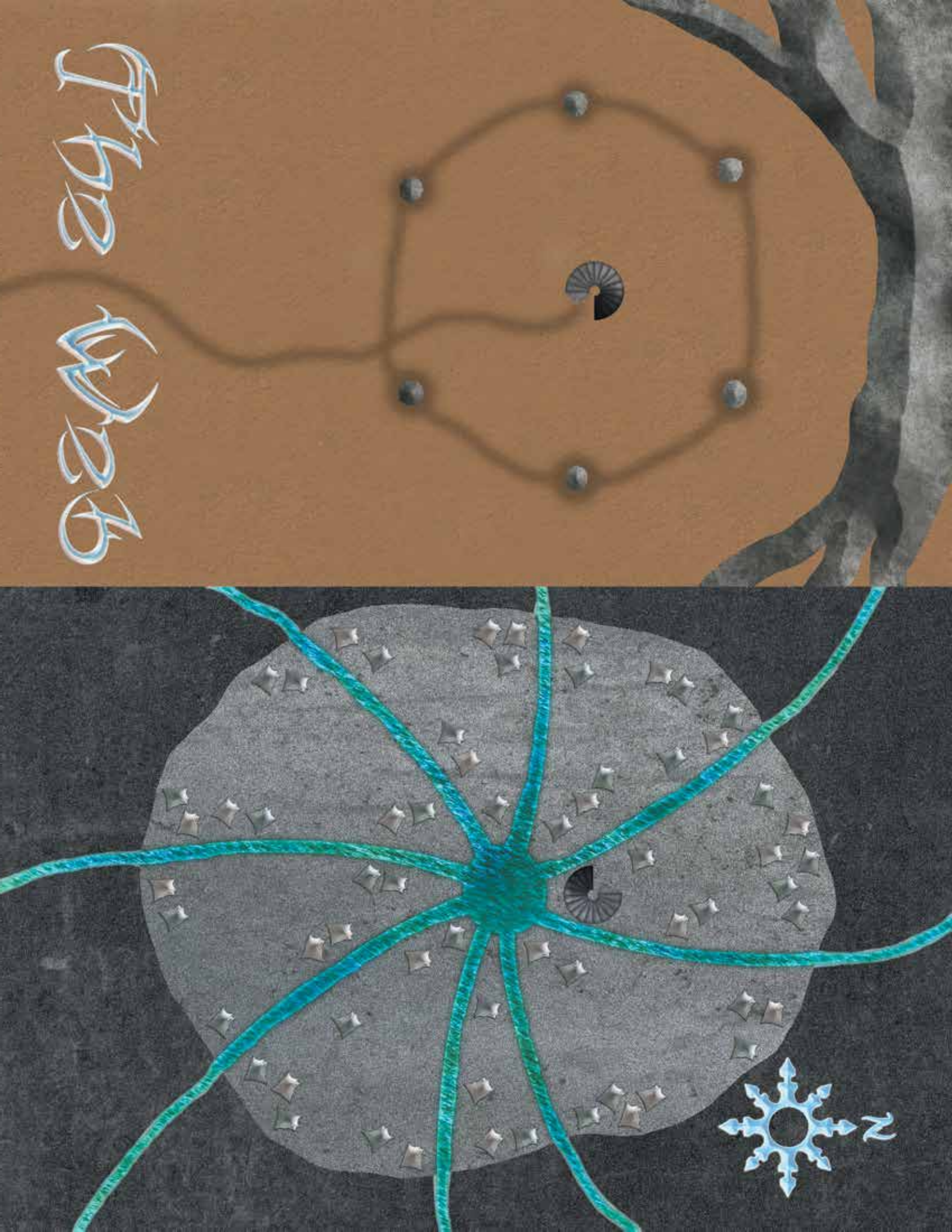
Holy. Corruption knows no limits and Corryn will analyze these warlords with deep suspicion. If their holy orders seem legitimate she observes them but avoids interfering, though if she finds a tinge of corruption she eradicates it while—if possible—trying to leave the order intact.

Water. More than any other Corryn finds kin in need among the ranks of these warlords. If their people's needs are met she defends them in secret, but when their followers suffer or starve she does her best to bring them all into the Web.

NPCS

Corryn's subordinates are cleanly divided between those they protect and those who have sworn to her order. As they advance through her ranks, she holds them to more stringent codes of conduct and promotes only those she believes display not only talents for espionage and combat, but a moral fortitude as well.

The Woz



LAPIA INITIATE

Medium humanoid (any race), neutral good

Armor Class 17 (splint)

Hit Points 105 (14d8+42)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +5

Skills Athletics +7, Deception +5, Stealth +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 6 (2,300 XP)

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

Sneak Attack (1/Turn, 2d6). The initiate deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the initiate that isn't incapacitated and the initiate doesn't have disadvantage on the attack roll.

Spellcasting. The initiate is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13; +5 to hit with spell attacks). It has the following spells prepared:

1st level (4 slots): *cure wounds*, *detect evil and good*, *disguise self*

2nd level (3 slots): *lesser restoration*, *web*

Web's Shroud. The initiate doesn't have disadvantage on Dexterity (Stealth) checks for wearing any armor that would normally incur this penalty.

ACTIONS

Multiattack. The initiate attacks three times.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

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

Walk the Infinite (1/Day). The initiate magically shifts from the Material Plane to the Ethereal Plane and remains there for up to 1 minute, or until it uses a bonus action to return to the Material Plane.

The lowest rank among the order, lapia initiates are former foundlings drawn from the supernatural waters of the Kaṇavu-Valai. They have been given some training and have taken the Oath of the Web, but normally don't venture further than

its cavern lair—unless of course they are on their first mission to prove themselves as a knight.



TWILIGHT HERALD

Large monstrosity, neutral good

Armor Class 19 (natural armor)

Hit Points 143 (15d10+60)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +8, Wis +7

Skills Insight +7, Investigation +9, Perception +10, Sleight of Hand +8, Stealth +13

Senses darkvision 120 ft., passive Perception 20

Languages Common, Elvish, Undercommon

Challenge 9 (5,000 XP)

Ethereal Jaunt. As a bonus action, the herald can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Fey Ancestry. The herald has advantage on saving throws against being charmed, and magic can't put the herald to sleep.

Innate Spellcasting. The herald's innate spellcasting ability is Wisdom (spell save DC 15). The herald can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*

2/day each: *cause fear*, *darkness*, *faerie fire*

1/day each: *blur*, *web*

Spider Climb. The herald can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

ACTIONS

Multiattack. The herald makes four attacks, either with its daggers or its shortbow. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage plus 9 (2d8) poison damage.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6+4) piercing damage plus 4 (1d8) poison damage.

Before the Order of the Web takes action it insures that it has as much intelligence as possible. Twilight heralds are phase-dridders who have trained to infiltrate and pass unseen in even the most dangerous locales. They rarely take action themselves though particularly difficult assassinations often fall to them. Occasionally bystanders catch a glimpse of a twilight herald, their arrival always coming before some great upheaval—as a result their legend has taken root and some warlords are starting to suspect that the loping man-spiders of fate are more than myth.

KNIGHT OF THE SPIDER

Large monstrosity, neutral good

Armor Class 21 (natural armor, shield)

Hit Points 209 (22d10+88)

Speed 30 ft., climb 30 ft.

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

Saving Throws Str +9, Dex +9, Cha +9

Skills Acrobatics +8, Athletics +9, Perception +7, Sleight of Hand +7, Stealth +15

Senses darkvision 120 ft., passive Perception 16

Languages Common, Elvish, Undercommon

Challenge 14 (11,500 XP)

Ethereal Jaunt. As a bonus action, the knight can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Fey Ancestry. The knight has advantage on saving throws against being charmed, and magic can't put the knight to sleep.

Spellcasting. The knight is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The knight has the following spells prepared:

At will: *disguise self*, *invisibility*, *web*

1st level (4 slots): *command*, *cure wounds*, *detect evil and good*

2nd level (3 slots): *blur*, *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *blink*, *nondetection*

Spider Climb. The knight can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Spider's Smite (1/Turn). The knight can sacrifice a spell slot when hitting a creature with a melee weapon attack. The knight can expend one spell slot to deal poison damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, 3d8 for a 2nd-level spell slot, or 4d8 for a 3rd-level spell slot.

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

Web's Shroud. The knight does not suffer disadvantage on Dexterity (Stealth) checks for wearing any armor that would normally incur this penalty.

ACTIONS

Multiattack. The knight makes four attacks, either with its rapier or its longbow. It can replace one of those attacks with a bite attack. It makes one of these attacks using its *spider's smite* ability if able.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 4 (1d8) poison damage.

REACTIONS

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



Full members of the Order of the Web are the phase-dridders that first believed in Corryn's new oath. A knight of the spider only ventures out of the Web armed with undeniable proof of the necessity of their mission, arriving in silence and leaving behind upheaval of the status quo. These warriors are slayers of chieftains, manipulators of councils, sources of corruption and injustice, always operating with both subtlety and tact—oftentimes a knight of the spider accomplishes their mission without ever being found out, leaving only whispers in their wake.

CORRYN THE ABANDONED

Medium humanoid (half-elf), neutral good

Armor Class 19 (natural armor)

Hit Points 170 (20d10+60)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	24 (+7)	16 (+3)	17 (+3)	18 (+4)	22 (+6)

Skills Acrobatics +16, Deception +12, Intimidation +12, Perception +13, Stealth +13

Damage Resistances psychic

Condition Immunities charmed, stunned

Senses darkvision 60 ft., passive Perception 23

Languages Common, Elvish, Taino, Undercommon

Challenge 16 (15,000 XP)

Ethereal Jaunt. As a bonus action, Corryn can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

At will: *aura of vitality*, *blink*, *counterspell*, *cure wounds*, *detect thoughts*, *dimension door*, *disguise self*, *invisibility*, *magic weapon*, *minor illusion*, *misty step*, *modify memory*, *nondetection*, *silent image*, *telekinesis*, *web*
3/day each: *blur*, *greater invisibility*, *major image*, *protection from energy*, *spiritual weapon*

1/day each: *banishment*, *hold monster*, *flame strike*

Sneak Attack. (1/Turn, 5d6). Corryn deals an extra 17 (5d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Tactical Command. Corryn can use a bonus action to command an ally that is able to see and hear her. The target can use its reaction to gain an action to do as Corryn commanded it (usually Attack, Dash, or Use Object).

ACTIONS

Multiattack. Corryn makes three attacks using her mutated claw.

Mutated Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 9 (1d4+7) slashing damage plus 27 (6d8) psychic damage.

REACTIONS

Walk the Aether (Recharge 4–6). Corryn slips through the Kaṇavu-Valai and arrives elsewhere unharmed, casting the spell *misty step* as a reaction.

Parry. Corryn adds 2 to her AC against one melee attack that would hit it. To do so, Corryn must see the attacker.



LEGENDARY ACTIONS

Corryn 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. Corryn regains spent legendary actions at the start of her turn.

- **Move.** Corryn moves up to her speed without provoking opportunity attacks.
- **Mutated Claw.** Corryn makes one Mutated Claw attack.
- **Abandon in Aether (Costs 2 Actions; / 1/Long Rest).** Corryn attempts to pull a target into the flow of the Kaṇavu-Valai. Corryn chooses a creature within 30 feet, forcing it to make a DC 14 Strength saving throw. On a failed save the creature is stunned as it is enveloped in the Kaṇavu-Valai. At the end of the creature's next turn, it must make another DC 14 Strength saving throw, on a failed save it is lost within the infinite mystical rivers and its destination is left to fate. The GM rolls d100 and consults Table: Abandon in the Aether (on page 60). The exact location a creature emerges is at the GM's discretion but it is more likely in places with a connection to the Kaṇavu-Valai.

Corryn is a myth in the few areas where her name is even known, an anonymity carefully cultivated through rigorous secrecy and subterfuge. Her enemies rarely see her or her agents and it is even rarer for their targets to survive to tell of an encounter. Corryn sees herself and the Order of the Web that she has brought together as agents of the greater good, cutting down fledgling tyrants and corrupted institutions that would otherwise subjugate and fester.

It had been days since they last saw any water and the explorers are dying of thirst when Moza spots a lush canyon, cool blue running out of the rivers to muddy the dry flats they've marched across for the past few weeks. Scartezs has a very bad feeling about the place and voices his unease, a deep-rooted instinct warning him they should stay away, but the enthusiasm of his companions cannot be bound or stopped. Boosh suggests caution as well, spotting a few loping dinosaur folk—similar to their concerned minstrel companion but far, far smaller—caked with white that makes them hard to see against the arid landscape.

Moza works his weird and the party vanishes, approaching the reptilian perimeter guards without notice to deliver a devastating ambush. Bizashai appears first, her blades striking out in a flurry though she is surprised when her target is only enraged and not killed. The alai drops back before firing their bow, and after seeing how hardy these enemies are Boosh knocks arrows coated in poison that prove to be more potent than the injured taino-kar can handle. As its partner moves to flee Scartezs lashes out and grabs it by the tail, battering it against the ground until it goes unconscious.

With these guards undone the party rush towards the nearest river and leap into the cool water, drinking deep and wetting their parched throats. Water has never felt so good and Boosh cannot help but laugh though their voice dies in their throat—a huge lizard even bigger than Scartezs hears the commotion and comes to investigate, roaring at the sight of intruders. The resulting fight is vicious, fast, and tough but the explorers slay the great beast with scores of other intelligent reptiles—both taino-kar and dinosaurs—bearing witness to the feat. As the combat comes a close Bizashai pulls her blood-slicked blades out of its torso, dipping them into the water to clean the crimson off while their spectators all break out into cheer.

The ovation comes to a screeching halt as a roar rips through Sickle Canyon, an aggressive challenge as much heard as it is felt both in the mind and the air. Kalar the Lizard Lord stomps forward and fearlessly leaps down from the top of a waterfall, landing forty feet down in a deafening splash. Before he can react the massive lizard snaps its jaws shut around Scartezs and separates the minstrel's body into two parts, swallowing the torso and head in a terrifying gulp. Bizashai is enraged and screams, leaping up at the tyrannosaur's head and driving both her blades into one of his skull-sized eyes—the other glows in response and she is suddenly flung directly up into the air and away, helplessly flailing through the sky until making a sickening crunch against the gully's southern wall. Only Moza manages to escape, using his powerful magic to teleport to safety as Boosh is crushed under the dinosaur lord's foot. Kalar lets loose with a scream of victory that echoes through Sickle Canyon, his dominance over all life within its walls affirmed once more as the latest batch of trespassers bleed out their last.

Kalar the Lizard Lord

A lush oasis of gorgeous waterfalls and verdant jungles cling to the walls of a deep gully amidst the disparate Brine Flats. Yet only the desperate or mad dare tread here for it is within this miraculous patch of growth that some of the most dangerous beasts to walk Kaviya's surface make their home. These dinosaurs are as strong, fast, and hardy as any of the world's lethal lizards but unlike most reptiles they are brilliant, the ravine's uniquely lunar-infused waters granting them intellects that rival those of the sapient races (some even growing to resemble humanoids). For all the fear that its denizens might inspire however, Sickie Canyon instills more panic for the creature that rules over it than anything else: the fearsome gigantic alpha predator known as Kalar the Lizard Lord.

SICKIE CANYON

Centuries ago a great force ravaged the unbroken plains of the Brine Flats to tear a massive scar in the earth. Unlike most ravines this was not carved out by a running current however, the gully's walls unnaturally narrow in many spots that form into majestic waterfalls. It is these cramped cascades—filled with abundant energies from the numerous moons orbiting Kaviya, focused along the rocks to concentrate in the waters—that gave birth to Kalar the Lizard Lord, his brilliant kin, and the taino-kar. The deviously intelligent super predator has built his lair with these geographical chokepoints in mind and turned the curving valley into a primitive fortress, natural bulwarks that have successfully repelled the forces of warlords that outnumbered his own dangerous servants by the dozens (reserving smaller clefts along the canyon to trap and contain prisoners for eating when the need arises).

BIRTHPLACE OF THE TAINO-KAR

Not all grand reptiles that drink from the cascades of Sickie Canyon grow fiercely intelligent and more notice little if any changes at all (kept at hand to be used as infantry against warlord incursions). It is among these dinosaurs that the eggs of the taino-kar are lain, their offspring bearing all the supernatural transformations granted by the lunar waters as well as the limbs and stature of the sapient races. Few if any ever meet their parents, taken instead by the matron Dinosaur Lord Talaivi and raised with Kalar's clan as their family—and no other allegiances. It is their hands that fashion the primitive tools, traps, obstacles, and prisoner confines littered across the ravine, occasionally venturing forth to bring back livestock (sometimes human, sometimes otherwise) or trade off the valuables taken from the fools that venture into their gully.

LORDS OF THE SICKIE

To establish some semblance of order that ensures a steady supply of meat makes its way into Sickie Canyon, in his esteemed wisdom Kalar has assigned special titles and authority to a few of his brethren. Together they form a primitive council that meets when war is imminent, offering their best advice and knowledge of the enemy—when they are not, most are likely scheming to unseat the Lizard Lord.

- **Lizard Lord Kalar.** Kalar is ruthless and rules with no compassion in his reptilian heart. His only concerns are his continued rule and the ready availability of food (in which case he has a particular taste for elves). Kalar does not fully trust any of the other dinosaur lords save for Velaikkaran, certain that the Serf Lord would never dare betray him.
- **Claw Lord Pazai.** The head of Kalar's personal guards and de facto lieutenant of Sickie Canyon's disorganized defenders, Pazai is bulky even for a caiva taino-kar but has brains to match her girth (use the statistics for a Claw with a Strength of 20; Str +9, Athletics +13, +1 to attack and damage rolls). For now her allegiance remains with the Lizard Lord but she has carefully fostered the close loyalty of the Claws, and when the time comes to test her commitment to Kalar's rule it is likely that her decision will impact who lords over the miraculous ravine.
- **Matron Lord Talaivi.** Minding the tribe's offspring is the responsibility of the Matron Lord, raising dinosaur and taino-kar alike. This awakened ankylosaurus has served under Kalar for over a decade now, carefully cultivating a respectability among her many students—most of which have grown to adulthood—that could transform into an air of authority should she make a proper challenge against the Lizard Lord.

- **Outland Lord Petlen.** A fearsomely large and intelligent allosaurus, Petlen earned distinction for savagely efficient tactics when, during an incursion into Sickie Canyon, he single-handedly decimated the invading Flaming Pitch tribes. Since then it is has been his duty to maintain a large perimeter of guard lizards around the ravine, making certain the fast youths tasked with warning Kalar of an attack are resolute in their duty. This old lizard has seen countless battles and while he's tough for his age, he's also growing wiser and wiser, noticing numerous small ways of doing things that his leige never acts upon, making some of the other Lords of the Sickie wonder how much longer his wisdom will remain.

- **Hearth Lord Atuppu.** Kalar realized early on that any expansion of his territory meant a need to protect Sickie Canyon. To that end he has ensured the Matron Lord always marks out those touched by the gift of magic, urging them to work upon the manipulation of nature magics to preserve the gully's health. Atuppu is young even for a Hearth Lord (use the statistics for a **druid** with the racial features of a vala taino-kar: AC increased by 1, Speed 35 ft., Primordial Heart, and running jump distances increased by 10 feet) but treasured for her understanding of the dinosaurs' home, protected at all times by a quartet of Claws and Fangs utterly loyal to Kalar.

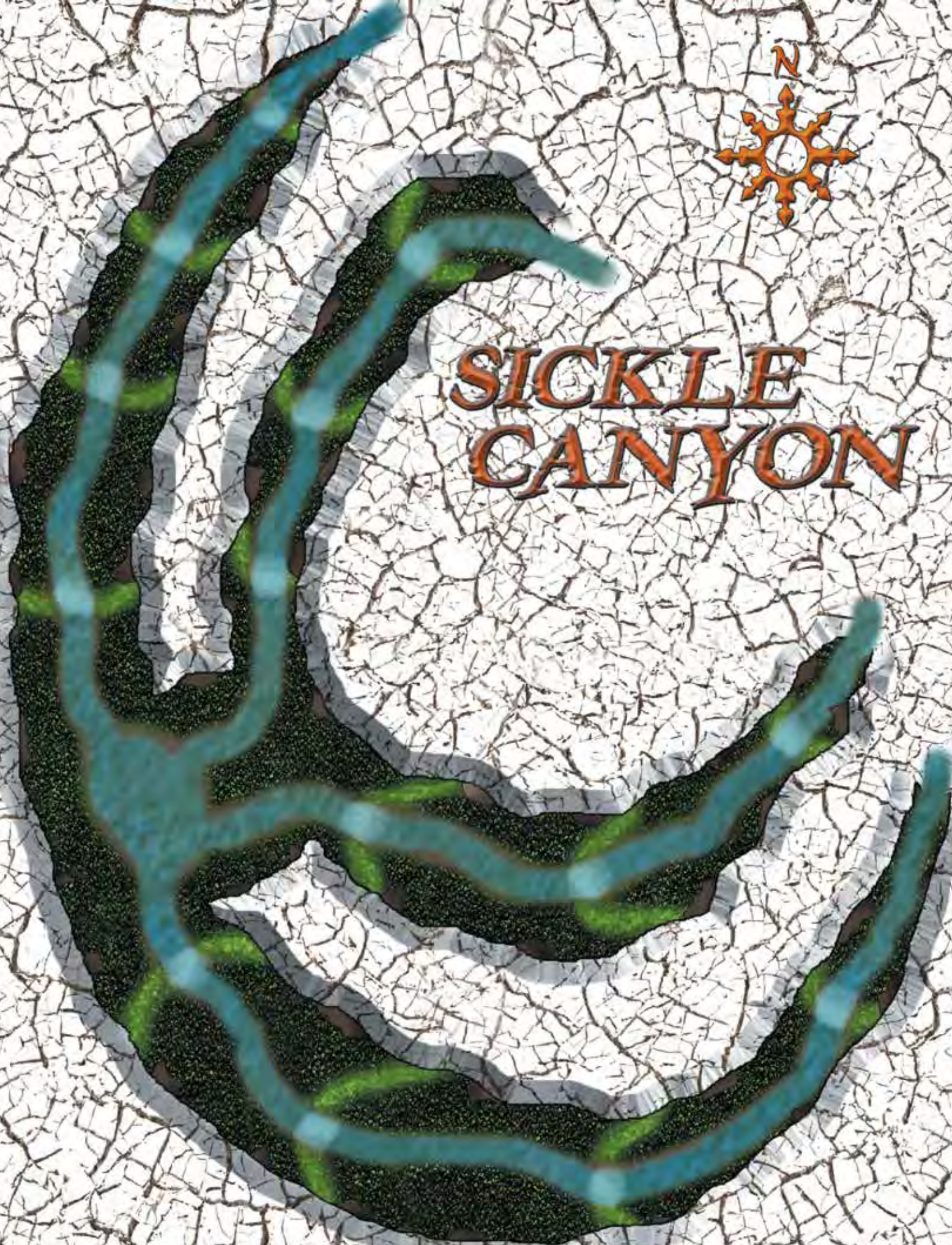


- **Fang Lord Milaku.** The skeletons of more Fangs litter Sickie Canyon's corners than any other dinosaur because these vicious commanders have a strong tendency towards betrayal—both of Kalar and each other, usually an underling revealing their superior's treachery at an inopportune moment. That's how Milaku got the job, and his predecessor, and her predecessor, and so on. For Milaku's statistics, use a Fang of Kalar with Deception +6 and Insight +7.
- **Serf Lord Velaikkaran.** Of all the non-dinosaurs found here only one commands any amount of respect: Velaikkaran. The half-elf (use the statistics for an **assassin**) is ostensibly the head of Sickie Canyon's slave population and keeps close tabs on possible unrest, working behind the scenes to supplant Kalar's rule by subjugating his prisoners and spying on his underlings.





SICKLE CANYON



WARRING WARLORDS

Sickle Canyon's ruler is gluttonous and brutal but not to the point of foolishness—Kalar knows that if too much flesh is taken fate will ultimately demand blood in return. With that in mind he sometimes orders a subordinate to 'accidentally' step onto a clutch of gestating taino-kar or have the Outland Lord send packs of denizens on hopeless missions to thin out the herd. Yet still the demand for more food never ends. Kalar sends out packs of Fangs to capture travelers spotted by perimeter guards and when the need is particularly high a quartet of Claws go hunting abroad (accompanied by a Dinosaur Lord if substantial resistance is expected). Otherwise the Lizard Lord is content to remain safely within the gully, eating *his* fill every day until catastrophe or betrayal finally brings about his demise.

Air. If weaker Kalar captures these enemies as prisoners, but if facing relatively equal or even greater foes Sickle Canyon's forces fight until one side is utterly destroyed.

Earth. If weaker Kalar captures these enemies as prisoners. When facing foes of equal or great power, the Lizard Lord attempts to avoid and ignore them as much as possible rather than deal with confrontation.

Evil. If weaker Kalar captures these enemies as prisoners. When facing foes of equal or greater power however, the Lizard Lord may try to strike an alliance (which he keeps until it stops being convenient to do so).

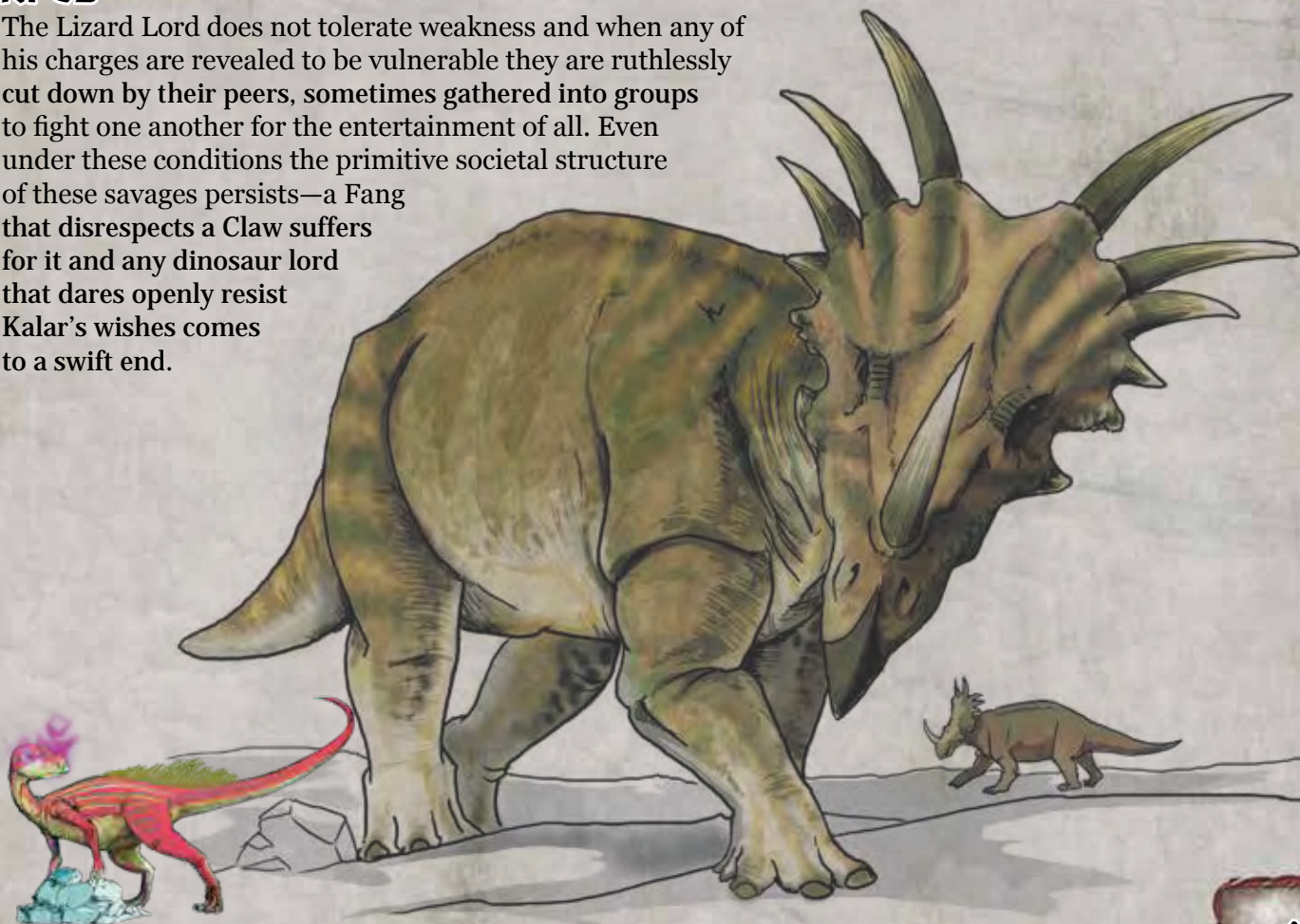
Fire. Whether weaker, equals, or stronger than his own forces, Kalar does not capitulate against these enemies and fights them to the death on the battlefield.

Good. Whether weaker, equals, or stronger than his own forces, Kalar does not capitulate against these enemies and fights them to the death on the battlefield.

Water. If weaker Kalar captures these enemies as prisoners, but if facing relatively equal or even greater foes Sickle Canyon's forces fight until one side is utterly destroyed.

NPCS

The Lizard Lord does not tolerate weakness and when any of his charges are revealed to be vulnerable they are ruthlessly cut down by their peers, sometimes gathered into groups to fight one another for the entertainment of all. Even under these conditions the primitive societal structure of these savages persists—a Fang that disrespects a Claw suffers for it and any dinosaur lord that dares openly resist Kalar's wishes comes to a swift end.



FANG OF KALAR

Small humanoid (iraicci taino-kar), neutral evil

Armor Class 15 (hide, natural armor)

Hit Points 91 (14d6+42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +5, Con +6

Skills Perception +4, Stealth +8, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Taino

Challenge 6 (2,300 XP)

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

Primordial Heart. The Fang has advantage on saving throws against exhaustion. In addition, when it recovers from one level of exhaustion, it recovers from an additional level of exhaustion.

ACTIONS

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

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

Shortbow and Poison Arrows (6).

Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 14 (4d6) poison damage.

Nakavut Pod (3). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target.

Hit: The target makes a DC 15 Constitution saving throw or falls unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. By aiming at a square instead of a creature, the Fang has advantage on the attack roll. On a miss, any creatures in the square the nakavut pod lands in have advantage on their saving throws to resist its effects. At the start of the next round, the nakavut pod's gas disperses harmlessly

Vineblossom (3). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* The target becomes covered in rapidly growing vines and must succeed a DC 15 Strength check or gain the grappled condition. At the start of each of its turns, the target receives another check to remove the grappled condition. The vines can also be destroyed (AC 16, 8 hp).

REACTIONS

Slow Fall. The Fang can use its reaction when it falls to reduce any falling damage it takes by 30.

Uncanny Dodge. When an attacker the Fang can see hits it with an attack, the Fang can use its reaction to halve the attack's damage against it.

The smallest and most vicious of the taino-kar are Sickie Canyon's most common, their numbers far exceeding that of both their larger kin combined. Though sneaky and dangerous the Fangs cannot hope to match the might of the other servants of Kalar and they are his reluctant hunters, sent away in packs to acquire more livestock whenever the need arises. Their combat tactics are simple, swarming around enemies and overwhelming them with a swift, unexpected strike—capturing is a priority and incapacitating is a necessity. As a rule they are not trained in subterfuge but that doesn't mean they won't try to trick and deceive it they think it might mean achieving their goal (acquiring more slaves for Sickie Canyon).

