

5E HÂRN



Bestiary Supplement



5E HÂRN BESTIARY

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Version 1.02

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BESTIARY

The following bestiary contains most of the unique creatures found on Hârñ and western Lythia. It is not, nor is it intended to be, a definitive list of monsters, but it does include most that can be generated by the Encounter Tables.

The Ivashu

The Ivashu are “enchanted” creatures created by the god Ilvir, the only major deity known to reside on Hârñ. His Ivashu are known variously as the “Fatherless Multitude” or the “Accursed Beasts of the Barren Cycle”. Ilvir enjoys creating strange life forms.

Fortunately, he has a limited number of souls at his disposal which he is constrained to employ over and over again. The Ivashu are totally sexless and cannot breed; when they die, their souls return to Ilvir’s tower, Araka-Kalai, where they are reincarnated in a new, possibly experimental body.



After spending some time in attendance at Ilvir’s court, they are sent again into the world. Most Ivashu are quickly slain, some are taken captive for shipment to Tharda where they will appear in the Pamesani arenas, but a few get past these obstacles and may be found in any part of Lythia.

The Ivashu make up for their sterility by possessing strange powers. Some are intelligent and speak their own Ivashi language; others are only semi-intelligent, speaking not at all, and operating mostly on instinct. The five more common Ivashu produced by Ilvir are the *Aklash*, *Hru*, *Nolah*, *Umbathri*, and *Vlasta*. These are described in some detail, but almost any conceivable type of creature may be produced in small numbers by Ilvir.

Monsterama

The existence of Ilvir and the Ivashu is a convenient rationale for the existence of monsters. The GM is welcome to add their favorite monsters from other sources. However, we urge the GM to exercise restraint; new monsters should be uncommon and well thought-out to maintain HârñWorld’s verisimilitude.

If additional natural or semi-natural creatures are added to the world, their need for food, reaction to humankind, impact on civilization, and prevailing territorial behavior should be considered. For example, it would be reasonable to have a colony of giant mutant rats inhabiting an underground cavern where food is plentiful, but not if there is nothing to eat.

AKLASH

Large monstrosity (Ivashu), neutral

Armor Class 11 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Saving Throws WIS +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses passive Perception 8

Languages Understands Ivashi but can't speak

Challenge 2 (450 XP)

Morale 10

Color-blind. The Aklash has advantage on saving throws against visual illusions, and disadvantage on Wisdom (Perception) checks that rely on sight.

Regeneration. The Aklash regains 5 hit points at the start of its turn. The Aklash dies only if it starts its turn with 0 hit points.

ACTIONS

Multiattack. The Aklash uses Choking Wind if it can. It then makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Choking Wind (Recharge 6). The Aklash exhales its foul breath in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw. If the target has a keen sense of smell, it must make the saving throw at disadvantage. On a failed save, the target is poisoned for 1 minute. While poisoned, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



AMORVRUS

Medium undead (morvrin), neutral evil

Armor Class 14 (kurbul)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	18 (+4)

Saving Throws WIS +3, CHA +6

Skills Perception +3, Stealth +4

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Blindsight 60 ft., passive Perception 13

Languages The languages it knew in life

Challenge 4 (1,100 XP)

Morale 11

Shadow of Bukrai. The amorvrus can activate or deactivate this feature as a bonus action. While active, the Shadow deals 5 necrotic damage to any creature that ends its turn within 5 feet of the amorvrus. Undead and fiends ignore this effect.

A humanoid slain by the Shadow of Bukrai suffers the same effect as if killed by the amorvrus' Life Drain.

Shadow Sense. The amorvrus can use Blindsight to see creatures and objects around them that aren't protected from divination magic.

ACTIONS

Multiattack. The amorvrus makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The target must succeed on a DC 14 Charisma saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This 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 by this attack rises 1 minute later as a gulmorvrin under the amorvrus' control, unless it is restored to life or its body is destroyed in the meantime. The amorvrus can

have no more than six gulmorvrin under its control at one time.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



Bukrai Blade

There is a 10% chance when encountered that the amorvrus wields a Bukrai Blade instead of a normal longsword. A Bukrai Blade is a shadowy, magical longsword +1 that enhances the amorvrus' abilities in the following ways:

- Range of Shadow of Bukrai and Life Drain are extended to 10 ft.
- Targets have disadvantage on saving throws to resist Life Drain.
- Necrotic damage of Shadow of Bukrai and Life Drain to targets within 5 ft. of the amorvrus are increased by +5.

In addition, when the amorvrus uses the Bukrai Blade to attack a target that is in dim light or darkness, it makes the attack roll with advantage. The Bukrai Blade dissipates if the amorvrus is slain.

Undead Nature

Amorvrin require no air, food, drink, or sleep.

BEAR, BLACK

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1/2 (100 XP)

Morale 7

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.



BEAR, BROWN

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

Morale 8

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.



BEAR, SNOW

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 2 (450 XP)

Morale 8

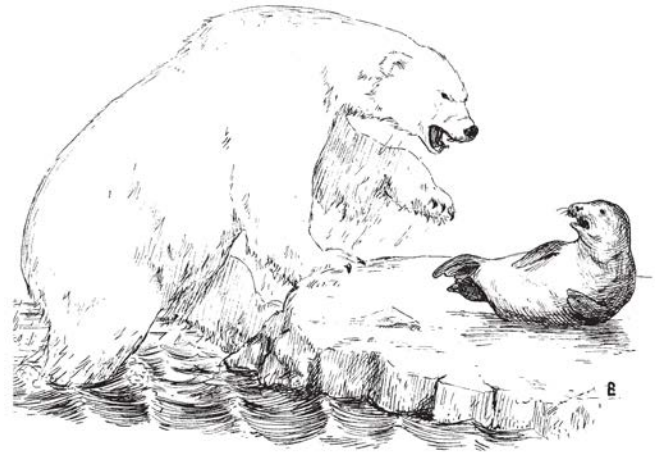
Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



Cave Bear

A variant is the cave bear, which has the same stats as above, but also with Darkvision to 60 ft.

CENTAUR

Large monstrosity, neutral

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Old Jarinese

Challenge 2 (450 XP)

Morale 7

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

ACTIONS

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its shortbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

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



DRAGON

[size varies] dragon, any alignment

Use the stats for red dragons for Ahnerin, and white dragons for Dhiverin, but with the following additional features.

Cryokinesis, 3/Day (Dhiverin only). When the dragon hits a target with a Claw attack, it can choose to inflict half damage and change its damage type from slashing to cold. If a creature is damaged by this attack, it freezes and has disadvantage on attack rolls and ability checks until the start of the dragon's next turn.

Frightful Presence. If a creature is frightened due to the dragon's Frightful Presence, it is also paralyzed while the dragon and the creature can see each other.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. As the dragon ages, it gains additional spells as shown below.

Ahnerin, Wyrmling, 1/day: *scorching ray*

Ahnerin, Young, 1/day: *fireball*

Ahnerin, Adult, 1/day: *wall of fire*

Ahnerin, Ancient, 1/day: *immolation*

Dhiverin, Wyrmling, 1/day: *Snilloc's snowball storm*

Dhiverin, Young, 1/day: *sleet storm*

Dhiverin, Adult, 1/day: *ice storm*

Dhiverin, Ancient, 1/day: *cone of cold*

Pyrokinesis, 3/Day (Ahnerin only). When the dragon hits a target with a Claw attack, it can choose to inflict half damage and change its damage type from slashing to fire. If the target is damaged by this attack, it ignites and has disadvantage on attack rolls and ability checks until the start of the dragon's next turn.

Sense Magic. The dragon senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.



DRYAD

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses Darkvision 60 ft., passive Perception 14

Languages Hârníc, Jarinese, Sindarin

Challenge 1 (100 XP)

Morale 6

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad 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

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one male humanoid that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically

charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts for a year and a day, or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. Once the effect ends for it, the target is immune to the dryad's Fey Charm forever, but has little or no memory of what transpired while charmed.

The dryad can have no more than one humanoid charmed at a time.



GARGU-ARAK

Small humanoid (gargun), neutral evil

Armor Class 13 (leather)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

Senses Darkvision 120 ft., passive Perception 13

Languages Gargu-Arak, one local human language

Challenge 1/4 (50 XP)

Morale 6

Keen Hearing and Smell. The gargu-arak has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Nimble Escape. The gargu-arak can take the Disengage or Hide action as a bonus action on each of its turns.

Sunlight Sensitivity. While in sunlight, the gargu-arak has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

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



GARGU-HYEKA

Small humanoid (gargun), neutral evil

Armor Class 14 (leather, shield)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	11 (+0)	10 (+0)	9 (-1)

Senses Darkvision 60 ft., passive Perception 10

Languages Gargu-Hyeka, one local human language

Challenge 1/4 (50 XP)

Morale 7

Rampage. When the gargu-hyeka reduces a creature to 0 hit points with a melee attack on its turn, the gargu-hyeka can take a bonus action to move up to half its speed and make a melee attack.

Sunlight Sensitivity. While in sunlight, the gargu-hyeka has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Mankar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

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.



GARGU-KHANU

Medium humanoid (gargun), chaotic evil

Armor Class 18 (mail hauberk, shield)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses Darkvision 60 ft., passive Perception 10

Languages Gargu-Khanu, one local human language

Challenge 1 (200 XP)

Morale 8

Reckless. At the start of its turn, the gargu-khanu 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.

Sunlight Sensitivity. While in sunlight, the gargu-khanu has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The gargu-khanu makes two melee attacks.

Mang. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



GARGU-KYANI

Small humanoid (gargun), lawful evil

Armor Class 15 (hide, shield)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	9 (-1)	12 (+1)	11 (+0)

Senses Darkvision 60 ft., passive Perception 11

Languages Gargu-Kyani, one local human language

Challenge 1/4 (50 XP)

Morale 7

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

Sunlight Sensitivity. While in sunlight, the gargu-kyani has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Mankar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

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.



Canine Pets

Gargu-kyani are usually accompanied by pet dogs or wolves, which are their allies in combat.

