

RAGE

FROM BEYOND

SUBCLASSES, RESKINS, AND UNIQUE NPCs

FOR OTHERWORLDLY BARBARIANS

DUNGEONS & DRAGONS



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“HE IS OUT OF THIS WORLD!”

The screams echo down the twisted corridors, shocking the neophytes awake.

“Fetch the masters! Quickly!” someone shouts as they dart past.

“It is the reckoning!” others wail, before their voices are silenced.

This was supposed to be a haven. They were supposed to be rewarded greatly at the coming of their Burning Lord. Just a few moons from now. The elders were almost ready.

Another scream, and a thud. Closer this time. Frozen in shock, tucking their grey robes around them like bedsheets, the five young humans listen as the heavy plodding of a hide-shod foot slows down to a trot as it nears their quarters. The scent of blood, shit, iron and brimstone billows ahead of it and fills their nostrils to the point of nausea.

A figure enters the doorway. Wide, muscular, and easily six feet tall, but catching their eyes first is the halo of fire crowning his bald head and the dark embers smoldering in his eyes. They fade for a second, as his pumping breath slows its cadence and he meets their gazes.

With a discordant voice, he bellows into the dim bunkroom: “Renounce your dark master! Do not bring his carnage to our world! This is not your war to fight!”

The halo flares up again, the eyes burning once more, as his hands tighten around the grip of his greatsword. He spins around and continues down the corridor, carving a path of destruction further into the heart of the cultist sanctum...

INTRODUCTION

As more and more of the Dungeons & Dragons multiverse is introduced in official 5E material, the time is ripe to look at how my own favorite class might look if subjected to a bit of extraplanar influences. Inspired by the now completely revamped disaster barbarian from *Mike Mearls’ Happy Fun Hour*, I wanted to create something that literally tore holes in the fabric of reality when it raged, bringing forth outlandish creatures and powerful forces.

To a lesser extent, this can be done by simply reskinning existing subclasses, and I have taken that approach as well for those who wish to stick to playtested or Adventurers League legal material. However, to really bring the weight of another plane crashing down on your enemies, see them driven before you, and hear their anguished screams of “BY ALL THAT IS GOOD AND HOLY, WHAT IS THAT THING!?”, you need a little bit more. The result is what you see here. Enjoy – **OR PERISH!**

THIS SUPPLEMENT INCLUDES:

- The **Path of the Harbinger**, a subclass inspired by the Blood War.
- The **Path of the Chaos Conduit**, a subclass fueled by elemental forces.
- A guide to reskinning existing barbarian subclasses to embody elements of the various inner and outer planes for use in organized play.
- Six barbarian NPCs ranging from CR 4 to CR 10, complete with artwork, stat blocks, and suggested characteristics.

PATH OF THE HARBINGER

Harbingers draw their power from the ferocious struggles between devils and demons known as the Blood War. Tapping into the planes of the Abyss and the Nine Hells, you harness the tension and constant ebb and flow of the conflict, using it to fuel your rage, until you yourself become a walking beacon of fiendish power, a constant reminder to the world of the creatures who wish to conquer it. As such, known Harbingers are treated with caution if not outright disdain.

To establish and maintain their fiendish connection, some harbingers adorn their body in runes, others meditate surrounded by fumes of sulfur, while others again consume the blood of recently-slain creatures. Novitiates will likely patrol the boundaries of the material plane, seeking out weaknesses in the veil where fiends might break through, and unraveling cults that worship them. The more experienced can venture beyond the veil and join in the fray, or even briefly enslave fiends on the material plane to further their own causes. It is not unusual for harbingers to use their powers selfishly, but upon taking up this path most of them dedicate themselves to one goal: The Blood War must not be allowed to end, or the whole world might be lost to the victor.

