

Zakharan Bestiary

Monsters of the Al-Qadim™ Campaign Setting
for use with Dungeons & Dragons™ 5th Edition Rules
by Leonaru



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WELCOME TO THE LAND OF FATE

Welcome to the *Zakharan Bestiary*. This book contains more than a hundred monsters of all types, sizes and challenge ratings from the *Al-Qadim™* campaign setting for use with the *Dungeons & Dragons™* 5th Edition Rules. The new monsters and templates here follow the same rules as those presented in the *Dungeons & Dragons Monster Manual™*. With this book, there will be no shortage of monsters for your *Al-Qadim™* campaign!

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ACID BLOB

Acid blobs are oozes that can sometimes be found in the underground or in the cellars of old ruins. They resemble a light or dark green glob. Acid blobs are mindless, but try to digest any organic material they come across, which makes them dangerous for inexperienced explorers. Unlike some other oozes, acid blobs cannot walk along walls or ceilings and hop across the ground instead.

ACID BLOB

Small ooze, unaligned

Armour Class 10

Hit Points 16 (3d6+6)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	14 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid

Conditions Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the blob or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage. Any nonmagical weapon made of metal or wood that hits the blob corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the blob is destroyed after dealing damage.

The blob can eat through 1-inch-thick, nonmagical wood or metal in 1 round.

Actions

Acid Touch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) acid damage.

ADDAZAHR

The addazahr, also known as the backbiter, is a Zakahran insect with a strawlike body and long translucent wings. While fairly large for an insect, the addazahr can be easily crushed by most other creatures. However, its bite is rather painful and the addazahr's saliva contains an anticoagulant that can paralyse a creature whose blood it wants to drink. Many a caravan perished at the edge of the desert, harassed by these insects.

ADDAZAHR

Tiny beast, unaligned

Armour Class 13

Hit Points 1 (1d4-1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralysed.

AFANC

The afanc is a humongous fish greatly feared in Zakhara for its ability to create whirlpools. It is also known as the gawwar samakat. The afanc has a long and sleek body covered in grey or blue scales. Due to its size, it is often confused for a whale when sighted first. Afanc move with uncanny speed and swim fast enough to create whirlpools. These whirlpools can sink entire ships. Once capsized, the afanc devours the helpless crew. Young afanc can sometimes be found in rivers, either in small groups or as individuals. It is rumoured that a group of young afanc can create a whirlpool just like an adult.

YOUNG AFANC

Large monstrosity, neutral evil

Armour Class 15 (natural armour)

Hit Points 66 (7d12+21)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	6 (-2)	12 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Water Breathing. The afanc can breathe only underwater.

Actions

Multiattack. The afanc makes one attack with its bite and one with its tail slap.

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

Hit: 13 (2d8+4) piercing damage.

Tail Slap. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (4d8+4) bludgeoning damage.

ADULT AFANC

Gargantuan monstrosity, neutral evil

Armour Class 16 (natural armour)

Hit Points 217 (14d20+70)

Speed 0 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	6 (-2)	15 (+2)	9 (-1)

Saving Throws Dex +7, Int +2, Wis +6

Senses darkvision 120 ft., passive Perception

Languages —

Challenge 12 (8,400 XP)

Siege Monster. The afanc deals double damage to objects and structures.

Water Breathing. The afanc can breathe only underwater.

Actions

Multiattack. The afanc makes one attack with its bite and one with its tail slap.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the worm. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the afanc, and it takes 14 (4d6) acid damage at the start of each of the afanc's turns. An afanc can have only one creature swallowed at a time.

If the afanc takes 20 damage or more on a single turn from the swallowed creature, the afanc must succeed on a DC 13 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the afanc. If the afanc dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Tail Slap. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 34 (6d8+6) bludgeoning damage.