GARGU-VIASAL

Small humanoid (gargun), chaotic evil

Armor Class 14 (mail byrnie)

Hit Points 16 (3d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	8 (-1)	9 (-1)	9 (-1)

Senses Darkvision 60 ft., passive Perception 9

Languages Gargu-Viasal, one local human language

Challenge 1/2 (100 XP)

Morale 8

Blood Frenzy. The gargu-viasal has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Sunlight Sensitivity. While in sunlight, the gargu-viasal has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The gargu-viasal makes two melee attacks, each one with a different weapon. The second attack has disadvantage.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

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



GRAVE-WIGHT, FEMALE

Medium humanoid (grave-wight), chaotic evil

Armor Class 12 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	9 (-1)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +3

Senses Darkvision 60 ft., passive Perception 14

Languages Grave-wight, some Hârníc

Challenge 1 (200 XP)

Morale 7

Innate Spellcasting (Psionics). The grave-wight's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *minor illusion*

3/day each: *bane*, *calm emotions*, *cause fear*, *command*

1/day each: *bestow curse*, *confusion*

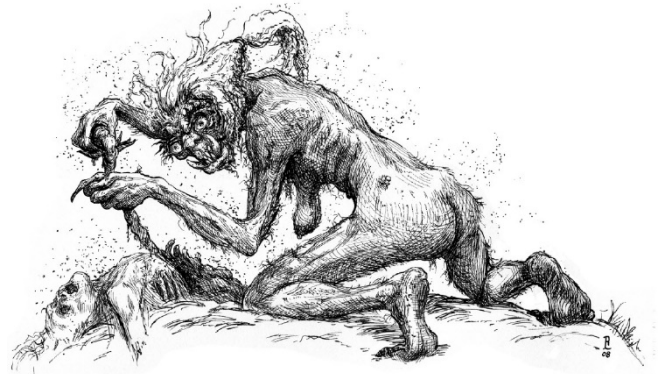
Stench. Any creature other than a grave-wight that starts its turn within 5 feet of the grave-wight must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench of all grave-wights for 1 hour.

ACTIONS

Multiattack. The grave-wight makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be infected with a disease called grave rot. While infected, the target cannot regain hit points. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

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



GRAVE-WIGHT, MALE

Medium humanoid (grave-wight), chaotic evil

Armor Class 12 (natural armour)

Hit Points 19 (3d8 + 6)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	6 (-2)

Skills Athletics +5, Stealth +3

Senses Darkvision 60 ft., passive Perception 11

Languages Grave-wight

Challenge 1/2 (100 XP)

Morale 7

Stench. Any creature other than a grave-wight that starts its turn within 5 feet of the grave-wight must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench of all grave-wights for 1 hour.

ACTIONS

Multiattack. The grave-wight makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be infected with a disease called grave rot. While infected, the target cannot regain hit points. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

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



GRIFFIN

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., climb 30 ft., fly (glide) 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses Darkvision 60 ft., passive Perception 15

Languages --

Challenge 2 (450 XP)

Morale 8

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

ACTIONS

Multiattack. The griffin makes two attacks: one with its beak and one with its claws.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



Griffin Flight

Griffins are gliders: despite their 20 ft. wingspans, the powerfully-built beasts are too heavy for true flight. Instead, they nimbly climb trees and scale very steep slopes to lofty spots from which they launch, using thermal air currents to soar from high places. A griffin can stay aloft for hours.

GULMORVRUS

Medium undead (morvrin), chaotic evil

Armor Class 10 (armor scraps)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws WIS +1

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft., passive Perception 9

Languages The languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Morale 12

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

Shadow Sense. The gulmorvrus can use Blindsight to see creatures and objects around them that aren't protected from divination magic.

Undead Fortitude. If damage reduces the gulmorvrus 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 gulmorvrus drops to 1 hit point instead.

ACTIONS

Shadow's Embrace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one non-morvrin creature that is Large or smaller. *Hit:* The target is grappled (escape DC 12). Until the grapple ends, the target takes 7 (2d6) necrotic damage at the start of each of its turns. The gulmorvrus can grapple only one target at a time.

A humanoid slain by this attack rises 1 minute later as a gulmorvrus, unless it is restored to life or its body is destroyed in the meantime.

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



Undead Nature

Gulmorvrin require no air, food, drink, or sleep.

GYTEVSHA

Medium fiend (devil), lawful evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	19 (+4)

Saving Throws DEX +6, CHA +7

Skills Stealth +9

Damage Vulnerabilities Radiant

Damage Resistances Acid, Fire, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Lightning, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 120 ft., passive Perception 11

Languages Telepathy 120 ft.

Challenge 6 (2,300 XP)

Morale 8 (6 in sunlight)

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

Innate Invisibility. The Gytevsha is invisible unless it has less than half of its hit points remaining.

Sunlight Hypersensitivity. The Gytevsha takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

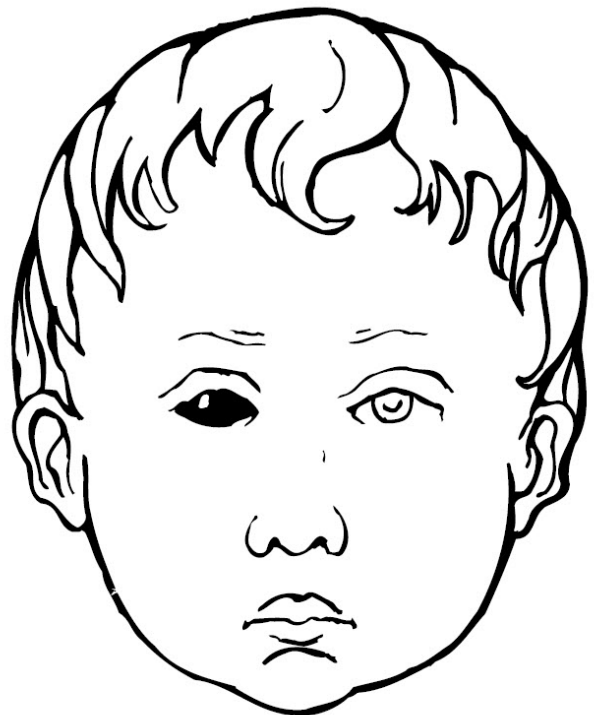
Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6 + 3) psychic damage or, if the Gytevsha had advantage on the attack roll, 31 (8d6 + 3) psychic damage.

Induce Madness (Recharge 5-6). One humanoid that the Gytevsha can see within 5 feet of it must succeed on a DC 15 Charisma saving throw or gain a random short-term madness, which lasts for 1d10 minutes. If the creature fails its saving throw by 5 or more, it gains a random long-term madness instead, which lasts for 1d10 x 10 hours. On a successful saving throw, the creature is

immune to the Gytevsha's Induce Madness for 24 hours.

Possession (Recharge 6). One humanoid that the Gytevsha can see within 5 feet of it must succeed on a DC 15 Charisma saving throw or be possessed by the Gytevsha; the Gytevsha then disappears, and the target is incapacitated and loses control of its body. The Gytevsha now controls the body but doesn't deprive the target of awareness. The Gytevsha can't be targeted by any attack, spell, or other effect, it isn't affected by Sunlight Hypersensitivity, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the Gytevsha ends it as a bonus action, or the Gytevsha is forced out by an effect like the *dispel evil and good* spell. When the possession ends, the Gytevsha reappears in an unoccupied space within 5 feet of the body. The target is immune to the Gytevsha's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



HÂRNIC PONY

CHELNI

Large beast, unaligned

Armor Class 11

Hit Points 13 (2d10 + 2)

Speed 55 ft.

Load 450 lb.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Languages --

Challenge 1/4 (50 XP)

Morale 6

ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

HODIRI

Large beast, unaligned

Armor Class 10

Hit Points 15 (2d10 + 4)

Speed 60 ft.

Load 450 lb.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	2 (-4)	13 (+1)	6 (-2)

Senses passive Perception 11

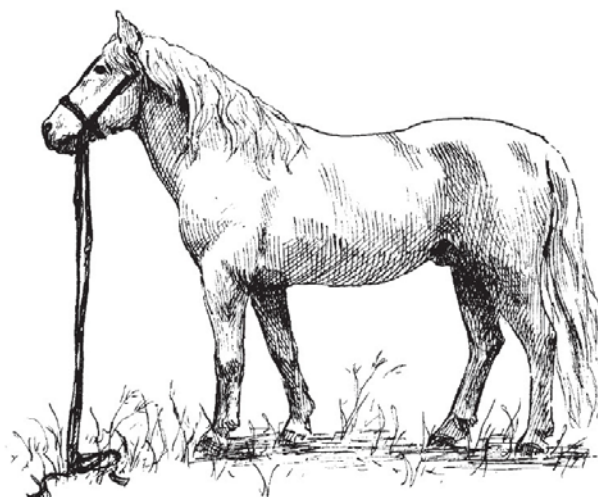
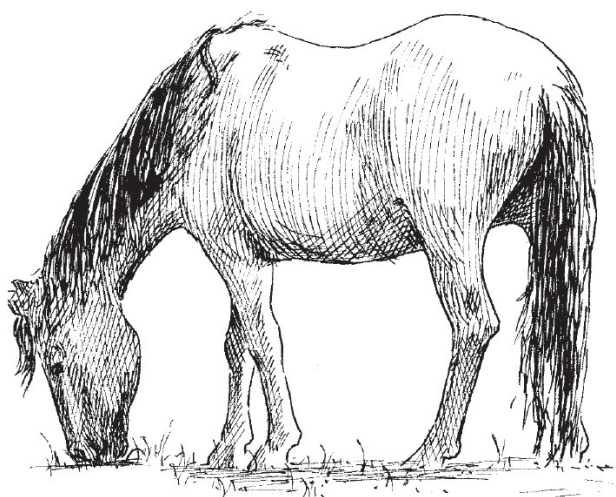
Languages --

Challenge 1/4 (50 XP)

Morale 6

ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.



Combat Training

A combat-trained pony increases its Hit Dice and Morale by one.

HÂRNIC RIDING HORSE

KHANSET

Large beast, unaligned

Armor Class 11

Hit Points 15 (2d10 + 4)

Speed 65 ft.