*A man and lizard with weapons in its hands?
You have gone mad and we will prove as much.*

—D'lacktha, Enalu Hunter
Shortly Prior to Captivity



CLAW OF KALAR

Large humanoid (caiva taino-kar), neutral evil

Armor Class 17 (hide, natural armor)

Hit Points 190 (20d10+80)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Str +8, Con +8

Skills Athletics +12, Nature +4, Perception +10, Survival +6

Damage Resistances cold, fire, poison; bludgeoning, piercing, slashing

Senses darkvision 60 ft., passive Perception 20

Languages Common, Taino

Challenge 9 (5,000 XP)

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

Expert Grappling. The Claw has advantage on attack rolls against a creature it is grappling and it can use an action to try to pin a creature it has grappled. To do so, the Claw makes another grapple check. If it succeeds, the creature is restrained until the grapple ends. The Claw only needs one hand to grapple a creature of Medium size or smaller.

Primordial Heart. The Claw has advantage on saving throws against exhaustion. In addition, when it recovers from one level of exhaustion, it recovers from an additional level of exhaustion.

Relentless Endurance (1/Long Rest). When the Claw is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead.

ACTIONS

Multiattack. The Claw makes four attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Javelin (4). *Melee or Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target.

Hit: 7 (1d6+4) piercing damage.

Vineblossom (5). *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* The target becomes covered in rapidly growing vines and must succeed a DC 15 Strength check or gain the grappled condition. At the start of each of its turns, the target receives another check to remove the grappled condition. The vines can also be destroyed (AC 16, 8 hp).

REACTIONS

Strike the Hand. The Claw can use its reaction to make an opposed Strength (Athletics) check against a creature that hits it with a melee attack. On a success, it either disarms the attacker (the weapon drops at the attacker's feet) or grapple them (the Claw's choice).

Claws are fanatical taino-kar that sharpen their teeth down into spikes, relishing their physical power and expressing a brutality at odds with their ancestry, for only the most bloodthirsty of their kind have any chance of surviving as one of Kalar's favored guards. They are confident warriors unafraid to go on a mission alone, chasing down the fleeing enemies of the Lizard Lord with a fanatic zeal that often sees them killed—but not before they leave a bloody, chaotic trail to lead their allies to the retreating foe.



DINOSAUR LORD

Huge beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 230 (20d12+100)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	21 (+5)	12 (+1)	15 (+2)	16 (+3)

Damage Resistances poison, psychic; bludgeoning, piercing, slashing

Skills Athletics +14, Deception +7, Insight +6, Perception +6, Survival +6

Senses darkvision 120 ft., passive Perception 16

Languages Common, Taino; telepathy 50 ft.

Challenge 12 (8,400 XP)

Lunar Stealth. When one or more moons is overhead, the dinosaur can become invisible by spending an action. This invisibility lasts for 10 minutes or until the dinosaur makes an attack.

Pain Threshold. The dinosaur is largely impervious to harm. Any attacks or spells that deal 5 points of damage or less (after applying resistance) do not deal any damage to the dinosaur.

Pounce. If the dinosaur moves at least 20 feet straight toward a creature and then hits it with a slam on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the dinosaur can make one bite or tail attack against it as a bonus action.

Regeneration. The dinosaur regains 10 hit points at the start of its turn. If the dinosaur takes 20 or more damage from a single attack or spell, this trait doesn't function at the start of the dinosaur's next turn. The dinosaur dies only if it starts its turn with 0 hit points and doesn't regenerate.

Tactical Command. The dinosaur can use a bonus action to command an ally that is able to see and hear it. The target can use its reaction to gain an action to do as the dinosaur commanded it (usually Attack, Dash, or Use Object).

ACTIONS

Multiattack. The dinosaur attacks once with its bite or slam, and once with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (4d12+6) piercing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

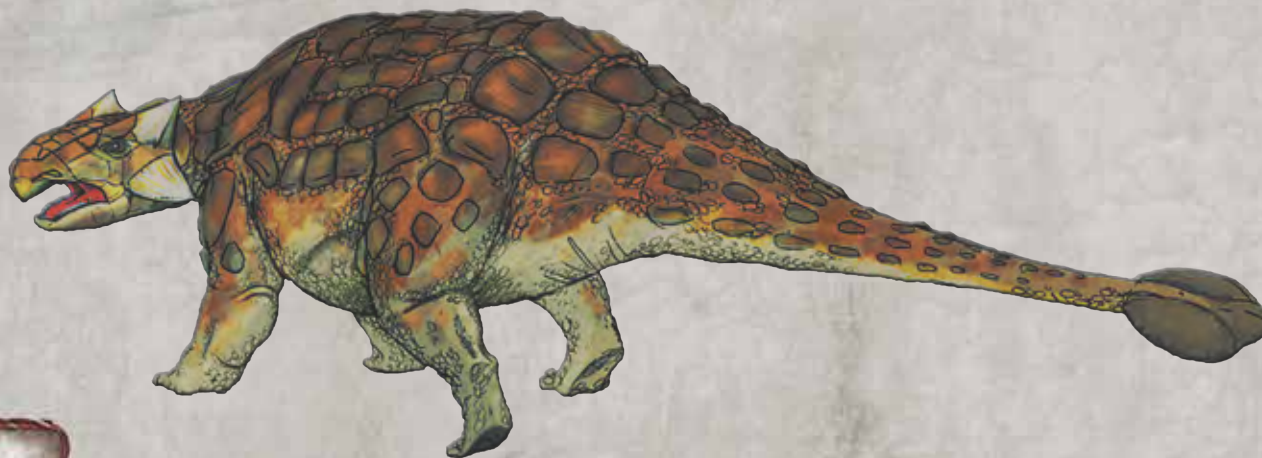
Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 25 (3d12+6) bludgeoning damage.

If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

The dinosaur lords beneath Kalar are constantly jockeying with one another for his favor, influence over Sickie Canyon, or simply more power. They value their lives more than their kin or the territory they protect, quite willing to sacrifice either if it appears there's no better alternative at hand—yet they are cunning, ready to lie and cajole if it means bringing a foolish opponent within reach. While parlaying with an enemy a dinosaur lord sends out telepathic orders to its subordinates, silently coordinating a devastating assault launched in unison once it's bought enough time.

You can treat them like beasts if you like but chances are good they'll kill you for it. Better to pay tribute and move on as fast as you can.

—Wanderer in the Lariak Market



KALAR THE LIZARD LORD

Gargantuan beast, chaotic evil

Armor Class 15 (natural armor)

Hit Points 248 (16d20+80)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	21 (+5)	16 (+3)	17 (+3)	19 (+4)

Skills Athletics +18, Deception +14, Insight +13, Intimidation +14, Perception +13, Survival +13

Damage Resistances poison; bludgeoning, piercing, slashing

Damage Immunities psychic

Senses passive Perception 23

Languages Common, Taino; telepathy 100 ft.

Challenge 16 (15,000 XP)

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

At will: *detect thoughts*, *minor illusion*, *telekinesis*

3/day each: *charm monster*, *major image*, *suggestion*

Lunar Stealth. When one or more moons is overhead, Kalar can become invisible by spending an action. This invisibility lasts for 10 minutes or until he makes an attack.

Pain Threshold. Kalar ignores lesser strikes. Any attacks or spells that deal 7 points of damage or less do not deal any damage to Kalar.

Psychic Senses. Kalar can cast *detect magic* on his turn without expending a spell slot and he does not require any concentration to maintain it.

Regeneration. Kalar regains 10 hit points at the start of his turn. If he takes 20 or more damage from a single attack or spell, this trait doesn't function at the start of Kalar's next turn. Kalar dies only if he starts his turn with 0 hit points and doesn't regenerate.

Tactical Command. Kalar can use a bonus action to command an ally that is able to see and hear him. The target can use its reaction to gain an action to do as Kalar commanded it (usually Attack, Dash, or Use Object).

ACTIONS

Multiattack. Kalar makes three attacks: one with his bite and twice with his tail.

Kalar? We know none by such a name.

The valley we are from is nearby friends, and it is a lush place with many rivers to quench your mighty thirsts...

—Serf Lord Velaikkaran

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 41 (6d10+8) piercing damage plus 4 (1d8) psychic damage. If the target is a Large or smaller creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, and Kalar can't bite another target.

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (3d12+8) bludgeoning damage plus 4 (1d8) psychic damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

REACTIONS

Telekinetic Cover (Recharge 6). Kalar rips up a piece of the environment in between an attacker and himself or one ally as a bonus action or reaction, granting total cover (AC 15, 15 hp).

The Lizard Lord is a ruthless scourge upon Vast Kaviya and his hunger—for meat, for power, for pleasure—knows no bounds. Every day he delights in tormenting the slaves of Sickle Canyon and when the opportunity to raid an enemy worthy of battle presents itself he unleashes his might with abandon. For good reason few risk challenging him openly but those that do find that Kalar's pride makes him into an easy mark, a foe all too ready to shed blood when properly goaded.



After years spent wandering the face of Kaviya the outcasts have learned much about themselves, even if they still do not know from whence they all came. Now they seek to return to the City of Lost, hoping to bolster their numbers before setting out anew once again. Rou-eh has navigated them back to the jungle of mists, yet now that they are below ground again she's become an unreliable navigator. Vough however is certain they are close, and that even if it does not drop into a passage that leads to the City of Lost that their path ahead must exit somewhere nearby (though she despises the cold and is eager to leave the icy caverns they discovered and may be arguing more with feeling than logic). Ixnark's assertion that it feels wrong—that the magic coursing through the world leads in this direction, and that their adopted home had no such qualities—is cast aside in the fervor to return.

The boggard drops over the escarpment and repels down, surprised when she's greeted by an unnatural howling. Within the massive chamber the wind is strong like a tempest, rarely abating, and she calls up with a warning about the buffeting gusts. Xutag responds by turning his last repel into a long arc, swinging down from above and into it—only to be sent sprawling backwards by the force of the zephyrs. Rou-eh cackles at the sight and chooses instead to transform into a dense-bodied beetle, crawling along the ceiling from pocket to protected pocket. Ixnark again protests but relents before too long, using their huge body, immense strength, and limited flight to power through the gales and further down the caves.

At the bottom of the next passage Vough realizes that the kanca was right: they have never been to this place. Below them sits a huge settlement made from structures either hewn from the rock or made of worked stone blocks, each building grander than any they've seen yet. It is a city populated mostly by squat blue- and gray-skinned humanoids with the trappings of dwarves about them, although they are certainly not one in the same as the other stout folk the outcasts have met. There are other races too but all of them wear rags or tattered clothing, clearly forced into servitude though how (particularly for the larger specimens that tower over their masters) is unclear. «We should leave this place,» Ixnarks says aloud in their minds, «there is an evil in the—». Suddenly the kanca stops in place then urgently adds, «but I cannot move! There is magic about!»

Then everything turns to chaos. A dozen of the underdwarves drop from the shadows above, falling hard onto the rock or in pointed strikes with their spears out. Xutag flies into a rage and starts slashing out at them, managing to drop two before he himself succumbs under a veritable onslaught of mystical bolts. Vough is eager to act and slashes out with poisoned daggers, felling three of the warriors that circle around her, but more simply take their place. Ixnark does not stand a chance—a full six of the stout warriors surround them, all striking in unison, and though the magic holding the exhausted kombang fades it lasts long enough that they cannot flee before the attacks render them unconscious. Only Rou-eh, still hidden as a mere bug, manages to escape the devastating ambush, crawling back towards the wind walls as the dweorg leave their dead and unceremoniously drag their new slaves down into the city below...

Oscarvol the Timeless

Those that can navigate the whispering mists of Tay Ninaivakam might find their way into an extensive cave system beneath the forest. This is home to the mistdweorg, a race of sorcerous dwarves that live in the fortified cave network known as Undermist. At its center is the Hidden City, a place of exquisite beauty and wealth. Unnatural cold permeates the caverns and the whispering mists constantly flows down into the passages, and though wind walls (chambers of turbulent air stirred up by underdwarf magic) protect the secret settlement, treacherous pits spontaneously form as ice and rock shift to provide new paths along which the supernatural fog can flow into populated caves. These pits are sometimes hidden by thin crusts of stone and ice, but all lead to long falls into the deeper dark for those unwary of where they place their feet. Within the city frigid creeping haze lingers, forming into looming cloaked figures or grasping claws. Mistdweorg residents burn coal in great stoves to keep back the mist and cold, yet none comment on the shapes—it has always been this way.

COUNCIL OF FIVE

The mistdweorg are ruled by a high council of sorcerers known as the Council of Five. At their head is Oscarvol the Timeless, a sorcerer who defies time itself as he has been on the council as long as anyone can remember. They ensure the underdwarves want for nothing—the Hidden City's artisans, warriors, and philosophers continuously transform the caves into galleries of ever more extraordinary beauty, gladiator pits of bloody glory, and drinking houses filled with robust discussion. They trade with the mistlings above and employ slaves to labor in mines or for subservient tasks, but dread is ever present because the council knows everything about those that live Undermist (their spies are everywhere and dissent is dealt with ruthlessly.)

MIST AND MADNESS

Unlike the mistlings immune to the maddening effects of whispering mists, a mistdweorg's resistance is worn down with long exposure. The Council of Five uses the magic fog's power as punishment, isolating criminals in hazed chambers until they lose their minds and memory. Such miscreants are released to the surface, wander the deep paths until death finds them, or are sent to join the Lost. Some underdwarves willingly wipe their minds believing it brings them closer to the divine, seeking release through embracing bestial instinct while others, increasingly dissatisfied with society, seek only to forget.

THE SECRET PATHS

The mistdweorg protect themselves from raiders and those that would kidnap their numerous sorcerers by remaining hidden. Mother Remembrance and the whispering mists leave them protected from surface incursions and the deep paths are treacherous, filled with monsters—still, some find the Hidden City by walking the leylines of Vast Kaviya via the Kaṇavu-Valai. However the Council of Five, led by Oscarvol, ensures that any who find their way into the secret settlement never leave to share the knowledge of their existence. The leylines have also been warped so that all supernatural paths are directed through the Council of Five's chambers and Oscarvol himself can sense the approach of visitors. Greeted amiably but incarcerated if they wish to leave, he uses the whispering mist to turn visitors into slaves with no recollection of a world above.

WARRING WARLORDS

The secretive nature of the mistdweorg mean they approach all others as threats to be enslaved or killed. The underdwarves have no desire to expand their range so rarely initiate conflict (apart from the Mutupani with whom they trade and occasionally clash with over territory), and the City of the Lost is made up of people already subjugated.

Air, Earth, Fire, Water. The mistdweorg respect the magic of elemental warlords and seek to learn from them or possibly trade. Aggressors are subjugated. Surrender is never an option, so they fight to the death!

Evil These dwarves are wary of Evil warlords—though Oscarvol himself respects their strength he cannot tolerate competition and actively combats their presence. Surrender isn't an option.

Good The mistdweorg view Good warlords as inherently weak. Oscarvol moves against their forces seeking to enslave and fighting to the last.

NPCS

Various NPCs can be made into mistdweorgs with the following changes: *Medium humanoid (mistdweorg dwarf)*, **Speed** 25 ft., resistance to poison, and the following traits.

Dwarven Resilience. The mistdweorg has advantage on saving throws against poison.

Innate Spellcasting. The mistdweorg's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *resistance*; 1/day: *blur*.

Mistdweorg guards can be represented using **gladiators**, mistdweorg sorcerers using **mages**, and mistdweorg spies using **assassins**. Encounters with mistdweorg outside the Hidden City consist of small groups, usually 2 mistdweorg guards supported by either a sorcerer or spy. Within the secret settlement, guards patrol in groups of 3, and both sorcerers and spies that are nearby might come to aid in the city's defense.

Note that if able, mistdweorg cast *blur* at the start of a combat encounter.

The Council of Five. Unnamed members of the Council of Five use the statistics of an **archmage** with the above modifications and following changes: Intelligence 16 (+3), Charisma 20 (+5), additional saving throws (Con +5, Cha +9), an additional skill (Deception +13), and replace spellcasting ability with Charisma. A combat encounter with one or more members of the Council of Five is likely to be deadly as they're supported by guards, sorcerers, spies, or named NPCs.

DORGOL AIREYBORN

Medium humanoid (mistdweorg dwarf), lawful neutral

Armor Class 19 (studded leather)

Hit Points 117 (18d8+36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	10 (+0)	17 (+3)	13 (+1)

Saving Throws Str +6, Dex +8

Skills Athletics +6, History +4, Nature +8, Stealth +8, Survival +11

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Halfling, Mistdweorg

Challenge 10 (5,900 XP)

Dwarven Resilience. Dorgol has advantage on saving throws against poison.

Nature's Ward. While Dorgol is wearing light or no armor and wielding no shield, his AC includes his Wisdom modifier.

Nimble Escape. On his turn, Dorgol can take the Disengage or Hide action as a bonus action.

Ranger's Precision. Dorgol deals an extra 7 (2d6) damage when he hits with a weapon attack (included in the attack).

Innate Spellcasting. Dorgol's innate spellcasting ability is Charisma (spell save DC 13). Dorgol can innately cast the following spells, requiring no material components:

At will: *resistance*

1/day: *blur*

ACTIONS

Multiattack. Dorgol makes four shortsword attacks or three longbow attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) piercing damage.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (1d8+2d6+2) slashing damage or 14 (1d10+2d6+2) slashing damage if wielded in two hands.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 15 (1d8+4 plus 2d6) piercing damage.

REACTIONS

Swift Maneuver. When an enemy ends its turn within 5 feet of Dorgol, he can use his reaction to move up to half his movement without triggering attacks of opportunity. He makes one shortsword or longbow attack before or after this movement.



Dorgol is a wanderer of the upper caves and surface world, preferring the open air to living underground. He's thought of as a renegade but also widely recognized as an excellent guide. The whispering mists restrain his exploration—as do encounters with the Mutupani—so he spends his time frustrated and planning further expeditions. When met on the surface he wears dark fabric over his face, revealing only his dark brown eyes, but his vivid emerald-colored beard protrudes from beneath the cloth, braided with golden threads and bands. At his side he carries two beautifully-forged shortswords and an exquisite longbow across his back. The rest of his gear is carried by a mistdweorg spy.

Dorgol may be encountered guiding a small party of mistdweorg traders (use the statistics for **nobles**) to the Mutupani's meeting circle, in which case they also have either a guard or sorcerer as support. He's not particularly interested in engaging in combat however, brokering peaceful solutions instead—but when violence is inevitable he kills or disables opponents before retreating, using hit and run tactics to whittle down enemy forces.

Whispering Mist Jungle

Upper Caverns

Wind Walls

Andersmist

*Down to the
City of Lost*

Hidden City



BEVENNY PATTERNWEAVE

Medium humanoid (mistdweorg dwarf), neutral good

Armor Class 12

Hit Points 117 (18d8+36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	13 (+1)	15 (+2)	20 (+5)

Saving Throws Con +6, Wis +6

Skills Arcana +9, History +9, Performance +9

Damage Resistance poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Mistdweorg

Challenge 12 (8,400 XP)

Dwarven Resilience. Bevenny has advantage on saving throws against poison.

Innate Spellcasting. Bevenny's innate spellcasting ability is Charisma (spell save DC 17). Bevenny can innately cast the following spells, requiring no material components:

At will: *resistance*, *disguise self*, *invisibility*

1/day each: *blur*

Spellcasting. Bevenny is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17; +9 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *message*, *minor illusion*, *vicious mockery*

1st level (4 slots): *silent image*, *sleep*, *thunderwave*

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

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

4th level (3 slots): *confusion*, *fire shield*, *private sanctum*

5th level (3 slots): *dream*, *mislead*

6th level (1 slot): *irresistible dance*, *programmed illusion*

7th level (1 slot): *etherealness*, *project image*

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

9th level (1 slot): *power word kill*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one creature.

Hit: 4 (1d4+2) piercing damage.

BONUS ACTIONS

Song of Celerity (3/Day). Bevenny weaves her song with enchantments which inspires her allies and allows them to maneuver with exceptional speed. Each creature of Bevenny's choice within 60 feet of her that can hear her, gains 10 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed without provoking opportunity attacks.

Vision of Splendor (1/Day). Bevenny gains an otherworldly aspect that makes her appear both beautiful and terrible. For 1 minute or until she is incapacitated, whenever a creature tries to attack her for the first time on its turn, the attacker must make a DC 17 Charisma saving throw. On a failed save, it can't attack Bevenny until the start of its next turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack her but it has disadvantage on any saving throw it makes against Bevenny's spells on her next turn.

The youngest member of the Council of Five, Bevenny is a powerful sorcerer of such magnetism that all admire her—so much so that she is the only leader to openly defy Oscarvol. She favors rich red robes and filigree gold jewelry. Her hair is a mass of loose amethyst-colored curls that falls sublimely on her white marble skin, and the underwarf sorceress' bright violet eyes sparkle with mischief. Bevenny is frequently found performing in salons, singing for entertainment and weaving subtle magics into her songs—an unusual talent among the mistdweorg and the reason she has acquired such influence so quickly. Ultimately she wants to do good for her people and understand the dread permeating her city, but she is overwhelmed by her rise to power and so is always accompanied by a handful of loyal house guards (or in the company of another member of the Council of Five).

*What of it? I have a mind to do
as I like, the old man be damned.
Who's to say I'm wrong before we
try it? Who could know?*

—Bevenny

JEMERINE WHISH-WHISPER

Medium monstrosity (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 119 (14d8+56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	18 (+4)	17 (+3)	12 (+1)

Saving Throws Str +7, Dex +8

Skills Deception +9, Insight +7, Investigation +12, Perception +7, Sleight of Hand +12, Stealth +12

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Halfling, Mistdweorg

Challenge 15 (13,000 XP)

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

Innate Spellcasting. Jemerine's innate spellcasting ability is Intelligence (spell save DC 16). Jemerine can innately cast the following spells, requiring no material components:

At will: *comprehend languages*, *detect thoughts*

3/day each: *arcane eye*, *clairvoyance*, *misty step*

1/day each: *dimension door*, *screaming*

Magic Resilient. Jemerine takes half damage from spells.

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

Shapechanger. Jemerine magically polymorphs into a Medium female humanoid, or back to her true form. Her statistics are the same in each form. Any equipment she is carrying isn't transformed. She reverts to her true form if she dies.

Sneak Attack (1/Turn, 8d6). Jemerine deals an extra 28 (8d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of one of her allies that isn't incapacitated and Jemerine doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Jemerine makes two shortsword attacks or two shortbow attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft. one target. *Hit:* 7 (1d6+4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Oscarvol's personal attendant is an accomplished artisan who was excited to be promoted to serve, yet since doing so she has become as dour as the Council of Five's previous stewards. In truth the real Jemerine is dead—an amnesiac formless shapeshifter has taken her place. Only Oscarvol knows this truth as she has been his long-time companion—acting as servant and superb spy, adopting new personas as required, 'Jemerine' provides constant information about Undermist and its people.

In her current form Jemerine appears as a gray-skinned, pale mistdweorg in elegant, unadorned clothing with pink hair and soft brown eyes. After being attendant for so long she has become complacent however, allowing her true personality to take the fore (which is surly and patronizing). Unless an effort has been made to separate them, Jemerine is encountered alongside Oscarvol and defends him to the death. When encountered on her own she avoids or escapes combat as soon as possible. Oscarvol sometimes send Jemerine out as an assassin, in which case she approaches her target while disguised and aims to kill with a single attack.

Rumors, rumors. Everyone has heard whispers of escape but these are only dreams. You are a peddler of fantasies and I challenge you to prove me wrong!

—Jemerine Slave Elder Tephna

INFILTRATION AND SHAPESHIFTERS

When using Jemerine as a saboteur or spy the GM should downplay her importance in a scene, utilizing the most sympathetic roles—she's not an amateur and has plenty of experience, so what she is should be a difficult to uncover secret.

OSCARVOL THE TIMELESS

Medium undead (mistdweorg dwarf), lawful evil

Armor Class 16 (natural armor)

Hit Points 154 (18d8+72)

Speed 25 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	21 (+5)

Saving Throws Dex +9, Wis +7, Cha +10

Skills Arcana +8, Perception +7, Stealth +9

Damage Resistances poison, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Halfling, Mistdweorg

Challenge 17 (18,000 XP)

Heightened Sorcery. When Oscarvol casts a spell that forces a creature to make a saving throw, he can choose one target to have disadvantage on its first saving throw against the spell.

Legendary Resistance (3/Day). If Oscarvol fails a saving throw, he can choose to succeed instead.

Misty Escape. When Oscarvol drops to 0 hit points outside his resting place, he transforms into a cloud of mist instead of falling unconscious, provided that he isn't in sunlight or running water. If Oscarvol can't transform he is destroyed.

While in mist form, Oscarvol can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. He has advantage on saving throws, and is immune to all nonmagical damage, except damage from sunlight.

Oscarvol must reach his resting place within 2 hours or be destroyed. Once in his resting place, Oscarvol reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point, which he does after spending 1 hour in his resting place with 0 hit points.

Regeneration. Oscarvol regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If he takes radiant damage, this trait doesn't function at the start of Oscarvol's next turn.

Spellcasting. Oscarvol is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Oscarvol knows the following spells:

Cantrips (at will): *chill touch*, *mage hand*, *ray of frost*, *resistance*, *shocking grasp*, *thaumaturgy*
1st level (4 slots) *charm person*, *shield*
2nd level (3 slots) *blur*, *detect thoughts*, *mirror image*
3rd level (3 slots) *counterspell*, *lightning bolt*, *nondetection*
4th level (3 slots) *dimension door*, *greater invisibility*
5th level (2 slots) *cone of cold*, *modify memory*, *dominate person*
6th level (1 slot) *mass suggestion*

Subtle Sorcery. When Oscarvol casts a spell, he does so without any somatic or verbal components.

Vampire Weaknesses. Oscarvol has the following weaknesses:

- **Harmed by Running Water.** Oscarvol takes 20 acid damage if he ends his turn in running water.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into the Oscarvol's heart while he is incapacitated in his resting place, he is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** Oscarvol takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. Oscarvol makes two attacks, only one of which may be a bite attack.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Oscarvol, incapacitated or restrained. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Oscarvol 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.

Challenge me at your peril—I have known death for longer than you can possibly imagine and will deign to spare the moments to introduce you to it if I must.

—Oscarvol

LEGENDARY ACTIONS

Oscarvol 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. Oscarvol regains spent legendary actions at the start of his turn.

Move. Oscarvol moves up to half his speed without provoking opportunity attacks.

Cantrip. Oscarvol casts a cantrip

Bite (Costs 2 Actions). Oscarvol makes one bite attack.

Oscarvol the Timeless is head of the Council of Five and the undisputed lord of Undermist. His followers attribute his apparent agelessness to a mastery of magic but he's been a vampire for some time with an established sanctuary in which he can feed at his leisure. He is a regal figure in fine dark clothing, bedecked with jewelry and gemstones. Like proper *mistdweorg* his skin is ghostly pale, but his hair and long beard are deep sapphire blue streaked with white, and his eyes are black as jet.

He considers vampirism a gift unworthy of anyone else and fears discovery, suspecting that almost everyone plots against him. Oscarvol is unlikely to initiate combat outside his lair and if he is attacked he tactically retreats—within his lair he's overconfident and content to face opponents alone.

OSCARVOL'S LAIR

Oscarvol's lair lies at the center of the Hidden City beneath the Council of Five's chambers in a secret study that contains his sarcophagus.

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), Oscarvol can use one of his lair action options. He can't do so while incapacitated or otherwise unable to take actions. If surprised, Oscarvol can't use one until after his first turn in the combat. Oscarvol can't use the same lair action two rounds in a row.

- Oscarvol summons 2 [wraiths](#) into unoccupied spaces he can see within 60 feet. The wraiths act immediately upon being summoned, and at initiative 20 (losing initiative ties) on subsequent turns. Oscarvol cannot use this lair action again until both wraiths have been destroyed.
- Icy claws form on the ground within a 20-foot-cube centred on a point Oscarvol can see within 120 feet. Each creature in the area must make a DC 14 Strength saving throw or be restrained. Escaping requires a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check made as a bonus action. A creature restrained in this way takes 13 (3d8) cold damage at the end of its turn.
- Freezing fog fills a 20-foot-radius sphere on a point Oscarvol can see within 120 feet. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 14 Constitution saving throw, taking 13 (3d8) cold damage on a failed save, or half as much on a successful one. A creature that ends its turn in the fog takes 13 (3d8) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts for 3 rounds or until Oscarvol uses this lair action again.

REGIONAL EFFECTS

The Undermist caverns are affected by Oscarvol's presence.

- A cold creeping fog lingers in the caves, taking eerie forms such as claws reaching towards you.
- Treacherous pits hidden by thin crusts of stone and ice form spontaneously. A hidden pit can be spotted from a safe distance with a successful DC 20 Wisdom (Perception) check. Otherwise the first creature to step on the thin crust covering the pit must succeed on a DC 15 Dexterity saving throw or fall 50 to 100 feet (1d6 + 4 tens of feet) into the hole.
- If Oscarvol dies, the eerie forms in the fog vanish within a day. Previously formed pits remain where they are.



The deserts they've been traversing are just barely more than barren, each sea of dunes just like the last and marked only by the occasional tracks of an edible lizard or mammal. Rou-eh is at peace with the place—she hasn't pulled a prank on someone since setting foot on the sands. The boredom of the scorched landscape finally breaks however, the sight of smoke in the distance promising a change soon. Desperate to find water to soak in Vough urges the rest of her companions onward, eager to approach whoever they might find while the day's light persists.

The sun starts to set as they reach the top of the largest dune they've seen in hours and they see a lush oasis ahead—with not a soul in sight, completely abandoned despite the lack of any other source of water for miles around. Vough desperately wants to leap into the cool liquid but Xutag's instincts tell him something is wrong and he lashes out with one of his elongated primate arms, grabbing her by the leg and dragging the boggard down into the sands with him. She is positively enraged and pulls out a dagger dripping with poison, poised to stab him for daring delay her, but their kombang companion rings out in everyone's mind, «Stop! Stop and look! He is right!»

With the display unfolding ahead of them the dangers of the chaotic badlands from several weeks past seem now like a leisurely retreat. First a half dozen corpses are thrown up onto the grasses around the pools of water, turning the green to crimson in the half-light of the dying day, then scores of pale savages come after, all of them easily leaping into the air as though they had wings. In a matter of seconds the dead bodies are flayed down to the bones, what little remains afterward thrown haphazardly out onto the winds of the growing night.

As the outcasts all scuttle backwards down the dune Ixnark's resonant voice thinks alouds in their minds, «I am sorry Vough—I know you suffer more greatly from this heat than any of us—but it is time to leave this place». The boggard curses aloud in reply, slamming her dripping dagger back into its scabbard and slapping away Xutag's bestial hand. Rou-eh is the only one peering over the sands, watching with growing horror as one of the pale savages cocks her head in their direction. The gnoll tucks into a roll and transforms as she slides down the hill, quietly yelping out the warning to hide as she becomes a man-sized badger that disappears beneath the sand. Everyone digs down and out of sight just as a dozen of the primitive crimson-soaked warriors crest the dune, eager for the blood from a fresh kill and sniffing excitedly in a frenzy of activity, looking eagerly for the prey they can sense was here only a moment before.