Whirlpool (Recharge 5-6). If in water, the afanc forms a whirlpool that is 15 feet wide at the base, up to 30 feet tall and 30 feet wide. Any creature within a range of 30 feet is drawn 5 feet towards the whirlpool. A creature can swim away from the whirlpool with a successful DC 16 Strength check. A creature that enters the whirlpool must succeed on a DC 16 Strength saving throw or takes 14 (4d6) bludgeoning damage and be caught in the whirlpool. A creature caught in the whirlpool can use its action to swim away from the whirlpool with a successful DC 16 Strength check. An object in the whirlpool takes 14 (4d6) bludgeoning damage at the beginning of each of its turn in the whirlpool. The whirlpools lasts 10 minutes or until the afanc's concentration ends (as if concentrating on a spell).

AL-JAHAR

The al-jahar, also known as the dazzle, appears to be a beautiful and charming humanoid - most often a human - but is actually an evil and manipulative being. In its true form, the al-jahar appears to be a genderless winged humanoid comprised of sparkling white motes and waves of almost invisible desert heat. An al-jahar will reveal this form only when alone or if it is absolutely necessary. Al-

jahar are rumoured to come from the Haunted Lands or the Ruined Kingdoms.

Pride and Sorcery. An al-jahar is almost always encountered in disguise. It feeds on strong emotions, preferably anger, greed, and lust. In small villages and towns, an al-jahar risks being unmasked and driven away. Thus, most al-jahar are found in big cities filled with people to feed on. An al-jahar's victim feels exhausted and emotionally drained after some hours in its presence, but is otherwise unaffected. Occasionally, al-jahar use their innate magical powers to ignite a fight and feed on the emotions of the participants.

AL-JAHAR

Medium monstrosity, neutral evil

Armour Class 14

Hit Points 65 (10d8+20)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	12 (+1)	11 (+0)	18 (+4)

Skills Deception +6, Persuasion +6

Senses passive Perception 10

Languages Midani

Challenge 3 (700 XP)

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

At will: *alter self*, *friends*

3/day each: *charm person*, *hypnotic pattern*

1/day: *confusion*

Actions

Multiattack. The al-jahar makes two claw attacks.

Claw (True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

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

AMIQ RASOL

Amiq rasol, also known as deep men or dark men, are undead corsairs that died at sea or were marooned. Corsairs who refuse to acknowledge or reject the Enlightened gods may also become amiq rasol. Amiq rasol look like rotten corpses, but disguise their true form with innate illusionary abilities.

Undead Corsairs. Amiq rasol haunt the coasts and islands close to their place of death. Evil amiq rasol kill those unlucky enough to stumble upon them, whereas the less malevolent ones merely scare them. Amiq rasol will find no rest until they are properly buried or resurrected, and reform even when their physical form is destroyed.

AMIQ RASOL

Medium undead, neutral (50%) or neutral evil (50%)

Armour Class 14 (natural armour)

Hit Points 102 (12d8+48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	10 (+0)	15 (+2)

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Midani

Challenge 6 (2,300 XP)

Deathbound. When the amiq rasol is slain, it reforms at the place of its original death within 24 hours unless a raise dead or more powerful resurrection spell is cast at its remains. In this case, or in case the remains receive a proper burial, the amiq rasol is slain permanently.

Illusionary Appearance. The amiq rasol and anything it is wearing or carrying is covered with a magical illusion that makes it look like its former living self, except for its glistening green eyes. The effect ends if the amiq rasol is destroyed.

Innate Spellcasting (3/Day). The amiq rasol can innately cast *charm person* (spell save DC 12), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Multiattack. The amiq rasol makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 22 (4d8+4) necrotic damage. The target must succeed on a DC 14 Constitution 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.

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

AMMUT

Large monstrosity, neutral evil

Armour Class 15 (natural armour)

Hit Points 68 (8d10+24)

Speed 25 ft., swim 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	10 (+0)	13 (+1)	12 (+1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Ammut

Challenge 3 (700 XP)

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

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

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+4) piercing damage. If the target is a Small or Tiny creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the ammut. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 7 (2d6) acid damage at the start of each of the ammut's turns. The ammut can swallow no more than one creature at a time.