Load 480 lb.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	2 (-4)	15 (+2)	8 (-1)

Senses passive Perception 12

Languages --

Challenge 1/4 (50 XP)

Morale 7

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

LANKUM

Large beast, unaligned

Armor Class 10

Hit Points 15 (2d10 + 4)

Speed 60 ft.

Load 510 lb.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	2 (-4)	14 (+2)	6 (-2)

Senses passive Perception 12

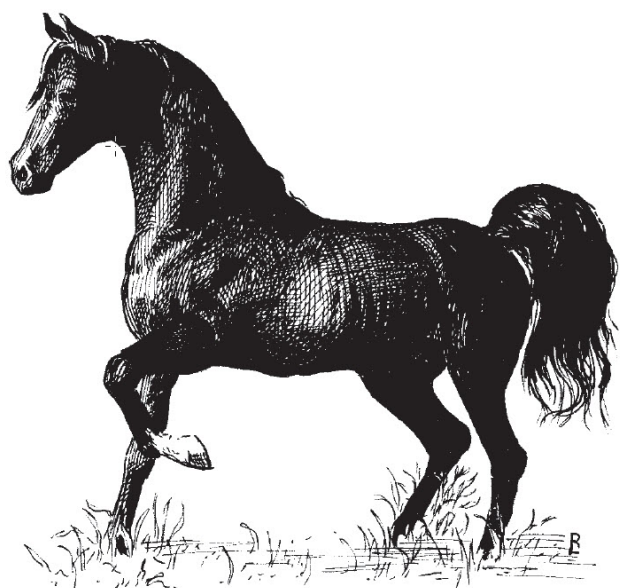
Languages --

Challenge 1/4 (50 XP)

Morale 6

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.



Combat Training

A combat-trained riding horse increases its Hit Dice and Morale by one, and gains the Trampling Charge feature:

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

HÂRNIC WARHORSE

HACHERDAD

Large beast, unaligned

Armor Class 10

Hit Points 25 (3d10 + 9)

Speed 55 ft.

Load 540 lb.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages --

Challenge 1/2 (100 XP)

Morale 7

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves 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 horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REKSYNI

Large beast, unaligned

Armor Class 10

Hit Points 28 (3d10 + 12)

Speed 50 ft.

Load 600 lb.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (-4)	14 (+2)	7 (-2)

Senses passive Perception 12

Languages --

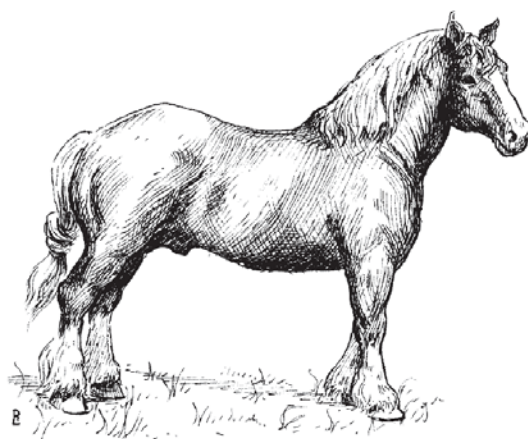
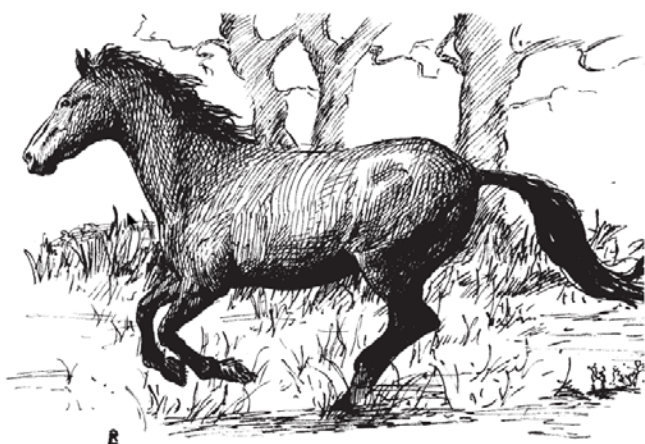
Challenge 1/2 (100 XP)

Morale 8

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.



HIRENU

Large monstrosity, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15

Languages --

Challenge 1 (200 XP)

Morale 6

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

ACTIONS

Multiattack. The hirenu makes two attacks: one with its beak and one with its hooves.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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



HRU

Huge monstrosity (Ivashu), neutral

Armor Class 17 (natural armor)

Hit Points 125 (10d12 + 60)

Speed 25 ft. (40 ft. when rolling, 80 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	22 (+6)	11 (+0)	13 (+1)	11 (+0)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Tremorsense 60 ft., passive Perception 11

Languages Ivashi

Challenge 8 (3,900 XP)

Morale 9

False Appearance. While the Hru remains motionless, it is indistinguishable from a normal boulder or pile of rocks.

Rolling Charge. If the Hru rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 13 (3d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The Hru makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Animate Boulders (1/Day). The Hru magically animates up to two boulders it can see within 60 feet of it. A boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the Hru maintains concentration, up to 1 minute (as if concentrating on a spell).

REACTIONS

Unyielding. When the Hru is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.



ILME, FEMALE

Large dragon, neutral

Armor Class 14 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	9 (-1)	10 (+0)	14 (+2)

Skills Intimidation +4, Perception +2

Damage Resistances Poison

Senses Darkvision 60 ft., passive Perception 12

Languages Ilmean

Challenge 4 (1,100 XP)

Morale 8

Hold Breath. The Ilme can hold its breath for 30 minutes.

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

Maternal Instinct. The Ilme has advantage on melee attack rolls against any creature that is within 30 feet of the Ilme's offspring.

ACTIONS

Multiattack. The Ilme makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.



ILME, MALE

Large dragon, lawful neutral

Armor Class 14 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	13 (+1)	10 (+0)	7 (-2)

Skills History +3, Nature +2, Perception +2

Damage Resistances Poison

Senses Darkvision 60 ft., passive Perception 12

Languages Ilmean, Old Hârníc

Challenge 2 (450 XP)

Morale 5

Hold Breath. The Ilme can hold its breath for 30 minutes.

Mimicry. The Ilme can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Reckless. At the start of its turn, the Ilme 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.

ACTIONS

Multiattack. The Ilme makes two attacks: one with its bite and one with its claw.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.



NOLAH

Medium monstrosity (Ivashu), neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	11 (+0)	12 (+1)	16 (+3)

Skills Athletics +4, Perception +3, Stealth +6

Damage Resistances Bludgeoning from Nonmagical Attacks

Condition Immunities Restrained

Senses Darkvision 60 ft., passive Perception 13

Languages Ivashi

Challenge 3 (700 XP)

Morale 7

Ambusher. In the first round of a combat, the Nolah has advantage on attack rolls against any creature it surprised.

Boneless. The Nolah can move through and occupy a space as narrow as 4 inches wide without squeezing.

Slippery. The Nolah has advantage on ability checks and saving throws made to escape a grapple.

Stone Camouflage. The Nolah has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Surprise Attack. If the Nolah surprises a creature and hits it with an attack during the first round of combat, the creature takes an extra 10 (3d6) hit points of damage from the attack.

ACTIONS

Multiattack. The Nolah makes two attacks with its greatclub.

Greatclub. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Nolah's Charm (Recharges after a Short or Long Rest). The Nolah targets one Large or smaller beast or humanoid it can see or hear within 100 feet of it. The target must succeed on a DC 13 Wisdom saving throw or be magically charmed by

the Nolah for 1 day, or until the Nolah dies or is more than 1 league from the target. The charmed target obeys the Nolah's commands and can't take reactions, and the Nolah and the target can communicate telepathically with each other at a distance of up to 1 league. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.



UMBATH

Tiny aberration (Ivashu), chaotic neutral

Armor Class 11

Hit Points 10 (3d4 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	13 (+1)	15 (+2)	9 (-1)	14 (+2)

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Poisoned

Senses Darkvision 60 ft., passive Perception 9

Languages Unintelligible

Challenge 1/8 (25 XP)

Morale 8

Babbling Summons. At the start of its turn, the Umbath babbles insanely if it can see a creature within 30 feet of it that is not an Umbath. Make one random encounter check at the end of the round, rerolling a failed result for every eight Umbathri that are babbling by the end of the round. If an encounter occurs, roll on an appropriate random encounter table until a combat encounter is generated, which arrives in the following round. Once an encounter has been generated, no further checks are made.

Banishment. If a nonmagical attack hits the Umbath and deals bludgeoning, piercing, or slashing damage at least equal to its current hit points, the Umbath must succeed on a DC 15 Charisma saving throw or be banished to the Ethereal Plane with a faint popping noise. After 10 (3d4 exploding dice*) minutes, the Umbath reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Magic Vulnerability. The Umbath has disadvantage on saving throws against spells and other magical effects.

Sense Magic. The Umbath senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Torment. One Small or larger creature that the Umbath can see within 5 feet of it must succeed on a DC 11 Dexterity (Acrobatics) check, or the Umbath climbs on to and torments it. While tormenting the target, the Umbath can't attack, and the target can't take reactions and has disadvantage on attack rolls and ability checks.

The tormenting Umbath moves with the target whenever the target moves, requiring none of the Umbath's movement. The Umbath can climb off by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to dislodge the Umbath.

Blink (Recharge 4-6). The Umbath vanishes from its current plane of existence and appears in the Ethereal Plane, after which it can move in any direction, ignoring all objects and effects that aren't on the Ethereal Plane. If the Umbath moves up or down, every foot of movement costs an extra foot. The Umbath can see and hear the plane it vanished from, but can't see anything more than 60 feet away; creatures that aren't on the Ethereal Plane can't perceive the Umbath and can't interact with it, unless a special ability or magic has given them the ability to do so.

At the start of its next turn, the Umbath reappears in the plane it vanished from, unless its space is occupied by a solid object or creature. Otherwise, the Umbath remains on the Ethereal Plane, and can't return for at least 24 hours.



* Each time a 4 is rolled on a d4, roll d4 again and add it to the previous score(s).