AVATAR OF AMBITION

Beginning at 3rd level, you channel the relentless ambition of fiends when you rage, harnessing their power and turning their fury against them. Your rage damage bonus is doubled against Fiends. In addition, when you enter a rage, you

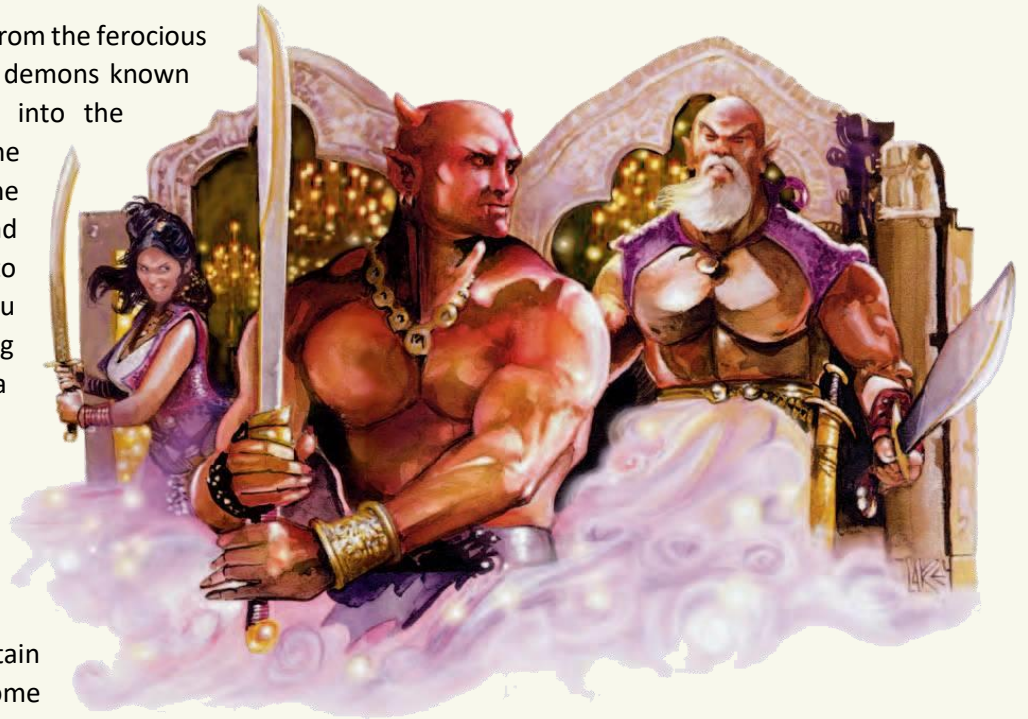


Image: "Demon Fighter", from *Savage Species*, DMs Guild Creator Resources - Enemies, Foes, and Friends

choose to draw it from either the Abyss or the Nine Hells, giving you one of the bonuses described below. You may choose to have your physical appearance change as well. A rage from the Abyss might distort your features or your voice, while drawing from the Nine Hells might wreath you in flames or cause you to sprout horns.

The Abyss. You radiate demonic chaos and confusion. Any creature that has advantage on attack rolls against you as a result of your Reckless Attack feature also has advantage on attack rolls against creatures within 5 feet of you.

The Nine Hells. You command the authority of the infernal circles of the hells. Once on your turn, when you hit a creature with a melee weapon attack, you can force them to use their reaction to make one weapon attack against you. This attack is made with disadvantage.

OTHERWORLDLY ADAPTATION

Starting at 6th level, you begin preparing yourself for a foray into the lower planes, increasing your chances of surviving in their hostile environments. You can read, write, and speak Infernal and Abyssal. In addition, you gain one of the following bonuses, chosen when you get this feature and whenever you finish a long rest:

The Abyss. You become inoculated to the strangeness of the Abyss. You gain Darkvision to a range of 60 ft. and have advantage on saving throws against being Frightened.

The Nine Hells. You become hardened against the harsh environment of the Hells. You gain resistance to fire or cold damage (your choice when you pick this bonus).

ANCHOR OF WRATH

Beginning at 10th level, you are so accustomed to manipulating the barriers between planes that you can resist attempts to banish you. While you are raging, you cannot be transported to another plane of existence unless you want to.