Grandfather Triskal

The deserts here seem endless. Though the signals of smoke and the distant touch of greenery may seem like signs of the safety offered by a settlement, there is no salvation here—this is the home of Grandfather Triskal and his ever-growing family of ravenous vampiric kin. The land grows green from the water held within deep cenotes, rocky pits that lead down into a complex series of caves. The undead warlord is more bat than man and like a lazy predator he uses this natural lure to catch whomever wanders the desert. For centuries Triskal has stained this region, taking passersby as food, slaves, or occasionally for mating—he has taken many wives over the years, and his accursed progeny fill the echoing caves with the barbaric sounds of their savage revels.

AN IMMORTAL HALF LIFE

Centuries ago Death itself came to claim Triskal's soul but the cunning savage played a trick on the Specter of Ending and a lowly bat was taken in his place. Death did not let the arrogant Triskal escape its grasp entirely however, cursing him to become a thing that is not quite alive or dead, torn between beast and man, a monstrosity sure to be shunned by mortalkind. Triskal has since been an enormous undead monstrosity, existing in hedonistic savagery in clear defiance of mortality and all that is holy.

THE BLIND GROVE

Triskal was driven from his distant homeland and banished into a vast and merciless desert, his former kin assured that the monster would be burned alive by the unyielding sun—but he stumbled onto refuge. Just as the sun began rising Triskal blindly fell into a cenote, the center of a small desert oasis. These cool, dark caverns became his home, a bastion against the torches and pitchforks of his past and the destructive energy of the day's light. He's settled into his Blind Grove over the centuries, the now ancestral home of Triskal's brood. The life-giving waters and trees have attracted countless weary travelers over the centuries, though they find no salvation within and only a gruesome demise.

TAKING AFTER GRANDFATHER

Triskal is a savage, though he fancies himself a king of savages. Most weary travelers that stop at the Blind Grove meet a grizzly fate though the more beguiling of them find something far worse. The ancient's bite imparts a portion of his curse, given as a gift to those he favors. He's taken dozens of brides from among his victims over the centuries and his progeny share his affliction—Triskal now sits at the head of a barbaric family of savage vampires squabbling and scheming for his approval. They measure their worth upon how much they 'take after grandfather', with those exhibiting more monstrous or bat-like qualities enjoying a higher status. Any that can pass for human are barely considered family and have only marginal authority over that of slaves.

- **Glunhilda.** Triskal's third wife and the oldest still 'living', she sits atop the family hierarchy second only to her husband. She's massive and almost entirely bat-like, only slightly smaller than Triskal (though much of that is the thick fur that she preens and prizes like a noble would care for fur coats). It's said that she was originally a goliath before Triskal turned her, and her size and cold demeanor seem to reinforce that rumor.
- **Greavefog.** Greavefog was born many generations down from the great grandfather himself, and has almost none of the bat-like qualities that his family place such importance upon—were it not for the otherworldly glow about his eyes he'd have no influence within the clan at all. Greavefog resents Triskal and this savage lifestyle they've wholly adopted, dreaming of departing to more civilized lands (and he has been planning on freeing a group of slaves and leaving the family behind, simply waiting for the right moment to disappear).
- **Rutegar.** Rutegar is a blood brother born from Triskal's first wife. The beast tore his mother asunder soon after his birth, and ever since he's been held with a mixture of contempt and respect. Triskal houses him in his own cave—he's torn apart all the other blood brothers kept with him. Rutegar has never spoken or shown thought beyond that of an animal, and all of the clan is wary of the dark rage behind his piercing eyes.
- **Trokar.** Trokar is a perfect pinnacle of Triskal's curse, his mutation manifesting to make him a seamless fusion of man and bat. As Triskal's current favorite son, the grandfather allows this spoiled child to get away with anything. Trokar has taken to torturing the slaves and challenging other vampires to pointless fights, although his flippant and callous attitude has killed dozens of slave and vampire alike leaving some to wonder if Triskal's patience will wane thin.

- **Vetoya.** Vetoya has some of the strongest wings Triskal's curse has ever produced. Officially he ends her out at night to find caravans and travelers to frighten them into the waiting arms of the Blind Grove. Unofficially she uses this time to scout towards the ends of the desert, looking for another oasis or some other land that she could take for herself. Vetoya plans on stealing away with her captive husbands to start her own clan elsewhere as soon as it is feasible to do so.

SAVAGE VAMPIRISM

The vampiric curse of Triskal is virulent, spreading clumsily from his own bite or the bite of his savage progeny. The infectious curse spreads wildly and unpredictably, as his bloodline thins through the generations of family, his curse becomes less and less consistent, producing near-humans just as often as true vampires. Whenever a creature fails a saving throw that would inflict savage vampirism, it gains the following traits after it finishes its next long rest.

Charnel Hunger. The creature hungers for the flesh and blood of living things. Whenever it goes 24 hours without consuming at least a pound of fresh flesh or blood (either still living or killed less than 10 minutes before consumption), it gains one level of exhaustion. These levels of exhaustion cannot be removed through rest and are removed automatically when the creature consumes at least a pound of fresh flesh or blood.

Darkvision. The creature can see in dim light within 120 feet as if it were bright light, and in darkness as if it were dim light. It can't discern color in darkness, only shades of gray. If it already had darkvision from a racial trait or another source, its range instead improves to 200 feet.

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

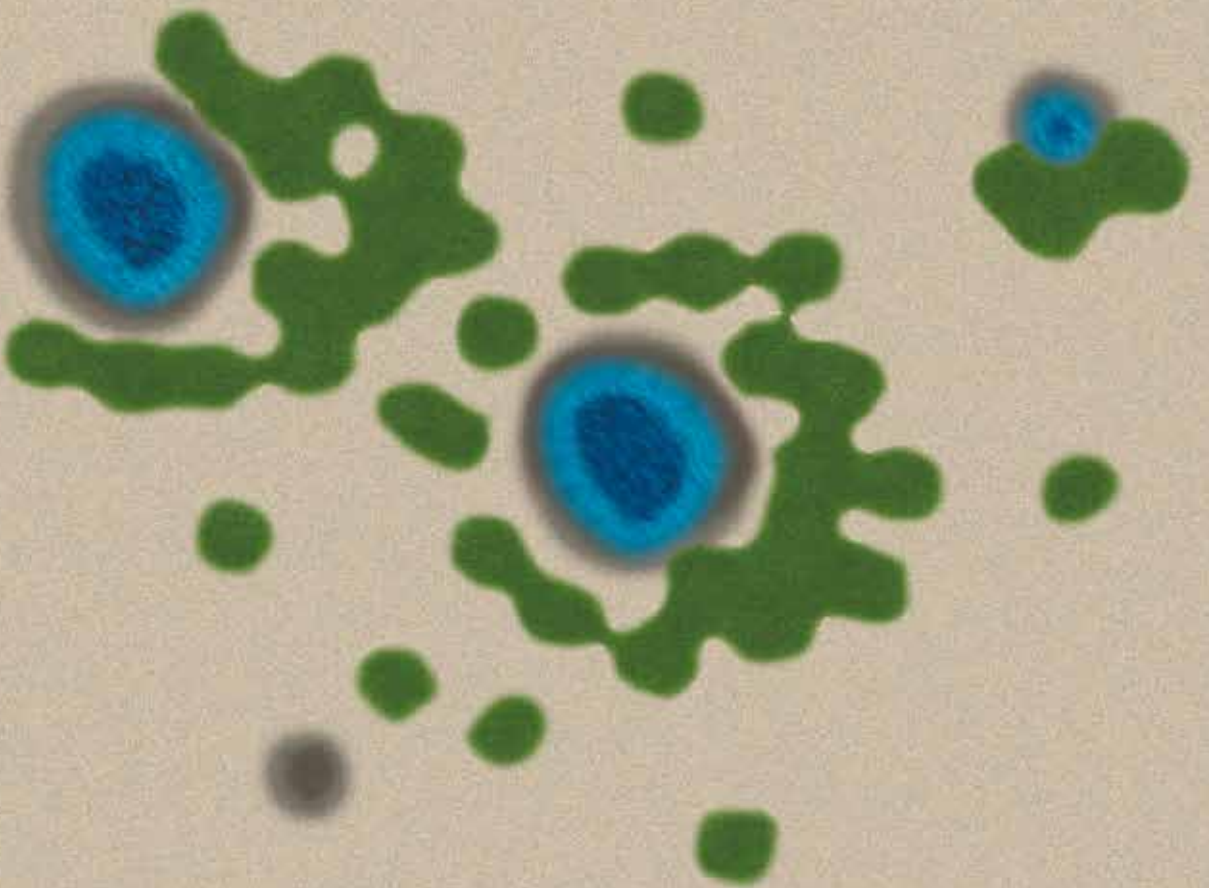
This condition can be cured by a *lesser restoration* spell or other magical means of removing diseases if the magic is applied within 24 hours of contracting the condition. Once 24 hours pass the condition becomes permanent and can only be cured with *wish* or similarly powerful magic.

If a creature already inflicted with savage vampirism fails a saving throw that would inflict savage vampirism, it gains one of the following vampiric mutations after it finishes its next long rest. Reroll any repeated results. Once a creature has

3 vampiric mutations, any future instances of savage vampirism have no effect.

Table: Vampiric Mutation

d10	Vampiric Mutation
1	Gaunt Rejection. Your body contorts and withers in rejection of the vampiric curse. Your Constitution score is reduced by 2.
2	Blood Hysteria. The sight of freshly spilled blood turns your conscious thoughts into madness. Whenever you or a living creature within 30 feet of you takes piercing or slashing damage, you must make a Wisdom saving throw against a DC equal to the damage taken. On a failure you enter a blood hysteria for 1d4 rounds. While in blood hysteria, you have advantage on attack rolls, but attack rolls against you have advantage.
3	Vestigial Wing. One of your arms mutates into a gnarled and useless wing. You cannot wield weapons or a shield using this arm. Your vestigial wing is a natural weapon which you are proficient with and it can be used to make unarmed strikes, that deal bludgeoning damage equal to 1d4 + your Strength modifier.
4	Flying Fox Fur. You grow a shaggy coat of coarse hair, often with a thick fur collar around the nape of the neck. You gain resistance to cold damage.
5	Echolocation. Your ears grow strangely wide and tufted with fur, making you able to sense the world through incredibly accurate hearing. As a bonus action, you can make a high-pitched sound and listen closely as it echoes around you, gaining blindsight 60 ft. until the end of your turn.
6	Grotesque Musculature. Your shoulders bulge into haunches and your arms grow thick and clumsy with unchecked musculature. Your Strength score increases by 2 and you have disadvantage on Dexterity checks.
7	Lifesight. You find yourself acutely aware of warm blood and pumping hearts, able to magically see living blood. You can use a bonus action to pinpoint the location of any living creature within 15 feet of you. You can see living creatures in this way through solid objects, detecting them even if they are hidden or benefiting from total cover.
8	Batlike Wings. Your arms grow long, thin leathery membranes that form batlike wings along your sides. These mutated wings function, but your body was not designed for sustained flight. You gain a fly speed of 20 feet but gain one level of exhaustion if you end your turn airborne.
9	Vampiric Fangs. Your maw is a natural weapon which you are proficient with and can be used to make unarmed strikes, dealing piercing damage equal to 1d6 + your Strength modifier. As a bonus action, you can make a special attack with your vampiric fangs against a creature you are grappling. If the attack hits, it deals damage as normal, and you gain temporary hit points equal to your Constitution modifier (minimum 1). A creature dealt damage in this way must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier or be afflicted by savage vampirism. Once you successfully hit a creature with this attack, you can't use your vampiric fangs in this way again until you finish a short or long rest.
10	Roll twice on this chart and apply both results, rerolling any 10s.



ABOVE

BELOW



The Blind Graves



WARRING WARLORDS

Triskal is always seeking to expand his monstrous family and they require a seemingly endless supply of fresh slaves. He has relied on those traveling through the desert for centuries but as his kin's number have grown they were no longer enough—he now looks beyond the dunes for nearby settlements, pillaging and enslaving at every opportunity to bring ever more victims back to the Blind Grove.

Air. Triskal targets these warlords like prey, regarding them as weak and unfit for enslavement, only suitable for consumption.

Earth. Triskal regards these warlords as cattle, periodically raiding them but making sure that enough remain so that they can still rebuild and be victimized again in due time.

Evil. Triskal often meets these warlords as equals, both knowing full well that the other is only probing for weaknesses—when any vulnerabilities are detected one attempts to strike down the other.

BITTEN KIN

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8+30)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	17 (+3)	12 (+1)	10 (+0)	11 (+0)

Saving Throws Dex +7, Con +7

Skills Acrobatics +7, Athletics +7, Perception +3

Damage Vulnerabilities radiant

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 18

Languages Common, Undercommon

Challenge 6 (2,300 XP)

Blood Frenzy. The vampire has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Lifesight. The vampire can use a bonus action to pinpoint the location of any living creature within 15 feet of it. It can see living creatures in this way through solid objects, detecting them even if they are hidden or benefiting from total cover.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The vampire attacks three times with its bloodstained claws. When it starts its turn grappling a creature it can replace one of these attacks with a single vampiric bite.

Bloodstained Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 8 (2d4+3) necrotic damage and the target must make a DC 15 Strength saving throw or be grappled (escape DC 15).

Vampiric Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage and the target must make a DC 15 Constitution saving throw or become afflicted with savage vampirism. The vampire regains hit points equal to the damage dealt.

Fire. Triskal often butts heads with these warlords, both firmly believing their strength will carry the day. If they do prove stronger, Triskal pettily contents himself by perpetually pillaging their lands and salting the earth only to retreat back into the desert when confronted.

Good. Triskal particularly enjoys enslaving the minions of these warlords, taking immense pleasure in breaking the will of the self-righteous. If stronger than him they are oddly intimidating to Triskal and he instead tries to avoid their attention.

Water. Nomads and caravans are the most commonly trapped in the Blind Grove as they traverse the desert so Triskal is quite used to enslaving these warlords. On the rare occasion they prove stronger than him he can be easily taken by surprise.

NPCs

The hidden grove is home to a little over a hundred members of Triskal's clan and several hundred slaves. Triskal rules over his kin with a casual authority but his children would kill or die on his orders. Each clan member's status depends on how closely they 'take after grandfather', determined by how much of the vampiric curse they exhibit. Generally the older vampires who are genetically closer to Triskal are monstrous bats, with only a few facial features and their demeanor distinguishing them from mindless beasts. Younger vampires who are only a fang or claw away from human are treated practically like servants, just one social step above the slaves.

HALF-BLOOD

Medium undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 150 (20d8+60)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Str +9, Dex +7, Con +7

Skills Acrobatics +7, Athletics +9, Perception +6, Persuasion +6

Damage Vulnerabilities radiant

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 21

Languages Common, Undercommon

Challenge 12 (8,400 XP)

Aggressive. As a bonus action, the vampire can move up to its speed toward a hostile creature that it can see.

Blood Frenzy. The vampire has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Innate Spellcasting. The vampire's spellcasting ability is Charisma (spell save DC 14). The vampire can innately cast the following spells, requiring no material components:

At will: *fog cloud*, *misty step*

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

Lifesight. The vampire can use a bonus action to pinpoint the location of any living creature within 15 feet of it. It can see living creatures in this way through solid objects, detecting them even if they are hidden or benefiting from total cover.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Undead Fortitude. If damage reduces the vampire to 0 Hit Points, it must make a Constitution saving throw against a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the vampire drops to 1 hit point instead.

ACTIONS

Multiattack. The vampire attacks three times with its bloodstained claws. When it starts its turn grappling a creature it can replace one of these attacks with a single vampiric bite.

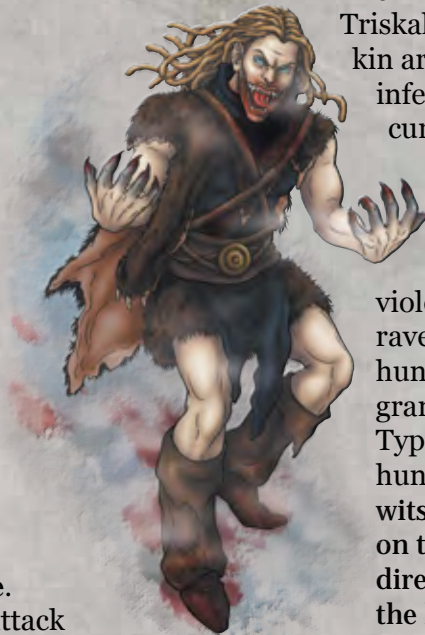
Bloodstained Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage plus 11 (3d4+3) necrotic damage and the target must make a DC 17 Strength saving throw or be grappled (escape DC 17).

Vampiric Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) piercing damage and the target must make a DC 17 Constitution saving throw or become afflicted with savage vampirism. The vampire regains hit points equal to the damage dealt.

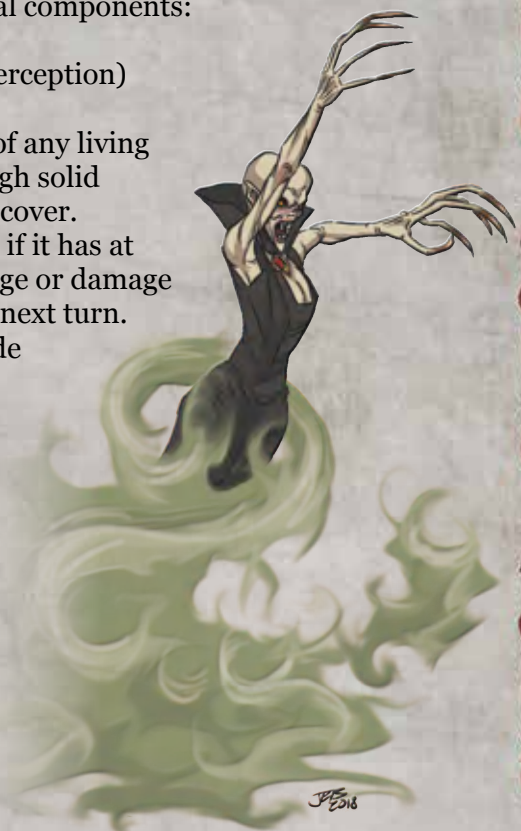
REACTIONS

Snapping Retort. When the vampire takes damage from a creature within 5 feet, it can use its reaction to make a bloodstained claw attack.

The half-bloods form the core of Triskal's clan, the strength of his curse blended with the cold reasoning of predators. The half-bloods are his favored children and they have the authority to command their bitten kin. Still a far cry from the nobility and sophistication oft attributed to vampires, they are more akin to barbarous lords, loudly fighting and quaffing steins of blood freshly drained from their slaves.



The most numerous of Triskal's children, the bitten kin are either favored slaves infected with the vampiric curse or are vampires born without much of the strength and features of their patriarch. These violent offspring form a ravenous horde, always hungry and vying for their grandfather's approval. Typically their charnel hunger overrides what wits they had and they act on their impulses unless directed by grandfather or the half-bloods.



BLOOD BROTHER

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 210 (20d10+100)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	21 (+5)	5 (−3)	10 (+0)	6 (−2)

Saving Throws Str +11, Con +10

Skills Acrobatics +9, Athletics +11, Perception +5

Damage Vulnerabilities radiant

Damage Resistances necrotic

Senses darkvision 120 ft., passive Perception 20

Challenge 15 (13,000 XP)

Aggressive. As a bonus action, the vampire can move up to its speed toward a hostile creature that it can see.

Blood Frenzy. The vampire has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Lifesight. The vampire can use a bonus action to pinpoint the location of any living creature within 15 feet of it. It can see living creatures in this way through solid objects, detecting them even if they are hidden or benefiting from total cover.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Undead Fortitude. If damage reduces the vampire to 0 Hit Points, it must make a Constitution saving throw against a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the vampire drops to 1 hit point instead.

ACTIONS

Multiattack. The vampire attacks three times with ravaging onslaught and vampiric ichor. It can replace one of these attacks with a rip asunder.

Ravaging Onslaught. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10+6) slashing damage plus 12 (3d4+5) necrotic damage and the target must make a DC 19 Constitution saving throw or become afflicted with savage vampirism (page 250).

Rip Asunder. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage and the target must make a DC 19 Strength saving throw or have its armor torn apart, if it has any. The target's armor has its AC reduced by 2 until it can be repaired. This cannot reduce an armor's AC below 0. Magical armor is unaffected. If the target creature is wearing no physical armor it instead takes an extra 7 (2d6) slashing damage.

Vampiric Ichor. *Ranged Weapon Attack:* +9 to hit, range 15/30 ft., one target. *Hit:* 15 (3d6+5) necrotic damage and the target must make a DC 19 Constitution saving throw or become afflicted with savage vampirism (page 250). If the target is already afflicted with savage vampirism but 24 hours have not passed for the symptoms to take hold, that period is reduced by 6 hours.

REACTIONS

Snapping Retort. When the vampire takes damage from a creature within 5 feet, it can use its reaction to make a ravaging onslaught attack.

*Not all of us cowed
to Triskal—until
one of the brave
ones was thrown to
the blood brothers.
Then we were united
in our terror.*

—Broken Dahlnat,
Elder of the
Ganjora Tribe



Not all of Triskal's spawn develop well—many simply die or grow into abominations called blood brothers. These huge monsters are incoherent and bestial, with barely a glimmer of sentience hiding behind bloodshot eyes and screams of hunger. These undead freaks are kept in caves to themselves, either barricaded in or chained like dogs. Triskal keeps them around however, admiring the raw strength and tenacity of his accursed children.

GRANDFATHER TRISKAL

Huge undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 252 (24d12+96)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	16 (+3)	15 (+2)	15 (+2)

Saving Throws Str +12, Con +10, Wis +8

Skills Acrobatics +7, Athletics +12, Deception +8, Insight +8, Perception +8

Damage Vulnerabilities radiant

Damage Immunities necrotic

Senses darkvision 120 ft., passive Perception 23

Languages Abyssal, Common, Undercommon

Challenge 18 (20,000 XP)

Aggressive. As a bonus action, Triskal can move up to his speed toward a hostile creature that he can see.

Blood Frenzy. Triskal has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Command the Clan. As a bonus action, Triskal can issue a command to any creature with savage vampirism that he can see. The creature must make a DC 16 Wisdom saving throw or obey Triskal to the best of its abilities during its next turn.

Curse's Source. Any creature that ends its turn within 5 feet of Triskal must make a DC 20 Constitution saving throw or become afflicted with savage vampirism (page 250). If the target is already afflicted with savage vampirism but 24 hours have not passed for the symptoms to take hold, that period is reduced by 6 hours.

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

Legendary Resistance (3/Day). If Triskal fails a saving throw, he can choose to succeed instead.

Lifesight. Triskal can use a bonus action to pinpoint the location of any living creature within 15 feet of him. He can see living creatures in this way through solid objects, detecting them even if they are hidden or benefiting from total cover.

Lunar Shape. After centuries of practice Triskal has regained enough control over his form to assume a shape like had in life so long as the moon is out, able to appear as a wingless giant rather than a bat-creature.

Regeneration. Triskal regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight. If Triskal takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

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

Sunlight Hypersensitivity. Triskal takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Undead Fortitude. If damage reduces Triskal to 0 Hit Points, he must make a Constitution saving throw against a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Triskal drops to 1 hit point instead.

ACTIONS

Multiattack. The vampire attacks three times with rip asunder and savage rending. When he starts his turn grappling a creature, he can replace one of these attacks with a single grow the family attack.

Grow The Family. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d10+6) slashing damage plus 11 (3d4+4) necrotic damage and the target must make a DC 20 Constitution saving throw or immediately become afflicted with savage vampirism (page 250) as if 24 hours had already passed.

Rip Asunder. *Melee Weapon Attack:*

+12 to hit, reach 15 ft., one target.

Hit: 15 (2d8+6) slashing damage and the target must make a DC 20 Strength saving throw or have its armor torn apart, if it has any. The target's armor has its AC reduced

by 2 until it can be repaired. This cannot reduce an armor's AC below 0. Magical armor is unaffected. If the target creature is wearing no physical armor it instead takes an extra 9 (2d8) slashing damage.

Savage Rending. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 17 (2d10+6) slashing damage plus 14 (4d4+4) necrotic damage and the target must make a DC 20 Strength saving throw or be grappled (escape DC 20).

Greataxe (Giant Form Only). *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (2d12+7) magical slashing damage.



LEGENDARY ACTIONS

Triskal 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. Triskal regains spent legendary actions at the start of his turn.

- **Command The Clan.** Triskal uses Command the Clan to direct a creature with savage vampirism.
- **Move.** Triskal moves up to his speed without provoking opportunity attacks
- **Wing Attack (Costs 2 Actions).** Triskal beats his wings. Each creature within 10 feet of Triskal must succeed on a DC 20 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. Triskal can then fly up to half his flying speed

Triskal usually appears as a hulking furred bat, a few human features upon his face the only sign of his link to humanity. He acts like a jovial baron and finds frivolous entertainment at every opportunity, most often involving his harem of cursed wives or the brutal death of something afraid and unfortunate. In actual conflicts he often keeps up this casual dismissal of his opponents before instantly switching from uproarious patriarch to a beast driven only by the promise of blood.



Morxalim managed to escape the death of their most recent companions outside the Maṇanōy Caverns but only barely. The bellies of the maddened savages of Psionicus had been fattened enough by the flesh of the doomed caravan's larger travelers, leading the feral cannibals to leave the ottunni's newly acquired halfling corpse-host where it lay until the coming of night and allowing for them to escape. Things have not greatly improved since then. The parasite and its new body managed to sneak and hide themselves away nearby a trail of sorts, spending days at rest waiting for any sign of life. Were it not for a wayward goat's blood and flesh, they'd have perished from starvation and exposure. Sated by this kill Morxalim found the resolve to trek onward until reaching a strangely smooth-walled ravine, thinking eventually it would lead to water—it did not.

Instead of a life-giving river or spring they become witness to an awe-inspiring sight that terrifies them to their core. Floating more than a hundred feet above the ground is a mountain—not a truly enormous mass of stone, but certainly more than a hill and weighing more than Morxalim can reckon. In all their centuries the ottunni has never seen so much power so clearly on display and at first they feel a sense of wonder they've long thought would never return. Then they realize the mountain has a face and that its face has just moved, the cliff-sized stone eyes glaring down upon them and filling their mind with terror.

Morxalim tries to flee but a tether of power jettisons off of the mountain, coursing with electricity as it strikes into their halfling body. Suddenly their mind is filled with imagery and memories from a mind as alien as their own, and without meaning to the ottunni's own psyche floods backward. In response the immense creature that has captured her shakes backward in the air, astounded with the wealth of knowledge they've accidentally imparted to it. A grinding bellow roils across the ravines and scores of warriors spill out from above, all of them giving chase to Morxalim with zealotry and lightning dancing in their eyes. The ottunni and their host look to the sky but see no moons hanging above, knowing that they've finally gotten themselves into bigger trouble than they'll be able to escape.

Calivayntna the Earthstorm

The chaos of the Kalavaiyaip Badlands spawns all manner of abnormalities and anomalies but it's rare for either to live for very long, much less have the wherewithal to understand their plight. Not so for the intelligent lightning bolt Calivayntna. When the one-in-a-trillion spark of electricity shot down into a piece of earthly *blue raw mana* it fused into the naturally enchanted jewel, using its powers to conjure an earth elemental that it also eventually merged with. In short order the charged creature started to meld with progressively larger boulders, gaining the attention of Rowena the Mana Witch. Fearful of the power this entity might one day wield she lured it away across a raging sea, leaving it to wander deep into the waters and nearly suffer destruction from the waves—but her ploy failed, proving to be nothing more than a test for Calivayntna's willpower.

After emerging the elemental was thirsting for power and hasn't stopped, seeking to consume as much primordial energy as it can and gaining mastery over all of nature's providence save for water (which it immensely hates). Calivayntna set its sights on control over the air first, dominating that by the simple ritual sacrifice and transformation of followers drawn to its supernatural power. Now the Earthstorm has scores of sycophantic creatures that slavishly follow it, their numbers growing along with its mass and influence—it has already grown into a small mountain in its own right, its fury and wrath nearly unmatched. All that keeps it from rolling across Vast Kaviya to become too great for any thing to resist it is its need for more *raw mana*, though soon it will be too powerful for even the most devastating warlord to stop.

TEMPEST RAVINES

For the past several decades Calivayntna has been tearing up the Kenshorra Mountain Range, cutting out new gorges near an ever-deepening mine the Earthstorm senses has veins of the *blue raw mana* it needs to continue expanding. The gigantic creature rests facing the northwest so there are only lookouts posted towards the east and inside the entrance to the mines, ever watchful for trespassers to add to its labor force. Captives are made to dig beneath the mountains alongside the powerful elemental's more zealous minions at the bottom of the Calivay societal structure, chipping away to uncover veins of the supernatural jewels. In the rare instances when it cannot remain aloft the Earthstorm rests in a pit known as the Anchor tucked onto a cliffside platform, itself ringed by the simple huts and leather tents of Calivayntna's devout followers.

EVER LARGER

The alien intellect at the core of the Earthstorm knows that to attain more power it must continue to increase in size, building in mass and volume to better contain primordial energies. There is nothing it wants more and it has no hesitation about allowing lesser creatures to aid it in that endeavor, recklessly tearing up landmasses wherever it can. This is no simple task however for every few tons of material added to its body, Calivayntna needs a piece of *blue raw mana* to graft into itself or eventually the new dirt and stone sloughs off of it. Thus the elemental is in a constant search for the jewels—and any clues that might lead back to the Kalavaiyaip Badlands and rich fields of primal gemstones throughout.

GIFTGIVER

Although Calivayntna has no personal use for *raw mana* of other colors (*amber, crimson, gray, or orange*), it sometimes uses these miraculous natural resources to fuse one of its followers with an earth elemental, creating a *curuvali* better suited to enforce its desires. Otherwise the Earthstorm is willing to barter in the right circumstances, gifting or trading *raw mana* it can't use on itself. While it is rare, at times it has even tasked captives with a quest to redeem themselves—usually a subterranean affair that ends with a large supply of *blue raw mana* delivered to the elemental before the end.