If the ammut takes 8 damage or more on a single turn from a creature inside it, the ammut must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the ammut. If the ammut dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Roar (3/Day). The ammut emits a deafening roar. Each creature within 30 feet of the ammut and able to hear the roar must make a DC 13 Constitution saving throw or be deafened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

AMMUT

The ammut are a monstrous race that consumes the damned and witnesses their final judgement. Horrifying appearance, ammut have the scaly legs and tail of a crocodile, the body and neck of a hippopotamus, and the sleek arms and head of a humanoid lioness. Gluttonous and bloated, the ammut are nevertheless powerful creatures.

Last Witnesses. The ammut are a reclusive race that avoids sunlight and contact with other races. Ammut clans dwell in caverns, preferably under an oasis or near an underground river, and are governed by hereditary female leaders. Ammut eat common creatures, and also consume the souls of the damned. They sometimes leave their caves at night, killing the evil and wicked to provide themselves with food.

ASHIRA

The ashira are nature spirits that live in orchards or in oases. They appear as unnaturally thin women with long black hair and elongated limbs. Ashira are friendly fey that spend their time singing and dancing. Generally non-violent, ashira become aggressive and bloodthirsty when their orchard is threatened.

Two Worlds. Ashira communities spend most of their time in a fey realm embedded in their trees, but sometimes come out to sunbath, eat fruit and tree sap, or speak with the tress of the orchard. Unlike dryads, ashira are not bound to a specific tree, but to the orchard as a whole. Ashira consider the humans who tend the orchard to part of their family, and enjoy good relations with animals and winged serpents.

ASHIRA

Medium fey, chaotic good

Armour Class 13

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Midani, Sylvan

Challenge 1 (200 XP)

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

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

Tree Stride. Once on her turn, the ashira can use 10 feet of her movement to step magically into one living tree of her orchard 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

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

Hit: 6 (1d6+3) slashing damage.

Fey Charm. The ashira targets one humanoid or beast that she can see within 30 feet of her. If the target can see the ashira, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the ashira as a trusted friend to be heeded and protected. Although the target isn't under the ashira's control, it takes the ashira's requests or actions in the most favourable way it can.

Each time the ashira 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 24 hours or until the ashira dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the ashira's Fey Charm for the next 24 hours.

The ashira can have no more than one humanoid and up to three beasts charmed at a time.

ASURAS

The asuras are divine spirits and envoys of the gods. Their role is similar to that of angels - their greatest rivals - though asuras are primarily messengers, not warriors. Nevertheless, asuras are powerful creatures whose strength far surpasses that most mortal creatures. Groups of asuras are led by their strongest and wisest individuals. The supreme general of all asuras is a figure name Absalom. Absalom is said to be supernaturally handsome and radiant, with power that are almost divine.

Tall and Burning. Asuaras appear as tall humanoid creatures with entirely white skin. Their hair is red, copper, or gold, and their eyes burn red. An asuras's most striking features are its bird-like talon that replace its feet, and its pair of burning wings. These wings radiate only a little heat, but can burn everything in the asuara's path if it desires so.

ASURAS

Medium celestial, chaotic good

Armour Class 16 (natural armour)

Hit Points 142 (19d8+57)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	17 (+3)	21 (+5)	19 (+4)

Saving Throws Con +7, Wis +9

Skills Intimidation +8, Perception +9

Damage Resistances radiant

Damage Immunities fire

Conditions Immunities charmed, exhaustion, frightened

Senses truesight 60 ft., passive Perception 19

Languages all

Challenge 9 (5,000 XP)

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

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

Actions

Multiattack. The asuras makes one attack with its claws and one with its greatspear.

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

Hit: 17 (3d8+4) slashing damage.

Greatspear. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

Change Shape. The asuras magically polymorphs into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The asuras reverts to its true form if it dies.

Burning Wings (Recharge 5-6). The asuras flaps its wings and releases burning hot wind in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one.

BLACK CLOUD OF VENGEANCE

The black cloud of vengeance is a huge sapient cloud. Black clouds are popularly believed to have been created by the Loregiver in order to punish those who broke the Law of the Loregiver. Many myths and legends surround these clouds, and no culture or society in the Land of Fate is without them. The black clouds' true origin is lost time, for black clouds have been present since the oldest of days.