RIFT BREAKER

When you reach 14th level, your rage becomes so powerful that it tears at the fabric of the world. When you enter a rage, you can choose to open a rift to a Blood War battlefield, ushering through Fiends under your command. The rift closes immediately afterwards.

You roll initiative for the fiends, which act on their own turn. When you summon them and on each of your turns thereafter, you can issue a verbal command to them (requiring no action on your part), telling them what they must do on their next turn. If you issue no command, they spend their turn attacking any creatures within reach that have attacked them.

However, if they begin their turn and you are no longer raging, you lose control over them. They choose their own course of action and may choose to attack you and your allies instead. They return to their plane of origin after 1d6 rounds if you are not already on that plane.

The fiends you summon do not have to be of the same type but must have the same challenge rating. Depending on their CR, you can summon a number of them as shown in the table below:

CR	#	Examples
1	5	Imp, quasit
2	3	Rutterkin, spined devil
3	2	Bearded devil, hell hound, nightmare
4	1	Barghest, shadow demon, succubus
5	1	Barbed devil, barlgura, cambion, tanarukk

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



PATH OF THE CHAOS CONDUIT

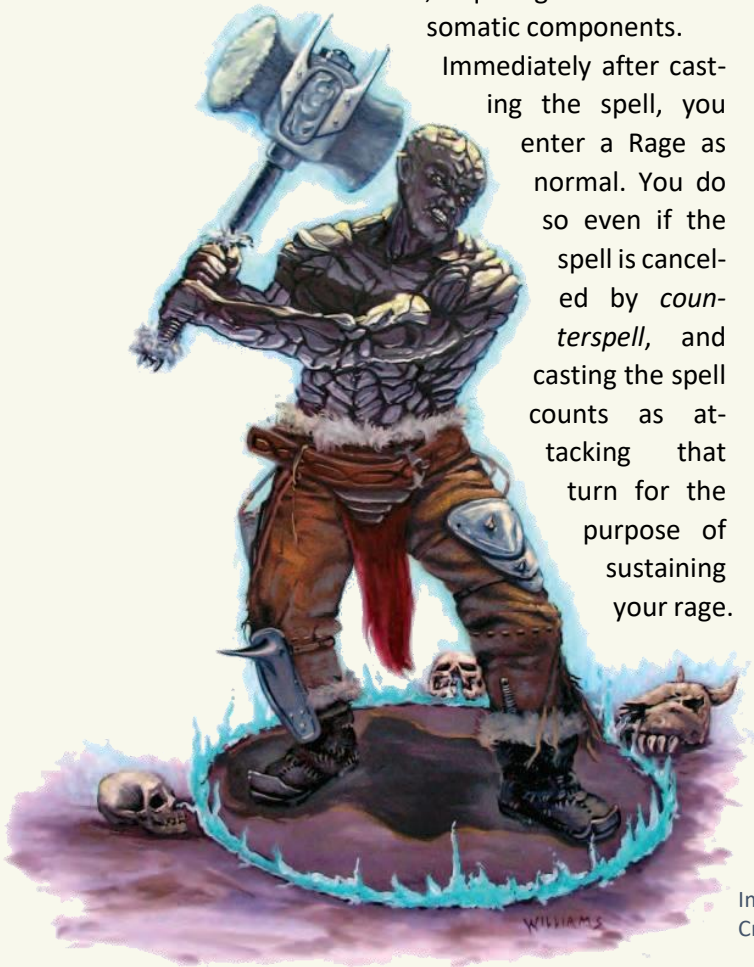
Chaos Conduits are barbarians that have found a way to fuel their rage through a connection to the Elemental Chaos. As they tear into it, they can briefly harness and unleash its tremendous power to cast a very limited range of spells.

Chaos Conduits are most common among people with a close connection to nature and the elemental forces, such as dwarves, elves, genasi, giants, goliaths, and tritons. However, a magical mishap or a long period of deep meditation can open the door for anyone.

ELEMENTAL DISCHARGE

When you choose this subclass at 3rd level, you learn how to unleash elemental power when you enter your rage. As an action, you expend a use of your Rage feature to cast one of the spells below, requiring no material or somatic components.