V'HIR

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	17 (+3)	16 (+3)	18 (+4)

Saving Throws STR +9, CON +8, WIS +7

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

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., passive Perception 13

Languages Surikal, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Morale 10

Death Throes. When the V'hir dies, it explodes, and each creature within 20 feet of it must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire 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 V'hir's weapons.

Fire Aura. At the start of each of the V'hir's turns, each creature within 5 feet of it takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the V'hir or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Magic Resistance. The V'hir has advantage on saving throws against spells and other magical effects.

Magic Weapons. The V'hir's weapon attacks are magical.

ACTIONS

Multiattack. The V'hir makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 9 (2d8) fire damage. If the V'hir

scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) fire damage, and the target must succeed on a DC 17 Strength saving throw or be pulled up to 25 feet toward the V'hir.



There are eight orders in the Agrikan demon hierarchy (the *V'hir*). The stats presented here are for a V'hir of the Third Order. A First Order V'hir is equivalent to a balor (CR 19). At the lowest of the eight orders are the Vii, which resemble the greater V'hir but are only four to five feet tall and far weaker.

VLASTA

Tiny monstrosity (lvashu), unaligned

Armor Class 15 (natural armor)

Hit Points 5 (2d4)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	10 (+0)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses Darkvision 60 ft., passive Perception 13

Languages None

Challenge 1/2 (100 XP)

Morale 6

Eater of Eyes. If the Vlasta moves at least 20 feet straight toward a target and then hits it with its beak attack on the same turn, the target takes an extra 5 (2d4) piercing damage. If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or be blinded in one good eye, which causes disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls, until the creature receives magical healing or finishes a short or long rest. If the creature has no good eyes left, it is blinded. If the creature fails its saving throw by 5 or more, the eye is permanently lost, and the effects last until it is restored, such as with the *regenerate* spell.

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

Running Leap. The Vlasta's long jump is up to 20 feet and its high jump is up to 10 feet with a 10-foot running start.

ACTIONS

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



YELGRI

Small humanoid (Yelgri), neutral

Armor Class 12

Hit Points 10 (3d6)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	6 (-2)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15

Languages Yelgri

Challenge 1/4 (50 XP)

Morale 6

Dive Attack. If the Yelgri is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

ACTIONS

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Z'HURA

Z'huran are fungi, and treated as dungeon hazards instead of creatures. There are several varieties, with m'nogai, langlah and lurishi being the most common.



M'NOGA

The m'noga's yellow-green mushrooms can squirt a green, acidic pus that delivers a jolt of pain so severe that it can stun most small creatures instantly. Unconscious creatures are then drenched with green slime and rapidly converted into a fermenting slurry that is absorbed by the roots.

A m'noga patch covers a 5-foot square. If touched, the mushrooms squirt green slime in all directions. Any creature within 5 feet of the m'noga must make a DC 12 Dexterity saving throw or take 11 (2d10) acid damage on a failed save, or half as much damage on a successful one. A creature takes 5 (1d10) acid damage at the start of each of its turns until the slime is scraped off (requires an action).

Boiling brine, any effect that cures disease, and any effect that deals fire or radiant damage destroys a m'noga patch.

LANGLAH

The langlah is notoriously difficult to distinguish from surrounding stone rubble. If its crust is breached, it releases large amounts of oozing gray fluid and a sweet-smelling gas that turns into an acid in the lungs when inhaled, liquefying its victims from the inside.

A langlah patch covers a 15-foot square. If touched, it releases a cloud of gas. A creature that touches the patch takes 5 (1d10) acid damage from the ooze. In addition, any creature within 10 feet of the langlah must succeed on a DC 10 Constitution

saving throw or take 11 (2d10) acid damage from inhaling the gas, and a further 5 (1d10) acid damage at the start of each of the creature's turns that it doesn't have all of its hit points.

Sunlight, any effect that cures disease, and any effect that deals fire or radiant damage destroys a langlah patch.

LURISHI

The lurishi's thistle-like pods are protected by a golden crust of yellow mold, which ruptures at the slightest vibration, causing the pods underneath to release a cloud of fungal spores.

A lurishi patch covers a 5-foot square. If a creature moves within 10 feet of it, the mold ejects a cloud of spores. Any creature within 20 feet of the lurishi must make a DC 10 Constitution saving throw, at disadvantage if it doesn't have all of its hit points. On a failed save, the creature is infected with a two-stage disease.

Stage I. After 12-24 hours, an itchy white patch develops around any wounds, and (rarely) around the eyes and on the tongue. Any effect that cures disease, or a successful DC 15 Wisdom (Medicine) check with one use of a healer's kit, removes the disease during Stage I.

Stage II. After another 12-24 hours, the white patch develops into a nasty boil that secretes powerful flesh-dissolving enzymes, which kills the creature in a number of hours equal to 1d6 + the creature's Constitution modifier (minimum of 30 minutes). The creature becomes poisoned during Stage II. Only magic such as the *lesser restoration* spell can remove the disease during this terminal stage.

Any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a lurishi patch.

NPCs

Player Characters are far more likely to encounter and interact with humanoid nonplayer characters (NPCs) than monsters on Hârn. The following describes a sample of typical NPCs.

NPC Feats

Important NPCs can have one or more feats. Choose an NPC's feats, or roll 1d100 on the following table.

1d100	Feat	Notes
01-02	Actor	+1 CHA, skilled at mimicry and dramatics.
03-04	Alert	+5 Initiative, can't be surprised, no advantage for hidden attackers.
05-07	Athlete	+1 STR or DEX – you have undergone extensive physical training.
08-10	Charger	Make a melee attack or shove after the Dash action.
11	Crossbow Expert	No loading, no within 5ft. disadvantage, bonus action attack with hand crossbow.
12-14	Defensive Duelist	Add your proficiency bonus to your AC as a reaction.
15-17	Dual Wielder	+1 AC bonus, wield heavier weapons, draw or stow two weapons at once.
18	Dungeon Delver	You are alert to the hidden traps and secret doors found in many dungeons.
19-22	Durable	+1 CON, minimum CON modifier x2 on spent Hit Dice.
23	Elemental Adept	Spells you cast ignore resistance to damage of the chosen type.
24-27	Grappler	Hold your own in close-quarters grappling.
28-29	Great Weapon Master	You've learned to put the weight of a weapon to your advantage.
30-32	Healer	You are an able physician.
33-34	Heavily Armored	+1 STR, proficiency with heavy armor.
35-36	Heavy Armor Master	+1 STR, damage reduction from nonmagical weapons.
37-38	Inspiring leader	Inspire your companions to grant temporary hit points.

1d100	Feat	Notes
39	Keen Mind	+1 INT, track time, direction, and detail with uncanny precision.
40-43	Lightly Armored	+1 STR or DEX; proficiency with light armor.
44-45	Linguist	+1 INT, additional languages, create written ciphers.
46	Lucky	You have inexplicable luck.
47	Mage Slayer	You have practiced techniques useful in melee combat against spellcasters.
48-51	Martial Adept	Perform special combat maneuvers.
52-54	Medium Armor Master	You have practiced moving in medium armor.
55-56	Mobile	You are exceptionally speedy and agile.
57-59	Moderately Armored	+1 STR or DEX, proficiency with medium armor and shields.
60-61	Observant	+1 INT or WIS, quick to notice details of your environment.
62-63	Polearm Master	You can keep your enemies at bay with reach weapons.
64-67	Resilient	+1 stat and proficiency with saving throws to a chosen ability score.
68	Ritual Caster	You have learned a number of spells that you can cast as rituals.
69-71	Savage Attacker	Reroll damage dice for melee weapon attacks.
72-73	Sentinel	Take advantage of every drop in any enemy's guard.
74-75	Sharpshooter	Ranged weapons mastery – make shots that others find impossible.
76-79	Shield Master	Use shields not just for protection but also for offense.
80-84	Skilled	Gain proficiency in 3 additional skills.
85-86	Skulker	You are expert at slinking through shadows
87	Spell Sniper	Enhance your attacks with certain kinds of spells.
88-91	Tavern Brawler	+1 STR or CON, improved improvised weapons.
92-96	Tough	Gain +2 hit points per character level.
97	War Caster	You have practiced casting spells in the midst of combat.
98-00	Weapon Master	+1 STR or DEX, 4 additional weapon proficiencies.

AGRIKAN ACOLYTE (AGNICHARI)

Medium humanoid (human), lawful evil or neutral evil

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Intimidation +3, Religion +2

Senses passive Perception 12

Languages Hârníc, Surikal

Challenge 1/4 (50 XP)

Morale 7

Spellcasting. The Agnichari is a 1st level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Agnichari has the following spells prepared:

Cantrips (at will): *sacred flame, thaumaturgy, word of radiance*

1st level (3 slots): *bane, command, guiding bolt*

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



AGRIKAN PRIEST (HERUCHAI)

Medium humanoid (human), lawful evil or neutral evil

Armor Class 16 (mail byrnie, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	11 (+0)	16 (+3)	14 (+2)

Skills Insight +5, Intimidation +4, Religion +2

Senses passive Perception 13

Languages Hârnic, Surikal

Challenge 2 (450 XP)

Morale 7

Divine Eminence. As a bonus action, the Heruchai can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the Heruchai expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Gashang's Might. When the Heruchai uses a mace, its damage dice changes from a d6 to a d8. This benefit has no effect if another feature has already improved the weapon's dice.

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

Cantrips (at will): *sacred flame*, *thaumaturgy*, *word of radiance*

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

2nd level (3 slots): *continual flame*, *spiritual weapon* (appears as a mace, sickle or whip)

3rd level (2 slots): *bestow curse*, *spirit guardians* (deals radiant damage)

ACTIONS

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



AGRIKAN TEMPLE MASTER (APERANI)

Medium humanoid (human), lawful evil or neutral evil

Armor Class 18 (mail hauberk, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws WIS +5, CHA +4

Skills Insight +5, Intimidation +4, Religion +3

Senses passive Perception 13

Languages Hârníc, Surikal

Challenge 4 (1,100 XP)

Morale 8

Divine Eminence. As a bonus action, the Aperani can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the Aperani expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Gashang's Might. When the Aperani uses a mace, its damage dice changes from a d6 to a d8. This benefit has no effect if another feature has already improved the weapon's dice.