Burning Vengeance. Black clouds of vengeance are incredibly powerful beings that appear as enormous thunderclouds. They are unaffected by wind and weather, and red lightning can be seen within them. As rare as black clouds are, the destruction they cause is terrible. Nobody knows the reason why a black cloud may or may not target a city or desert encampment, but they seem to primarily target cities devoid of genies or dedicated worshippers of the gods.

ASURAS LEADER

Medium celestial, chaotic good

Armour Class 18 (natural armour)

Hit Points 180 (24d8+72)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	17 (+3)	19 (+4)	22 (+6)	20 (+5)

Saving Throws Con +8, Wis +11, Cha +10

Skills Intimidation +10, Perception +11

Damage Resistances radiant

Damage Immunities fire

Conditions Immunities charmed, exhaustion, frightened

Senses truesight 60 ft., passive Perception 21

Languages all

Challenge 13 (10,000 XP)

Burning Weapons. When the asuras hits with any weapon other than its claws, the weapon deals an extra 18 (4d8) fire damage (included in the attack).

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

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

Magic Weapons. The asuras's weapon attacks are magical.

Innate Spellcasting. The asuras's spellcasting ability is Wisdom (spell save DC 19). The asuras can innately cast the following spells, requiring no material components:

At will: *detect good and evil*

3/day each: *dispel magic*, *flame strike*, *protection from evil and good*

1/day each: *antimagic field*, *geas*, *scrying*

Actions

Multiattack. The asuras makes one attack with its claws and one with its scimitar.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (6d8+5) slashing damage.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage plus 18 (4d8) fire damage.

Change Shape. The asuras magically polymorphs into a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The asuras reverts to its true form if it dies.

Burning Wings (Recharge 5-6). The asuras flaps its wings and releases burning hot wind in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

BLACK CLOUD OF VENGEANCE

Gargantuan elemental, chaotic evil (50%) or chaotic neutral (50%)

Armour Class 18 (natural armour)

Hit Points 280 (17d20+102)

Speed 0 ft., 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Dex +8, Int +9, Wis +9

Damage Immunities fire, poison, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities blinded, charmed, exhaustion, deafened, frightened, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 15

Languages —

Challenge 18 (20,000 XP)

Immutable Form. The cloud is immune to any spell or effect that would alter its form.

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

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

Actions

Black Wind. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10+7) slashing damage plus 11 (2d10) thunder damage.

Fiery Wind (Recharge 5-6). The cloud releases a wave of fire. Each creature in a 30-foot-area around the cloud must make a DC 20 Constitution saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

BURAQ

The buraq is a mystical horse with the face of a man. Buraqs are known as the horses of heaven. They call no one their master, but sometimes accept the companionship of a virtuous being, most often a holy warrior. Herds of buraq are said to roam freely on fields at the edge of the world and outside the Material Plane. Buraqs have the curious ability to stop time, which has saved the life of many a rider who was brought to safety in time this way.

BURAQ

Large celestial, neutral good

Armour Class 14 (natural armour)

Hit Points 45 (6d10+12)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	13 (+1)	16 (+3)	14 (+2)

Senses passive Perception 13

Languages Celestial, Midani

Challenge 2 (450 XP)

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

Magic Weapons. The buraq's weapon attacks are magical.

Trampling Charge. If the buraq 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 buraq can make another attack with its hooves against it as a bonus action.

Actions

Multiattack. The buraq makes one attack with its bite and one with its hooves.

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

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 14 (3d6+4) bludgeoning damage.

Time Freeze (1/Day). The buraq freezes time for a Medium or smaller creature mounted on its back. No time passes for this creature. The effect ends when the buraq uses an action to end the effect or when 12 hours have passed. An unwilling creature can avoid the effect with a successful DC 14 Wisdom saving throw.

CAMEL, ZAKHARAN

Strong and sturdy, the camel is widespread throughout all of the Land of Fate. Camels serve as mounts, beasts of burden, and companions.

DESERT CAMEL

The common Zakharan camel is the ship of desert and an essential lifeline of trade and commerce between the cities of the Land of Fate. Camels are friendly animals, but will spit, kick, and bite if provoked.