Immediately after casting the spell, you enter a Rage as normal. You do so even if the spell is canceled by *counterspell*, and casting the spell counts as attacking that turn for the purpose of sustaining your rage.



As you gain levels in this class, your list of available spells increases. These spells are always cast at the highest level that this feature gives access to.

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

Barbarian Level	Spell Level	Spells Available
3rd	1st	Armor of Agathys, Earth Tremor, Thunder Wave
10th	2nd	Aganazzar's Scorcher
14th	3rd	Erupting Earth, Fireball, Lightning Bolt, Tidal Wave

Spellcasting Ability. Charisma is your spellcasting ability for your elemental spells, since you draw them forth from the chaos through sheer force of will. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a spell you cast using this feature.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

RECKLESS RELEASE

Starting at 6th level, you add your rage damage bonus to the damage rolls of spells you cast using Elemental Discharge. In addition, you can release elemental energy with unpredictable results. When you cast a spell, you can choose any number of creatures affected by the spell. These creatures have disadvantage on their saving throw against the spell, and the spell ignores any damage resistances (but not immunities) that they may have.

Once you use this feature, enemies have advantage on attack rolls against you as if you had used the Reckless Attack feature.

Image: "Hammertime", from *Races of Stone*, DMs Guild Creator Resources – Enemies, Foes, and Friends

STEADY CONNECTION

Starting at 10th level, your connection to the elemental chaos allows you to speak and understand Primordial. In addition, you gain advantage on Intelligence and Wisdom (Survival) checks related to elementals or the elemental planes.

WRATH OF THE VESSEL

When you reach 14th level, your connection to the Elemental Chaos is so finely tuned that energy can flow freely in both directions, allowing you to absorb and even harness magical energy thrown at you. While raging, you also have resistance to cold, fire, lightning, and thunder damage.

In addition, when you take damage from a spell of 1st level or higher, you can use your reaction to immediately regain the use of your Elemental Discharge feature. You can do this a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

ELEMENTAL DAMAGE RESISTANCE

In addition to the elemental damage resistance gained through **Wrath of the Vessel**, you can flavor the base resistance to non-magical weapon damage while raging to reflect the elemental origins of the Chaos Conduit's rage. Fire cauterizes your wounds while cold numbs the pain. Patches of stone absorb melee blows and tiny gusts of wind blow arrows off course for a grazing hit.



Image: "Storm", from *Monster Manual 2, 3E*, DMs Guild Creator Resources – Locations

RAGING FROM OTHER PLANES

While the Harbinger gets its power specifically from the Blood War and the Chaos Conduit draws on the Elemental Chaos, you might want to add the flavor of other planes to your rage. If so, here are some suggestions on how to do it with existing barbarian subclasses. These have the added benefit of being allowed in AL organized play.

Acheron

To draw power from the endless battlefields of Acheron, pick the **Ancestral Guardian**. No reskin necessary.

Arborea

To draw power from the unbridled emotions of Arborea, pick the **Berserker**. No reskin necessary apart from a bit of otherworldly flavor when you go into a frenzy.

The Beastlands

To draw power from the feral nature of the Beastlands, pick the **Totem Warrior** and have the totem spirit be a bestial influence drawn from the plane.

The Feywild

As chaotic and emotional as it is, the whimsical aesthetic of the Feywild lends itself less obviously to the raw strength of the barbarian. Still, you can pick the **Ancestral Guardian** and have the spirits be fey spirits.

Mechanus

If you want to rage against the machine, pick the **Berserker** and have the frenzy and retaliation strikes be unpredictable backlashes of a haywire construct. You could also be a **Battlerager** with pieces of broken machinery as the spikes on your armor, or a **Storm Herald** zapping creatures with lightning from your unstable generator.

Mount Celestia

To draw power from the gods of Mount Celestia, pick the **Zealot**. No reskin necessary.

The Shadowfell

To draw power from the cold dark of the Shadowfell, pick the **Zealot** and re flavor your resurrection to give it a feel of undeath.