Guided Strike (Recharges after a Short or Long Rest). When the Aperani makes an attack roll, it gains a +10 bonus to the roll.

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

Cantrips (at will): *sacred flame*, *thaumaturgy*, *word of radiance*

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

2nd level (3 slots): *continual flame*, *hold person*, *spiritual weapon* (appears as a mace, sickle or whip)

3rd level (3 slots): *bestow curse*, *spirit guardians* (deals radiant damage)

4th level (1 slot): *guardian of faith*

ACTIONS

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.



APPRENTICE WIZARD (MAVARI)

Medium humanoid (human), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Arcana +4, History +4

Senses passive Perception 10

Languages Hârníc, Lakise script, convocational script

Challenge 1/4 (50 XP)

Morale 6

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared, depending on which convocation it follows:

Lyahvi

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

1st level (2 slots): *color spray, disguise self, silent image*

Peleahn

Cantrips (at will): *control flames, create bonfire, fire bolt*

1st level (2 slots): *burning hands, jump, magic missile*

Jmorvi

Cantrips (at will): *blade ward, mending, shocking grasp*

1st level (2 slots): *catapult, mage armor, shield*

Fyvria

Cantrips (at will): *chill touch, infestation, mold earth*

1st level (2 slots): *false life, ray of sickness, sleep*

Odivshe

Cantrips (at will): *frostbite, ray of frost, shape water*

1st level (2 slots): *fog cloud, grease, ice knife*

Savorya

Cantrips (at will): *encode thoughts, friends, message*

1st level (2 slots): *cause fear, charm person, comprehend languages*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.



FYVRIAN SHEK-PVAR

Medium humanoid (human), any alignment

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	13 (+1)	16 (+3)	14 (+2)	12 (+1)

Saving Throws INT +5, WIS +4

Skills Arcana +5, History +5, Medicine +4

Senses passive Perception 12

Languages Hârníc, Lakise script, Korotanish

Challenge 3 (700 XP)

Morale 7

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

Cantrips (at will): *chill touch*, *infestation*, *mold earth*, *toll the dead*

1st level (4 slots): *false life**, *find familiar*, *ray of sickness**, *sleep*

2nd level (3 slots): *enlarge/reduce*, *Maximilian's earthen grasp*, *web*

3rd level (3 slots): *animate dead**, *vampiric touch**

4th level (1 slot): *polymorph*

*Necromancy spell of 1st level or higher

Vitality of Fyvria. The Shek-Pvar has a magical ward that has 17 hit points. Whenever the Shek-Pvar takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the Shek-Pvar takes any remaining damage. When the Shek-Pvar casts a necromancy spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, of 4 (1d8) bludgeoning damage if used with two hands.



Nithri of Delarn

Nithri of Delarn is a Fyvrian Shek-Pvar who can be encountered in the Hârníc wilderness. He is accompanied by an owl and occasionally an elk with disturbingly dead eyes. The owl is Nithri's familiar, Tyton. The elk, however, has a much darker secret: it is actually a zombie that has been polymorphed into an elk. During combat, the elk charges at Nithri's enemies at his command; the owl takes the Help action to aid the beast while using its Flyby ability to stay out of harm's reach. Meanwhile, Nithri weakens and disables his opponents with non-concentration spells such as *ray of sickness* and *sleep*.

HALEAN ACOLYTE (CORATHAR)

Medium humanoid (human female), any neutral alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Persuasion +4, Religion +2
Senses passive Perception 12
Languages Hârníc, any language or script
Challenge 1/8 (25 XP)
Morale 6

Spellcasting. The Corathar is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12). The Corathar has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, word of radiance*

1st level (3 slots): *command, detect poison and disease, purify food and drink*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.



HALEAN PRIESTESS (SHENASENE)

Medium humanoid (human female), any neutral alignment

Armor Class 11

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	14 (+2)	16 (+3)	16 (+3)

Skills Deception +5, Persuasion +5, Religion +4

Senses passive Perception 13

Languages Hârníc, any language or script

Challenge 1/2 (100 XP)

Morale 6

Spellcasting. The Shenaseene is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13). The Shenaseene has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, word of radiance*

1st level (4 slots): *command, detect poison and disease, purify food and drink*

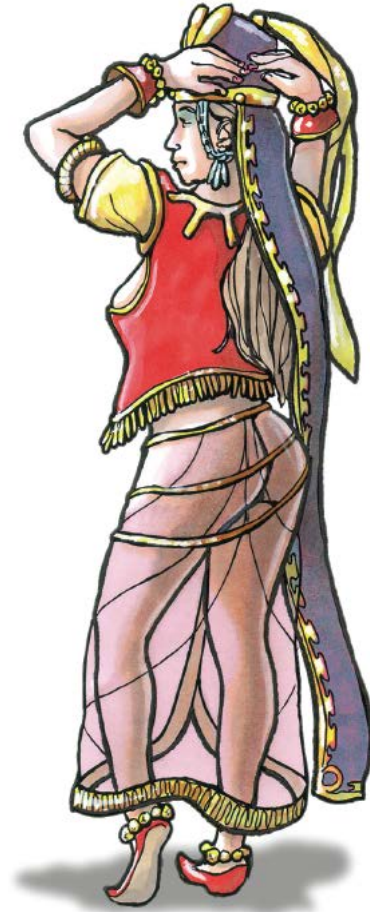
2nd level (3 slots): *enhance ability, hold person*

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Inveigling Words (Recharges after a Short or Long Rest). One creature of the Shenaseene's choice within 60 feet of her that can hear and understand her must make a DC 13 Wisdom saving throw. On a failed saving throw, the creature becomes charmed by the Shenaseene for 1 minute or until the Shenaseene or her ally does anything harmful to it. The charmed creature regards the Shenaseene as a trusted friend and confidante and she has advantage on Charisma checks that she makes against it. When the effect ends, the creature knows that the Shenaseene charmed it.



HÂRNIC BANDIT CAPTAIN

Medium humanoid (human), any alignment

Armor Class 15 (kurbul)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	15 (+2)	12 (+1)	15 (+2)

Saving Throws STR +4, DEX +5, WIS +2

Skills Athletics +5, Deception +4

Senses passive Perception 11

Languages Hârníc, Orbaalese

Challenge 2 (450 XP)

Morale 8

ACTIONS

Multiattack. The captain makes three melee attacks: two with its falchion and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.



HÂRNIC HEAVY HORSE (HH)

Medium humanoid (human), any alignment

Armor Class 18 (mail hauberk, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws CON +4, WIS +3

Skills Animal Handling +3

Senses passive Perception 11

Languages Hârníc

Challenge 3 (700 XP)

Morale 8

Lance Charge. If the cavalryman moves at least 30 feet straight toward a target while mounted, and then hits it with a lance attack on the same turn, the target takes an extra 6 (1d12) piercing damage.

Valiant. The cavalryman and its mount have advantage on saving throws against being frightened.

ACTIONS

Multiattack. The cavalryman makes two melee attacks.

Lance. *Melee Weapon Attack:* +5 to hit (disadvantage against a target within 5 ft.), reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the cavalryman can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the cavalryman. A creature can benefit from only one Leadership die at a time. This effect ends if the cavalryman is incapacitated.

REACTIONS

Defensive Maneuver. The cavalryman adds 2 to its AC against one melee attack that would hit it, or adds 2 to its mount's AC against one melee attack that would hit the mount. To do so, the cavalryman must see the attacker and be wielding a melee weapon or a shield.

Steeds

Heavy Horse units are generally mounted on warhorses in battle.



HÂRNIC LIGHT FOOT (LF)

Medium humanoid (human), any alignment

Armor Class 14 (quilt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Hârníc

Challenge 1/8 (25 XP)

Morale 7

Phalanx Tactics. When the footman uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 10 feet of the footman, rather than 5 feet of it, if the target can see the footman and the footman is wielding a glaive, halberd, pike, or spear in two hands.

Shieldwall. If the footman moves no more than half its speed on its turn, and ends its movement within 5 feet of an ally that has the Shieldwall trait, the footman can use an action or a bonus action to form a Shieldwall. The Shieldwall is a formation with the footman and the ally as its members. Choose a facing: the Shieldwall provides half cover to its members against attacks from this facing, until the start of the footman's next turn. The footman's Shieldwall benefit is immediately lost if either member of the formation is not wielding a shield, forms or joins a Shieldwall with a different facing, moves from its space, is prone, or is incapacitated.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. / range 20/60, one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used in two hands to make a melee attack.

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.



Variants of the Light Foot include Vikings, bandits, and common guards, with various arms and armor. Not all variants necessarily have the Phalanx Tactics and Shieldwall traits.

Weapon variants:

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. / range 20/60, one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

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

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage. [AC 12 due to lack of a shield]

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. [AC 12 due to lack of a shield]

The Light Foot unit is the most common type of fighting unit on Hârn.

HÂRNIC LIGHT HORSE (LH)

Medium humanoid (human), any alignment

Armor Class 14 (quilt, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

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

Skills Animal Handling +2

Senses passive Perception 11

Languages Hârníc

Challenge 1/2 (100 XP)

Morale 7

Lance Charge. If the cavalryman moves at least 30 feet straight toward a target while mounted, and then hits it with a lance attack on the same turn, the target takes an extra 6 (1d12) piercing damage.

ACTIONS

Lance. *Melee Weapon Attack:* +4 to hit (disadvantage against a target within 5 ft.), reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

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

REACTIONS

Defensive Maneuver. The cavalryman adds 2 to its AC against one melee attack that would hit it, or adds 2 to its mount's AC against one melee attack that would hit the mount. To do so, the cavalryman must see the attacker and be wielding a melee weapon or a shield.



Chelni / Hodiri Warriors

Variants of the Light Horse include mounted tribal warriors, such as the Chelni and the Hodiri. Such warriors wield a spear instead of a lance, and their Lance Charge ability only deals an extra 3 (1d6) piercing damage instead of 6 (1d12). Reduce their Challenge Rating to 1/4.