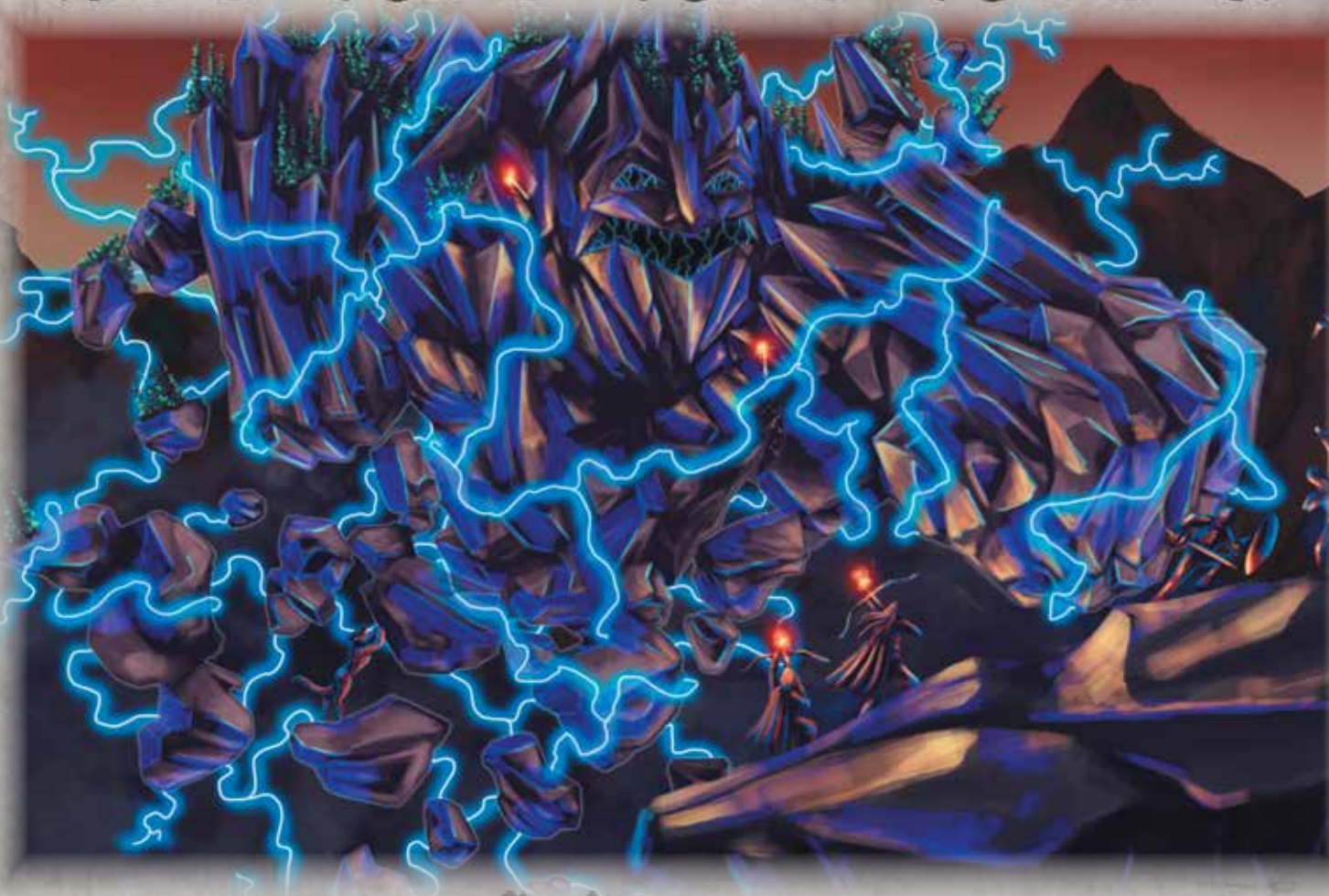
STATIC CHARGE

All of the Tempest Ravines and any area within a 5-mile radius of Calivayntna has a static charge. Any creature in this area that uses a trait, feature, or spell that deals lightning damage finds that it is more potent: spells are treated as if cast with a spell slot that is 2 levels higher, the DC to avoid the effect increases by +2, and if a spell attack is used it gains a +2 bonus.

WARRING WARLORDS

Calivayntna does not care to do anything but smash and subjugate whoever is before it unless it faces something truly primordial and elemental in nature, in which case the Earthstorm deceives, persuades, and plans until it can absorb the warlord into itself.

Air or Earth. When it encounters a warlord of air or earth that truly embraces their primal connection, Calivayntna entreats and cajoles but if that doesn't work, it intimidates and forces compliance instead.



ARCING LIGHTNING

4th-level evocation (bard, cleric, druid, warlock)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (any detritus that has been scorched by lightning)

Duration: Concentration, up to a minute

You create an arc of electricity that jolts toward a target of your choice that you can see within range. Make a spell attack. On a hit, the target takes 5d10 lightning damage, and you choose another target within 30 feet. Make a spell attack with a –2 penalty against this new target. On a hit, the target takes 4d10 lightning damage, and you choose another target within 30 feet. Make a spell attack with a –2 penalty and disadvantage against this new target. On a hit, the target takes 3d10 lightning damage.

A target can be a creature or an object and can be targeted only once per casting of this spell.

As long as you continue concentrating on the spell, you can use it to continue dealing damage. At the start of your turn, you can use your bonus action to deal 1d8 lightning damage to targets that were damaged by your electric arcs.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create an additional arc of electricity for each slot level above 4th.

Evil or Good. The Earthstorm cares little for either of these concepts and is apt to ignore them until it cannot afford to, at which point it crushes them outright unless it is sufficiently coaxed to do otherwise.

Fire. A warlord of nearly the same potency as Calivayntna is treated as if they were equals, the elemental seemingly trading information freely and offering steadfast support or wise counsel—until the right window for betrayal is presented.

Water. For water warlords there is no mercy or acceptance in the elemental heart of the Earthstorm and it destroys them utterly, not even trying to absorb whatever power remains after they've been sundered.

NPCS

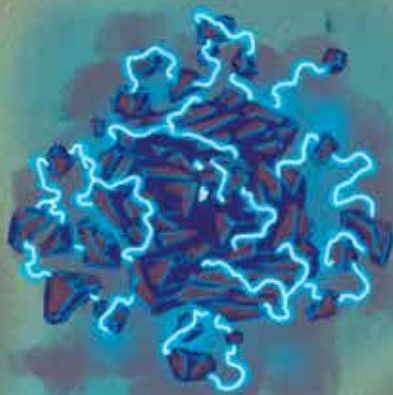
The elemental Calivayntna's awesome displays of power are quick to draw lesser creatures to it, all of them either desperate to hide behind the protection it offers or eager to take a slice of it for their own. As such adherents to the Earthstorm are usually obsessed with the supernatural, and rarely very upright or of good will—typical followers are ruthlessly cunning or outright violent.

Tempest Rebines

Lookouts

Mine
Entrances

Anchor



CALIVAY CULTIST

Medium humanoid (any), neutral

Armor Class 17 (natural armor)

Hit Points 65 (10d8+20)

Speed 40 ft.

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

Saving Throws Dex +7, Con +5

Skills Athletics +6, Perception +5

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 15

Languages Common, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The cultist's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *shocking grasp*

1/day each: *call lightning*, *lightning bolt*

Lightning Absorption. Whenever the cultist is subjected to lightning damage, it can make a Constitution saving throw against a DC equal to the lightning damage dealt (before applying resistance). On a success, it takes no damage and instead gains a fly speed of 30 feet for a duration equal to 1 round for every 10 lightning damage.

ACTIONS

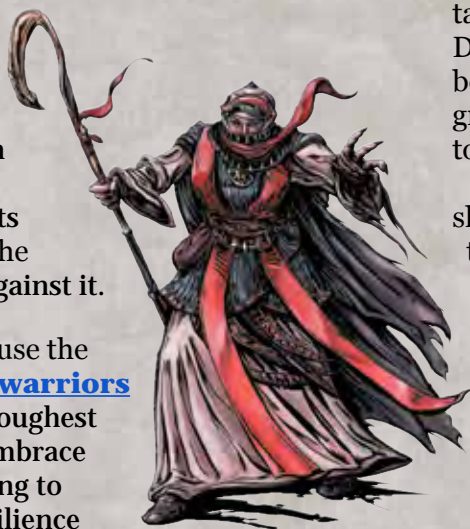
Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

REACTIONS

Uncanny Dodge.

When an attacker that the cultist can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

Most of the Calivay use the statistics for [tribal warriors](#) or [scouts](#), but the toughest among them fully embrace the lightning, learning to draw power and resilience from the spark—and a basic understanding of how to wield it as a weapon. Warriors of the Calivay that survive more than a year are given as a gift from the Earthstorm, shedding some light onto the truth of creation and the part that electricity played in the dawning of existence. Their mastery over the spark and their durability are increased dramatically, making them terribly effective taskmasters able to spur captive laborers to well past exhaustion.



CALIVAY SHAMAN

Medium humanoid (any), neutral

Armor Class 18 (natural armor)

Hit Points 170 (20d8+80)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	18 (+4)	15 (+2)	19 (+4)	14 (+2)

Saving Throws Dex +9, Con +8, Wis +8

Skills Nature +6, Perception +8, Survival +8

Damage Resistances lightning

Condition Immunities charmed, frightened

Senses darkvision 90 ft., passive Perception 18

Languages Common, Primordial

Challenge 12 (8,400 XP)

Innate Spellcasting. The shaman's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *shocking grasp*

3/day each: *call lightning*, *lightning bolt*

1/day: *chain lightning*

Lightning Absorption. Whenever the shaman is subjected to lightning damage, it can make a Constitution saving throw against a DC equal to the lightning damage dealt (after applying resistance). On a success, it takes no damage and regains a number of hit points equal to twice the save DC.

Lightning-Fast Magic (Recharge 5–6). The shaman uses a bonus action to cast *shocking grasp*.

Mimetic Dendrite. As a bonus action, the shaman fires an electrically charged tether at a creature it can see within 30 feet, forcing the target to make a DC 16 Dexterity saving throw. On a failed save, the target takes 4 (1d8) lightning damage and is grappled (escape DC 16). At the start of its turn, the shaman can use a bonus action to deal 4 (1d8) lightning damage to the grappled target. Alternatively, the shaman can choose to deal only 1 lightning damage.

While grappled with a mimetic dendrite, the shaman and the target have a telepathic connection able to send and receive words, images, and even sensations or memories. The mimetic dendrite can also be attacked and destroyed (AC 12; hp 6; immunity to lightning, poison, and psychic damage).

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage, or 8 (1d8+4) bludgeoning damage if wielded with two hands.

REACTIONS

Uncanny Dodge. When an attacker that the shaman can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

CURUVALI

Large elemental, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 230 (20d10+120)

Speed 40 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	13 (+1)	13 (+1)	13 (+1)

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

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 11

Languages Common, Primordial, Terran

Challenge 16 (15,000 XP)

Charged Body. Any creature or nonmagical weapon that touches the elemental takes 7 (2d6) lightning damage.

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Lightning Absorption. Whenever the elemental is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Mimetic Dendrite. As a bonus action, the elemental fires an electrically charged tether at a creature it can see within 60 feet, forcing the target to make a DC 19 Dexterity saving throw. On a failed save, the target takes 7 (2d6) lightning damage and is grappled (escape DC 19). At the start of its turn, the elemental can use a bonus action to deal 7 (2d6) lightning damage to the grappled target. Alternatively, the elemental can choose to deal only 1 lightning damage.

While grappled with a mimetic dendrite, the elemental and the target have a telepathic connection able to send and receive words, images, and even sensations or memories. The mimetic dendrite can also be attacked and destroyed (AC 17; hp 20; immunity to lightning, poison, and psychic damage).

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental attacks three times.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d8+6) bludgeoning damage plus 9 (2d8) lightning damage.

Shocking Spray. *Ranged Weapon Attack:* +11 to hit, range 150/300 ft., one target. *Hit:* 22 (3d10+6) bludgeoning damage plus 9 (2d8) lightning damage.

Whirlwind (Recharge 4–6). As an action, the elemental swirls into a vortex in mid-air. Each creature in the elemental's space must make a DC 19 Strength saving throw. On a failure, a target takes 24 (4d8+6) bludgeoning damage plus 9 (2d8) lightning damage, and is flung up 40 feet away from the elemental in a random direction and is knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or takes the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

When Calivayntna fuses together one of its followers and an earth elemental it imparts a shred of its own spark—this limits how many of these servants it can have at once, but gives them incredible power that make each of them truly formidable foes.



CALIVAYNTNA THE EARTHSTORM

Gargantuan elemental, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 370 (20d20+160)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	1 (−5)	26 (+8)	21 (+5)	25 (+7)	20 (+5)

Skills Arcana +17, Nature +17, Perception +19

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

Damage Immunities lightning, poison

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

Senses darkvision 240 ft., blindsight 30 ft., passive Perception 29

Languages Common, Primordial, Terran

Challenge 20 (25,000 XP)

Debris Aura. The elemental can use a bonus action to raise stone and dirt in a tempest around it until the start of its next turn. Creatures within 30 feet of it take 10 (3d6) bludgeoning damage, and ranged attacks made by creatures other than the elemental that begin in or enter the area have disadvantage. In addition, the elemental can cast *shocking grasp* at any creature inside of this aura.

Innate Spellcasting. The elemental's innate spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *call lightning*, *chain lightning*, *lightning bolt*, *shocking grasp*

2/day: *storm of vengeance*

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

Mimetic Dendrites. As a bonus action, the elemental fires an electrically charged tether at a creature it can see within 60 feet, forcing the target to make a DC 22 Dexterity saving throw. On a failed save, the target takes 14 (4d6) lightning damage and is grappled (escape DC 22). At the start of its turn, the elemental can use a bonus action to deal 14 (4d6) lightning damage to the grappled target. Alternatively, the elemental can choose to deal only 1 lightning damage.

While grappled with a mimetic dendrite, the elemental and the target have a telepathic connection able to send and receive words, images, and even sensations or memories. The mimetic dendrite can also be attacked and destroyed (AC 20; hp 30; immunity to lightning, poison, and psychic damage).

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental attacks twice, or it innately casts a spell and makes one attack.

Slam. *Melee Weapon Attack:* +14 to hit, reach 25 ft., one target. *Hit:* 34 (4d12+8) bludgeoning damage.

Boulder. *Ranged Weapon Attack:* +14 to hit, range 250/750 ft., one target. *Hit:* 29 (6d6+8) bludgeoning damage.

LEGENDARY ACTIONS

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

- **Casts a Spell (Costs 2 Actions).** The elemental casts a spell.
- **Mimetic Dendrite.** The elemental fires a mimetic dendrite, or it uses one that is already grappling a creature.
- **Uphaval (Costs 2 Actions).** All creatures within 300 feet of the elemental make a DC 20 Dexterity saving throw or are thrown into the air, landing prone. A creature is thrown 10 feet for every 5 points it fails its Dexterity saving throw by, taking 3 (1d6) bludgeoning damage for every 10 feet it was thrown.

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), the elemental can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, the elemental can't use one until after its first turn in the combat. The elemental can't use the same lair action two rounds in a row.

*I am Calivayntna, born of the storm,
and I have the temperament to prove it!*

—Calivayntna

- A 5-foot-radius fissure opens up in the ground centered on a point the elemental chooses within 300 feet. It is 1d10 x 10 feet deep. A creature standing on a spot where a fissure opens must succeed on a DC 20 Dexterity saving throw or fall in, taking 3 (1d6) bludgeoning damage for every 10 feet it falls. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (as the *earthquake* spell).
- The elemental briefly polarizes the static charge all around it to create a brief magnetic contraction. Creatures wielding metal weapons or wearing metal armor make a DC 20 Strength saving throw or are restrained until the end of the round as their ferrous armaments pin them against the ground.
- An intense tremor rips through the ground in a 100-foot-radius circle centered on a point the elemental chooses within 300 feet. The ground in the area becomes difficult terrain until the end of the round. Each creature on the ground that is concentrating must make a DC 20 Constitution saving throw. On a failed save, the creature's concentration is broken.

Calivayntna was once a mere magical anomaly that under normal circumstances would have simply ceased to be within moments of existing. Chance and circumstance allowed it to persist however, growing in ego with every boulder added to its immense mass. Now it tells others to call it the Earthstorm, and secretly it believes itself to be much more—the Spark, the source of all electricity and the place from whence all lightning strikes. Regardless of whether or not its right, the elemental is a true force to be reckoned with and poses a threat to every peoples and warlord in Vast Kaviya.



GMs introducing the Earthstorm to their campaign should foreshadow what it truly is, keeping an air of mystery right up until the PCs confront it.

Table: Calivayntna Rumors

1d4	Rumor
1	<i>Not far from here is a valley where lightning strikes nearly every hour.</i>
2	<i>The mountains that way are devoid of prey so make sure to bring food with you.</i>
3	<i>It's said that magic is infused into the very canyons over yonder, locked within the stone.</i>
4	<i>A potent elemental dwells nearby though I know no more and wish not to.</i>

A discomfoting quiet has hung over the party since Vissuna's death, like a dark storm cloud stalking them from their fateful escape from the glowing underground rivers. Dakkel walks ahead of Nekryf and Zegka, something they've insisted on since—they no longer look at him with fear or mistrust, now harboring only disdain and anger. The misfit is still keen to prove his worth however, that he is no burden, and his constant search of the horizon finally bears fruit: Dakkel sees what set them off on this journey in the first place, an impossible nightmare from his dreams.

The weird-touched misfit slows to a halt and starts to summon his seeing spheres but then thinks better of it, turning back towards the others. Zegka and Nekryf take their hands from their weapons, slowing down and stopping within a few feet of Dakkel but unwilling to get any closer to him. "This," he says, pointing at a distant swirling of dust and grit, "is what I told my grandmother I saw in my dreams." The distant windstorm abates long enough for a huge building to come into view, a thing unlike any other they'd seen yet. It is surrounded by broken walls made from stone blocks, but the dwelling itself is built using hewn rocks that tower as high into the sky as ten warriors stacked atop one another, perhaps even higher. All of it is encircled by a mound of skeletons—the wasted remains of more people than all of them have seen in their entire lives. Dakkel gestures forward, "Is **this** something I should investigate with my weird, or do you think we should approach on foot?"

Zegka moves like lightning, grabbing at one of the misfit's hands and covering his mouth. "NO," he whispers loudly, dragging them both down into a crouch, "do not use your thrice-cursed powers to search this place!" The warrior lets Dakkel's hand go and grabs at a token hanging around the weird-touched's neck, "how many ghosts do you wish to carry with you? How many more do you need before your hunger for the other world is satisfied?!" Nekryf fights to stop staring at it, unsure of exactly what she is seeing, whether to run in fear or charge headlong at the danger.

Dakkel struggles to push Zegka off of him but the warrior's iron-grip won't yield until power flashes across the sorcerer's eyes. "You know less than nothing! I carry no ghosts, only memories, and my weird is my own!" The weird-touched concentrates and his seeing spheres materialize in the air prompting Zegka to growl angrily, the magic orbs swirling menacingly in response—but both stop dead as the huntress cries out in surprise.

Nekryf is pointing at the bizarre building and paralyzed with fear, her entire arm shaking. Then the two realize that she's not shaking, but that the earth has started to tremble. The shock of the event rapidly transforms into horror as Dakkel and Zegka understand what has gripped Nekryf—the entire collection of strange structures is moving towards them, the bone mound around it transformed into marching skeletons that carry the huge stone constructions forward. "We do not need to scout this place," Nekryf says, turning her back to it and running back the way they came, "we need to warn every living thing between us and the Terraced Plains, and we must return home before this reaches it!"

Varasuul the Necrolord

Modern legends tell of a malicious entity and blight upon the world, true evil given a human-like form possessing such a terrifying potency that any adept shaman looking beyond the veil can see it from far, far away: Varasuul the Necrolord. Life teems across Vast Kaviya and the warlord of undeath has evolved into a creature that feeds off of passing souls, transformed into an ancient primal force that grows in power with every shuffled off mortal coil. Even the largest and most powerful tribes show great concern at the mere utterance of its name, so scared of Varasuul that they fear even its mention might draw its fell attentions and certain doom. The rare few people that have seen its lair and survived are scarred forever more, living the rest of their lives looking behind their shoulders as they flee its shadow until the Necrolord finally claims them in death.

DEATH CASTLE

There is an undeniable magnificence to Varasuul's lair—whichever warlord he took it from must have been impressive indeed—and the impressive fortress has become as steeped in evil as its master. The structure can be seen from miles away, the incredible number of its worked stone blocks stacked 50 feet high. A broken wall 20 feet in height surrounds it, all of the grounds further enwrapped by mounds of bones just as tall.

Bone Mound. When a living creature in the Bone Mound goes to move on its turn, it can use a bonus action to attempt to push through with a DC 15 Strength check, treating it as difficult terrain on a success. On a failure, the creature takes 7 (2d6) necrotic damage and falls prone. Undead can freely move through the Bone Mound.

At the start of every round, a **minotaur skeleton** animates from the Bone Mound for every living creature inside of it or within 50 feet. The undead appears in a random square of the Bone Mound within 20 feet of the living creature that triggered its animation.

Warped Zone. The area between the broken wall and the fortresses' keep is filled with fell supernatural energies. When a living creature enters the area or starts its turn there, it makes a DC 15 Charisma saving throw or is slowed. A slowed creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, on its turn it can't make more than one melee or ranged attack.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

A slowed creature can use an action to make another Charisma saving throw at the start of its turn. On a successful save, the creature is no longer slowed.

UNRIVALED

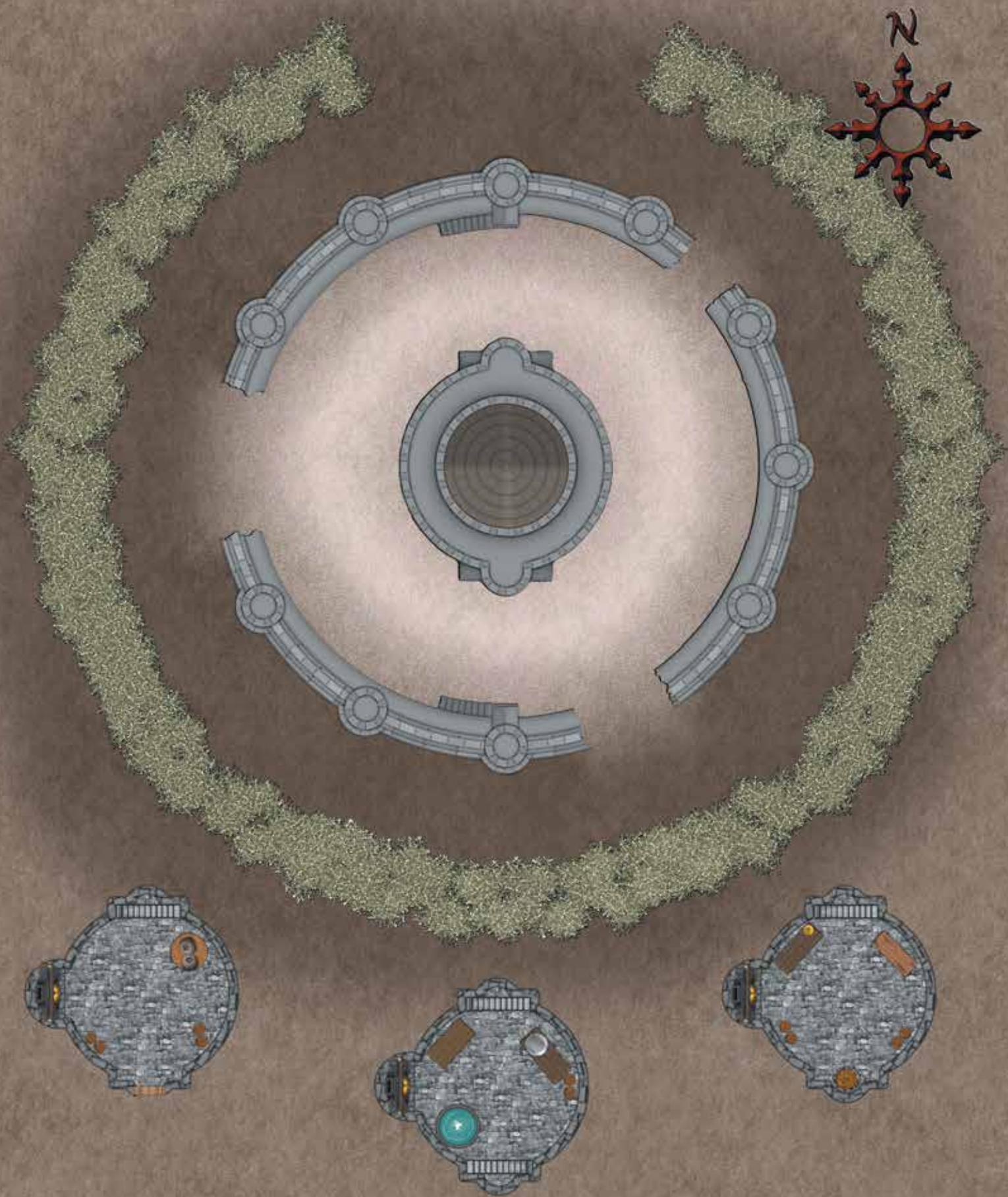
It's unknown if any warlord in Vast Kaviya could match Varasuul in power and the few that have shown the potential to challenge the Necrolord (of which its learned) have all been destroyed, raised to join its legions of the undead. The corpses of shamans and chieftains roam the grounds around its keep, each as proud in death as they were in life though now they lust not for power but the opportunity to do their master's bloody work, their only sustenance the sliver granted for every foe slain in Varasuul's name. The Necrolord's forces are truly legion and without end—so long as it persists a new batch of undead soldiers are one bony hand wave away, ready and eager to spill blood for the master necromancer.

MASTER OF HORDES & HOARDS

The Necrolord's armies and the territory they defend serve as a shrine to death itself but something else as well: they protect Vast Kaviya's largest collection of enchanted curiosities. Treasured relics that were protected by tribes for centuries, stones blessed with the power of nature, heirlooms bound to the spirits of the warriors that wielded them, and even magic items from other worlds are contained inside of Death Castle's walls. Any information of the location of the feared fortress is worth coin to those who know where to sell it—so it is that courageous and brazen thieves aplenty are counted among Varasuul's servants with a few more joining the ranks with every passing year.

WARRING WARLORDS

Centuries of warfare have refined Varasuul's tactics only a little since it first rose to power. When an enemy nears or reveals themselves within easy striking distance the Necrolord summons truly overwhelming waves of **skeletons**, **zombies**, and **other undead** to bring complete annihilation. What is most terrifying and dangerous about the master of undeath and its fortress is that while Death Castle appears to be fixed in place, it is



DEATH CASTLE

actually mobile—Varasuul conjures hundreds of powerful, enormous undead servants to slowly, tirelessly carry its keep nearer to an emerging artifact, destined adversary, or anomaly that has garnered its interest.

All Types. Varasuul does not strike bargains, parley, or change tactics based on the foe—it kills and binds all that was once alive to its fell will.

NPCs

The Necrolord's minions are as nihilistically destructive as their master yet unlike most undead they still possess a sense of self, their intellects as deadly as their blades or spells. When not roaming Death Castle they take to pillaging the countryside in calculated murder sprees that make certain no living creature still breathes within Varasuul's domain.

NECROBLADE

Medium undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 102 (12d8+48)

Speed 45 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	15 (+2)	14 (+2)	13 (+1)

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Perception +6, Stealth +7, Survival +6

Damage Vulnerabilities radiant

Damage Resistances cold, fire, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common

Challenge 9 (5,000 XP)

Improved Critical. The necroblade's weapon attacks score a critical hit on a roll of 19 or 20.

Power Attack. When the necroblade makes its first melee weapon attack in a turn, it can choose to take a –5 penalty to its melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage.

In addition, the necroblade can use a bonus action to make one melee weapon attack after it uses a melee weapon to reduce a creature to 0 hit points or scores a critical hit with it. The necroblade can only use this trait on its turn.

Turn Resistance. The necroblade has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the necroblade to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the necroblade drops to 1 hit point instead.

ACTIONS

Extra Attack. The necroblade attacks four times.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

REACTIONS

Strike Missile. While it is wielding its greatsword, the necroblade can spend its reaction to strike a missile when it is hit by a ranged weapon attack, reducing the damage by 12 (2d6+5).

UNDEAD SLAVE

Prerequisites: Evil alignment, proficiency bonus +3

You gain the services of an undead companion of a CR equal to or less than $\frac{1}{3}$ your level. This undead must be of Large size or smaller, and it cannot have Intelligence of 5 or higher. Your undead companion trusts you implicitly, understands you when you speak to it, and performs tasks you give it to the best of its abilities. The GM may decide that certain orders are too complicated or specific for your undead companion to follow. If your undead companion is destroyed, you must finish a long rest before recruiting a new undead companion.



Once the chieftains of their tribes, these proud warriors have not lost their regal bearing in undeath. Though necroblades aren't beneath attacking in groups they prefer to engage enemies in one-to-one combat—not out of a sense of honor but because it makes the death of their foe all the sweeter.

NECROSHAMAN

Medium undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 136 (16d8+64)

Speed 30 ft., fly 50 ft. (hover)

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

Saving Throws Int +7, Wis +7, Cha +9

Skills Arcana +7, Perception +7

Damage Vulnerabilities radiant

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Undercommon

Challenge 13 (10,000 XP)

Dark Sight. Magical darkness doesn't impede the necroshaman's darkvision.

Spellcasting. The necroshaman is an 11th level spellcaster that uses Charisma as its spellcasting ability (spell save DC 17; +9 to hit with spell attacks). The necroshaman knows the following spells prepared from the sorcerer's spell list:

Cantrips: *chill touch*, *fire bolt*, *poison spray*, *ray of frost*, *shocking grasp*

1st-level (4 slots): *charm person*, *detect magic*, *magic missile*

2nd-level (3 slots): *darkness*, *misty step*, *web*

3rd-level (3 slots): *animate dead*, *fear*, *fireball*

4th-level (3 slots): *blight*, *confusion*

5th-level (2 slots): *dominate person*, *hold monster*

6th-level (1 slot): *disintegrate*

Sorcery Points (11/Day). The necroshaman can use a bonus action on its turn and either expend one spell slot to gain a number of sorcerer points equal to the slot's level, or create a spell slot by expending sorcery points (1st-level—2 points, 2nd-level—3 points, 3rd-level—5 points, 4th-level—6 points, 5th-level—7 points).

Metamagic: Distant Spell. When the necroshaman casts a spell that has a range of 5 feet or greater, it can spend 1 sorcery point to double the range of the spell. When the necroshaman casts a spell that has a range of touch, it can spend 1 sorcery point to make the range of the spell 30 feet.

Metamagic: Empowered Spell. When the necroshaman rolls damage for a spell, it can spend 1 sorcery point to reroll up to 4 damage dice. It must use the new rolls. The necroshaman can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.



Metamagic: Quicken Spell. When the necroshaman casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Turn Resistance. The necroshaman has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the necroshaman to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the necroshaman drops to 1 hit point instead.

ACTIONS

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Animate Servants (Recharge 6). The necroshaman conjures a necroblade or 2d6 **skeletons** and 1d6 **zombies** that appear in unoccupied squares within 30 feet.

Varasuul places great value on other spellcasters and when it senses a potent magic user it does not allow its servants to bring them in, personally seeing to it that they are murdered in such a way that the raised corpse will be able to manipulate arcana to its satisfaction.

NECRODRAGON

Large undead, chaotic evil

Armor Class 19 (natural armor)

Hit Points 266 (28d10+112)

Speed 40 ft., burrow 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	18 (+4)	15 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +8, Con +9, Wis +5, Cha +9

Skills Perception +10, Stealth +8

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 200 ft., passive Perception 20

Languages Common, Draconic, Undercommon

Challenge 15 (13,000 XP)

Dark Sight. Magical darkness doesn't impede the dragon's darkvision.

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

Midnight Aura. While the dragon is conscious, light levels in a 60-foot radius around it are reduced by one step (bright light becomes dim light, dim light becomes darkness). Only *daylight* and other magic can negate the dragon's Midnight Aura.

Turn Resistance. The dragon has advantage on saving throws against any effect that turns undead.

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. **Hit:** 23 (4d8+5) piercing damage plus 13 (3d8) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 14 (2d8+5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. **Hit:** 18 (2d12+5) bludgeoning damage.

Death Breath (Recharge 6). The dragon exhales fetid gas in a 30-foot cone. Each creature in the area must make a DC 17 Constitution saving throw or gain a level of exhaustion that lasts for 1 minute.