HARBINGER AND CHAOS CONDUIT IN THE ADVENTURERS LEAGUE:

If you want to bring the concept of the Harbinger or the Chaos Conduit into organized play, you could reskin existing subclasses in the same way.

Give your **Berserker** a few fiendish traits when you frenzy. Swap out the **Totem Warrior** bear with a bargura, the wolf with a hell hound, or the eagle with a succubus or other winged fiend. Let your **Ancestral Guardian** be surrounded by ethereal imps or shadow demons that harass your enemies. Have your **Storm Herald** radiate the heat of Phlegethos and the cold of Stygia or Cania. Bring back your **Zealot** for free again and again thanks to a deal with a devil.

To draw power from the elemental planes, pick the **Storm Herald** and have the environmental effects of desert, sea, and tundra be influences from the elemental planes of fire, air, and water. Alternatively, pick the **Battlerager** and have the spikes of your armor be elemental earth, ice, or obsidian literally protruding from your body.

EXTRA-PLANAR BARBARIAN NPCs

To expand on the concepts detailed in the **Raging from Other Planes** section, and to inspire new adventures for your players, this section contains six barbarian NPCs that draw their powers from unusual places.

Alanar the Comedian is a genderfluid eladrin entertainer whose career was cut short when they brutally maimed a heckler. They prefer the company of Feywild spirits, who appreciate their outlandish sense of humor.

“Curve-Wrecker” Hecta is a female gnome sage who traded her magical talents to a white Abishai in exchange for the strength of a dragon. She has a serious case of buyer’s remorse.

General Not-Today is a male orc soldier who fell with his regiment against an undead horde from the Shadowfell. The cleric of death leading it was so impressed with his prowess that they brought him back to life and promoted him to field commander with the words that would come to be his moniker: “Not today.”

Jaycob the Relentless is a male fire genasi noble who found himself knowing too much about infernal corruption in the upper classes of the City of Brass. Exiled from the Plane of Fire, he plots to return and purge the corrupt with a taste of their own, fiendish medicine.

Shale Stormheart is a female goliath outlander whose ascension to the rank of elder was interrupted by a powerful surge from an elemental rift. It was seen as a bad omen, and the ceremony was postponed. Shale has exiled herself, determined to learn how to control her new powers and regain the trust of her clan.

Singularity is a suit of armor animated by binding a quadrone to its skeleton. Its creator, a gnomish inventor, is extremely pleased to have found a way to render it immune to antimagic fields, but paranoid about industrial espionage. She is also worried that its erratic behavior will prove a liability to her investment and reputation.

RAGING AS NPCs

As a baseline, these stat blocks assume the NPCs to be raging while in combat. It is already included in their damage resistances, condition immunities, and melee attack damage. Any additional benefits gained from a rage are outlined as a trait, but still considered “always on” for ease of management. If you want the added complexity of actively entering a rage, ignore damage resistances, extra melee damage, and all traits, actions and reactions marked with (*) until the beginning of an NPC’s first turn.

PLAN FOR FUTURE UPDATES:

If this supplement turns out to be popular, I plan on adding one page to each of the NPCs detailing plot hooks and other ways to introduce them into your campaign – both as allies, quest givers, and antagonists.

I might also expand each subsection of **Raging From Other Planes** to give a more detailed reskin of the different path features in an extra-planar context.

And of course, I plan to update the Harbinger and the Chaos Conduit mechanics based on player and DM feedback.

ALANAR THE COMEDIAN

CN genderfluid eladrin entertainer (they/them), Ancestral Guardian 5

Personality. Everything else about me changes with the seasons, but there is never a bad time for a joke or a prank. I rarely trust someone I have not shared a drink with.

Ideal. Honesty. The world shows you what it really is if you care to look closely. There is no need to dress it up.

Bond. Nature and its spirits. They have always been there for me. I will protect them with my life, and I know they will return the favor.

Flaw. I hate being the butt of a joke myself. I can dish it out but cannot take it.