Steeds

Light Horse units are generally mounted on light warhorses (treat as combat-trained riding horses) in battle.

HÂRNIC LONGBOW (LB)

Medium humanoid (human), any alignment

Armor Class 14 (quilt)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages Hârníc

Challenge 1/2 (100 XP)

Morale 7

Archer's Eye (1/Day). As a bonus action, the bowman can add 1d10 to its next attack or damage roll with a longbow.

ACTIONS

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

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



HÂRNIC MEDIUM FOOT (MF)

Medium humanoid (human), any alignment

Armor Class 16 (scale hauberk, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

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

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages Hârníc

Challenge 1/2 (100 XP)

Morale 7

Phalanx Tactics. When the footman uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 10 feet of the footman, rather than 5 feet of it, if the target can see the footman and the footman is wielding a glaive, halberd, pike, or spear in two hands.

Shieldwall. If the footman moves no more than half its speed on its turn, and ends its movement within 5 feet of an ally that has the Shieldwall trait, the footman can use an action or a bonus action to form a Shieldwall. The Shieldwall is a formation with the footman and the ally as its members. Choose a facing: the Shieldwall provides half cover to its members against attacks from this facing, until the start of the footman's next turn. The footman's Shieldwall benefit is immediately lost if either member of the formation is not wielding a shield, forms or joins a Shieldwall with a different facing, moves from its space, is prone, or is incapacitated.

ACTIONS

Multiattack. The footman makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. / range 20/60, one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used in two hands to make a melee attack.

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



Variants of the Medium Foot include castle guards, legionaries, mercenaries, and huscarls. Not all variants necessarily have the Phalanx Tactics and Shieldwall traits.

Weapon variants:

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. / range 20/60, one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

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

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used in two hands.

Broadsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

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

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage. [AC 14 due to lack of a shield]

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage. [AC 14 due to lack of a shield]

HÂRNIC MEDIUM FOOT ELITE (MF+)

Medium humanoid (human), any alignment

Armor Class 16 (scale hauberk)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Hârníc

Challenge 1 (200 XP)

Morale 8

Martial Advantage. Once per turn, the footman can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the footman that isn't incapacitated.

Phalanx Tactics. When the footman uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 10 feet of the footman, rather than 5 feet of it, if the target can see the footman and the footman is wielding a glaive, halberd, pike, or spear in two hands.

ACTIONS

Multiattack. The footman makes two melee attacks.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is Large or smaller, the footman can choose to deal no damage and knock it prone.

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



HÂRNIC MEDIUM HORSE (MH)

Medium humanoid (human), any alignment

Armor Class 16 (scale hauberk, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Skills Animal Handling +3

Senses passive Perception 11

Languages Hârnic

Challenge 2 (450 XP)

Morale 8

Lance Charge. If the cavalryman moves at least 30 feet straight toward a target while mounted, and then hits it with a lance attack on the same turn, the target takes an extra 6 (1d12) piercing damage.

Valiant. The cavalryman and its mount have advantage on saving throws against being frightened.

ACTIONS

Multiattack. The cavalryman makes two melee attacks.

Lance. *Melee Weapon Attack:* +4 to hit (disadvantage against a target within 5 ft.), reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Broadsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

REACTIONS

Defensive Maneuver. The cavalryman adds 2 to its AC against one melee attack that would hit it, or adds 2 to its mount's AC against one melee attack that would hit the mount. To do so, the cavalryman must see the attacker and be wielding a melee weapon or a shield.



Steeds

Medium Horse units are generally mounted on warhorses in battle.

HÂRNIC SHORTBOW (SB)

Medium humanoid (human), any alignment

Armor Class 14 (quilt, buckler)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages Hârníc

Challenge 1/8 (25 XP)

Morale 7

ACTIONS

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

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

Buckler. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, or 2 (1d4) bludgeoning damage if two-weapon fighting with a shortsword. Requires an action or bonus action to 'don' or 'doff.'



Variants of the Shortbow include tribal hunters, who wear leather and lack the buckler (AC 13), and wield a spear instead of a shortsword as their secondary weapon.

Weapon variants:

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. / range 20/60, one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used in two hands to make a melee attack.

HÂRNIC UNARMORED FOOT (UF)

Medium humanoid (human), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	11 (+0)	11 (+0)	11 (+0)	11 (+0)

Senses passive Perception 10

Languages Hârníc

Challenge 0 (10 XP)

Morale 6

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Knife. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Sling. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.



The Unarmored Foot unit described above is for militiamen. Variants include common serfs, freemen, guildsmen and scholars, many of whom would be armed with a knife at most.

HUNTER

Medium humanoid (human), any alignment

Armor Class 14 (leather)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +5, Perception +6, Stealth +7, Survival +6

Senses passive Perception 16

Languages Hârníc

Challenge 1/2 (100 XP)

Morale 7

Keen Hearing and Sight. The hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The hunter makes two melee attacks or two ranged attacks.

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

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



ILVIRAN ACOLYTE

Medium humanoid (human), chaotic neutral

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Nature +2, Religion +2

Senses passive Perception 12

Languages Hârníc, Ivashi

Challenge 1/4 (50 XP)

Morale 6

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *guidance*, *resistance*, *toll the dead*

1st level (3 slots): *cure wounds*, *guiding bolt*, *sanctuary*

ACTIONS

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



ILVIRAN PRIEST

Medium humanoid (human), chaotic neutral

Armor Class 12 (hide)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	15 (+2)	14 (+2)	16 (+3)	13 (+1)

Skills Nature +4, Religion +4, Survival +5

Senses passive Perception 13

Languages Hârníc, Ivashi

Challenge 2 (450 XP)

Morale 7

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

Cantrips (at will): *guidance, resistance, toll the dead*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *enhance ability, lesser restoration*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if wielded with two hands.

Control Ivashu (Recharges after a Short or Long Rest). The priest targets one Ivashu creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw. On a failed save, the target must obey the priest's commands for the next 24 hours, or until the priest uses this action again. A target with a challenge rating of 5 or higher is immune to this effect.



JMORVI SHEK-PVAR

Medium humanoid (human), any alignment

Armor Class 11

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+2)	16 (+3)	12 (+1)	11 (+0)

Saving Throws INT +5, WIS +3

Skills Arcana +5, History +5, Investigation +5

Senses passive Perception 11

Languages Hârníc, Lakise script, Anta-Irdic

Challenge 3 (700 XP)

Morale 7

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

Cantrips (at will): *blade ward*, *mending*, *shocking grasp*

1st level (4 slots): *alarm*, *catapult*, *mage armor*, *shield*

2nd level (3 slots): *arcane lock*, *knock*, *magic weapon*

3rd level (3 slots): *Leomund's tiny hut*, *lightning bolt*

4th level (1 slot): *fabricate*

Arcane Relic. The Shek-Pvar creates a temporary magic item called an arcane relic. After finishing a short or long rest, the Shek-Pvar infuses a metallic object that can be held in one hand with a wizard spell of 1st level or higher that requires 1 action to cast, and the Shek-Pvar expends one spell slot equal to that spell's level, and any material components as if casting the spell. If the item is to be given to another creature, the recipient must spend the same rest period with the Shek-Pvar and be able to hear and understand the Shek-Pvar's instructions. Once the arcane relic has been created, its user can use an action to cast the spell from it (following the same rules as magic items that allow spells to be cast). If the spell requires an attack or saving throw, it uses the Shek-Pvar's spell attack bonus or spell save DC. Once the spell has been cast, or

the Shek-Pvar creates another arcane relic, or after 24 hours have passed, the item loses its magic and crumbles into shards and dust.

ACTIONS

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.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



KHUZAN HEAVY FOOT (HF)

Medium humanoid (khuzdul), any lawful alignment

Armor Class 19 (mail and plate, shield)

Hit Points 67 (9d8 + 27)

Speed 25 ft.

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

Skills Athletics +6, Perception +2

Damage Resistances Poison

Senses passive Perception 12

Languages Khuzan, Hårnic, Jarinese, Khruni script, Runic script

Challenge 3 (700 XP)

Morale 9

Dwarven Resilience. The khuzdul has advantage on saving throws against poison.

Masterwork Armor. The extra damage dealt from any critical hit to the footman is negated.

Shieldwall. If the footman moves no more than half its speed on its turn, and ends its movement within 5 feet of an ally that has the Shieldwall trait, the footman can use an action or a bonus action to form a Shieldwall. The Shieldwall is a formation with the footman and the ally as its members. Choose a facing: the Shieldwall provides half cover to its members against attacks from this facing, until the start of the footman's next turn. The footman's Shieldwall benefit is immediately lost if either member of the formation is not wielding a shield, forms or joins a Shieldwall with a different facing, moves from its space, is prone, or is incapacitated.

ACTIONS

Multiattack. The footman makes two melee attacks.

Masterwork Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.



LARANIAN ACOLYTE (ASHESA)

Medium humanoid (human), lawful good or lawful neutral

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Insight +3, Religion +2

Senses passive Perception 12

Languages Hârníc, any language or script

Challenge 1/4 (50 XP)

Morale 7

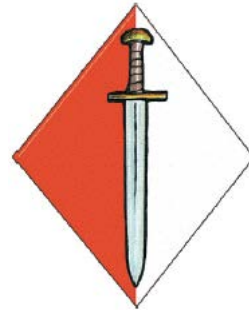
Spellcasting. The Ashesa is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Ashesa has following cleric spells prepared:

Cantrips (at will): *resistance, sacred flame, word of radiance*

1st level (3 slots): *guiding bolt, healing word, shield of faith*

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



LARANIAN PRIEST (MATAKEA)

Medium humanoid (human), lawful good or lawful neutral

Armor Class 16 (mail byrnie, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	11 (+0)	16 (+3)	14 (+2)

Skills Insight +5, Persuasion +4, Religion +2

Senses passive Perception 13

Languages Hârníc, any language or script

Challenge 2 (450 XP)

Morale 7

Divine Eminence. As a bonus action, the Matakea can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the Matakea expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

Cantrips (at will): *resistance, sacred flame, word of radiance*

1st level (4 slots): *guiding bolt, healing word, shield of faith*

2nd level (3 slots): *aid, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Broadsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.