Necrotic Breath (Recharge 5–6). The dragon exhales unholy energy in a 60-foot line that is 5 feet wide. Each creature in the area must make a DC 17 Charisma saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

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.



The Necrolord found early on that murdering a settlement with foot soldiers is an inefficient and lengthy endeavor requiring far more of its resources than they were worth—far better to lay waste with a greater servant. Varasuul's necrodragons have become almost as legendary as it is and even other winged serpents fear encountering them, willing to gather their hoards and abandon their lairs rather than face the winged undead. Its thought that certain moons rouse these undead from their places of rest, bidding them to take wing and try to sate impossible bloodthirsts borne of the afterlife.

VARASUUL THE NECROLORD

Medium undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 135 (18d8+54)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	17 (+3)	15 (+2)	21 (+5)

Saving Throws Con +10, Int +10, Wis +9

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

Damage Resistances cold, lightning, necrotic, psychic, radiant; bludgeoning, piercing, and slashing from magical weapons

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Draconic, Undercommon

Challenge 21 (33,000 XP)

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

Regeneration. Varasuul regains 30 hit points at the start of its turn. If Varasuul takes radiant damage, this trait doesn't function at the start of its next turn. Varasuul dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. Varasuul is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Varasuul has the following spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *invisibility*, *mirror image*, *scorching ray*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *confusion*, *major image*

5th level (3 slots): *cone of cold*, *dominate person*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *fire storm*

8th level (1 slot): *dominate monster*, *incendiary cloud*

9th level (1 slot): *meteor swarm*

Turn Resistance. Varasuul has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces Varasuul to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken. On a success, Varasuul drops to 1 hit point instead.

ACTIONS

Necroscythe.

Melee Spell

Attack: +12 to hit, reach 10 ft., one creature.

Hit: 18 (3d6+8) magical slashing damage plus 14 (4d6) necrotic damage and 14 (4d6) psychic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic and psychic damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Animate Servants (Recharge 6). Varasuul conjures 1d6 necroblades, 1d4 necroshamans, or a necrodragon. The undead appears in an unoccupied square within 30 feet.

LEGENDARY ACTIONS

Varasuul 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. Varasuul regains spent legendary actions at the start of its turn.

- **Cantrip.** Varasuul casts a cantrip.
- **Frightful Presence (Costs 2 Actions).** Each creature of Varasuul's choice that is within 60 feet of it 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 Varasuul's Frightful Presence for the next 24 hours.
- **Necroscythe (Costs 2 Actions).** Varasuul makes one necroscythe attack.
- **Disrupt Life (Costs 3 Actions).** Each non-undead creature within 20 feet of Varasuul must make a DC 20 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

There is only Varasuul. The master of undeath is the oldest creature in existence and like a stone fixed against the current in the river of life in Vast Kaviya. It fiercely guards its ancient knowledge however and long ago became obsessed with its hunger to know not just more but all, its craving now the only thing that remains of the living creature it once was.



Gred and Shugka failed to distinguish themselves in the annual hunt but neither was willing to spend another year living like a child, certain that their failures were a matter of luck and not fate. After the mid-day lesson they snuck away, borrowing spears, bows, and arrows from the warmaster's hut before leaving the village, and as the pair step off the approved path southeast of the settlement to hike down towards the riverbed their eyes are peeled for unwary prey there to take in water. They walk for miles and spot many small game but the aspiring hunters need to bring back something larger if they're going to impress the elders into honoring them as adults of the tribe—unfortunately the great hunt last week must have put fear into the beasts of the land and emptied out the territory for a time.

As the sun drops nearer to the horizon Gred begins to lose his fervor and his steps grow weary. "Perhaps we should go back now," he suggests, "while there's still light out. So we don't lose our way." Shugka merely grunts in reply, her resolute march forward answer enough. "I don't mean that we should give up," he continues, "just that if we turn back now we'll be able to find a safe place to rest overnight nearer the village. What difference would there be if we returned tomorrow with our first kill instead of tonight? They might even honor us more." She only grunts again, clearly unconvinced.

There's a hint of movement nearby and both stop in their tracks, weapons poised as they look for whatever caused it. The shadows of the setting sun make it difficult to pick anything out from the jungle however, and after a moment they relax and continue their trek. "Perhaps we should try elsewhere than the riverbed then?" Gred asks, gesturing eastward. "We're not having much luck here. And if we rest along it the hunters of the tribe are sure to find us before morning, and then we'll be in real trouble." He pauses and lets Shugka consider it, then adds, "and we're less likely to see any drop dinosaurs.

Finally the half-orc speaks, her voice incredulous. "Drop dinosaurs?" She guffaws and turns to look her companion in the eye, a confident tusked smile on her face. "Those are a ridiculous myth! I don't believe in them at all." Gred doesn't have the time to warn her as a reptilian creature leaps down from the canopy above, slamming its claws into and through her skull. He turns to run and briefly feels guilt, thinking that perhaps Shugka's death will keep the monster behind him occupied, allowing him to escape—a rustling of leaves from above is the last thing he hears before he's proven wrong, joining her in death.

Hunters from the Swift River tribe find the mangled remains of their corpses weeks later, identifying the pair of youths only by the stolen weapons they left behind.

CHAPTER 7: BESTIARY

BARBARIAN-THIEF

Medium humanoid (any), neutral barbarian 1/ranger 1/rogue (thief) 3/fighter 11 (champion)

Armor Class 17 (Constitution, shield)

Hit Points 118 (1d12+12d10+3d8+32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Str +10, Con +7

Skills Athletics +15, Intimidation +5, Sleight of Hand +8, Stealth +13, Survival +6; disguise kit +5, thieves' tools +5

Senses passive Perception 11

Languages Common, Thieves' Cant

Challenge 10 (5,900 XP)

Action Surge (1/Short Rest). Once on their turn, the barbarian-thief can take an additional action on top of their regular action and a possible bonus action.

Cunning Action (1/Turn). The barbarian-thief can take a bonus action to take the Dash, Disengage, Hide or Use Object action, Dexterity (Sleight of Hand) check, or to use thieves' tools to disarm a trap or open a lock.

Favored Enemy. The barbarian-thief has advantage on Wisdom (Survival) checks to track beasts, as well as on Intelligence checks to recall information about them.

Indomitable (1/Long Rest). The barbarian-thief can reroll a saving throw that they fail but must use the new roll.

Natural Explorer: Mountains. As the ranger class feature (proficiency +5).

Rage (2/Long Rest). On their turn, the barbarian-thief can enter a rage as a bonus action. Their rage lasts for 1 minute, ending early if they are knocked unconscious or if their turn ends and they haven't either attacked a hostile creature since their last turn or taken damage since then. The barbarian-thief can also end their rage on their turn as a bonus action. While raging, they gain the following benefits:

- They have advantage on Strength checks and Strength saving throws.
- They deal 2 extra damage when making a melee weapon attack.
- They have resistance to bludgeoning, piercing, and slashing damage.

Remarkable Athlete. The barbarian-thief adds +2 to any Strength, Dexterity, or Constitution check he makes that doesn't already use their proficiency bonus. In addition, when they make a running long jump, the distance they can cover increases by 5 feet.

Second-Story Work. Climbing does not cost the barbarian-thief extra movement. When they make a running jump, the distance they cover increases by 3 feet (with Remarkable Athlete, 8 feet).

Second Wind (1/Short Rest). On their turn, the barbarian-thief can use a bonus action to regain 1d10+11 hit points.

Sneak Attack (1/Turn). The barbarian-thief deals an extra 7 (2d6) damage when they hit a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the barbarian-thief's that isn't incapacitated and they don't have disadvantage on the attack roll.

ACTIONS

Extra Attack. The barbarian-thief attacks three times.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 11 (1d8+7) slashing damage, or 10 (1d10+5) slashing damage if wielded in two hands.

Handaxe (6). *Melee or Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target.

Hit: 8 (1d6+5) slashing damage.



When a warrior is without a tribe they have to do whatever it takes to survive—facing the elements, stealing when there's nothing to be traded, and killing anyone that gets in their way.

BERSERKER WANDERER

Medium humanoid (any), neutral barbarian (berserker) 20

Armor Class 21 (Constitution, shield)

Hit Points 230 (20d12+100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	21 (+5)	8 (–1)	10 (+0)	12 (+1)

Saving Throws Str +12, Con +11

Skills Athletics +12, Insight +6, Perception +6, Stealth +10, Survival +6

Senses passive Perception 16

Languages Common

Challenge 16 (15,000 XP)

Brutal Critical. The berserker can roll three additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Danger Sense. The berserker has advantage on Dexterity saving throws against effects that she can see, such as traps and spells. To gain this benefit, she can't be blinded, deafened, or incapacitated.

Feral Instinct. The berserker has advantage on initiative rolls. Additionally, if she is surprised at the beginning of combat and isn't incapacitated, she can act normally on her first turn, but only if she enters her rage before doing anything else on that turn.

Indomitable Might. If the berserker's total for a Strength check is less than 20, she can use that score in place of the total.

Intimidating Presence. The berserker can use her action to choose one creature within 30 feet that she can see. If the creature can see or hear the berserker, it must succeed on a DC 15 Wisdom saving throw or be frightened of her until the end of her next turn. On subsequent turns, the berserker can use her action to extend the duration of this effect on the frightened creature until the end of her next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from the berserker. If the creature succeeds on its saving throw, she can't use this feature on that creature again for 24 hours.

Mindless Rage. The berserker can't be charmed or frightened while raging. If she is charmed or frightened when she enters her rage, the effect is suspended for the duration of the rage.

Rage. On her turn, the berserker can enter a rage as a bonus action. Her ends if she is knocked unconscious or when she uses a bonus action on her turn to end it. While raging, she gains the following benefits:

- She has advantage on Strength checks and Strength saving throws.
- She deals 4 extra damage with Strength-based melee weapon attacks.



- She has resistance to bludgeoning, piercing, and slashing damage.
- She can choose to frenzy, able to make a single melee weapon attack as a bonus action on each of her turns after this one, suffering one level of exhaustion when her rage ends.

Reckless Attack. When the berserker makes her first attack on her turn, she can decide to attack recklessly. Doing so gives her advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against her have advantage until her next turn.

Relentless Rage. If the berserker drops to 0 hit points while she's raging and doesn't die outright, she can make a DC 10 Constitution saving throw. If she succeeds, she drops to 1 hit point instead. Each time she uses this feature after the first, the DC increases by 5. When she finishes a short or long rest, the DC resets to 10.

ACTIONS

Extra Attack. The berserker attacks twice.

Unarmed. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 7 bludgeoning damage.

Storm Battleaxe. *Melee or Ranged Weapon Attack:* +13 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 14 (2d6+7) magical slashing damage. When thrown the axe returns to the berserker's hand immediately after it strikes or misses her target.

REACTIONS

Retaliation. When the berserker takes damage from a creature that is within 5 feet of her, she can use her reaction to make a melee weapon attack against that creature.

There's rarely more than one berserker wanderer within 1,000 miles of another. These fearless warriors have faced the world's most dangerous creatures and still live, the last survivors from exploring parties that are otherwise all dead—if they can be convinced to take up a cause, one can be certain they are up to the task.

ÍSSAX

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 114 (12d10+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	6 (−2)	15 (+2)	6 (−2)

Damage Vulnerabilities fire

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages understands Aquan but cannot speak

Challenge 6 (2,300 XP)

Chilling Aura. At the start of each of the íssax's turns, creatures within 5 feet of it take 5 (1d6+2) cold damage. A creature that touches the íssax or hits it with a melee attack while within 5 feet of it takes 5 (1d6+2) cold damage.

Creeping Cold. When a creature takes 10 or more cold damage from the íssax in a single round, the creature's speed is reduced by 10 feet until the start of the íssax's next turn.

Destructive End. When the íssax is brought to 0 hit points from bludgeoning or slashing damage, it explodes in a 10-foot-radius sphere of lethal ice shards. Each creature in the area must make a DC 13 Dexterity saving throw. A creature takes 7 (2d6) piercing damage and 9 (2d6+2) cold damage on a failed save, or half as much damage on a successful one.

Shard Body. When a creature deals more than 10 bludgeoning or slashing damage to the íssax with a melee weapon attack or natural weapon melee attack, it takes 3 (1d6) points of slashing damage.

A creature grappling with the íssax takes 3 (1d6) points of piercing damage at the start of íssax's turn.

Walking Snowstorm. Ranged weapon attacks against the íssax are made with disadvantage. A creature may spend its bonus action aiming to negate this feature for a single ranged weapon attack so long as the attack is made immediately after aiming and before moving or taking a reaction.

Winter Step. The íssax ignores difficult terrain created by ice or snow.

ACTIONS

Multiattack. The íssax attacks twice.

Shard Limb. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 16 (3d8+3) slashing damage plus 7 (2d6) cold damage.

Ice Shard. *Ranged Weapon Attack:* +6 to hit, range 100/300, one target.

Hit: 17 (4d6+3) piercing damage plus 7 (2d6) cold damage.

On the snowy plains and elevations beyond humanity's reckoning lurk spindly giants borne of malice, hunters of the tundra seeking to cut down anything that crosses their path. The few explorers that have survived an encounter with one of these creatures speak its name only in hushed whispers, warning others of the íssax when travelers grow light on the roads—monsters in the shapes of men with bodies of sharp ice and hearts as cold as death. Sages are unsure of how the icicle giants came to be, the territories they wander, or even if they truly exist at all and to this day no íssax has been captured alive (making further research virtually impossible).

At first it seemed a winter gale had kicked up, but then an icicle staked my horse through its heart. I hid beneath its corpse as the icy form of the giant stepped over me and off into the white.

—Nexath Coldborne,
Explorer of the Thousand Lands



FORVIRSKRÍPI

Tiny fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 165 (30d4+90)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	17 (+3)	15 (+2)	13 (+1)	13 (+1)

Saving Throws Dex +9

Skills Nature +6, Perception +5, Stealth +9, Survival +5

Damage Vulnerabilities fire

Damage Immunities cold

Condition Immunities exhaustion

Senses darkvision 200 ft., passive Perception 15

Languages Common, Sylvan

Challenge 9 (5,000 XP)

Dance of Disaster. By chaotically capering about for 10 minutes, the forvirskrípi unleashes a wintry hazard (either falling ice, a sinking crevasse, or a snow slide; as on page 20) on a location it can see for as long as it continues dancing.

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

Gambol of Death. By spending a number of hours equal to spell level dancing, the forvirskrípi can unleash the effects of one of the following spells as though it were using Dance of Disaster: *control weather*, *earthquake*, *storm of vengeance*. The duration of these spells are their normal duration or for however long the forvirskrípi continues dancing (spell saving throw DC 14). Once the forvirskrípi uses this feature, it can't use it again for 1 week.

ACTIONS

Multiattack. The forvirskrípi attacks once with its chaotic touch and throws two wicked iceball, or it throws three wicked iceballs.

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

Hit: 16 (4d6+2) force damage plus 7 (2d6) cold damage.

Wicked Iceball. *Ranged Weapon Attack:* +9 to hit, range 50/100, one target.

Hit: 6 (1d6+5) bludgeoning damage plus 7 (2d6) cold damage and 7 (2d6) force damage.

REACTIONS

Uncanny Dodge. When an attacker that the forvirskrípi can see hits it with an attack, the forvirskrípi can use its reaction to halve the attack's damage against it.

There is nothing more satisfying for a forvirskrípi than to caper about mountaintops dooming hiking travelers until winter comes and when the urge for chaos guides their accursed little hands, whole regions can be plagued by natural disasters. Most kingdoms have standing bounties for the mischievous fey's furry, lanky, crimson hides but their capriciousness is matched only by their malevolence—hunters trek up the slopes with full quivers and courageous hearts never to return, losing the trail of their would-be prey before being cut-off from escape by an avalanche or rockslide. Capturing or killing a forvirskrípi is a dire task and appeasing them has saved several villages from peril, though the creature's fickle will can make placating it just as difficult. Settlements able to afford it make offerings of all kinds, loading wagons with rare goods and exotic gifts in hope of receiving merciful safety. A maddened few seek out the lairs of these fey knowing that there are treasures aplenty in what's left over after a forvirskrípi has picked over a tribute—to the peril of anyone living nearby. Whether or not it cared for what has been taken, the wrath of a forvirskrípi that has been stolen from knows no bounds.



HLAUPA

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d10+8)

Speed 40 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (−4)	11 (+1)	6 (−2)

Skills Survival +3

Damage Resistances cold

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

Charge. If the hlaupa moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Hard Stomach. The hlaupa has advantage on saving throws against poison and it can eat almost anything that is not poisonous.

Relentless (1/Short Rest). If the hlaupa takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Beak. *Melee Weapon Attack:*

+4 to hit, reach 5 ft., one target.

Hit: 5 (1d6+2) slashing damage.

Hooves. *Melee Weapon Attack:*

+4 to hit, reach 5 ft., one prone creature.

Hit: 7 (2d4+2) bludgeoning damage.

An imposing head-sized beak emerges from the front of this large beast's wide neck, thick black hooves standing out against the white fur covering its girthy body, staring at you with five porcelain porcine eyes. Small herds of hlaupa live on mountainsides where predators can be scarce but plants—even snowed in vegetation and alpine needles—are in abundance, providing ample food regardless of the season. Most 'ice pigs' live in the wild but they are frequently the domesticated beasts of choice for mountain towns, usable as mounts, beasts of burden, sustenance in harsh winters, means of disposing refuse, and even for combat.

HLAUPA OFFERINGS

Considered a bounty in Vast Kaviya's colder climates, the harvesting of hlaupa is a tradition shared across many cultures and what the beast can offer after its demise is widespread.

Hlaupa Rations. By spending an hour making a DC 11 Wisdom (Survival) check to butcher and treat a hlaupa's remains, they can be turned into rations that weigh half the normal amount and have double the gold value.

Hlaupa Hide. When a hlaupa's skin is used to craft a suit of hide armor, the wearer is both considered to be wearing cold weather clothing and gains a +2 bonus on saving throws against spells and effects that deal cold damage. In addition, the armor's value increases by 100 gold.

*If you think this smells bad on the outside,
just wait until you find out what it
smells like on the inside!*

—Cahramar, Ice Farmer



KNÚTADRAUGR

Medium undead, lawful evil

Armor Class 15 (armor scraps, shield)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	9 (–1)	8 (–1)	5 (–3)

Skills Perception +1, Stealth +4, Survival +1

Damage Vulnerabilities bludgeoning

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Chilling Glare. One creature able to see the knútdraugr must make a DC 12 Wisdom saving throw or become frightened for 1d4 rounds. By spending a bonus action using this ability against a creature it has already frightened, the knútdraugr can extend the duration by 1d4 rounds on a second failed DC 12 Wisdom saving throw. If a creature's saving throw is successful, the creature is immune to the knútdraugr's chilling glare for the next 24 hours.

ACTIONS

Multiattack. The knútdraugr attacks twice.

Longsword. *Melee Weapon Attack:*

+4 to hit, reach 5 ft., one target.

Hit: 6 (1d8+2) slashing damage.

Handaxe (4). *Ranged Weapon Attack:*

+4 to hit, range 20/60 ft., one target.

Hit: 5 (1d6+2) slashing damage.



On the tundra the measure of a warrior's worth can mean worse than a smaller share of the spoils or fewer war trophies—dying in complete dishonor is a fate that even the bravest hearts fear. The wretched cowards that fall red on the ice may yet rise again, their bones animated by an evil wyrd that leaves them with enough of their minds to take vengeance on those they loved in life. Knútdraugr still have the cunning of warriors, waiting until the dead of night before stalking back into their settlements and homes to make murder. Were their baleful gaze not terrifying enough the iced blue flesh hanging from their skulls makes their faces into disgusting parodies of mothers and fathers returning to the hearth to spill blood.

GREATER DRAUGR (CR +1)

A knútdraugr that's carried its curse for over a thousand years transforms, becoming a greater draugr.

Challenge. Increase the draugr's challenge rating to 3 (700 XP).

Armor Class. Increase the draugr's AC by 1.

Damage Resistances. The draugr gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Senses. The draugr gains blindsight with a radius of 30 feet.

Attacks. The draugr's weapon attacks deal an extra 3 (1d6) cold damage. In addition, when it scores a critical hit with a weapon attack its target makes a DC 12 Strength saving throw or is stunned for 1 round.

MASTER OF THE JUNGLE

Medium humanoid (any), neutral barbarian (animalist) 9

Armor Class 16 (Constitution)

Hit Points 85 (9d12+27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	9 (-1)	13 (+1)	9 (-1)

Saving Throws Str +7, Con +7

Skills Athletics +7, Nature +3, Perception +5, Survival +5

Senses passive Perception 15

Languages Common

Challenge 5 (1,800 XP)

Beast Quality (Wolf). The jungle master can travel at a fast pace while they're tracking creatures, and while traveling they can move stealthily at a normal pace.

Brutal Critical. The jungle master rolls an extra weapon damage die when determining the additional damage for a critical hit with a melee attack.

Danger Sense. The jungle master has advantage on Dexterity saving throws against effects that they can see, such as traps and spells. To gain this benefit, they can't be blinded, deafened, or incapacitated.

Feat: Athletic. The jungle master can stand up from being prone with only 5 feet of their movement, climbing doesn't cost them extra movement, and they only have to move 5 feet before making a running long jump or running high jump.

Feral Instinct. The jungle master has advantage on initiative rolls. Additionally, if they are surprised at the beginning of combat and isn't incapacitated, they can act normally on their first turn, but only if they enter their rage before doing anything else on that turn.

Nature Speaker. The jungle master can cast *speak with animals* as a ritual. They can also spend 10 minutes performing a ritual on one willing beast they touch. For as long as the jungle master concentrates, up to 1 hour, the jungle master can see through the beast's eyes and hear what it hears, gaining the benefits of any special senses that the beast has. During this time, the jungle master is deaf and blind with regard to their own senses.

Rage. On the jungle master's turn, they can enter a rage as a bonus action. The jungle master's rage lasts for 1 minute, ending early if they're knocked unconscious or if their turn ends and they haven't either attacked a hostile creature since their last turn or taken damage since then. The jungle master can also end their rage on their turn as a bonus action. While raging, the jungle master gains the following benefits:

- They have advantage on Strength checks and Strength saving throws.
- They deal 3 extra damage with Strength-based melee weapon attacks.



- They have resistance to bludgeoning, piercing, and slashing damage.
- Opportunity attacks made against them have disadvantage.
- They can take the Dash action as a bonus action on their turn.

Reckless Attack. When the jungle master makes their first attack on their turn, they can decide to attack recklessly. Doing so gives the jungle master advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against them have advantage until their next turn.

ACTIONS

Extra Attack. The jungle master can attack twice, instead of once, whenever they take the Attack action on their turn.

Unarmed. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage and the jungle master can use a bonus action to make a check to grapple the target.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 20/40 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

It's not unheard of for some animals to take in an abandoned humanoid as though it were a cub, raising it as if it were a beast and one of their own. Most of the time this means an early death but the few exceptionally hardy orphans that survive into adolescence learn to embrace the primal side of their being, gaining a mastery over the wild and preternatural understanding with other children of nature.

MEGAWOLF

Gargantuan beast, neutral

Armor Class 17 (natural armor)

Hit Points 290 (20d20+80)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	17 (+3)	19 (+4)	11 (+0)	18 (+4)	14 (+2)

Skills Perception +10, Stealth +9, Survival +16

Damage Resistances cold; bludgeoning, piercing, and slashing from magical weapons

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses passive Perception 20

Languages Common

Challenge 20 (25,000 XP)

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

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

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

Siege Monster. The megawolf deals double damage to objects and structures.

ACTIONS

Multiattack. The megawolf can use his Frightful Presence. It then attacks twice. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 48 (6d12+9) piercing damage. If the target is a creature, it is grappled (escape DC 23). Until this grapple ends, the target is restrained.

Frightful Presence. Each creature of the megawolf's choice within 120 feet of it 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, with disadvantage if the megawolf is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the megawolf's Frightful Presence for the next 24 hours.

Swallow. The megawolf makes one bite attack against a Huge or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the megawolf, and it takes 42 (12d6) bludgeoning damage at the start of each of the megawolf's turns.

If the megawolf takes 50 damage or more on a single turn from a creature inside it, it must succeed on a DC 10 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the megawolf. If the megawolf dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

- **Move.** The megawolf moves up to half his speed.
- **Chomp (Costs 2 Actions).** The megawolf makes one bite attack or Swallow.
- **Destructive Roll (Costs 2 Actions).** The megawolf flings itself at the ground and rolls, crushing everything in an area 30 feet by 30 feet. Each creature in the area must make a DC 23 Dexterity saving throw. A target takes 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Thankfully these gigantic hunters are solitary hunters and rarely found outside of the megaflores forests where they can effectively hide their enormous bodies. There are countless myths about them and nearly all warn to avoid the ultimate beasts no matter what—except for a rare few that suggest they are wise and intelligent, beings to be exalted and worshiped. What none of them disagree on is that once a megawolf has the scent of a creature it never forgets it and can track it across the breadth of Vast Kaviya, relenting only once their prey has been caught and consumed.



NATURE GUARDIAN

Huge elemental, neutral

Armor Class 17 (natural armor)

Hit Points 150 (12d12+72)

Speed 40 ft., burrow 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	15 (+2)	17 (+3)	14 (+2)

Skills Athletics +11, Perception +11, Stealth +8, Survival +11

Damage Vulnerabilities necrotic

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Druidic, Sylvan

Challenge 12 (8,400 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

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

At will: *druidcraft, poison spray, produce flame*

5/day: *create or destroy water, detect magic, detect poison and disease, entangle, gust of wind, spike growth*

3/day: *call lightning, conjure animals, meld into stone, plant growth, wind wall*

1/day: *conjure minor elementals, conjure woodland beings, control water, locate creature, stone shape*

1/week: *awaken, commune with nature, geas, reincarnate*

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

One With Nature. The elemental can use a bonus action to magically turn itself invisible until it attacks or uses *Animate Trees*, or until its concentration ends (as if concentrating on a spell).

Speak with Beasts and Plants. The elemental can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on its turn, the elemental can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Huge or bigger. Once per minute the elemental can use an action and 40 feet of its movement to make a tree it has animated the second tree, even if it's become an inanimate tree or is further than 60 feet away.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental attacks twice.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+7) bludgeoning damage plus 13 (2d12) psychic damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/180 ft., one target. *Hit:* 29 (4d10+7) bludgeoning damage.

Animate Trees (1/Day). The elemental magically animates one or two trees it can see within 60 feet of it.

These trees have the same statistics as a [treant](#), except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the elemental. The tree remains animate until it dies; until the elemental uses this trait again; or until the elemental takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

These elementals are made to protect important locuses of power (often where the Kanavu-Valai splashes onto the Material Plane) or appear when nature is unbalanced, but unlike the environment which begets them they are quick and decisive. What a nature guardian does have in common is that it acts with overwhelming force—when it takes umbrage against a creature its foe rarely survives.



PATUKOLAI

Large beast, unaligned

Armor Class 17 (natural armor)

Hit Points 210 (20d10+100)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	14 (+2)	19 (+4)	16 (+3)

Saving Throws Dex +9, Con +10

Skills Athletics +11, Perception +9, Stealth +9, Survival +9

Damage Resistances cold, fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 200 ft., passive Perception 24

Languages understands Common and Undercommon but can't speak

Challenge 14 (11,500 XP)

Jointed Limbs. The patukolai has advantage on checks made to grapple.

Keen Senses. The patukolai has advantage on Wisdom (Perception) checks that rely on sight, smell, and sound.

Nimble Escape. The patukolai can take the Disengage or Hide action as a bonus action on each of its turns.

Pounce. If the patukolai moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the patukolai can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the patukolai can long jump up to 40 feet.

Stench. Any creature that starts its turn within 10 feet of the patukolai must succeed on a DC 19 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the patukolai's stench for 24 hours.

ACTIONS

Multiattack. The patukolai attacks four times: once with its bite, twice with its claws, and once with its spinal tail.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.

Hit: 19 (3d8+6) piercing damage. The patukolai regains hit points equal to the piercing damage taken.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.

Hit: 16 (3d6+6) slashing damage.

Spinal Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target.

Hit: 13 (3d4+6) piercing damage and the target is grappled (escape DC 19).

*Do not entertain this beast or
test its mettle on your own—
they are positively lethal
and able even to kill one of us.*

—Kalar the Lizard Lord



There are bigger creatures, smarter predators, and even some tougher beasts but no natural born species in Vast Kaviya is on an even footing with the patukolai. Born into large litters by the dozens, shortly after their first breath they rapidly learn how to fend for themselves, killing and consuming the weakest of the pack and dispersing after only a few days. Even as litterlings these vicious animals are a terror and easily able to kill a hearty warrior, so most tribes have legends warning to look for the markings on the fur of any small game to make certain one is not aggravating a patukolai baby (and thus avoid a gruesome demise). A few stories tell of truly courageous warriors that take the younglings in and raise them as kin—only to be viciously murdered in their sleep when the creature reaches maturity.

PATUKOLAI BABY

Small beast, unaligned

Armor Class 15 (natural armor)

Hit Points 65 (10d6+30)

Speed 35 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	7 (–2)	14 (+2)	13 (+1)

Saving Throws Dex +5, Con +5

Skills Athletics +6, Perception +4, Stealth +5, Survival +4

Damage Resistances cold, fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Common and Undercommon but can't speak

Challenge 4 (1,100 XP)

Nimble Escape. The patukolai baby can take the Disengage or Hide action as a bonus action on each of its turns.

Pounce. If the patukolai baby moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

If the target is prone, the patukolai baby can make one bite attack against it as a bonus action.

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

ACTIONS

Multiattack. The patukolai baby attacks three times: once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 7 (1d6+4) piercing damage. The patukolai regains hit points equal to the piercing damage taken.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 6 (1d4+4) slashing damage.

LITTLE PACKAGE BIG PUNCH

When using a patukolai baby the GM should play up the creature's infancy—it coos and chortles, sniffs at everything, and at first its curiosity might be mistaken by adventurers as benevolence. In an ideal first scenario with a baby patukolai, it doesn't strike until its foolish target is right beside it and offering a bit of food or a petting hand.

Even a child patukolai is a danger and if left to its own devices can wreak havoc. They are not to be taken as pets and if eaten as a morsel then only as a rare treat.

—Kalar the Lizard Lord



PLUMMETUSAUR

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 42 (5d8+20)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	19 (+4)	5 (-3)	13 (+1)	10 (+0)

Skills Acrobatics +8, Athletics +7, Perception +3,

Stealth +8, Survival +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

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

Sneak Attack (1/Turn). The plummetusaur deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the plummetusaur that isn't incapacitated and the plummetusaur doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The plummetusaur attacks once with its bite and once with its claws.

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

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

REACTIONS

Vicious Rend. When the plummetusaur hits the same target with its bite and claw attacks on its turn, it can use its reaction to deal an extra 10 (4d4) slashing damage.

Vast Kaviya's young hunters are all taught to be wary of not just what walks the forest floor, but the terrors that stalk in the branches above as well. Drop dinosaurs don't actually spend a great deal of time in trees, usually scouting below until prey comes within sight—then they use pack tactics to guide and surround a victim, ascending so they can drop down for the killing strike. These reptiles are surprisingly intelligent and try to attack isolated targets, only driven to assault creatures that they don't outnumber when they're experiencing extreme hunger.

I don't know what you mean by "what about the drop dinosaurs?" I don't think they exist.