Alanar the Comedian

Image: "Green Elf", from *Monster Manual 3*, DMs Guild Creator Resources – Enemies, Foes and Friends

ALANAR THE COMEDIAN

Medium humanoid (eladrin), chaotic neutral

Armor Class 17 (unarmored defense + shield)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

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

Saving Throws Str +5, Dex +5, Con +4

Skills Acrobatics +5, Intimidation +4, Perception +2, Performance +4, Nature +1

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks*

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Trickster Spirits*. The first creature that Alanar hits on their turn is harassed by Feywild spirits until the start of Alanar's next turn. It has disadvantage on attack rolls on targets other than Alanar, and these targets have resistance to any damage it deals.

Reckless. At the start of their turn, Alanar can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against them have advantage until the start of their next turn.

Fey Ancestry. Alanar has advantage on saving throws against being charmed, and magic cannot put them to sleep. In addition, they can innately cast *misty step* once per day.

Actions

Multiattack. Alanar makes two melee or ranged weapon attacks.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 3 + 2*) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

“CURVE-WRECKER” HECTA

NE female half-dragon gnome sage (she/her),
Totem Warrior 7

Personality. I usually have a rational explanation for any phenomenon I witness. My armor is always polished to a sheen, but I never remember cleaning it.

Ideal. Perfection. Nothing short of my best is good enough, and no one is to stand in the way of me achieving it.

Bond. The Abishai who gave me my powers will one day pay for the misery they have caused.

Flaw. I have an incessant drive to prove myself and cannot turn down a challenge.



“Curve-Wrecker” Hecta

Image: “Halfling Draconian”, from *Draconomicon*,
DMs Guild Creator Resources – Adventurers

“CURVE-WRECKER” HECTA

Small humanoid (half-dragon gnome), neutral evil

Armor Class 16 (breastplate)

Hit Points 100 (14d8 + 28)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	14 (+2)	7 (-2)	8 (-1)

Saving Throws Str +7, Dex +5, Con +5

Skills Arcana +5, Athletics +7, History +5

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks*

Condition Immunities Surprised*

Senses darkvision 60 ft., passive Perception 8

Languages Common, Gnomish, Infernal, Elvish

Challenge 6 (2,300 XP)

Spirit of the Abishai. On her turn, Hecta can take the Dash action as a bonus action, zipping past in a blur of white flames. In addition, Attacks of Opportunity against her have disadvantage.

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

Gnome Cunning. Hecta has advantage on all Intelligence, Wisdom and Charisma saving throws against magic.

Actions

Multiattack. Hecta makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 4 + 2*) slashing damage, or 11 (1d10 + 4 + 2*) slashing damage if wielded in two hands.

Cold Breath (Recharge 5–6). Hecta exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

GENERAL NOT-TODAY

Medium humanoid (orc), chaotic evil

Armor Class 15 (unarmored defense)

Hit Points 153 (18d8 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	10 (+0)	8 (-1)	13 (+1)

Saving Throws Str +8, Dex +5, Con +8

Skills Athletics +8, Intimidation +5, Perception +3, Religion +4

Damage Resistances bludgeoning, piercing, and slashing damage from non-magical attacks*

Condition Immunities Surprised*

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Orc, Giant

Challenge 10 (5,900 XP)

Reckless. At the start of her turn, Not-Today can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Brutal Critical. On a critical hit with a greataxe attack, Not-Today deals an additional 13 (2d12) slashing damage.

Warchief of Death. If his body is intact, Not-Today can be brought back to life at the cost of no material components.

Legendary Resistance (1/day)*. If Not-Today fails a saving throw, he can choose to succeed instead.

Command the Horde (1/day)*. As a bonus action, Not-Today can unleash a blood-curdling battlecry. Up to ten other creatures within 60 feet of him that can hear him gain advantage on attack rolls and saving throws until the start of his next turn.

Relentless Servitude*. If damage reduces Not-Today to 0 hit points, he must make a Constitution saving throw with a DC of half the damage taken (minimum of 10). On a success, he drops to 1 hit point instead.