LIA-KAVAIR MASTER

Medium humanoid (human), any alignment

Armor Class 15 (leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws DEX +7, INT +4

Skills Acrobatics +7, Athletics +4, Perception +4, Sleight of Hand +7, Stealth +7

Senses passive Perception 14

Languages Hârníc, Thieves' Cant

Challenge 5 (1,800 XP)

Morale 6

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

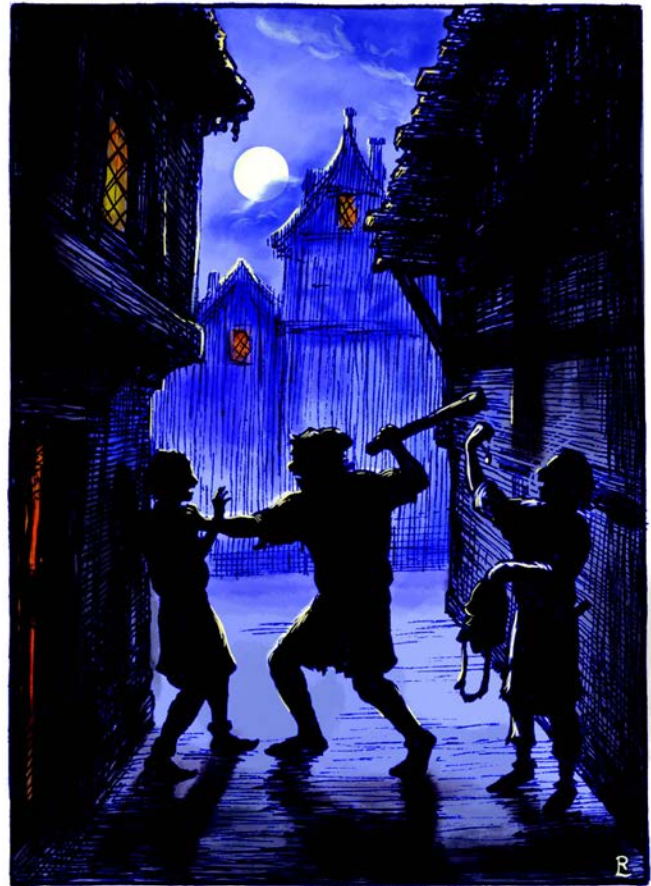
Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.



LYAHVI SHEK-PVAR

Medium humanoid (human), any alignment

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Saving Throws INT +5, WIS +3

Skills Arcana +5, History +5, Investigation +5

Senses passive Perception 11

Languages Hârníc, Lakise script, Anta-Kyri

Challenge 3 (700 XP)

Morale 7

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

Cantrips (at will): *dancing lights*, *gust*, *light*, *minor illusion*

1st level (4 slots): *color spray**, *disguise self**, *feather fall*, *silent image**

2nd level (3 slots): *invisibility**, *mirror image**, *shatter*

3rd level (3 slots): *hypnotic pattern**, *lightning bolt*

4th level (1 slot): *storm sphere*

*Illusion spell of 1st level or higher

Displacement (Recharges after the Shek-Pvar Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the Shek-Pvar projects an illusion that makes the Shek-Pvar appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the Shek-Pvar. The effect ends if the Shek-Pvar takes damage, it is incapacitated, or its speed becomes 0.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.



MORGATHIAN ACOLYTE (LONGAI)

Medium humanoid (human), neutral evil

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Intimidation +3, Religion +2

Senses passive Perception 12

Languages Hârníc, Ormauk

Challenge 1/4 (50 XP)

Morale 6

Dark Devotion. The Longai has advantage on saving throws against being charmed or frightened.

Spellcasting. The Longai is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Longai has following cleric spells prepared:

Cantrips (at will): *resistance, thaumaturgy, toll the dead*

1st level (3 slots): *bane, inflict wounds, sanctuary*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.



MORGATHIAN PRIEST (KHALA)

Medium humanoid (human), neutral evil

Armor Class 13 (leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	11 (+0)	16 (+3)	15 (+2)

Saving Throws WIS +6, CHA +5

Skills Deception +5, Intimidation +7, Religion +2

Senses passive Perception 14

Languages Hârnic, Ormauk

Challenge 4 (1,100 XP)

Morale 7

Dark Devotion. The Khala has advantage on saving throws against being charmed or frightened.

Spellcasting. The Khala is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Khala has the following cleric spells prepared:

Cantrips (at will): *resistance*, *thaumaturgy*, *toll the dead*

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

2nd level (3 slots): *blindness/deafness*, *hold person*, *spiritual weapon*

3rd level (3 slots): *animate dead*, *speak with dead*

4th level (1 slot): *guardian of faith* (appears as a malevolent, writhing cloud of shadowy smoke, which inflicts necrotic damage)

ACTIONS

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.

Control Undead (Recharges after a Short or Long Rest). The Khala targets one undead creature it can see within 30 feet of it. The target must make a DC 15 Wisdom saving throw. On a failed save, the target must obey the Khala's commands for the next 24 hours, or until the Khala uses this

action again. A target with a challenge rating of 7 or higher is immune to this effect.

REACTIONS

Feed on Death. When a creature within 30 feet of the Khala drops to 0 hit points, the Khala gains 5 (1d10) temporary hit points, provided the Khala isn't incapacitated.



MORGATHIAN SENIOR ACOLYTE (SUNGAI)

Medium humanoid (human), neutral evil

Armor Class 13 (leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	11 (+0)	16 (+3)	15 (+2)

Skills Deception +4, Intimidation +4, Religion +2

Senses passive Perception 13

Languages Hârnic, Ormauk

Challenge 2 (450 XP)

Morale 7

Dark Devotion. The Sungai has advantage on saving throws against being charmed or frightened.

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

Cantrips (at will): *resistance, thaumaturgy, toll the dead*

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

2nd level (3 slots): *hold person, spiritual weapon*

3rd level (2 slots): *animate dead, speak with dead*

ACTIONS

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.

Control Undead (Recharges after a Short or Long Rest). The Sungai targets one undead creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw. On a failed save, the target must obey the Sungai's commands for the next 24 hours, or until the Sungai uses this action again. A target with a challenge rating of 5 or higher is immune to this effect.



NAVEHAN ACOLYTE (ADRANATHA)

Medium humanoid (human), lawful evil

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +3, Religion +2

Senses passive Perception 12

Languages Hârníc, any language or script

Challenge 1/4 (50 XP)

Morale 7

Dark Devotion. The Adranatha has advantage on saving throws against being charmed or frightened.

Spellcasting. The Adranatha is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Adranatha has following cleric spells prepared:

Cantrips (at will): *guidance, thaumaturgy, toll the dead*

1st level (3 slots): *command, inflict wounds, sanctuary*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



NAVEHAN DEACON (DRANATHA)

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft.

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

Skills Deception +3, Religion +3, Stealth +5

Senses passive Perception 13

Languages Hârnic, any language or script

Challenge 2 (450 XP)

Morale 7

Dark Devotion. The Dranatha has advantage on saving throws against being charmed or frightened.

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

Cantrips (at will): *guidance, thaumaturgy, toll the dead*

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

2nd level (3 slots): *silence, spiritual weapon*

3rd level (2 slots): *clairvoyance, dispel magic*

ACTIONS

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.

Invoke Duplicity (Recharges after a Short or Long Rest). The Dranatha creates a perfect illusion of itself that lasts for 1 minute, or until the Dranatha loses its concentration (as if concentrating on a spell). The illusion appears in an unoccupied space that the Dranatha can see within 30 feet of it. As a bonus action on its turn, the Dranatha can move the illusion up to 30 feet to a space it can see, but the illusion must remain within 120 feet of it.

For the duration, the Dranatha can cast spells as though it were in the illusion's space, but the Dranatha must use its own senses. Additionally, when both the Dranatha and its illusion are within 5 feet of a creature that can see the illusion, the Dranatha has advantage on attack rolls against that creature, given how distracting the illusion is to the target.



NAVEHAN PRIEST (DRANATHA*)

Medium humanoid (human), lawful evil

Armor Class 14

Hit Points 45 (10d8)

Speed 30 ft.

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

Saving Throws WIS +6, CHA +4

Skills Deception +4, Religion +3, Stealth +6

Senses passive Perception 14

Languages Hârníc, any language or script

Challenge 4 (1,100 XP)

Morale 7

Dark Devotion. The Dranatha has advantage on saving throws against being charmed or frightened.

Spellcasting. The Dranatha is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Dranatha has the following cleric spells prepared:

Cantrips (at will): *guidance, thaumaturgy, toll the dead*

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

2nd level (3 slots): *enhance ability, silence, spiritual weapon*

3rd level (3 slots): *clairvoyance, dispel magic*

4th level (1 slot): *death ward*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Cloak of Shadows (Recharges after a Short or Long Rest). The Dranatha becomes invisible until the end of its next turn. The Dranatha becomes visible if it attacks or casts a spell.

Invoke Duplicity (Recharges after a Short or Long Rest). The Dranatha creates a perfect illusion of

itself that lasts for 1 minute, or until the Dranatha loses its concentration (as if concentrating on a spell). The illusion appears in an unoccupied space that the Dranatha can see within 30 feet of it. As a bonus action on its turn, the Dranatha can move the illusion up to 30 feet to a space it can see, but the illusion must remain within 120 feet of it.

For the duration, the Dranatha can cast spells as though it were in the illusion's space, but the Dranatha must use its own senses. Additionally, when both the Dranatha and its illusion are within 5 feet of a creature that can see the illusion, the Dranatha has advantage on attack rolls against that creature, given how distracting the illusion is to the target.



* While Dranatha is the generic title, each Navehan priest holds a specific title: Arasha (Deputy High Priest); Wolren (Master of Archives and Treasures); Tarava (Master of Discipline); Prada (Master of Acolytes); or Dezena (Master of Ritual).

