

# ○ Tribe of Nar'Adsch



○ **T**he nation of Nar'Adsch was destroyed millennia ago in a divine calamity, and devils fell upon the world in the aftermath, leaving the survivors to work together or die in the hellish invasion. After they successfully repelled the fiends they founded the tribe of Nar'Adsch, sworn to destroy all that which is infernal.

**Writing** Finn Jäschke  
**Color Art** Matthew Burger  
**Editing** Mike Myler  
**Layout** Eric Life-Putnam

## HISTORY

Nar'Adsich was once a proud kingdom until the day the gods came to the Material Plane in a violent clash, completely destroying the nation and killing people by the thousands. With the veil between worlds permanently weakened, the devil Beelzebub saw a chance to invade the Material Plane, capitalizing on the opportunity and spreading his infernal influence beyond the confines of Hell.

Battle-hardened by the fallout from the divine cataclysm, the survivors took up arms and defended themselves, sending devils beyond count back from whence they came. Afterwards these proud warriors gathered together to discuss the future of their nation—the king was dead, their cities in ruins, the veil between worlds was still thin, and those that remained were mostly the strongest warriors and mages. They decided to form a small tribal village dedicated to protecting their homeland from incursions by planar interlopers of all kinds.

The years passed. While other nations were founded in the ruins of Nar'Adsich the tribe saved the world more than once from annihilation by devils, becoming influential beyond their borders. The veil is still thin and Beelzebub's infernal servants are seen regularly in the woods around their settlement, but they are quick to respond and eliminate intruders.

## GOALS

The motto of the tribe is “Evil must never rule”. Some outsiders mistake this and think they want to fight all evil, but they focus exclusively on the infernal.

**Open Game Content** | The game rule information in this article is designated Open Game Content. All other material in this article, including maps and illustrations (including illustrations in the public domain), narrative and descriptive text (whether in-character or out-of-character), proper names of characters and/or places, trade dress, “EN Publishing,” “EN World,” “EN5IDER,” EN Publishing product and article titles, and the EN World and EN Publishing logos, are designated Product Identity.



Though they originally formed to save the world from Beelzebub, over time they've become more and more radical. Their official goal has evolved to destroying all things infernal and many in the tribe wouldn't mind putting an end to Hell's most powerful commanders.

## ACTIVITIES

Since the veil between world is still thin around the tribe, their main activity is to immediately kill any intruder from Hell. Other than that their far-flung agents try to find out about potential infernal cults or individuals that might have formed a pact with a devil. When anything infernal is detected by the tribe, they eradicate it as soon as possible.

## MODUS OPERANDI

The warriors of the tribe are merciless in their quest to eradicate fiends and the evil they bring. Often called “The Reapers of Nar'Adsich,” the tribe's warriors destroy anything that threatens to bring the infernal into the world—they eliminate cults, murder individual worshipers, and even kill neutral and good warlocks for fear of eventual corruption. Most people still believe the Nar'Adsich are a force for good despite stories of excessive violence: entire villages being burnt down to bury a portal to Hell they were unable to find, mass executions because they couldn't find the cult members in a group of people, and similar horrifying tales. Fortunately, when they hire outsiders to perform a job, the outsiders aren't expected to act with the same brutality (although devotion to the cause is appreciated).

## SOCIETY

Most members of the tribe live to fight. While growing up, the tribe's youths are sorted into three groups (potential druids, barbarians, and rangers) then trained for approximately 5 years until they are ready to fight against devils like the rest of their community. In fact the only thing that determines one's social standing in is their strength and skill at killing infernal servants. There is no discrimination based on gender, sexuality,

religion, or race, and tieflings have even been accepted since the tribe knows that a person is not at fault for the crimes of an ancestor. On occasion there arises a person in the tribe with skills that don't fit any of the three core groups. They are often trained by outsiders so they can offer their full strength of support—a highly intelligent child could be sent to a nearby city to study and become a wizard, a charismatic one might be trained by a traveling bard.

The oldest member of the tribe is known as the Eldest; the Eldest is both the leader of the community and its chief representative to outsiders. Most of these venerable individuals have been druids able to endure far longer than usual but non-druid Eldests are not unheard of.

There is no need for money in Nar'Adsch—everyone knows their place and does their best to ensure the tribe's survival. When trading with outsiders they barter goods and wares instead of gold coins.

Tribe members who can't fight anymore due to injury or old age instead train the young, craft weapons, or serve the tribe in some other capacity. Priests of nature are responsible for providing food for the tribe by using their magic to make plants grow—the members of the tribe nearly all choose vegan diets.

## BEYOND THE BORDERS: AGENTS

The tribe has members who work as covert agents in almost every major city around the world. If they notice an emergency like an infernal cult they alert the Eldest who then decides whether to send warriors or hire outsiders. Outsiders aren't paid in gold but in magic weapons or spellcasting services and because of that adventurers are more likely to take these jobs than simple mercenaries. These spies also work as ambassadors with local politicians.

Some rulers like the tribe and try to have a close relationship with their agents—on occasion the Nar'Adsch have even provided troops to local rulers that have proven to be close allies. Many tribesmen aspire to become agents because it allows them to visit other countries and experience something altogether new but these individuals are chosen only by the Eldest.