MOUNTAIN CAMEL

The mountain camel can be found in mountainous regions where it serves as a pack animal. Mountain camels are not suitable for the desert, but excel in rough terrain.

RACING CAMEL

Racing camels are bred for speed. They are the most expensive Zakharan camels, and known for their bad temper. Racing camels accept only a small number of riders, and even those will be subject to constant abuse by their mean-spirited mount.

WAR CAMEL

War camels are trained not shy away from chaos and bloodshed. They are the strongest members from a group of desert camels and trained for many years. Sometimes war camels are bred exclusively from retired war camels to strengthen the line.

DESERT CAMEL

Large beast, unaligned

Armour Class 9

Hit Points 15 (2d10+4)

Speed 30 ft.

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

Senses passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Actions

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

Spit. The camel targets a creature within a range of 30 feet. The target has to succeed on a DC 12 Dexterity saving throw or be blinded until the end of the camel's next turn.

MOUNTAIN CAMEL

Large beast, unaligned

Armour Class 11

Hit Points 15 (2d10+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Sure-Footed. The camel has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

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

Spit. The camel targets a creature within a range of 30 feet. The target has to succeed on a DC 12 Dexterity saving throw or be blinded until the end of the camel's next turn.

RACING CAMEL

Large beast, unaligned

Armour Class 10

Hit Points 13 (2d10+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Senses passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Actions

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

Spit. The camel targets a creature within a range of 30 feet. The target has to succeed on a DC 14 Dexterity saving throw or be blinded until the end of the camel's next turn.

WAR CAMEL

Large beast, unaligned

Armour Class 10

Hit Points 22 (3d10+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Actions

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

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

Spit. The camel targets a creature within a range of 30 feet. The target has to succeed on a DC 12 Dexterity saving throw or be blinded until the end of the camel's next turn.

CAMEL OF THE PEARL

Legend says that the camels of the pearl have been carved from a single great pearl by Jisan, the Zakharan goddess of fruitfulness, at the dawn of the world. Since that day, the camels of the pearl have served the cause of good and righteousness. Camels of the pearl appear as giant camels with white fur. Apart from their size, their deep eyes distinguish them from common camels.

Healers of the Desert. Camels of the pearl dwell in the desert. They enjoy the company of other benevolent creatures and are known to help travellers and other people in need. Occasionally, a camel of the pearl serves as a steed for a noble genie or desert giant.

CAMEL OF THE PEARL

Huge celestial, lawful good

Armour Class 14 (natural armour)

Hit Points 84 (8d12+32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	14 (+2)	17 (+3)	16 (+3)

Skills Perception +5, Persuasion +5, Religion +4

Senses passive Perception 15

Languages Genie, Giant, Midani

Challenge 3 (700 XP)

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

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

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

1st level (4 slots): *bles, cure wounds, detect evil and good*

2nd level (3 slots): *aid, lesser restoration, zone of truth*

3rd level (3 slots): *bestow curse, create food and water, mass healing word*

4th level (1 slot): *banishment*

Actions

Multiattack. The camel makes one attack with its bite and one with its hooves.

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

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 16 (2d10+5) bludgeoning damage.

CAT, WINGED

Winged cats are a rare breed of felines found in the Land of Fate. They are coveted by rich individuals as pets and parts of collections of exotic animals. The origin of the winged cat is unknown. There are two distinct kinds of winged cats: The jana-qitat, or lesser winged cat, and the jana-nimr, or greater winged cat. The former is no larger than a domestic cat, whereas the latter is as large as a great cat. Lesser winged cats sometimes serve wizards as familiars.

Vengeful Felines. Lesser winged cats are mostly harmless and behave like house cats. Greater winged cats are much more intelligent. They flee when their life is in serious danger, but fight to the death if cornered. Greater winged cats have an excellent memory. They never forget an attacker's face and may hunt an enemy for years to exact revenge.

LESSER WINGED CAT

Tiny monstrosity, neutral

Armour Class 13

Hit Points 10 (4d4)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	11 (+0)	4 (-3)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

Actions

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) slashing damage.