—Final Words of Hartuk,
Seasoned Hunter of the Breakwing Tribe



POISON GIANT

Huge giant, unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d12+48)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	18 (+4)	6 (-2)	14 (+2)	7 (-2)

Saving Throws Cha +1

Skills Athletics +9, Perception +8, Survival +5

Damage Resistances bludgeoning, piercing, slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Giant

Challenge 9 (5,000 XP)

Big-Handed Grappling. The giant has advantage on attack rolls against a creature it is grappling and it can use an action to try to pin a creature it's grappled. To do so, the giant makes another grapple check. If it succeeds, the creature is restrained until the grapple ends. The giant only needs one hand to grapple a creature of Medium size or smaller.

Leap. The giant increases the distances of its horizontal jumps by 20 feet and its vertical jumps by 10 feet.

Toxic Blood. Whenever a creature damages the giant using piercing or slashing with a melee weapon attack and it is using a weapon that does not have reach, the creature takes 7 (2d6) poison damage.

ACTIONS

Multiattack. The poison giant attacks three times.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage plus 7 (2d6) poison damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 250/500 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage. The giant can instead throw a restrained creature, also dealing damage to the thrown creature.



Some giants are exceptionally stupid, bedding upon or consuming poisonous flora without ever realizing what is causing them discomfort. When more than one generation suffers from a consistent source of toxicity the offspring can change, emerging as poisonous giants that are even more dimwitted but remarkably tough. Other giants reject them outright, fearful (rightfully) of the sickness they might bring with them.

POISONED GIANT (CR +2)

Sometimes even the biggest giants give birth to poisoned offspring. They are true scourges upon the land, spreading mayhem and sickness wherever they roam.

Challenge. Increase the giant's challenge rating to 10 (5,900 XP).

Size. The giant's size increases to Gargantuan.

Hit Points. The giant's hit dice change to d20s and its total hit points increase to 174.

Armor Class. Increase the giant's AC by 2.

Diseases. The giant gains immunity to diseases. When it scores a critical hit with its bite or slam attack, the giant's target makes a DC 16 Constitution saving throw or is afflicted with a randomly determined disease (roll 1d6: 1–2—[cackle fever](#), 3–4—[sewer plague](#), 5–6—[sight rot](#)).

Attacks. The giant's increases the reach of its slam attack to 15 feet.

PRIMAL MUMMY

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 78 (12d8+24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	6 (−2)	14 (+2)	12 (+1)

Saving Throws Wis +5

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., lifesense 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Lifesense. The mummy can use a bonus action to detect the living. Until the end of its next turn, it knows the location of any living creature within 60 feet of it (including behind total cover).

Mental Anguish. A creature that has taken 10 or more psychic damage from the mummy is slowed. The creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last until the psychic damage dealt by the mummy is healed.

Regeneration. The mummy regains 10 hit points at the start of its turn. If the mummy takes fire damage, this trait doesn't function at the start of the mummy's next turn. The mummy dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The mummy can use its Dreadful Glare and makes two attacks with its primal fist.

Primal Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage plus 7 (2d6) psychic damage.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 13 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Funeral rites are usually undeveloped in most cultures throughout Vast Kaviya and the few that manage a genuine supernatural imbuelement are only able to bluntly impose any real magic. When any such creature is interred near an appearance of the Kaṇavu-Valai however, it siphons off power from the mystical river and becomes a maddened scion of destruction. A primal mummy has no tolerance whatsoever for the living, seeking to slay any breathing thing it senses for the brief moment of peace granted by a victim's death as the soul travels to the Kaṇavu-Valai and brushes against the undead's sliver of the afterlife's current.



TĀLVÖKKAR

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	13 (+1)	17 (+3)	18 (+4)

Skills Deception +10, Perception +6, Stealth +9

Senses darkvision 120 ft., passive Perception 16

Languages Common

Challenge 5 (1,800 XP)

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

Mimicry. The tĀlvōkkar can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Shapechanger. The tĀlvōkkar can use its action to polymorph into another humanoid or a beast, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form.

Any equipment it is wearing or carrying isn't transformed.

It reverts to its true form if it dies. When the tĀlvōkkar has the skin of a creature it is assuming the form of, it has advantage on Charisma (Deception) and Charisma (Persuasion) checks made to maintain its disguise.

Stalker. The tĀlvōkkar has advantage on Dexterity (Stealth) checks and its passive Stealth score is 24.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) slashing damage.

Echoes of the Damned (Recharge 6). The tĀlvōkkar summons the voices of the creatures and warriors that have died nearby, creating a malicious cacophony all around it. Creatures within 120 feet of it that can hear it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the tĀlvōkkar's next turn.

There are many spirits and creatures throughout the world that can assume the form of others, blending into a group of humanoids or beasts for safety in numbers, access to prey, or to acquire a mate. The most duplicitous are the ottunni and tĀlvōkkar—for as cunningly hidden as the former are, the latter are equally deceptive, vicious, and lethal. These heartless monsters turn entire settlements into victims of their bloodlust by gradually killing off those who might unmask them, stealing the corpse's skin, and then impersonating the dead so well they often fool even the recently deceased's loved ones and friends.

Curse your tongue! Only the mad and foolish mention that thing by its name. Are you trying to bring it here? Go talk in your own home if you want to die so badly.

—Therra Safni, Wise Woman of Varausy





TITANOHYDROSAURUS

Gargantuan beast, unaligned

Armor Class 15 (natural armor)

Hit Points 174 (12d20+48)

Speed 20 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (−2)	19 (+4)	3 (−4)	13 (+1)	5 (−3)

Skills Athletics +8, Perception +4, Stealth +9

Senses passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Amphibious. The titanohydrosaurus can breathe both air and water.

Aquamirage. While underwater, the titanohydrosaurus can use a bonus action to cast *mislead* without the use of components (spell save DC 12). Only creatures above the water are affected by this trait, and it ends whenever the titanohydrosaurus ceases concentrating on it or emerges from the water.

Pain Threshold. Any attacks or spells that deal 6 points of damage or less do not deal any damage to the titanohydrosaurus.

Slippery. While in the water, the titanohydrosaurus is considered to be under the constant effects of a *freedom of movement* spell.

ACTIONS

Multiattack. The titanohydrosaurus attacks twice: once with its bite and once with its tail slap.

Bite. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 21 (3d10+5) piercing damage.

Tail Slap. *Melee Weapon Attack:* +8 to hit, reach 25 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

REACTIONS

Jet (Recharge 5–6). On its turn before it takes its action, the titanohydrosaurus can use its reaction to move 70 feet in a straight line through the water.

One of the largest megafauna to be found in Vast Kaviya is the dreaded titanohydrosarus, a species of aquatic reptile that can weigh as much as 50 tons and stretch as far as 100 feet from head to tail. Fortunately they lay claim to extremely wide ranging territories and spend most of their lives in hibernation deep underwater—they pose a danger to most kaviyans when they rise to hunt or mate. During these periods they are extremely aggressive, swallowing up whole schools of fish, primitive sailors, and even other large dinosaurs in a futile attempt to satisfy their bottomless hunger. Any warrior that manages to kill one of these enormous creatures

near enough to shore to salvage the body becomes a hero not just to their own people, but to everyone in a region as there is always more meat and bone to be harvested from the corpse than there are mouths or crafters.

Yeah it's big. So what? So are trees.

We can still cut down a tree.

We can cut down one of these too.

—Last Words of Quatu, Fisherman

Devastation Creatures

Devastation creatures are unique among their kind, either born with a malevolent deviation or warped towards ill-natured cruelty by way of a curse or sickness. No matter how they are wrought they are a far greater danger than their brethren, possessing powers and abilities of a supernatural, baleful bent. Perhaps worst of all is the subtlety of their mutation, sometimes so nuanced that they are easily mistaken as lesser threats—before it's too late.

An adventurer with a passive Perception equal to or greater than 10 + the devastation creature's challenge rating realizes the strange nature of it on sight, though not exactly how it is different or what that might mean.

DEVASTATION COCKATRICE

Small monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 36 (8d6+8)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	12 (+1)	2 (−4)	15 (+2)	11 (+0)

Damage Immunities poison, psychic

Condition Immunities disease, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Psionic Petrification. A creature that has taken 5 or more psychic damage from the cockatrice must succeed on a DC 12 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success or if the psychic damage is healed before a failed save, the effect ends. On a failure, the creature is petrified for 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage plus 7 (2d6) psychic damage.

Blood-Curdling Scream (Recharge 4–6). The cockatrice emits a horrific screech. Each creature within 60 feet of it that can hear it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the cockatrice's next turn. If the saving throw fails by 5 or more, the creature also takes 7 (2d6) psychic damage. While frightened by Blood-Curdling Scream, a creature must take the Dash action and move away from the cockatrice by the safest available route on each of its turns, unless there is nowhere to move. If the creature begins or ends its turn in a location where it doesn't have line of sight to the cockatrice, the creature can make a Wisdom saving throw. On a successful save, it is no longer frightened.



DEVASTATION DOG

Large fey, chaotic evil

Armor Class 16 (natural armor)

Hit Points 76 (8d10+32)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	19 (+4)	6 (−2)	18 (+4)	14 (+2)

Skills Athletics +7, Perception +7, Stealth +16

Damage Resistances cold, poison, psychic

Senses darkvision 90 ft., passive Perception 17

Languages Common; telepathy 100 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The dog's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

Constant: *pass without trace*

3/day: *hellish rebuke*, *hunter's mark*

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

Terrifying Howl. The dog can use a bonus action to unleash a terrifying howl. Each creature that is within 120 feet of the dog and is able to both see and hear the dog, it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dog's Frightful Howl for the next 24 hours.

ACTIONS

Multiattack. The dog attacks twice.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) magical piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

DEVASTATION DRAGON

Huge dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 230 (20d12+100)

Speed 60 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	18 (+4)	19 (+4)	20 (+5)

Skills Athletics +12, Perception +10, Stealth +10, Survival +10

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

Damage Immunities disease, necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 18 (20,000 XP)

Aggressive. As a bonus action, the dragon can move up to its speed toward a hostile creature that it can see.

Aura of Fear. Creatures within 50 feet of the dragon 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 aura of fear for the next 24 hours.

Blood Frenzy. The dragon has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Bloodthirst. For every creature it reduces to 0 hit points, the dragon gains a +1 bonus to damage on melee attacks for 1 minute (up to a maximum of +10).

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

Regeneration. The dragon regains 20 hit points at the start of its turn. If the dragon takes radiant damage, this trait doesn't function at the start of the dragon's next turn. The dragon dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The dragon makes four attacks: once with its bite, twice with its claws, and once with its tail.

Bite. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. **Hit:** 24 (4d8+6) magical piercing damage plus 9 (2d8) psychic damage. On a critical hit or when the dragon reduces a creature to 0 hit points, creatures able to see the attack make a DC 19 Wisdom saving throw or gain the frightened condition for 6 rounds.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. **Hit:** 13 (2d6+6) magical slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 25 ft., one target. **Hit:** 15 (2d8+6) magical bludgeoning damage and the target must succeed on a DC 20 Strength saving throw or be knocked prone.

Devastating Breath (Recharge 4–6). The dragon exhales baleful energy in a 60-foot cone. Each creature in the area must make a DC 20 Wisdom saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one.

A creature that takes 20 necrotic damage or more from Devastating Breath must succeed on a DC 20 Charisma saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 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.

Tribute? Tribute? What could you offer that I am not already going to take?

—Bararakothon the Devastation Dragon

MALEVOLENCE PERSONIFIED

Devastation dragons are the fiercest of all dragonkind because when one of these creatures takes umbrage nothing short of its own death will stop it from achieving its calamitous goal. There is nothing for them but their ruinous urges—they do not keep hoards of gold and treasure, counting their deeds of destruction as wealth instead. Societies with truly wise elders recognize the threat posed by these winged monsters, evacuating their peoples and finding a new place to settle, leaving only ruins and cryptic warnings behind to try and stay the slaughter of those who might come after them. Unfortunately even this drastic measure does not guarantee safety, only adding fury to the eventual slaughter.



DEVASTATION GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8+30)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	6 (−2)	11 (+0)	7 (−2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison, psychic

Condition Immunities disease, exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 4 (1,100 XP)

Blinding Spittle. As a bonus action, the gargoyle spits toxic saliva at a creature within 15 feet. The target makes a DC 13 Constitution saving throw or is blinded until the end of the gargoyle's next turn.

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue unless a creature observing it has a passive Perception of 17 or higher.

Heightened Senses. The gargoyle has advantage on Wisdom (Perception) checks.

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

Siege Monster. The gargoyle deals double damage to objects and structures.

ACTIONS

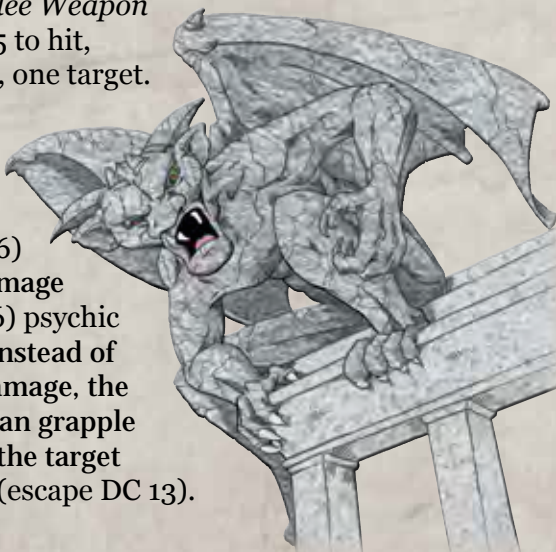
Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 3 (1d6) poison and 3 (1d6) psychic. The gargoyle regains hit points equal to the amount of psychic damage taken.

Claws. *Melee Weapon*

Attack: +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6+3) slashing damage plus 3 (1d6) poison damage and 3 (1d6) psychic damage. Instead of dealing damage, the gargoyle can grapple the target (escape DC 13).



DEVASTATION GENIE

Large elemental, chaotic evil

Armor Class 18 (natural armor)

Hit Points 195 (17d10+102)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Skills Deception +9, Insight +7

Damage Resistances cold, lightning, poison

Damage Immunities fire, thunder

Condition Immunities deafened, disease

Senses darkvision 120 ft., passive Perception 13

Languages Auran, Ignan

Challenge 12 (8,400 XP)

Death Throes. When the genie dies, it explodes, and each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 31 (5d8) fire damage and 31 (5d8) thunder damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the genie's equipment.

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

At will: *detect evil and good*, *detect magic*, *disguise self*, *fire bolt*, *thunderwave*
3/day each: *create food and water* (can create wine instead of water), *enlarge/reduce*, *tongues*, *wind walk*

1/day each: *conjure elemental* (air or fire elemental only), *creation*, *gaseous form*, *invisibility*, *major image*, *plane shift*, *true polymorph* (self only), *wall of fire*

ACTIONS

Multiattack. The genie attacks three times.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage plus 9 (2d8) fire and 9 (2d8) thunder damage.

Create Inferno. A 5-foot-radius, 30-foot-tall cylinder of swirling fire magically forms on a point the genie can see within 60 feet of it. The inferno lasts as long as the genie maintains concentration (as if concentrating on a spell). Any creature but the genie that enters the inferno takes 13 (3d8) fire damage and 13 (3d8) thunder damage, and must succeed on a DC 18 Strength saving throw or be restrained by it. The genie can move the inferno up to 60 feet as an action, and creatures restrained by the inferno move with it. The inferno ends if the genie loses sight of it.

A creature can use its action to free a creature restrained by the inferno, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the inferno.

When a creature touches the inferno for the first time on a turn or starts its turn there, it takes 13 (3d8) fire damage and 13 (3d8) thunder damage.

REACTIONS

Maddening Gaze. When a creature that can see the genie's eyes starts its turn within 30 feet, if the genie isn't incapacitated and can see the creature it can spend its reaction to force the creature to make a DC 17 Wisdom saving throw. If the saving throw fails, the creature is frightened for 4 rounds and gains a short-term madness. If the saving throw fails by 5 or more, the creature also gains a long-term madness. If the saving throw fails by 10 or more, the creature also gains an indefinite madness. Unless surprised, a creature can avert its eyes to avoid the saving throw from this trait at the start of its turn. If the creature does so, it can't see the genie until the start of its next turn, when it can avert its eyes again. If the creature looks at genie in the meantime, the genie may spend its reaction to cause the creature to immediately make the saving throw.



DEVASTATION GIANT

Huge giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d12+60)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	21 (+5)	14 (+2)	17 (+3)	16 (+3)

Skills Athletics +10, Perception +7, Survival +7

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Giant

Challenge 10 (5,900 XP)

Aggressive. As a bonus action, the giant can move up to its speed toward a hostile creature that it can see.

Aura of Fear. Creatures within 20 feet of the giant 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 giant's Aura of Fear for the next 24 hours.

Blood Frenzy. The giant has advantage on melee attack rolls against any creature that doesn't have all its hit points.

That was the worst genie ever.

—Gohad,

Ex-Bodyguard of King Praifan

Bloodthirst. For every creature it reduces to 0 hit points, the giant gains a +1 bonus to damage on melee attacks for 1 minute (up to a maximum of +5).

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

ACTIONS

Multiattack. The giant attacks three times with rocks or attacks three times with its devastating blade and once with shield bash. .

Devastating Blade. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8+6) magical slashing damage. On a critical hit or when the giant reduces a creature to 0 hit points, creatures able to see the attack make a DC 15 Wisdom saving throw or gain the frightened condition for 4 rounds. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shield Bash. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 10 (1d8+6) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 17 (2d10+6) bludgeoning damage.

DEVASTATION GOBLIN

Small humanoid (goblinoid), chaotic evil

Armor Class 15 (leather armor, shield)

Hit Points 33 (6d6+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	15 (+2)	15 (+2)	8 (–1)

Damage Immunities poison, psychic

Condition Immunities disease, poisoned

Skills Deception +3, Investigation +4, Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 2 (450 XP)

Naturally Stealthy. The goblin can attempt to hide even when it is obscured only by a creature that is at least one size larger than it.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/Turn). The goblin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Toxic Blood. Whenever a creature damages the goblin using piercing or slashing with a melee weapon attack and it is using a weapon that does not have reach, the creature takes 7 (2d6) poison damage.

ACTIONS

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

Hit: 6 (1d6+3) slashing damage plus 7 (2d6) poison.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target.

Hit: 6 (1d6+3) piercing damage plus 7 (2d6) poison.

DEVASTATION GRIFFON

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 105 (10d12+40)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	12 (+1)	17 (+3)	14 (+2)

Skills Deception +8, Insight +9, Perception +9, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic

Senses darkvision 120 ft., passive Perception 19

Languages Common

Challenge 8 (3,900 XP)

Foul Blood. When a creature within 5 feet of the griffon hits it with a melee attack, that creature takes 9 (2d8) necrotic damage.

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

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

Realfection. A mask of illusion covers the griffon, casting a reflection nearby



As the beast swooped nearer its shape wavered, and though our hunters were practiced and true of aim, many simply could not hit the winged terror!

—Adlag Lestalkh, Stauda Hunter

and concealing its precise location. Attack rolls against it have disadvantage. When a creature hits the griffon with an attack, this trait stops working until the end of the griffon's next turn. While it is incapacitated or its speed is reduced to 0, the griffon cannot use this trait.

ACTIONS

Multiattack. The griffon makes two attacks: one with its beak and twice with its claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage plus 9 (2d8) necrotic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) slashing damage plus 7 (2d6) necrotic damage.

Devastating Pulse (Recharge 4–6). The griffon uses an action to erupt with baleful energies, dealing 18 (4d8) necrotic damage and 18 (4d8) psychic damage to all creatures within 30 feet. A successful DC 14 Charisma saving throw reduces this damage by half.

DEVASTATION HIPPOGRIFF

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 60 (8d10+16)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	2 (-4)	13 (+1)	14 (+2)

Skills Perception +5

Damage Immunities poison, psychic

Condition Immunities disease, poisoned

Senses passive Perception 15

Languages —

Challenge 4 (1,100 XP)

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

Maddening Strikes. A creature that has taken 10 or more psychic damage from the hippogriff must succeed on a DC 12 Charisma saving throw or be frightened for 2 rounds and gain a short-term madness. If the saving throw fails by 5 or more, the creature also gains a long-term madness. If the saving throw fails by 10 or more, the creature also gains an indefinite madness.

ACTIONS

Multiattack. The hippogriff uses Blood-Curdling Scream and attacks twice or it makes three attacks: one with its beak and two with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 9 (1d10+4) piercing damage plus 3 (1d6) psychic damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage plus 3 (1d6) psychic damage.

Blood-Curdling Scream (Recharge 4–6). The hippogriff emits a horrific screech. Each creature within 60 feet of it that can hear it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of

the hippogriff's next turn. If the saving throw fails by 5 or more, the creature also takes 7 (2d6) psychic damage. While frightened by Blood-Curdling Scream, a creature must take the Dash action and move away from the hippogriff by the safest available route on each of its turns, unless there is nowhere to move. If the creature begins or ends its turn in a location where it doesn't have line of sight to the hippogriff, the creature can make a Wisdom saving throw. On a successful save, it is no longer frightened.



DEVASTATION HYDRA

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 207 (18d12+90)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +13

Damage Resistances psychic

Damage Immunities poison

Condition Immunities disease, poisoned

Senses darkvision 120 ft., passive Perception 23

Challenge 12 (8,400 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Immortal Head. One of the hydra's heads (usually near the center) cannot be removed until all of the other heads are dead.

Multiple Heads. The hydra has six heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken acid or fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (1d10+5) piercing damage plus 3 (1d6) poison damage).

Breath Weapon (Recharge 6). The hydra exhales deadly poison in a 50-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 44 (8d10) poison damage on a failed save, or half as much damage on a successful one.



DEVASTATION MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 102 (12d10+36)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Damage Resistances acid, psychic

Damage Immunities poison

Condition Immunities disease, poisoned

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, telepathy 60 ft.

Challenge 6 (2,300 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Devastating Aura. Hostile creatures within 60 feet of the minotaur have disadvantage on Wisdom saving throws and saving throws against fear.

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

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

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

Regeneration. The minotaur regains 10 hit points at the start of its turn. If the minotaur takes radiant damage, this trait doesn't function at the start of the minotaur's next turn. The minotaur dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The minotaur attacks twice.

Primal Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) magical slashing damage plus 14 (4d6) psychic damage. The target's hit point maximum is reduced by an amount equal to the psychic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way rises up as a **minotaur skeleton** after 1 round.

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

Hit: 13 (2d8+4) piercing damage plus 7 (2d6) psychic damage.

Frightful Presence. Each creature of the minotaur's choice that is within 30 feet of the minotaur and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the minotaur's Frightful Presence for the next 24 hours.

DEVASTATION OOZE

Large ooze, chaotic evil

Armor Class 9

Hit Points 136 (16d10+48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	3 (-4)

Skills Stealth +5

Damage Resistances cold, fire, lightning, thunder

Damage Immunities acid, poison, psychic; slashing

Condition Immunities blinded, charmed, deafened, disease, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft., tremorsense 90 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Aura of Fear. Creatures within 20 feet of the ooze must succeed on a DC 11 Wisdom saving throw or become frightened for 1d4 rounds. 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 ooze's Aura of Fear for the next 24 hours.

Devastating Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage and 7 (2d6) poison damage. Any nonmagical weapon made of metal or wood that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Nonmagical

ammunition made of metal or wood that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick nonmagical wood or metal in 1 round.

Ill-Born. The ooze is immune to the effects of diseases but automatically afflicts itself with a sickness when it comes into contact with a disease. When it would deal poison damage to a creature, it can choose not to deal poison damage and afflict the target with one disease instead.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 14 (4d6) acid damage plus 14 (4d6) poison damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When an ooze that is Medium or larger is subjected to lightning or slashing damage, it splits into two new oozes if it has at least 10 hit points. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze.



It's like every other idyllic day in Raecon Village—the sun hangs high in a sky of sparse clouds, warm gusts are on the wind, and there's the promise of a savory meal for the evening given away by stewing pots—but then the raiders come. A group of youths are out in the woods learning how to track animals when the thunderous hooves of their horses start echoing through the forest promising death and destruction in their wake. Some of the amateur hunters have the good sense to climb up into the trees and hide but the rest gather behind the experienced men and women training them, becoming the first to die or be taken hostage in the lightning assault.

With most of Raecon's warriors away the villagers are practically defenseless. Even so a few take up spears anyway, trying in vain to protect their brethren and swiftly slain for daring to resist the invaders. The raiders round up everyone and take their pick of who to bring with them, each leaving the settlement with at least one bound victim straddling the back of their horse. They do not stop with abducting people either, rooting through huts and pillaging many food stores as they roughly kick over each container they find. It is these folks that get a good look at the attackers—though some are young and others old, all of them are men clad in leather, wielding whips and blades, and clearly emblazoned with crude tattoos in the shape of a scorpion's tail. Those carrying bows fire arrows with dripping green heads and of the few survivors hit by them suffer greatly, turning to fever in the wake of the battle.

As the dust of the departing attackers' mounts billow in the distance despair overtakes the villagers—only a few children remain, yet with so little time to replant the coming cold season will be a meager one even if they cannot save those who have been taken. The chieftain is as distraught as anyone, driven to madness over his inability to do anything to stop them from taking his son away in the chaos. Whatever evils the raiders plan to commit cannot go unchecked—every able-bodied man and woman in Raecon Village is called upon to track down the invaders, mount a counterattack, recover the harvest, and rescue the kidnapped children.

The treasures of the tribe are offered to aid the courageous on this quest and although great honor will be rewarded to those who can succeed, there is little hope left among the villagers and most view it as a death sentence. Only the lucky, brave, and truly virtuous have any real chance of making it back home alive. With her husband reduced to such a lowly state his wife Intisaar takes the chieftain's staff and declares herself leader, singling you out from the rest of the tribe—you must make this journey, and you must not fail!

CHAPTER 8: ADVENTURE

Scorpion Sea Temple

An introductory adventure for 4–5 characters of 2nd–3rd level.

Scorpion Sea Temple is designed to introduce new players and GMs to *Vast Kaviya*. Before undertaking it the party should roleplay life in Raecon Village prior to the raider assault, possibly as the youths learning how to hunt or while away on some other mission nearby that is appropriate for adventurers of 1st level (facing nothing greater than CR 1/2; see the Random Encounter Tables on pages 303–304). After they reach 2nd level the GM can put some snacks in front of the group and read or summarize the story at the start of this chapter, setting the mood and having the newly self-appointed Chieftain Intisaar give the PCs clear objectives: find the attackers, strike back, return the goods that were taken, and save as many of their kin as possible.

THE VALLEY

The adventurers start in Raecon Village on the upraised forested hill of their home territory (which can be named whatever the GM deems fitting, or Raecon Valley). For all of their lives the party have been kept to the confines of the northwestern holt around the settlement and the North Loch, never allowed to venture into any of the other woods. The world they know is very small and this is their first peek into the incredible immensity of *Vast Kaviya*—the GM should reinforce just how remarkable a change this is from the lives they once knew as the PCs first step beyond the edge of their personal knowledge. Everything they know of what's beyond the high hill of their youth is rumor and hearsay, every new animal cry a potential predator, and a need to expect the unexpected.

RAECON VILLAGE

Up until this tragedy the small settlement in which the adventurers grew up has been practically perfect—the forest is bountiful, everyone accepts each other as an equally important member of the tribe, and for what he lacked in bravery Chieftain Goral more than made up for in fairness and ingenuity. The village had 60 residents (mostly human but some other races as well; the Raecon Tribe is wont to turn away outcasts in need) but after the raid 13 hunters were killed, leaving only a handful, and 10 children are missing.

There's no time for the surviving warriors to craft new weaponry and armor for the party, but they can use what remains serviceable from the dead: 8 spears, 2 wooden shields, 2 iron scimitars, 2 leather armors, 2 hides, and 60 feet of rope. Chieftain Intisaar has two healing pastes made from rare plants found outside the valley which act like *potions of healing*. A DC 12 Wisdom (Insight) check when she hands them over reveals she's hiding something from them, and a DC 11 Charisma (Persuasion) check convinces her to share that as well: an uncommon potion handed down generations from leader to leader (either a *potion of animal friendship* or determined randomly by rolling 1d6: 1—[oil of slipperiness](#), 2—[philter of love](#), 3—[potion of animal friendship](#), 4—[potion of growth](#), 5—[potion of poison](#), 6—[potion of water breathing](#)). Whatever other resources the adventurers might be able to acquire from the village are at the GM's discretion, but generally if anyone has something that could possibly help they are more than happy to give it away.

CYCLOPS COASTS

Though a very lengthy channel, this stretched out body of water is easier to recognize for the massive sandy shores between it and the forest surrounding it. Most notably it is home to a small collection of cyclops—or rather it used to be. Only the misbegotten hybrid children of the giants managed to escape the Scorpion Raiders, living in secret due to their parents' ill-placed shame and thus saved from being run-down and murdered. When the PCs visit this area, a DC 12 Wisdom (Survival) check or DC 13 Wisdom (Perception) check notices the signs of recent conflict—the bloody smears from where one of the attackers died during the assault or the faint trail of crimson where the corpse of a cyclops was dragged into the water.

Adventurers that take a long rest in the area draw the attention of the surviving trio of half-cyclopes, waking up to find the giants surrounding their camp. The party are bid to leave and not return, and though the hybrids are smaller than what the myths suggest the giants insist they are



TATTUPU MOSS

Along the edge of all the valley's forests there's an incredibly thick carpet of vegetation stretching 100 feet around the furthest trees. Finding the tracks left by a creature that's traveled across tattupu moss requires only a DC 5 Wisdom (Survival) check. It is also edible although not very palatable. Any creature that eats a handful of freshly pulled tattupu moss must make a DC 10 Constitution saving throw or immediately vomit out the contents of its stomach. After 10 minutes have passed a chunk of removed tattupu moss shrivels up and becomes inedible.

the true cyclops of the region. A DC 16 Wisdom (Insight) check sees through this ruse and grants advantage on a DC 15 Charisma (Persuasion) check to win the half-cyclops over, after which the PCs are allowed to hunt and traverse this part of the region, and when the time to counterattack the Scorpion Raiders is at hand there will be giant allies ready to shed blood.

VAST KAVIYA BACKGROUNDS

The following backgrounds are among the most appropriate options for adventurers in *Vast Kaviya*: acolyte, entertainer, folk hero, hermit, noble, outlander, and sailor. At the GM's discretion, certain equipment may not be given at character creation, and a background might have different proficiencies or background features than normal (choosing what makes the most sense for a primordial game).

For example, a noble (who is likely part of a tribal patriarchy or matriarchy) could have the Discovery feature as it is unlikely Position of Privilege is going to be useful in a world lacking in kingdoms. Alternatively, an orphaned outlander character that specifically tried to live off of others in different settlements could gain proficiencies with Sleight of Hand and Stealth (like an urchin) instead of Athletics and Survival.

HALF-CYCLOPS

Large giant, chaotic neutral

Armor Class 12 (hide)

Hit Points 68 (8d10+24)

Speed 30 ft.

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

Skills Athletics +6, Nature +2, Stealth +2, Survival +2

Senses passive Perception 10

Languages Common, Giant

Challenge 2 (450 XP)

Giant Leaps. The half-cyclops has advantage on Strength (Athletics) checks made to jump.

Giant Nose. The half-cyclops has advantage on Wisdom (Perception) checks that rely on smell.