## USING THE NAR'ADSCHE

Here are some suggestions for GMs looking to include this powerful barbarian tribe:

- ◆ The tribe hires the party for a mission that blossoms into several throughout the campaign before they meet with an Eldest to conclude an infernal subplot.
- ◆ While fighting a cult the adventurers encounter a few warriors of the tribe that are targeting the same cultists. In the confusion some conflict arises allowing the true enemies to escape before both sides yield and then ally with one another to hunt their foes.
- ◆ The tribe suspects one or more PCs to be infernal worshippers and attempt to kill them—though they might be wrong it provides an introduction between them and can be developed into a more fruitful relationship.

## BECOMING A MEMBER

Anyone who can prove they killed a spined devil is allowed to become a member of the tribe. Warlocks that made pacts with a devil can never enter or work with the tribe no matter the circumstances. Since being a member of the tribe means dedicating one's entire life to it PCs are unlikely to join however they can still build a relationship with the Nar'Adsch, undertaking missions and earning weapons, spellcasting, or even the aid of warriors.

Typical missions include eliminating a warlock, destroying a cult, sealing a portal, or finding an artifact. If someone completes multiple missions for the tribe there are a few ranks that the tribe uses to describe that person:

### Fellow Devilslayer (3 Missions)

- ▶ The tribe is willing to silver the weapons of a Fellow Devilslayer for free.
- ▶ They are also willing to lend them one uncommon magic item for the duration of a single mission.
- ▶ Once a week, a member of the tribe can cast any druid spell of up to 3rd level or ranger spell of up to 2nd level on a Fellow Devilslayer.
- ▶ Members of the tribe treat a Fellow Devilslayer like a soldier would treat another soldier of an allied army.

## Friend of the Tribe (10 missions)

- ▶ A Friend of the Tribe can borrow any one rare magic item for the duration of one mission and any one uncommon magic item for a month to be used as they please.
- ▶ The spells the druids cast for a Friend of the Tribe can be of up to 5th level and ranger spells can be of up to 3rd level.
- ▶ A Friend of the Tribe is treated exactly like that: a friend.
- ▶ When requested, the tribe sends 1d10 low-tier warriors (see below) to assist the Friend of the Tribe.

## Outsider Hero (20 missions)

- ▶ When someone becomes an Outsider Hero the tribe gifts them one very rare magic item (random or determined by GM).
- ▶ For the duration of one mission, an Outsider Hero can borrow any number of rare, uncommon, or common magic items (within reason).
- ▶ The druids and rangers of the tribe can cast any spell of up to 5th level once a week for an Outsider Hero.
- ▶ Once a year, an Outsider Hero can have any druid spell of up to 9th level cast for them.
- ▶ The people of the tribe see an Outsider Hero as someone to be respected and are likely to follow their orders.
- ▶ The Eldest is in close contact to an Outsider Hero.
- ▶ When requested, the tribe sends 2d10 mid-tier warriors (see below) to assist an Outsider Hero.

## Tribe Barbarian

Medium humanoid (any race), any alignment (not lawful evil)

**Armor Class** 17 (Constitution)

**Hit Points** 237 (25d8 + 125)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	8 (-1)	12 (+1)	8 (-1)

**Saving Throws** STR +10, WIS +5

**Skills** Athletics +10, Nature +3, Religion +7, Stealth +6, Survival +5

**Senses** passive Perception 11

**Languages** Common plus two other languages


**Challenge** 12 (8,400 XP)

**Righteous Fury.** The barbarian's attacks are magical. A weapon deals an extra 4 damage when the barbarian hits with it (included in the attack).

### ACTIONS

**Multiattack.** The barbarian uses its Terrifying Crow. It then makes 3 greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (1d12+10) slashing damage.

**Terrifying Crow.** Every enemy of the barbarian that is within 120 feet and can hear 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 barbarian's Terrifying Crow for the next 24 hours. A creature that is not native to this plane of existence must instead succeed on a DC 17 Charisma saving throw or it is banished to its native plane. 

## SAMPLE NAR'ADSCH TRIBE NPCs

Low-Tier (Challenge Ratings 2–4)

Archer\*, **Berserker**, **Druid**, **Veteran**

Mid-Tier (Challenge Ratings 5–9)

Druid of the Primordial Ways\*, **Gladiator**

High-Tier (Challenge Ratings 10+)

Archdruid\*, Tribe Barbarian (see above), Warlord\*

\* These statblocks are not part of the core rules for Fifth Edition and can be found in supplementary books produced by the first-party publisher of the game.

## NEW BARBARIAN TOTEM: ROOSTER

The rooster's crow is said to repel devils and many barbarians of the tribe have taken it as their spirit animal. A barbarian that chooses the rooster as their spirit animal gains the following features:

### Embody Totem

At 3rd level, the spirit of the rooster inspires you to fight dirtier. While raging, your weapon attacks score a critical hit on a roll of 19 or 20.

### Animal Aspect

At 6th level, you gain the pride of a rooster. You have advantage on Wisdom saving throws made to resist mind-affecting effects, including fear, the charmed condition, and spells like *detect thoughts* and *suggestion*.

### Attuned

At 14th level, while raging, when you are the target of an attack you can use your reaction to distract the attacker with a terrifying crow. The attacker has disadvantage on the attack, and if they are not native to this plane, the attacker must make a Charisma saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a failed save, they are banished and return to their native plane. On a success, they cannot be banished by your terrifying crow for 24 hours.