Actions

Multiattack. Not-Today makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 4 + 3*) slashing damage, plus 9 (1d6+6) necrotic damage.

GENERAL NOT-TODAY

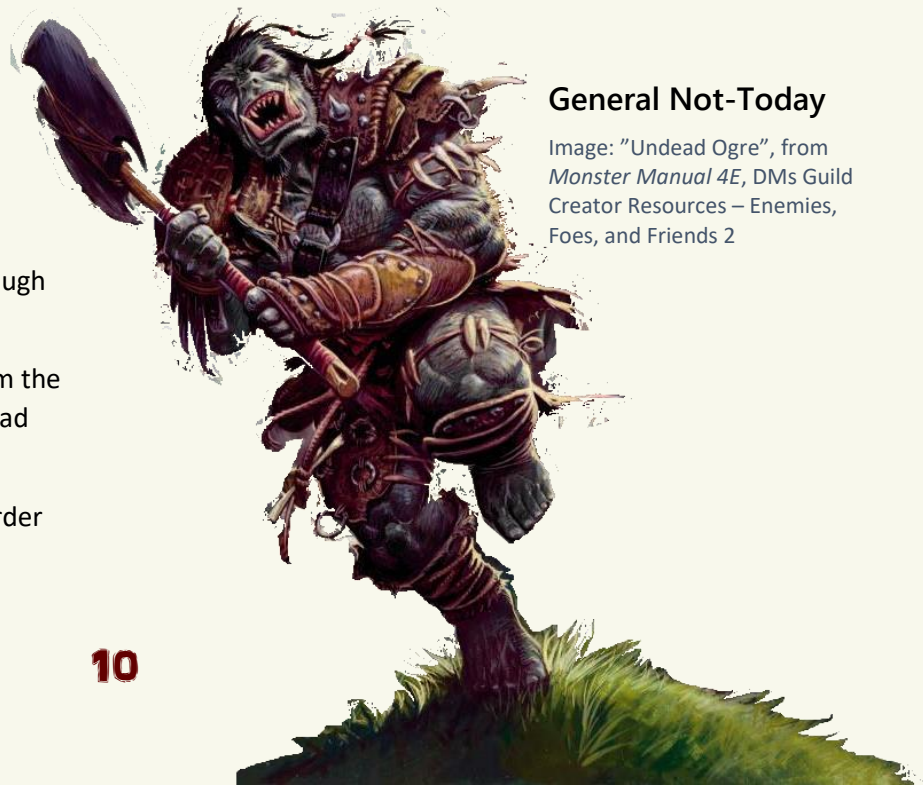
CE male orc soldier (he/him), Zealot 13

Personality. I have died and returned so many times, life has little value to me. Whoever I was before is but a distant memory.

Ideal. Strength. Only by proving yourself tough will you earn a place in this world.

Bond. My master. He brought me back from the dead and gave me a purpose again. I will lead his armies to death and beyond.

Flaw. I never reconsider a decision or an order if it involves killing.



General Not-Today

Image: "Undead Ogre", from *Monster Manual 4E*, DMs Guild Creator Resources – Enemies, Foes, and Friends 2

JAYCOB THE RELENTLESS

CG male fire genasi noble (he/him), Harbinger 6

Personality. I am always regally polite, but the line between sincerity and sarcasm is razor-thin. I tend to assume people know what I'm talking about, regardless of the topic.

Ideal. Justice. To each must come their just deserts, both punishment and reward.

Bond. One day, I will return to the City of Brass and reclaim my heritage.

Flaw. Although I know fiends can take any form, I always give children the benefit of the doubt.



Jaycob the Relentless

Image: "Lion Tamer", from *Monster Manual 2, 3E*, DMs Guild Creator Resources – Enemies, Foes and Friends

JAYCOB THE RELENTLESS

Medium humanoid (genasi), chaotic good

Armor Class 17 (half plate)

Hit Points 99 (12d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +7, History +3, Persuasion +2, Religion +3

Damage Resistances Fire, Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks*

Senses darkvision 60 ft., passive Perception 11

Languages Common, Primordial, Infernal, Abyssal
Challenge 7 (2,900 XP)

Innate Spellcasting. As a fire genasi, Jaycob's spellcasting ability is Constitution (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

Cantrips (at will): *produce flame*

1st level (1/day): *burning hands*

Virulent Chaos. At the start of his turn, Jaycob can gain advantage on all melee weapon attack rolls during that turn. If he does, attacks against him or against any creature within five feet of him have advantage until the beginning of his next turn.