Monocular Perception. When attacking a target more than 30 feet away, the half-cyclops has disadvantage its attack roll.

ACTIONS

Multiattack. The half-cyclops attacks twice.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.



THE LOCHS

A river that runs by Raecon Village is one of two that feeds into the North Loch, a waterway safe along its northernmost half thanks to a titanohydrosaurus (page 288) that lairs towards the south. It eats the predators that swim upriver from the South Loch, which is a far more dangerous area (using the Random Encounter Table on page 303).

If the party includes a druid or someone else able to cast *Speak with Animals* and they are able to make a display large enough to garner the Gargantuan dinosaur's attention, can't tell them anything of value. However should the PCs also cast *Animal Friendship* on the beast at the same time and make a DC 7 Intelligence check to explain what's going on and be understood (or do some great roleplaying), it offers to take them through subterranean passages that lead to the Scorpion Sea but no further. This will save them at least a day of travel (and the random encounters that would entail) but they'll have to hold their breath for long periods of time as there are only a few air pockets along the journey (each measuring 5d6 x 50 feet). These are usually one every other minute, but three times during the 40 minute journey they are 3 minutes apart.

Suffocating. A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

This is an arduous task and an adventurer with a low Constitution score might not make it the entire way to the Scorpion Sea, but with some daring and luck on their side the party should ultimately be able to make it.

- A creature can share its breath with another creature within its reach by succeeding on a DC 5 Strength (Athletics) check to grapple, granting 30 seconds on a success, or on a result of 10 or higher up to 1 minute of breath.
- Catching an unconscious creature that loses its grip on the titanohydrosaurus requires a successful DC 10 Dexterity saving throw.
- The air pockets described above are just the times it is safe for their ride to surface in the subterranean waters. A daring adventurer that's starting to choke to death can try to pop their head up into a much smaller pocket, making a DC 10 Dexterity saving throw or taking 7 (2d6) bludgeoning damage as their skull smashes against stone. A creature unable to see in the dark has disadvantage on its saving throw.

ACQUIRING ALLIES

While it's important that the party does not dally too much and pursues the kidnapped villagers in a quick fashion, depending on where else they travel in the valley and how they comport themselves they might not be so alone. The surviving half-cyclopes of the Cyclops Coast might be rallied to counterattack the Scorpion Raiders, and the PCs could reach the Village of Men faster than usual by riding on the back of the North Loch's titanohydrosaurus, or astride the pegasus and transformed blessed merfolk from Bendmare Tarn.

- Any PC with the air, earth, or water element for their Mana score are in a great position to make a mana check to turn circumstances to their favor.

At the end of this perilous journey the titanohydrosaurus drops the adventurers off in a subterranean cove that ties directly to the Sea of Scorpions, though it dislikes the brine and can't be convinced to go any further. A successful DC 10 Strength (Athletics) check to swim out puts a PC into the open waters on the western shore.

BENDMARE TARN

Only benign creatures live in the forest and westernmost lake, but only because its protectors do not tolerate any trespassers: a blessed merfolk in its waters and a [pegasus](#) that's taken the woods as its home. They have a great deal of experience fighting together and are usually good at repelling invaders, and when they can't—as they couldn't with the Scorpion Raiders—it's no trouble for them at all to disappear into the sky or into the bottom of the lake, remaining out of sight and range of vicious weaponry as long as need be.

A party with a cleric, druid, paladin, or ranger that has a good alignment is welcomed to the Bendmare Tarn but otherwise a DC 10 Charisma (Persuasion) check is required to camp, forage, or rest here. An evil PC makes this check with disadvantage. Adventurers that prove they are true friends to nature via excellent and respectful roleplay can convince this mystical duo to help them reach the Scorpion Sea, otherwise needing a DC 15 Charisma (Persuasion) check. On success the blessed merfolk casts *polymorph* to transform into a giant eagle, able to help the pegasus ferry the PCs southeast past the desert and onto the western tip of the salty waters.

THE ADVENTURE CONTINUES

Even with the above caveats there's a chance a member of the party might die in this sequence. Should this happen, let them play the runts of the Cyclop Coasts' half-cyclopes, going to enact vengeance all by themselves. This creature has the statistics of the Half-Cyclops on page 301 with the following changes: **Hit Points** 25 (3d10+9), **Strength** 16 (+3), **Skills** Athletics +5, **Challenge Rating** 1 (200 XP), attack bonuses and damage (+5 to hit, 10 (2d6+4) bludgeoning damage).

Alternatively, the GM may choose to allow a player to be the Blessed Merfolk instead, traveling to the South Loch an aquatic passage, then along the same route as the titanohydrosaurus and appearing in the same underground cove before the Scorpion Sea that the dinosaur leaves the party in.

At the GM's discretion, after *Scorpion Sea Temple* the player may continue using one of these characters, taking their 1st level in a class and gaining a level whenever the party gains a level (always lagging 2 behind; when they gain Extra Attack, treat their Multiattack feature as the fighter's Extra Attack feature).

BLESSED MERFOLK

Medium humanoid (merfolk), neutral good

Armor Class 13

Hit Points 52 (8d8+16)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	11 (+0)	13 (+1)	16 (+3)

Skills Arcana +2, Insight +5, Nature +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Common

Challenge 1 (200 XP)

Amphibious. The merfolk can breathe air and water.

Innate Spellcasting. The merfolk's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The merfolk can innately cast the following spells, requiring no material components:

At will: *detect magic*, *druidcraft*, *poison spray*

3/day: *cure wounds*, *entangle*, *thunderwave*

1/day each: *moonbeam*, *spike growth*

1/week: *polymorph* (self only)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:*

+4 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 5 (1d6+2) piercing damage, or 6 (1d8+2)

piercing damage if used with two hands to make a melee attack.

SCORPION SEA

Little is known of the Scorpion Sea save that the water is cursed, tasting foul and inspiring more thirst than it quenches. In the center of its southern half is a lone island rumored to have ruins on it, but most of the shoreline is choked by dense swamps filled with disease, vermin, and cunning predators and the many predators swimming its waves are no less dangerous.

TWINS OF FURY

These active volcanoes are what both protects and restricts this valley from the rest of Vast Kaviya. All of the land within a half-mile of their bases (including the terrain between them) are Volcanic Fields. While they have no direct impact on *Scorpion Sea Temple*, inevitably the PCs will want to explore after this adventure has ended and doing so means either a great deal of mountain climbing or surviving a trip past the twin raging calderas.

Every 100 feet of travel in a Volcanic Field, roll 1d20. On a 20, the terrain rumbles and spits up lava from a point within 50 feet. When a creature comes within 20 feet of the lava or starts its turn within 20 feet of the lava, it takes 4 (1d8) fire damage and makes a DC 10 Constitution saving throw. On a failure, it gains one level of exhaustion.

THE JOURNEY

The 100 mile journey between Raecon Village and the Scorpion Sea can take the party between 3 to 6 days depending on their [travel pace](#), but this may change based on how much they explore, if they acquire mounts, or if they find allies in Bendmarc Tarn or the North Loch. Every day the PCs have 1d3 random encounters, though not all need to become a combat and they might be able to sneak around, trick, or scare away monsters. No randomly encountered humanoid is associated with the Scorpion Raiders but may share rumors about them, some containing a shred of truth leading towards the Scorpion Sea.

BADLANDS AND DESERTS

d20	Encounter	CR
1	1d4 Bandits	1/8
2	1d6 Poisonous Snakes	1/8
3	1d4 Giant Lizards	1/4
4	1d4 Giant Wolf Spiders	1/4
5	1d3 Scouts	1/2
6	Giant Hyena	1
7	Giant Spider	1
8	Devastation Cockatrice ^{VK}	2
9	Devastation Goblin ^{VK}	2
10	Doppelganger	3

COAST

d20	Encounter	CR
1	Giant Crab	1/8
2	1d4 Merfolk	1/8
3	1d6 Pirates (Bandits)	1/8
4	Reef Shark	1/2
5	Sahuagin	1/2
6	1d4 Sahuagin	1/2
7	Hunter Shark	2
8	Marrow	2
9	Plesiosaurus	2
10	Sea Hag	2

FOREST

d20	Encounter	CR
1	Poisonous Snakes	CR 1/8
2	Giant Bats	CR 1/4
3	Giant Wasp	CR 1/2
4	Brown Bear	CR 1
5	Dire Wolf	CR 1
6	Giant Spider	CR 1
7	Tiger	CR 1
8	Ettercap	CR 2
9	Giant Boar	CR 2
10	Plummetusaur ^{VK}	CR 3

GRASSLAND

d20	Encounter	CR
1	Giant Weasel	1/8
2	Axe Beak	1/4
3	Pteranodon	1/4
4	1d4 Goblins	1/4
5	1d6 Wolves	1/4
6	Cockatrice	1/2
7	Swarm of Insects	1/2
8	1d4 Gnolls	1/2
9	Bugbear	1
10	Lion	1

MOUNTAIN

d20	Encounter	CR
1	1d4 Kobolds	1/8
2	1d6 Stirges	1/8
3	Giant Goat	1/2
4	Giant Eagle	1
5	Harpy	1
6	Giant Elk	2
7	Ogre	2
8	Basilisk	3
9	Manticore	3
10	Devastation Gargoyle ^{vk}	4

SWAMP

d20	Encounter	CR
1	Diseased Giant Rat	1/8
2	1d4 Poisonous Snakes	1/8
3	Constrictor Snake	1/4
4	Giant Poisonous Snake	1/4
5	Crocodile	1/2
6	Lizardfolk	1/2
7	1d4 Swarms of Insects	1/2
8	Ghoul	1
9	1d4 Giant Spiders	1
10	Giant Constrictor Snake	2

MEANDERING TRAIL

Following the Scorpion Raider's tracks out of their home forest leads to the east, the wide path of their many horses headed into the woods around the Cyclops Coast. There—after slaughtering its biggest residents—they split up, a small sortie taking hostages back to the Village of Men while the rest made for Bendmarc Tarn in a gradual sweep of the valley to pick up more captives. Locating and following the tracks of the small sortie is difficult and becomes more challenging as time passes, requiring a daily Wisdom (Survival) check (DC 16 + 1 per previous day) to keep from losing the trail.

The PCs can find the larger raiding party's tracks with a DC 6 Wisdom (Survival) check. These Scorpion Raiders went across the river between the lochs to Bendmarc Tarn, tarrying for a day hoping to capture either the blessed merfolk or pegasus and failing to do so. Next they stopped along the southern edge of the South Loch before continuing to the Scorpion Sea, taking a vessel from its sandy shores to the only thing out on the water: the island of the Village of Men.

HUNTING RAIDERS

There's no way the PCs can catch up with the group that have departed with the abducted villagers, but at the GM's discretion if the party are making an effort to move quickly they may overtake some of the invading warriors. The last sortie of Scorpion Raiders follows in the wake of the larger contingent, aiming to make captives of anyone that's come out of hiding after the more numerous horde has passed. Among this trio there's also one distantly ahead of the others acting as a scout, giving the adventurers a chance to engage two of them first—hopefully giving them enough time to dispatch one of the warriors before the third can engage.

SCORPION RAIDER

Medium humanoid (any race), chaotic evil

Armor Class 14 (hide)

Hit Points 39 (6d8+12)

Speed 30 ft. (60 ft. mounted on [riding horse](#))

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

Skills Animal Handling +2, Athletics +4, Perception +2

Damage Resistances poison

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Mounted Combat. When the raider's mount is attacked (AC 10, 13 hit points), they can make themselves the target of that attack. In addition, when their mount is subjected to an effect that allows it to make a Dexterity 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.

Scorpion Poison (3). The raider can use a bonus action to envenom their spear. The next time they deal damage using it, the target makes a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Scorpion Resilience. The raider has advantage on saving throws against poison.

ACTIONS

Bone-Tip Spear (4). *Melee or Ranged Weapon*

Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 6 (1d8+2) piercing damage or 7 (1d10+2) piercing damage if wielded in two hands. If the target is a creature, on a critical hit the tip of the weapon breaks off to create a wound. At the start of each of its turns, a wounded creature takes 1 piercing damage until it is either healed with magic or a DC 12 Wisdom (Medicine) check.



Raccoon
Village

North
Loch

South
Loch

Bendmare
Tarn

Cyclop
Coasts

Scorpion
Sea

Twins
of Fury

20 Miles

SEA OR SWAMP

The Scorpion Raiders' tracks end at large depressions on the shores of the Scorpion Sea where their primitive boats were beached, and there's only one place on the water they could have gone: the single lone island in its southeastern waves. Once the party reach the other side of the valley they still need to get to the island at the center of the Scorpion Sea, either taking a direct route over the water or by trekking through the desert and swamp to make for a shorter trip across the waves (60 miles as the crow flies). No matter the course they choose, for every day in this general area (whether on grasslands, desert, swamp, or sea) there's a minimum of two random encounters (pages 303–304).

Allies. By now the GM should have a good idea of how the adventurers operate and can use this opportunity to better formulate the final sequence of *Scorpion Sea Temple* (particularly if it looks like they made need a little bit of help). One or more of the random encounters can be with either **merfolk** (on the water), **gnolls** (in the grasslands), or **lizardfolk** (in the swamps) and instead of resolving things with violence or stealth, the creatures openly come in peace seeking allies—they believe that curses in their villages are a result of the foul rituals being enacted by the crazed people on Taniyaka Island. After a parley and some roleplay the adventurers can get the native creatures to send 20 warriors that draw attention in the Village of Men (the lizardfolk or merfolk swimming up through the 'well', the gnolls rushing from the shore), allowing them to sneak into the Scorpion Temple and break the primordial hold Jujhar has over the settlement's residents.

TANIYAKA ISLAND

At first glance the lone island halfway across the Scorpion Sea's southern half has nothing more to offer than a large deposit of sand and dirt, a gigantic hill mounding up out of the waves like a sickly growth. As of late however, dozens of tents have been erected at its top, and what's more there's even a building made of timber brought ashore (a daunting task) and two enormous sand statues carved to look like scorpions. Any approach during the day is certain to be seen by the Village of Men who send out war parties (a **Scorpion Raider** and 3 **tribal warriors** with advantage on saving throws against fear) to take captives, stopping only when the light gives out.

VILLAGE OF MEN

Should one of the PCs somehow look down on Taniyaka Island from the air or

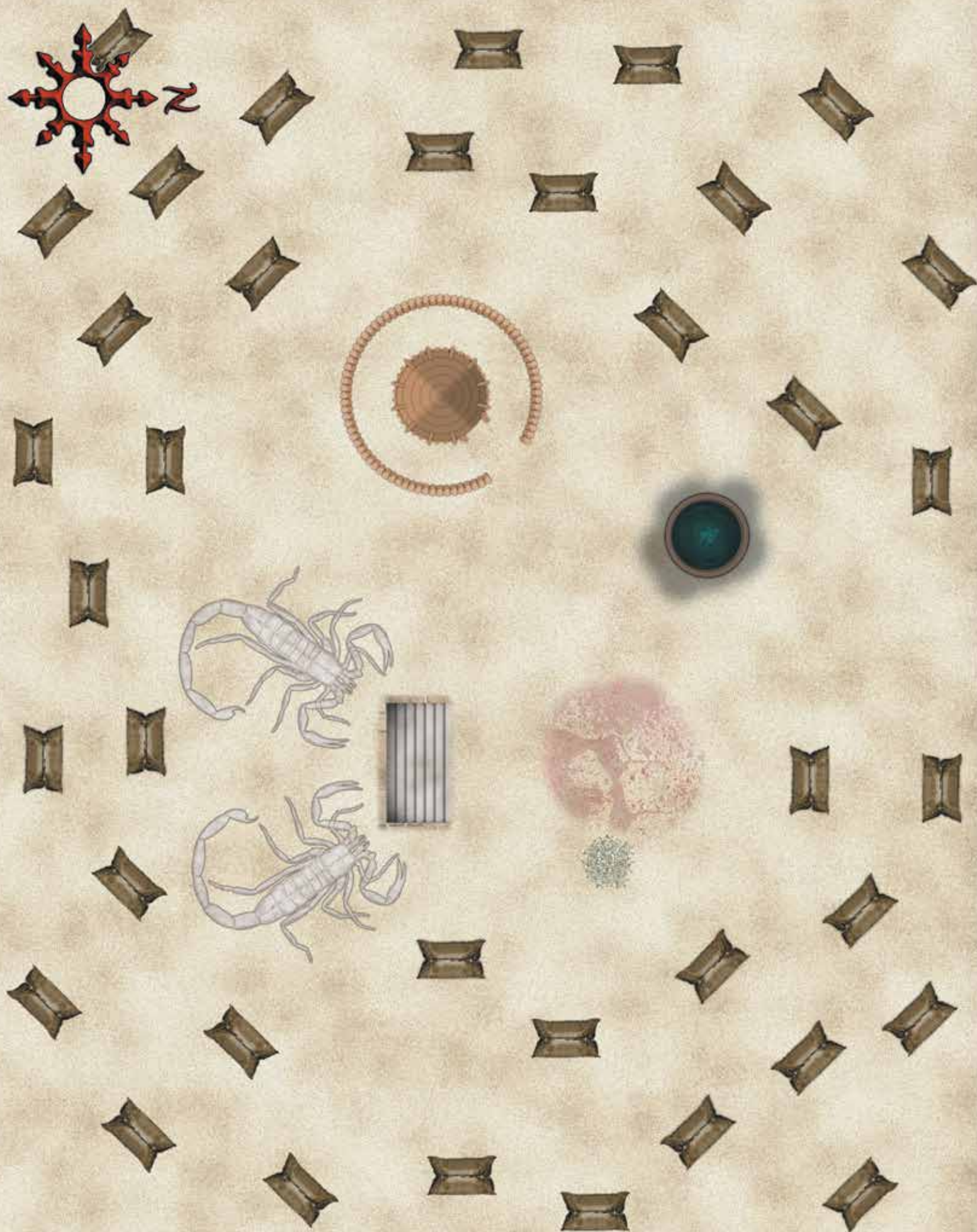
when the party are within 100 feet of the settlement's edge, they can also see:

- a simple wooden building surrounded by a wall of timbers,
- 38 primitive leather tents,
- the well where the village draws its water (which leads into underwater caves, a spring, and the Scorpion Sea),
- a bloody patch of dirt beside a mound of bones,
- carved steps leading down beneath the sand.

The wooden shack is ostensibly the home of Jujhar, an exile from Raecon Village that fled here and survived an attack by a giant scorpion. After coursing through his veins its poison drove him quite mad but also unlocked primal power, giving him control over the minds of other men—but only men. He traveled around the valley in search of more scorpions to slay, sampling their poisons to experience new visions and unlock other abilities, and returned with a small tribe of his own all enslaved to his will. In total there are **12 Scorpion Raiders** and **28 tribal warriors** (with advantage on saving throws against fear) living in the Village of Men, though their numbers grow each day as captives are brought up and forced to fight for both the crazed resident's entertainment and the right to live.

Captive Combats. Each night as the sun sets the villagers gather in a circle and watch as captives are brought up from the Scorpion Temple or from the wooden shack and dosed with scorpion poison (making a DC 9 Constitution saving throw, taking 4 [1d8] poison damage on a failed save, or half as much damage on a successful one.) Then they are made to fight in one-on-one combat against 2 **tribal warriors** (with advantage on saving throws against fear) followed by a Scorpion Raider. Those that fail—which is most everyone—are turned into sacrificial victims below, but any that succeed are turned into Scorpion Raiders. Should a captive reveal genuine magical talent (specifically the ability to cast spells) the combat ends early and they are immediately remanded to Jujhar (for personal consumption).

Sand Scorpions. If the party are a stealthy lot or have a distraction to help (see the Acquiring Allies sidebar on page 302), there's still one obstacle between them and the Scorpion Temple: sand scorpions. These function much like gargoyles, staying perfectly still until a creature that lacks Jujhar's mark (the scorpion tattoo) attempts to walk down the steps they are guarding—at which point they strike, trying to grapple intruders and alert others rather than kill.



SAND SCORPION

Huge elemental, unaligned

Armor Class 13 (natural armor)

Hit Points 15 (2d12+2)

Speed 30 ft.

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

Skills Perception +3

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/2 (100 XP)

False Appearance. While the sand scorpion remains motionless, it is indistinguishable from an inanimate statue.

Sand Form. When a creature deals 10 or more damage to the sand scorpion with a weapon or spell attack, it is reduced to 0 hit points and dies.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage, and the target is grappled (escape DC 11). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one creature. *Hit:* 5 (1d8+1) piercing damage, and the target must make a DC 11 Strength saving throw or be knocked prone.

SCORPION TEMPLE

Jujhar rarely leaves this simple subterranean shrine, spending as much of his time as possible fawning over and appeasing the teliruntana he feverishly worships.

The scorpion-women sleep in the northwestern chamber, he keeps the Scorpion Raiders he trusts most in the eastern room (where he often sleeps, using his dwelling above as a makeshift prison), and captives are kept in simple but sturdy wooden cages (AC 14, 20 hit points) to the northeast under constant supervision by one of his bodyguards. The large southern chamber is reserved for rituals and protected by two sand scorpions that only act when they or Jujhar are attacked.

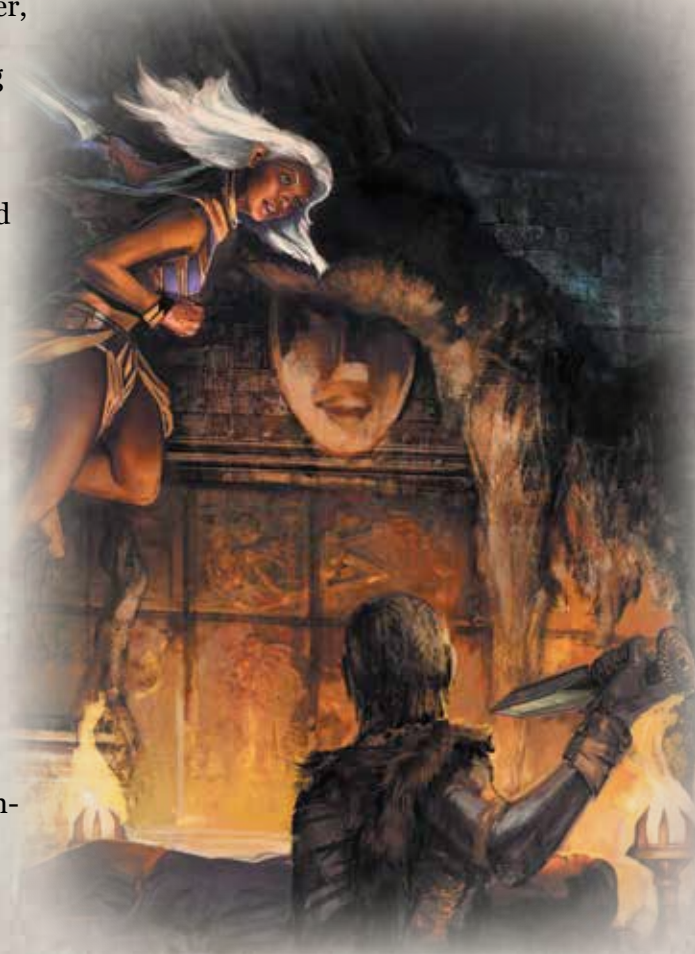
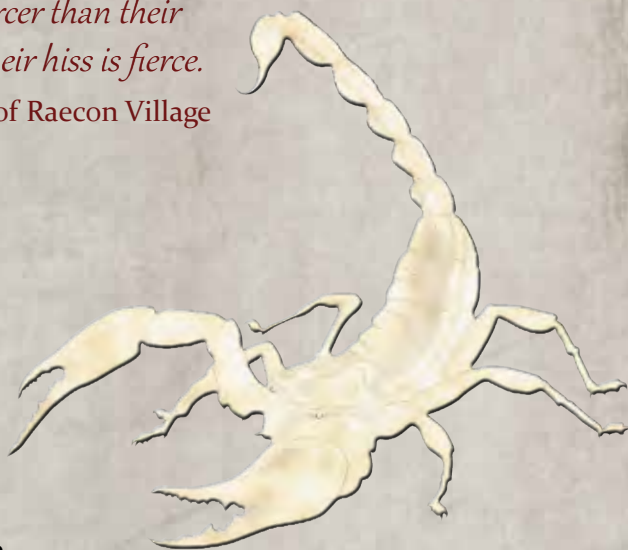
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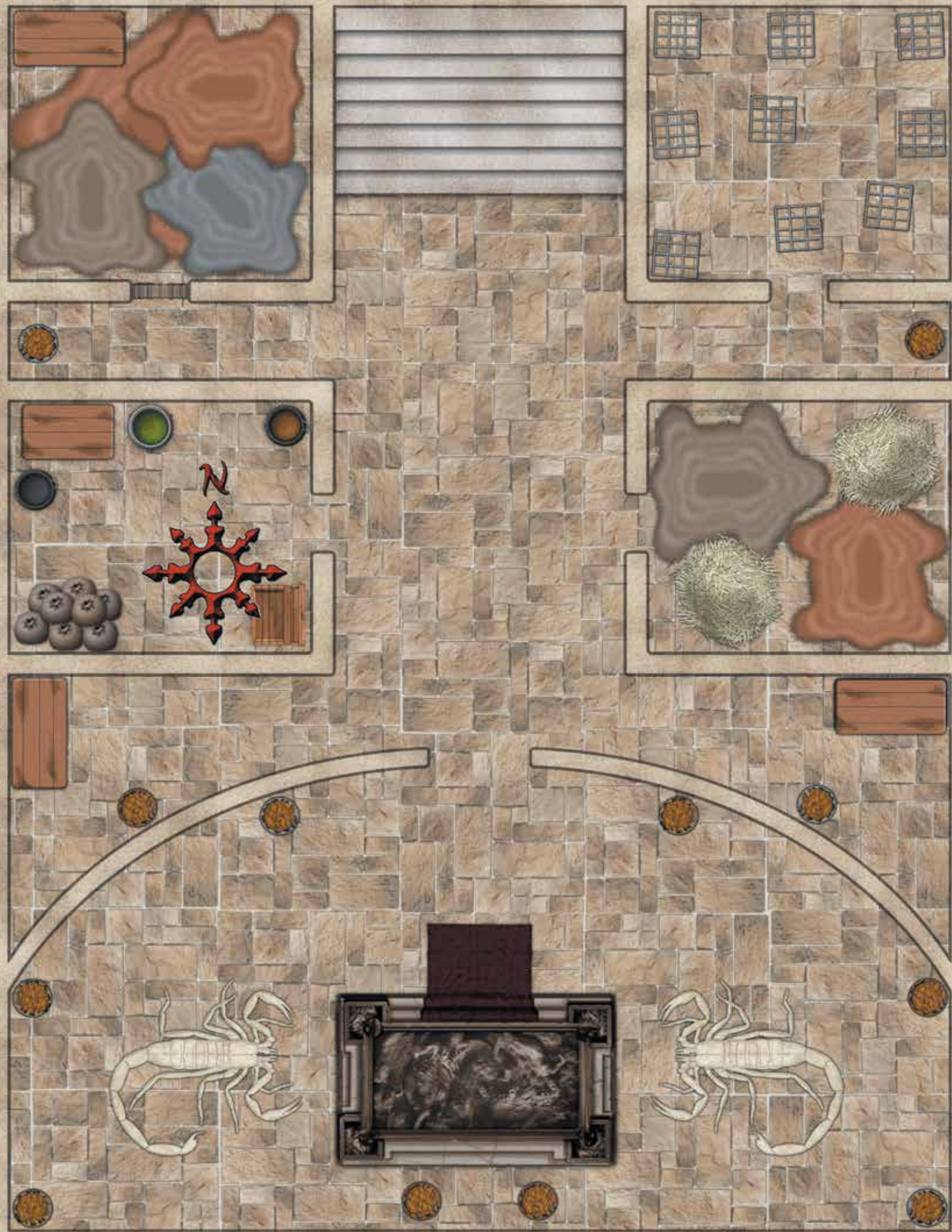
The teliruntana (of which there are only two, the rest leaving when they realized how pitiful their host is) stay within their resting chambers until it is time to witness another making ritual. Scorpion Raiders drag down a barely-alive male captive and lay him on the etched ritual slab where the crazed outcast slays the victim, cutting out his heart, pouring scorpion poison into it, and feeding it to a starved female captive while droning out a strange otherworldly chant. It is extraordinarily painful (and sounds like it) but the woman survives and withdraws into a cocoon, emerging in 24 hours as a fully grown teliruntana.

Should the PCs interrupt a sacrifice the scorpion-women do not interfere, instead standing there imperiously and urging Jujhar to prove he is worthy by slaying the intruders. As long as the adventurers don't attack them the

Their hiss is much fiercer than their sting, but oh my how their hiss is fierce.

—Jujhar, Madman of Raecon Village





teliruntana merely bare witness to the fight, leaving to explore the world beyond Taniyaka Island after the mad exile is slain, taking along with them any teliruntana eggs. As soon as Jujhar is killed his enchantment over the residents of the Village of Men are broken asunder, giving them back their free will (at which point they do the same, setting out to return to their homes—after turning on the fully-fledged Scorpion Raiders).

JUJHAR

Medium humanoid (any), chaotic evil

Armor Class 15 (mage armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	15 (+2)	11 (+0)	13 (+1)	8 (−1)	14 (+2)

Skills Insight +1, Nature +3, Perception +3, Stealth +4, Survival +1

Damage Resistances psychic

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Captivating Charms. When Jujhar has successfully cast *charm person* on a humanoid three times in less than a week, the target makes a DC 12 Charisma saving throw or is permanently charmed to Jujhar as long as he remains alive.

Innate Spellcasting. Jujhar's innate spellcasting ability is Charisma (spell save DC 12; +4 to hit with spell attacks). He can innately cast the following spells, requiring no material or verbal components:

At will: *poison spray*, *produce flame*, *shillelagh*

5/day: *charm person* (men only)

3/day each: *bane*, *command* (men only),
hideous laughter, *mage armor*

1/day each: *hellish rebuke*, *inflict wounds*, *shield*,
suggestion

ACTIONS

Dagger (3). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Quarterstaff. *Melee Weapon Attack:* +1 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d6−1) bludgeoning damage, 3 (1d8−1) bludgeoning damage if wielded with two hands, or 6 (1d8+2) magical bludgeoning damage with *shillelagh*.

EPILOGUE

Defeating Jujhar, freeing the mentally shackled Village of Men, and meeting the teliruntana are all momentous events and likely the high point of *Scorpion Sea Temple* but they do not mark the end of the adventure unless the GM decides it!

Allies or Enemies. As soon as there is a third teliruntana within range (even in egg form) the scorpion-women gain a telepathic hivemind and are able to mentally communicate with other creatures. Any PC that makes a DC 12 Wisdom (Insight) check realizes that they duo are having a silent conversation and may become suspicious. When questioned they are off-putting but mildly polite, admitting that they have a psychic speak and honestly sharing that they do not require any grisly ceremonies to make more teliruntana, but nothing else. Are these scorpion-women to be trusted? Are they friend or foe?

The Journey Back. Provided the adventurers didn't take too long getting to the Scorpion Temple and killing Jujhar, there should still be some living captives from Raeon Village (as well as some recovered **tribal warriors**) and plenty of the harvest that they can help carry back home.



There will still be random encounters however (pages 303–304), and the PCs are expected to protect the return caravan all the way back to the northwestern forest. When they return they are hailed as heroes and declared legends, the courageous quest they just completed added to the tribe's proudest tales and told for generations to come.