NAVEHAN TEMPLE ASSASSIN (NAVAS-KARA)

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

Saving Throws DEX +6, WIS +4

Skills Acrobatics +6, Deception +3, Perception +4, Stealth +9

Damage Resistances Poison

Senses passive Perception 14

Languages Hârníc, any language or script

Challenge 8 (3,900 XP)

Morale 9

Assassinate. During its first turn, the Navas-Kara has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the Navas-Kara scores against a surprised creature is a critical hit.

Dark Devotion. The Navas-Kara has advantage on saving throws against being charmed or frightened.

Evasion. If the Navas-Kara is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Navas-Kara instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the Navas-Kara 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 Navas-Kara that isn't incapacitated and the Navas-Kara doesn't have disadvantage on the attack roll.

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

Cantrips (at will): *guidance*, *thaumaturgy*, *toll the dead*

1st level (4 slots): *inflict wounds*, *sanctuary*

2nd level (2 slots): *enhance ability*, *silence*

ACTIONS

Multiattack. The Navas-Kara makes two dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) 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.

Garrote. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or Small creature against which the Navas-Kara has advantage on the attack roll. *Hit:* 8 (2d4 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until the grapple ends, the target can't breathe, and the Navas-Kara has advantage on attack rolls against it.



ODIVSHE SHEK-PVAR

Medium humanoid (human), any alignment

Armor Class 10

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	16 (+3)	12 (+1)	12 (+1)

Saving Throws INT +5, WIS +3

Skills Arcana +5, History +5, Survival +3

Senses passive Perception 11

Languages Hârníc, Lakise script, Vastienish

Challenge 3 (700 XP)

Morale 7

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

Cantrips (at will): *acid splash*, *frostbite*, *ray of frost*, *shape water*

1st level (4 slots): *fog cloud**, *grease**, *ice knife**, *unseen servant**

2nd level (3 slots): *cloud of daggers**, *darkness*, *misty step**

3rd level (3 slots): *slow*, *stinking cloud**

4th level (1 slot): *Evard's black tentacles**

*Conjuration spell of 1st level or higher

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Misty Teleportation (Recharges after the Shek-Pvar Casts a Conjuration Spell of 1st Level or Higher). As a bonus action, the Shek-Pvar teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.



PELEAHN SHEK-PVAR

Medium humanoid (human), any alignment

Armor Class 12

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws INT +5, WIS +2

Skills Arcana +5, History +5, Nature +5

Senses passive Perception 10

Languages Hârníc, Lakise script, Mayesi

Challenge 3 (700 XP)

Morale 7

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

Cantrips (at will): *control flames*, *create bonfire*, *dancing lights**, *fire bolt**

1st level (4 slots): *burning hands**, *expeditious retreat*, *jump*, *magic missile**

2nd level (3 slots): *Aganazzar's scorcher**, *flaming sphere*, *pyrotechnics*

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

4th level (1 slot): *wall of fire**

*Evocation spell

Sculpt Spells. When the Shek-Pvar casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.



PAMESANI GLADIATOR

Medium humanoid (human), any alignment

Armor Class 16 (kurbul, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	10 (+0)	13 (+1)	15 (+2)

Saving Throws STR +7, DEX +5, CON +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Hârníc

Challenge 5 (1,800 XP)

Morale 8

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.



PEONIAN ACOLYTE (ESOLANI)

Medium humanoid (human), any good alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages Hârníc, any language or script

Challenge 0 (10 XP)

Morale 6

Spellcasting. The Esolani is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). The Esolani has following cleric spells prepared:

Cantrips (at will): *guidance, resistance, spare the dying*

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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



PEONIAN PRIEST (EBASETHE)

Medium humanoid (human), any good alignment

Armor Class 10

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	14 (+2)	17 (+3)	15 (+2)

Skills Medicine +5, Persuasion +4, Religion +4

Senses passive Perception 13

Languages Hârníc, any language or script

Challenge 1/8 (25 XP)

Morale 6

Spellcasting. The Ebasethe is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13). The Ebasethe has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, spare the dying*

1st level (4 slots): *bless, cure wounds, sanctuary*

2nd level (3 slots): *calm emotions, lesser restoration*

3rd level (2 slots): *beacon of hope, revivify*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if wielded with two hands.

Peoni's Mercy (Recharges after a Short or Long Rest). The Ebasethe casts *warding bond*, requiring no material components.



SARAJINIAN ACOLYTE

Medium humanoid (human), any chaotic alignment

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Insight +4, Religion +2

Senses passive Perception 12

Languages Hârníc, any language or script

Challenge 1/4 (50 XP)

Morale 7

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *resistance*, *sacred flame*, *thaumaturgy*

1st level (3 slots): *bless*, *guiding bolt*, *healing word*

ACTIONS

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.



SARAJINIAN BERSERKER

Medium humanoid (human), any chaotic alignment

Armor Class 14 (mail byrnie)

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	9 (-1)	12 (+1)	9 (-1)

Skills Athletics +5

Senses passive Perception 11

Languages Ivinian, Orbaalese

Challenge 2 (450 XP)

Morale 9

Reckless. At the start of its turn, the berserker 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.

ACTIONS

Multiattack. The berserker makes two melee attacks.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used in two hands.



SARAJINIAN PRIEST

Medium humanoid (human), any chaotic alignment

Armor Class 16 (mail byrnie, shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Insight +5, Religion +2, Survival +5

Senses passive Perception 13

Languages Hârníc, any language or script

Challenge 2 (450 XP)

Morale 7

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

Cantrips (at will): *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bles*, *guiding bolt*, *healing word*

2nd level (3 slots): *augury*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *spirit guardians*

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if wielded with two hands.



SAVE-K'NORIAN ACOLYTE (MANIDAR)

Medium humanoid (human), lawful neutral

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills History +4, Religion +4

Senses passive Perception 12

Languages Hârníc, any two languages or scripts

Challenge 0 (10 XP)

Morale 6

Spellcasting. The Manidar is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). The Manidar has following cleric spells prepared:

Cantrips (at will): *guidance, light, mending*

1st level (3 slots): *detect evil and good, detect magic, detect poison and disease*

ACTIONS

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



SAVE-K'NORIAN PRIEST (HALIKI)

Medium humanoid (human), lawful neutral

Armor Class 11

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	17 (+3)	16 (+3)	14 (+2)

Skills Arcana +5, History +5, Religion +5

Senses passive Perception 13

Languages Hârníc, any two languages or scripts

Challenge 1/8 (25 XP)

Morale 6

Spellcasting. The Haliki is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13). The Haliki has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending*

1st level (4 slots): *detect evil and good, detect magic, detect poison and disease*

2nd level (3 slots): *locate object, zone of truth*

3rd level (2 slots): *dispel magic, remove curse*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if wielded with two hands.

Uhla's Illumination (Recharges after a Short or Long Rest). The Haliki casts either *darkvision* or *see invisibility* on itself, requiring no material components.



SAVORYAN SHEK-PVAR

Medium humanoid (human), any alignment

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	16 (+3)	13 (+2)	14 (+2)

Saving Throws INT +5, WIS +4

Skills Arcana +5, History +5, Insight +4

Senses passive Perception 12

Languages Hârníc, Lakise script, Chanorian

Challenge 3 (700 XP)

Morale 7

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

Cantrips (at will): *encode thoughts, friends, message, true strike*

1st level (4 slots): *cause fear, charm person, comprehend languages**, *detect magic**

2nd level (3 slots): *detect thoughts**, *hold person, mind spike**

3rd level (3 slots): *clairvoyance**, *enemies abound*

4th level (1 slot): *phantasmal killer*

*Divination spell of 1st level or higher

Portent (Recharges after the Shek-Pvar Casts a Divination Spell of 1st Level or Higher). When the Shek-Pvar or a creature it can see makes an attack roll, a saving throw, or an ability check, the Shek-Pvar can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if wielded with two hands.



SIEMESE PRIEST (INTHIAR)

Medium humanoid (human), chaotic good

Armor Class 11 (16 with *barkskin*)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	14 (+2)	13 (+1)	16 (+3)	12 (+1)

Skills Medicine +5, Nature +3, Perception +5

Senses passive Perception 15

Languages Hârníc, any two languages or scripts

Challenge 2 (450 XP)

Morale 7

Spellcasting. The Inthiar is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The Inthiar has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *magic stone*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8 + 2) bludgeoning damage with *shillelagh* or if wielded with two hands.



SINDARIN ARCHER

Medium humanoid (sindarin), any alignment

Armor Class 17 (leather, buckler)

Hit Points 75 (10d8 + 30)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +7

Senses passive Perception 16

Languages Sindarin, Hârníc, Jarinese, Selenian script, Lakise script

Challenge 3 (700 XP)

Morale 8

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a hartbow or longbow.

Horizon Shot. As a bonus action, the archer can extend the range of its next attack with a hartbow to 200/800.

Mask of the Wild. The sindarin can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

ACTIONS

Multiattack. The archer makes two attacks with its hartbow.

Masterwork Hartbow. Ranged Weapon Attack: +7 to hit, range 150/600, one target. *Hit:* 10 (1d8 + 6) piercing damage.

Masterwork Longknife. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Buckler. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage, or 2 (1d4) bludgeoning damage if two-weapon fighting with a long knife. Requires an action or a bonus action to 'don' or 'doff'.



TRIBAL WARRIOR

Medium humanoid (human), any alignment

Armor Class 14 (leather, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	9 (-1)

Senses passive Perception 11

Languages Hârníc or Jarinese (depends on tribe)

Challenge 1/8 (25 XP)

Morale 7

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

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.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

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



TRIBAL WARRIOR ELITE

Medium humanoid (human), any alignment

Armor Class 14 (leather, shield)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	9 (-1)	12 (+1)	9 (-1)

Skills Athletics +5

Senses passive Perception 11

Languages Hârníc or Jarinese (depends on tribe)

Challenge 1/2 (100 XP)

Morale 7

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

ACTIONS

Multiattack. The warrior makes two melee attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

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



Thugs

A variant is the common thug – swap Athletics skill for Intimidation (+1).

VETERAN MAN-AT-ARMS

Medium humanoid (human), any alignment

Armor Class 17 (brigandine)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	9 (+0)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages Hârníc

Challenge 3 (700 XP)

Morale 8

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.



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