Actions

Multiattack. Jaycob makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4 + 2*) slashing damage.

SHALE STORMHEART

Medium humanoid (goliath), neutral

Armor Class 15 (unarmored defense)

Hit Points 152 (16d8 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Str +7, Dex +4, Con +9

Skills Athletics +8, Nature +4, Perception +6, Survival +6

Damage Resistances bludgeoning, piercing, and slashing damage from non-magical attacks*

Condition Immunities Surprised*

Senses Darkvision 60 ft., passive Perception 16

Languages Common, Giant, Dwarvish, Primordial

Challenge 9 (5,000 XP)

Reckless. At the start of her turn, Shale can gain advantage on all melee weapon attack rolls during that turn. Alternatively, she can give targets affected by one of her spells disadvantage on their saving throw against that spell. If she does either, attack rolls against her have advantage until the start of her next turn.

Raw Elements. Shale's spells deal an additional 3 damage. In addition, they ignore the targets' damage resistances (but not invulnerabilities).

Relentless Devotion*. If damage reduces Shale to 0 hit points, she must make a Constitution saving throw with a DC of half the damage taken (minimum of 10). On a success, she drops to 1 hit point instead.

Actions

Multiattack. Shale makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 3 + 3*) bludgeoning damage.

Spellcasting (Recharge 6). Shale Stormheart is a 3rd level spellcaster. Her spellcasting ability is Charisma (spell save DC 16). She can use this feature to cast one of the following spells at 2nd level: *Aganazzar's scorcher*, *armor of Agathys*, *earth tremor*, *thunder wave*.

Reactions

Stone's Endurance (3/day). When Shale takes damage, she can reduce that damage by 1d12+5.

SHALE STORMHEART

N female goliath outlander (she/her),
Chaos Conduit 11

Personality. I can travel for days at a time if people don't remind me to stop and rest. I enjoy just sitting on bare rock, feeling the heartbeat of the earth.

Ideal. Balance. The forces of the world must balance each other out.

Bond. My people. I will do anything to keep them safe and become worthy of leading them.

Flaw. I am headstrong and never listen if someone tells me I have made the wrong decision.



Shale Stormheart

Image: "Earthshattering", from *Races of Stone*, DMs Guild Creator Resources – Enemies, Foes, and Friends

SINGULARITY

Armor (it) animated by LN modron (they/them),
Battlerager 3



Singularity

Image: "Armor", from *Monster Manual III, 3.5*, DMs
Guild Creator Resources – Enemies, Foes, and Friends

Personality. Our directive demands that we impose the absolute, divine order on our surroundings. As a quadrone, this involves putting everything and everyone at right angles.

Ideal. Order. Order must be imposed, restored, maintained, secured, enforced.

Bond. We must escape this irregular plane and return to Mechanus for debriefing.

Flaw. We are incapable of independent thought outside of what our directive requires of us.

SINGULARITY

Medium construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Saving Throws Str +5, Con +4

Damage Immunities Poison, Psychic

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks*

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages --

Challenge 4 (1,100 XP)

Spiked Armor. As a bonus action, Singularity can make a melee attack (+5 to hit, 5 ft. reach, 1d4 + 3 + 2* piercing damage) using the spikes on its armor. A creature that grapples Singularity or hits it with a touch attack takes 3 points of piercing damage.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 3 + 2*) bludgeoning damage.

Spiked Chain. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 3 + 2*) slashing damage, and the target is Grappled (escape DC 13). While grappled in this way, a target takes 3 points of piercing damage at the start of its turn. Singularity has two chains, each of which can grapple one target.