What's Next? After a week of celebration Chieftain Intisaar calls the the adventurers together with news of an urgent dream she's

been having, that something of terrible import will break through the canyon between the Twin Furies and wage bloody violence upon Raecon Village, mayhem and murder the likes of which it cannot survive. The exact nature of this threat—whether it is the Ghosts of Urimak Valley on the hunt (pages 115–120), the mistlings of Tay Ninaivakam Rainforest increasing their territory (pages 122–129), the kanca seeking a new home (pages 108–113), refugees from the City of Lost bringing chaos behind them (pages 137–143), or an entirely new warlord—is up to the GM.

TELIRUNTANA

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 30 (4d10+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	15 (+2)	14 (+2)	15 (+2)

Skills Insight +6, Perception +4, Stealth +4

Damage Resistances psychic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft.,
passive Perception 14

Languages Common

Challenge 2 (450 XP)

Hivemind. When all three members of a teliruntana collective are within 30 feet of each other, they all gain telepathy 100 ft., advantage on saving throws against being charmed or frightened, and immunity to psychic damage. In addition, they gain a Mental Blast attack.

Mental Blast. Ranged

Weapon Attack: +4 to hit, range 300/600 ft., one creature.

Hit: 24 (4d10+2) psychic damage.

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

ACTIONS

Multiattack. The teliruntana makes two attacks: one with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6+1) bludgeoning damage, and the target is grappled (escape DC 11). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. **Hit:** 5 (1d8+1) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

Do we look dangerous to you? Perhaps so. Perhaps not. Perhaps your way of looking at us is what poses the danger.

—Peradira, Teliruntana



CHAPTER 9: OTHER WORLDS

Vast Kaviya is a world in its own right but it's also been designed to be modular and easy to include in an existing campaign setting, whether an original place of the GM's imagining or one already published in a book like this one. When including elements from *Vast Kaviya* in other worlds, modify them in the following ways.

MEDIEVAL FANTASY

Akal, Avatar of the Devouring Moon. Place the Urimak Valley in a deep depression high up on a mountain range—out of the way and difficult to reach, making it isolated.

Auntie Gonfler and the Bellows. The Bellows might be on a distant swampy island or deep off into the wilderness. The boggards that live there go out of their way to lure traders to untimely deaths in the gullet of their baneful god.

Gragth Bloodfire. Put Bloodfire Gulch near any active volcano—whether on the surface or below it—and these orcs are good to go!

Grandfather Triskal. Any isolated spot in a desert will do for Triskal and his vampire crew.

Jayallie. The Tay Ninaivakam Rainforest need not necessarily be in an isolated valley and (thanks to the mind-sapping mists) could be a small, oft-overlooked pocket of jungle deep in the wilderness.

Kalar the Lizard Lord. Sickie Canyon can be placed inside any badlands, desert, jungle, or even grasslands and only needs to be removed from large settlements (if those are too close it's likely the lizards would try to overrun them until one or another side has been destroyed).

Karm'ra the Beast of Three. The Xerica makes the most sense in badlands, an immense desert or on a very large and isolated island where the vastness of the region can have the appropriate impact.

Kion Gozi. The Endless Plains of the N'Elu need to be exactly that—an extremely large area of relatively flat land with few trees.

Ligéi Xóon. The Shaa Litká Mountains can be a part of any mountain range, the nature of their culture easily giving way to myths about the Maiden Eagles in all the hamlets, villages, and towns nearby.

Nilaiyarra, the Transient. Any forest can become home to the Spiraling Woods and Children of a Hundred Masks.

Order of the Web. Being subterranean makes it easy to place The Web anywhere but it's best positioned on intersecting magical ley lines (in lieu of the Kaṇavu-Valai).

Oscarvol the Timeless. The mistdweorgs of the Undermist live deep underground, preferably beneath the City of Lost and Tay Ninaivakam Rainforest but not necessarily so.

Psionicus. Traditionally the Maṇanōy Caverns are at the end of a long gulch and are isolated by badlands—really it is a place that simply needs to be remote (otherwise they or their prey would be destroyed).

Puteri, Mother of Kanca. All that the Kanca Colossus needs is a valley to have landed in, a place made green by way of the giant corpse's nutrient influence.

Rowena the Mana Witch. Given how incredibly destructive and morphyic the Kalavaiyaip Badlands are—and the prevalence of *raw mana* throughout—it's recommended to place it as far from settlements as possible, although given its nature virtually any territory is an appropriate place to put it.

Sawfin, the Slithering Horror. The Black Pond is something to put in a jungle although thanks to the Wake of Maws' disposition to wander, virtually any jungle will do the trick.

Tohgai the Awakened Reef. As a set of islands it's easy to put the Thamash Archipelago anywhere on the water, whether ocean or sea, so long as it is in a tropical climate.

Trevolee. The City of Lost is intended to be under the Tay Ninaivakam Rainforest and near Undermist but that isn't strictly necessary—just make sure to place it a good ways under the surface.

Varasuul the Necrolord. Death Castle is mobile and can be placed practically anywhere but GMs should keep in mind that any settlement, civilization, or decent-sized collective of humanoids is going to respond to the threat posed by the Necrolord (most likely to flee) so the further away the better.

Zivrassa of the Truest Green. The forest-dwelling druid and the Verdurous Grove are ideal above ground where nature is fruitful and plants can grow unimpeded—grasslands, forests, and jungles work best.

HYPERCORPS WASTELAND 2019

The Innate Spellcasting traits of NPCs from Vast Kaviya instead function in the same way as the Psychic Powers trait of a Slaarsh Scion (see 2099 *Wasteland* page 139).

Akal, Avatar of the Devouring Moon (+10). The Ghosts of Urimak Valley will be better served in a similarly cluttered but less vegetative area (like a large junkyard or garbage dump filled with trash).

Auntie Gonfler and the Bellows (+20). Any sufficiently sized rock will do for the Bellows and its boggards.

Gragth Bloodfire (+20). While a volcanic area is ideal for Bloodfire Gulch, this hardy orc horde could also be strongly hybridized with mutants and take up residence in a defunct nuclear facility or disposal site that's been leaking radioactive waste for the past century (all have an Irradiated score of 1d6+4).

Grandfather Triskal (+40). As undead these vampires and the Blind Grove can be placed in any badlands, desert, or small settlement's ruins.

Jayallie (+15). Any seemingly-abandoned settlement with a large body of water nearby (preferably a lake) is a great replacement for the Tay Ninaivakam Rainforest, the mind-sapping mists instead being produced by defunct machinery and their remedies for it a concoction of expired food stuffs.

Kalar the Lizard Lord (+30). In the Wasteland these lizards are the result of a poorly-conceived geneticist's plans to restart the Earth's evolutionary paths. At the center of Sickie Canyon in the sand along the bottom of the spring sits the flooded remains of the scientist's laboratory (hiding a number of valuable specimens and Technological Resources).

Karm'ra the Beast of Three (+20). Two packs of lycanthropes interbred to create the gnolls that worship the *alter sapiens* Karm'ra. The Xerica can be placed between any tropical or subtropical region, or if the GM wishes it, one scorched by radiation (giving the chimera and her underlings the Rad-Resistant trait: advantage on saving throws against radiation).

Kion Gozi (+10). The hinterlands and far-flung areas of wilderness between population centers—the Great Plains of the American Midwest, the Great Hungarian Plain, the African savanna, and similar—are perfect for locating this enormous region and the megafauna that prey upon it.

Ligéi Xóon (+10). The Shaa Litká Mountains in the Wasteland are much like those found in Vast Kaviya, though here they are the descendants of an underground shelter that was built to protect something of great value (a resource chosen by the GM).

Nilaiyarra, the Transient (+10). Science woven with forced nature magic and a touch of radiation led to an impressive resurgence of plant growth, causing an entire small city to be overtaken by an aggressive forest. The Children of a Hundred Masks live in the ruined remains of apartments, treehouse shanties, and collapsing parking garages connected by defunct electrical wires turned into makeshift ziplines.

Order of the Web (+25). Created by a mad mage trying to draw the radiation from people using spider venom, these phase-driders and phase-spiders are worshiped by all the Wasteland's nearby survivors. The Kanavu-Valai is replaced by irradiated underground streams, though curiously within The Web magic of all kinds function perfectly.

Oscarvol the Timeless (+30). A clan of demigrant dwarves dug as deep as they could to escape the impending nuclear holocaust, but they could not have anticipated that some of the disaster above would be shunted down into the Earth—distilled and transformed to lose its radiation, instead having a much stranger effects upon the minds of the living. They live in isolation, only occasionally raiding the surface to abduct more slaves.

Psionicus (+30). These cannibals change very little in the Wasteland though they may instead dwell in the ruins of a town or transit tunnel (be that a subway, part of a rail line, or on a roadway).

Puteri, Mother of Kanca (+10). As in Vast Kaviya a truly enormous creature fell, though in the Wasteland it managed to directly hit an already overloaded nuclear reactor. The extraterrestrial parasites throughout its corpse consumed all the radiation nearly a century ago, and since then the alien's massive dead body has fostered growth all around it. If it weren't for the extremely territorial insect folk living all around it—far too numerous for most any force to overcome—it would be a perfect place for a new settlement.

Rowena the Mana Witch (+15). The Kalavaiyaip Badlands are already perfectly suited for the Wasteland though at the GM's discretion, *raw mana* may have a radiation level equal to the highest level spell it can cast and its magic functions normally regardless of radiation.

Sawfin, the Slithering Horror (+30). As undead the Wake of Maws (themselves ultimately derived from the same genetics experiment that begat Kalar) and his kin are able to survive anywhere in the Wasteland. The Black Pond has a radiation level of 8.

Tohgai the Awakened Reef (+15). Another result of mutation borne by scientific experimentation gone unfettered, Tohgai (who has an Irradiated score of 13) and Thamash Archipelago are more adaptive in the Wasteland, and can be located in any body of water. Tohgai and all of its followers are Rad-Resistant (have advantage on saving throws against radiation).

MISTS OF AKUMA

Akal, Avatar of the Devouring Moon. These cannibals escape from the mists on Miyaki Island, swimming to the mainland and transforming a patch of wilderness in Fukushu Prefecture into Urimak Valley. Many would-be Tora-Kyabaria Hunters have perished trying to capture Akal in her tiger form, mistaking her for a creature they might one day ride into battle (only for her to escort them to a gruesome end).

Auntie Gonfler and the Bellows. The Mists of Akuma have driven a clan of pyon mad and they have wrought a terrible creature in a lone cave in Osore Prefecture's swamps. Their malevolence has disrupted trade not only on the Path of the Siblings and the Imperial Road, but the guards who have gone to investigate disappeared without a trace.

Gragth Bloodfire. Summoned forth from the flames of the volcano in western Namida Prefecture by the Yai Sovereign of Fire, the savagery of the orcs has taken the overburdened forces in the already struggling countryside by storm—astonishingly, Lady Pingdeng has set aside her pride to reach out for help from anyone willing to face the monstrous invaders even though she must publicly admit her clan has little to offer as a reward.

Grandfather Triskal. A very small island halfway between Soburin and the Edge of the World is the only piece of land for miles and miles around. The few ships that foolishly visit it however never escape, and Triskal frequently sends away minions to trick and lure more sailors to his isolated but terribly effective death trap.

Jayallie. Commoners from the rainforests of northwestern Yokuba Prefecture are suddenly showing up outside of their home regions with no memories of themselves or the world around them, their memories stripped away by a haze not unlike the Mists of Akuma, though unlike the primordial fog this supernatural phenomenon eludes their powers of divination.

Kalar the Lizard Lord. The expatriated Ropaeo geneticists in Uragi Prefecture revived ancient creatures on a remote atoll but their experimentations went too far, enhancing the minds of the reptilians and unlocking mental powers that made the lizards too powerful to control. Lord Shaka Uragi is eager to rapidly resolve the situation and ready to pay a great deal for anyone able to do so discreetly.

Karm'ra the Beast of Three. The fell sorcerer Miyara Shozaburo works for the nobles of Toppu in Namida Prefecture (specifically the corrupt Lord Morao Namida and his ambitious son Hajiro), running an illegal but popular (and thus tolerated) fighting coliseum in the deforested badlands. He foolishly used a ritual to permanently summon Karm'ra and some of her retinue from Vast Kaviya and she quickly escaped, her and her pack roaming the barren countryside searching for victims until they found that her favored tree somehow also arrived in Soburin.

Kion Gozi. A vast set of islands appear far from Soburin's shores, dissolving out of the mists to encircle the continent like a ring. The creatures that roam it are terrifying and several investigating ships have been utterly destroyed for daring its foreign shores. Emperor Hitoshi has decreed that anyone who can sufficiently explore the phenomenon and bring back solid information about it will be rewarded with not only chests of Imperial Pieces, but a place among the nobility as well.

Ligéi Xóon. Rumors of vicious hawk-women (utterly unlike the avian hengeyokai or tengu) are spreading across Hakaisuru Prefecture, the people of the Shaa Litká Mountains transported across the planes to Soburin by a spontaneous surge of the Kanavu-Valai. It is Lady Chujiang Hakaisuru's wish to meet some of these 'harpies' and her underlings have been instructed to arrange it—anyone who can manage such an introduction will be paid more or less depending upon how well it goes, but no less than 500 Imperial Pieces.

Nilaiyarra, the Transient. Escaped tanuki slaves in Shinko Prefecture fervently reached out towards the greatest spirits of nature seeking aid against their illegal oppression by Lady Zhuanlun Shinko. Nilaiyarra instantly recognized the injustice suffered by the raccoon folk and is appalled, using their powers and influence over the natural world to mount a rebellion that will throw off the shackles of slavery. Bengoshi from all over southwestern Soburin are eager to either end this uprising and encourage it, though the stirrings of war will grow all the louder the longer the conflict continues.

Order of the Web. Scholars delving below Ibutsu Prefecture have uncovered an ancient cavern hiding a race of arachnid beings that some believe are the blessed descendants of an Imperial Sibling. With every passing day more descend to pay their respects, and Lady Kikukiyo Ibutsu is suspicious of their true motives—so it is that her bengoshi are covertly seeking out people to investigate The Web to insure it is not a ploy of the Tsuchigumo.

Oscarvol the Timeless. Much to everyone's surprise a contingent of korobokuru have come to the surface seeking help from Emperor Hitoshi—their peoples are being abducted and enslaved by stout folk from even further beneath Soburin, their home a well-defended cavern fortress in the very depths of the continent. Although the Masuto Clan is only offering a small reward for saving them, they promise to any who will listen that there are many riches below the surface for those with courageous hearts and skillful blades.

Psionicus. Something strange is happening in the swamps of Supai Prefecture (stranger than normal) as a large area near the mountainside has suddenly dried up without logical explanation. Lord Dainichi Supai's scientists are baffled and exploratory parties have not returned—excepting for one lone survivor turned mad by their ordeal, claiming to have seen mutants more disturbing than those hailing from Ceramia and wielding powers that make those of the psonorous seem weak. It is a certainty that great evil is involved and any who can cleanse it will be given access to the finest technology Kyōfū has to offer.

Puteri, Mother of Kanca. When the kanca colossus hit, the southwesternmost island of Uso Prefecture suffered a terrible earthquake felt as far as Kaibo and the Mists of Akuma descended onto the massive corpse like maggots upon flesh. In a matter of days it transformed the valley around it and the creatures that emerged from the fog proved immune to its effects, quickly carving out their own territory against the few Uso forces ready to defend the remote piece of land. Lady Askuku Uso

Rowena the Mana Witch. It was only a matter of time before Rimono Prefecture's scientists dared too much while experimenting with explosives and magic, and their latest catastrophe blew up in their faces—and hasn't stopped exploding since. After a month of trying to contain the cataclysmic forces that have engulfed their northwesternmost islet, Lady Tahoe Rimono is seeking help from those of a magical inclination as her advisors are certain that only someone with an excellent understanding of the forces arcane will be able to quiet the phenomenon (though they also believe a powerful witch must be slain for that to happen).

Sawfin, the Slithering Horror. As the Pale Master's power slowly returns (before [Revenge of the Pale Master](#)) or shortly after his most recent fall (following the events of [Trade War](#)), these undead dinosaurs burrow themselves up from out of the dirt and prowl Gekido Prefecture picking off travelers as well as those fleeing from the Mists of Akuma. For every reptilian skull turned over to a Mantis Raptor there is a standing bounty of 50 Imperial Pieces.

Tohgai the Awakened Reef. Soburi and umibo alike have started to go mad off the coast of Hofuku Prefecture and Lord Songdi is desperate to discover why, and soon—with every passing year the malady seems to shift, its influence always growing. His bengoshi were tasked with bringing an end to it but now two staffmasters have disappeared without a trace, leaving the rest to become paranoid of drawing attention to the problem (thus relying on unproven adventurers to deputize in case they do not return).

Trevolee. Beneath the mountains of Kizauto Prefecture there's said to be a settlement where all are welcome regardless of their kind or status, allowed to live without fear or oppression. This displeases Lady Biancheng because many tengu—who are already leaving the clan's service by the flock—have disappeared beneath the surface in search of this fabled City of Lost, and the more that leave the weaker her people's defenses become against the Mists of Akuma.

Varasuul the Necrolord. Death Castle is marched up the sands along any part of Soburin's coasts, the Necrolord eager to feast upon the living and causing hysteria all across the empire no matter where it appears. Its fell attentions may be drawn by the Pale Master's machinations, the appearance of Enmu above Sanbaoshi (in *Imperial Matchmaker*), or another equally momentous event.

Zivrassa of the Truest Green. One of the most valuable forests in Fuson Prefecture has suddenly turned hostile, the many herbalists that rely upon the plants within it rendered unable to do business. Lord Yakushi Fuson is furious at this disruption to the local economy and wants the heads of whoever is responsible, promising all the concoctions anyone could desire as a reward for the task.

BOOK OF EXALTED DARKNESS

Akal, Avatar of the Devouring Moon. On the continent of Samovi in the shadows of Relictus Mountain east of Noticia, some truly vicious prisoners escaped from the Samovi Preserve and have holed up in the jungles, eating the fools that come looking for them as often as they do the forest's prey.

Auntie Gonfler and the Bellows. Ouranios is a new home to these boggards and their extraordinary undead pagan god, the Bellows contained inside of a waterlogged section of the forests south of Rostratus Mountains (east of Aestua Lake). Justitia from Ductus have investigated the rumors about the newly-formed swamp—but none have returned.

Gragth Bloodfire. In Askis these orcs are among the underlings of Trepida Vereor and dwell in the depths of the Taenarius Tunnels, though with her ability to manipulate magma flows she may place them closer to the surface (likely near the Inexoribalis Mountains in Ouranios).

Grandfather Triskal. This undead warlord and his kin are a plan implemented by Caskette, brought back from non-existence via powerful rituals that took centuries to enact and placed in the North Sand Sea of Zakuthombo as a way to test how well protected the deserts truly are.

Jayallie. The hottest and wettest jungles beneath the Samovi Preserve have suddenly started to sap the minds of those that wander within, the only people immune to its effects the rare halfling—although even then some of these small folk do not return, and aviators that have flown over these rainforests think a new lake has formed below.

Kalar the Lizard Lord. Explorers that have traversed Askis' south pole tell of a sudden oasis of warmth, a deep fissure hiding a lush jungle that has no right to exist in a place so cold: Sickie Canyon. The collective psionic presence of the sentient lizards that dwell there protect their home from the elements, though their numbers have grown beyond what their home can provide and hunger there never abates.

Karm'ra the Beast of Three. The Xerica takes hold in the eastern reaches of the Iajunium Desert in Ouranios, disruptive tree of Karm'ra rooting in its barren dirt. The forces of the Celestial Heroes that have investigated it have not returned, and survivors claim they were ripped apart by feral jackal-warriors—though curiously the Celestial Heroes seem reluctant to act against this threat.

Kion Gozi. After centuries of heavy use several incitacio pods between Samovi and Zakuthombo have cracked the Taenarius Tunnels apart, their fleshy trimmings and organic pieces congealing along the passages to create a vile mold that gives off an eerie bluish purple luminescence which feeds seemingly endless plains of dark grasses beneath the Diffusilis Ocean. When a mad scientist has no need for a failed or ended experiment they sometimes leave the creation here to see if it survives, turning what is a refuge for some into a dangerous place indeed.

Ligéi Xoon. The Gamara Mountains in northern Zakuthombo have become home to the Shaa Litká Lair, the Grandmother worshiped by the Maiden Eagles drawing ever more warrior-women to their cause and less refined way of living among the crags.

Citizens of Obcidens are growing concerned but the Inquisition claims to have found nothing among the slopes, telling the people at large that these so-called harpies are no more than a myth conjured up by the papers as a way to drive sales.

Nilaiyarra, the Transient. In the Ouranios forests west of Lake Saede curious but benign society has developed, one that defies the order embraced all across Askis. The Children of a Hundred Masks disappear whenever the government attempts contact, only remaining in place to reveal their presence to those who truly wish to join them—making Tucker Quickfoot's inquisitors extremely suspicious.

Order of the Web. A section of waterways in the Taenarius Tunnels beneath Samovi began to leak magic into the current, drawing phase driders and phase spiders soon after. Now even the mad scientists of Askis are wont to venture too close to the Web and rumors of its existence are starting to circulate on the surface, meaning that the attentions of the Celestial Heroes cannot be far behind.

Oscarvol the Timeless. Caskette has gone to great lengths to hide Undermist from her 'colleagues' and the Celestial Heroes, but the mistdweorg demand for slaves have driven them out into the Taenarius Tunnels and even above ground where their raiding parties swiftly kidnap well-meaning travelers to live out the end of their days in subterranean servitude.

Psionicus. In the Euris Mountains along the eastern edge of the South Sand Sea in Zakuthombo travelers began to disappear, and when investigated by the Justitia—and then even the Inquisition—they too went missing without a trace. The Ministry has a standing reward of 5,000 gold for anyone that can determine what is causing these mysterious disappearances.

Puteri, Mother of Kanca. The colossus' corpse landed long ago along the modern-day southern edge of the Northern Inexoribalis Mountains on Ouranios, and after years of erosion its form—and the creature begat from it—have been revealed in full by a massive landslide. Askis' newspapers have had a field day with the insectile kanca but the local authorities have forbid anyone other than the Ministry from making contact with them, though a few have escaped the Justitia cordon to explore the world on behalf of their kin.

Rowena the Mana Witch. A large swathe of the Taenarius Tunnels connecting Samovi and Ouranios have been wrent asunder by planar forces, turned into a constantly churning mass of badlands and weather phenomena that have made it impassable for all but the hardest travelers—though those who dare journey across it walk away with valuable mystical gemstones just laying out on the ground eager for the taking.

Sawfin, the Slithering Horror. Rather than accept capture, a potent and ancient lich that attempted to slay Tapper Underknoll destroyed its own phylactery in a display of raw necromantic power that unearthed an entire horde of undead reptiles in the jungles of central Samovi. Since then the Wake of Maws has traveled far and wide, terrorizing small towns and travelers with reckless abandon as they attempt to sate their unending hunger.

Tohgai the Awakened Reef. In the very middle of the Diffusilus Ocean a lone set of islands has appeared atop a great mound of rock that's broken off from the ocean bed, floating up because of the psionic will of Tohgai. Few have come across the Thamash Archipelago—some claims it moves with the tides, sometimes further north, sometimes further south—and rumors abound about its inhabitants, few of them with any credible information about the anomaly.

Trevolee. Abandoned, forgotten, and escaped experimental subjects are not always welcome in the civilized societies on the surface and some do not want to be, choosing instead to group together for safety in a huge cavern offshoot of the Taenarius Tunnels underneath eastern Ouranios. The Ministry and Inquisition are aware of this 'City of Lost' but are unsure of how to deal with it—or even if they should, uncertain of how such a thing might play out in the press.

Varasuul the Necrolord. Panic has gripped all of Ouranios as reports trickle in of a massive castle of stone blocks emerging from out of the icy waters, carried aloft by undead beyond counting. The Necrolord kills everyone on the south pole to bolster its forces before traveling to the encircling continent next, gradually destroying the Celestial Heroes' weakest militarized forces first before moving onto Samovi and then Zakuthombo.

Zivrasa of the Truest Green. A dryad has appeared within the Samovi Preserve and the prison-island's keepers are not sure how, nor are they having any luck containing her and her message. With every passing day more of the sinful fall under her banner and if she cannot be stopped soon, Zivrasa may well obtain enough influence to command a genuine prison break—something Tapper Underknoll is keen to curtail.

ARCTIC

d20	Encounter	CR
1	1d4 Kobolds	1/8
2	1d6 Tribal Warriors	1/8
3	Giant Owl	1/4
4	1d4 Orcs	1/2
5	Brown Bear	1
6	Hlaupa ^{VK}	1
7	Knútdraugr ^{VK}	2
8	Ogre	2
9	Polar Bear	2
10	1d4 Saber-Toothed Tiger	2
11	Winter Wolf	3
12	Yeti	3
13	Werebear	5
14	Íssax ^{VK}	6
15	Mammoth	6
16	Forvirskrípi ^{VK}	9
17	Frost Giant	8
18	Remorhaz	11
19	Roc	11
20	Adult White Dragon	13

BARLANDS & DESERTS

d20	Encounter	CR
1	1d4 Bandits	1/8
2	1d6 Poisonous Snakes	1/8
3	1d4 Giant Lizards	1/4
4	1d4 Giant Wolf Spiders	1/4
5	Scouts	1/2
6	Giant Hyena	1
7	Giant Spider	1
8	Devastation Cockatrice ^{VK}	2
9	Devastation Goblin ^{VK}	2
10	Doppelganger	3
11	Giant Scorpion	3
12	Patukolai Baby ^{VK}	4
13	Primal Mummy ^{VK}	5
14	Tálvökkar ^{VK}	5
15	Oni	7
16	Devastation Genie ^{VK}	12
17	Devastation Hydra ^{VK}	12
18	Ptukolai ^{VK}	14
19	Berserker Wanderer ^{VK}	16
20	Megawolf ^{VK}	20

COAST

d20	Encounter	CR
1	Giant Crab	1/8
2	1d4 Merfolk	1/8
3	1d6 Pirates (Bandits)	1/8
4	Reef Shark	1/2
5	Sahuagin	1/2
6	1d4 Sahuagin	1/2
7	Hunter Shark	2
8	Merrow	2
9	Plesiosaurus	2
10	Sea Hag	2
11	Manticore	3
12	Devastation Hippogriff ^{VK}	4
13	Giant Shark	5
14	Water Elemental	5
15	Titanohydrosaurus ^{VK}	6
16	Young Blue Dragon	9
17	Roc	11
18	Adult Blue Dragon	16
19	Dragon Turtle	17
20	Ancient Blue Dragon	23

FOREST

d20	Encounter	CR
1	Poisonous Snakes	1/8
2	Giant Bats	1/4
3	Giant Wasp	1/2
4	Brown Bear	1
5	Dire Wolf	1
6	Giant Spider	1
7	Tiger	1
8	Ettercap	2
9	Giant Boar	2
10	Plummetusaur ^{VK}	3
11	Wereboar	4
12	Master of the Jungle ^{VK}	5
13	Shambling Mound	5
14	Devastation Minotaur ^{VK}	6
15	Giant Ape	7
16	Devastation Griffon ^{VK}	8
17	Treant	9
18	Barbarian-Thief ^{VK}	10
19	Devastation Giant ^{VK}	10
20	Nature Guardian ^{VK}	12

GRASSLAND

d20	Encounter	CR
1	Giant Weasel	1/8
2	Axe Beak	1/4
3	Pteranodon	1/4
4	1d4 Goblins	1/4
5	1d6 Wolves	1/4
6	Cockatrice	1/2
7	Swarm of Insects	1/2
8	1d4 Gnolls	1/2
9	Bugbear	1
10	Lion	1
11	Allosaurus	2
12	Rhinoceros	2
13	Ankylosaurus	3
14	Elephant	4
15	Devastation Dog ^{VK}	5
16	Triceratops	5
17	Chimera	6
18	Cyclops	6
19	Devastation Ooze ^{VK}	6
20	Tyrannosaurus Rex	8

MOUNTAIN

d20	Encounter	CR
1	1d4 Kobolds	1/8
2	1d6 Stirges	1/8
3	Giant Goat	1/2
4	Giant Eagle	1
5	Harpy	1
6	Giant Elk	2
7	Ogre	2
8	Basilisk	3
9	Manticore	3
10	Devastation Gargoyle ^{VK}	4
11	Ettin	4
12	Bulette	5
13	Troll	5
14	Wyvern	6
15	Stone Giant	7
16	Fire Giant	8
17	Young Red Dragon	10
18	Roc	11
19	Adult Red Dragon	17
20	Devastation Dragon ^{VK}	18

SWAMP

d20	Encounter	CR	7	1d4 Swarms of Insects	1/2	14	Giant Crocodile	5
1	Diseased Giant Rat	1/8	8	Ghoul	1	15	Primal Mummy ^{VK}	5
2	1d4 Poisonous Snakes	1/8	9	1d4 Giant Spiders	1	16	Young Black Dragon	7
3	Constrictor Snake	1/4	10	Giant Constrictor Snake	2	17	Hydra	8
4	Giant Poisonous Snake	1/4	11	Poisonous Snakes Swarm	2	18	Poison Giant ^{VK}	9
5	Crocodile	1/2	12	1d4 Will-o'-Wisps	2	19	Devastation Hydra ^{VK}	12
6	Lizardfolk	1/2	13	Green Hag	3	20	Adult Black Dragon	14

ADVENTURER'S NAME _____

CLASS AND LEVEL

PLAYER NAME

ALIGNMENT

RACE _____

PRIMAL ELEMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARTEMA

1000

ARMOR CLASS

INITIATIVE

PROFICIENCY BONUS

SPEED

DEXTERITY
MODIFIER

ARMOR


SHIELD

MISC

HIT POINT MAXIMUM _____	
CURRENT HIT POINTS	
TOTAL _____	SUCCESSSES ○ ○ ○
	FAILURES ○ ○ ○
HIT DICE	DEATH SAVED

SPELL SAVE ON**SPELL ATTACK**

PASSIVE INSIGHT



PASSIVE INVESTIGATION

PASSIVE PERCEPTION

**PASSIVE
STEALTH**

Attacks

FEATURES

☐ STEALTH

☐ SURVIVAL

ACCESSIBLE ITEMS

- ## PROFICIENCIES

SAVING THROWS

- ◆ STRENGTH
- ◆ DEXTERITY
- ◆ CONSTITUTION
- ◆ INTELLIGENCE
- ◆ WISDOM
- ◆ CHARISMA

skills

- ☐ AEROBICS
- ☐ ANIMAL HANDLING
- ☐ ARCADE
- ☐ ATHLETICS
- ☐ DECEPTION
- ☐ HISTORY
- ☐ INSIGHT
- ☐ INTIMIDATION
- ☐ INVESTIGATION
- ☐ MEDICINE
- ☐ NATURE
- ☐ PERCEPTION
- ☐ PERFORMANCE
- ☐ PERSUASION
- ☐ RELIGION
- ☐ SLEIGHT OF HAND
- ☐ STEALTH
- ☐ SURVIVAL

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER
HISTORY

PERSONALITY
TRAITS

IDEALS

BONDS

FLAWS

CHARACTER PORTRAIT



ALLIES AND
ORGANIZATIONS

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AND TRAITS

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