GREATER WINGED CAT

Medium monstrosity, chaotic neutral

Armour Class 13

Hit Points 44 (8d8+8)

Speed 40 ft., fly 60 ft.

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

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages Winged Cat

Challenge 2 (450 XP)

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

Actions

Multiattack. The cat makes two attacks with its claws.

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

Hit: 6 (1d6+3) slashing damage.

DESERT CENTAUR

Desert centaurs are the nomadic relatives of the sylvan centaurs. Slightly smaller, desert centaurs have the slender legs of an antelope and often sport long, thick beards. Though not particularly malicious, desert centaurs are also reclusive and territorial. Occasionally, these centaurs serve as caravan guards.

Night Raiders. Desert centaurs are mostly active during the night. Their keen vision and natural aptitude with weapons allows them to strike quickly and disappear before their victims can organise themselves. Some desert centaur tribes have friendly relations with other races, but many of them are not above stealing cattle and other goods, often under the pretence of liberating the animals.

Superstitious Ungulates. Every desert centaur tribe has at least one so-called waterfinder who serves as a priest and oracle. Desert centaurs fear and avoid genies, and sometimes trade with humans and giants. They enter cities

only to purchase goods they cannot manufacture themselves.

DESERT CENTAUR

Large monstrosity, neutral good (25%) or neutral (75%)

Armour Class 13

Hit Points 30 (4d10+8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Midani

Challenge 1 (200 XP)

Actions

Multiattack. The centaur makes two attacks: one with its scimitar or lance and one with its hooves, or two with its shortbow.

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

Hit: 6 (1d6+3) slashing damage.

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 9 (1d12+3) piercing damage.

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

Hit: 8 (2d4+3) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

DESERT CENTAUR WATERFINDER

Large monstrosity, neutral

Armour Class 13

Hit Points 37 (5d10+10)

Speed 50 ft.

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

Skills Nature +2, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Midani

Challenge 2 (450 XP)

Spellcasting. The centaur is a 3th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The centaur has the following cleric spells prepared:

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

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

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

Actions

Multiattack. The centaur makes two attacks: one with its scimitar or lance and one with its hooves, or two with its shortbow.

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

Hit: 6 (1d6+3) slashing damage.

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

Hit: 8 (2d4+3) bludgeoning damage.

COBRA, GIANT

Giant cobras are large hooded snakes with two eyelines patterns on the back. Giant cobras are feared for their strength and their potent venom. They tend to hunt in binges and then rest in their lair - often the old lair of a different animal - for days or weeks. A local giant cobra population can increase rapidly, and humans generally destroy cobra eggs when they discover them. Such eggs can be sold on the black market, as they are sometimes sought by snake charmers, assassins, or chefs. Jungle giants consider them a rare delicacy, as do some elven tribesmen.

Elder Snakes. Giant cobras can become very old, and gain wisdom and intelligence with age. The oldest cobras have a mesmerising gaze and use this ability to paralyse prey before they strike. There are rumours of the Grand Snakemaster, a huge and immoral cobra with great knowledge. However, nobody could ever verify the existence of the Grand Snakemaster.

GIANT COBRA

Large beast, unaligned

Armour Class 13

Hit Points 30 (4d10+8)

Speed 40 ft.

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

Skills Perception +3

Senses blindsight 30 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

ELDER GIANT COBRA

Large monstrosity, neutral

Armour Class 13

Hit Points 51 (6d10+18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	11 (+0)

Skills Perception +4

Senses blindsight 30 ft., passive Perception 14

Languages Giant, Midani

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Hypnotic Gaze. The cobra's eyes begin to shine. Any creature that looks into the cobra's eyes must make a DC 12 Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this effect, the creature is incapacitated and has a speed of 0.

The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the cobra's Hypnotic Gaze for the next 24 hours.

GRAND SNAKEMASTER

Huge monstrosity, neutral

Armour Class 13

Hit Points 84 (8d12+32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	14 (+2)	16 (+3)	14 (+2)

Skills History +5, Perception +6, Stealth +6

Senses blindsight 30 ft., passive Perception 16

Languages Giant, Midani

Challenge 5 (450 XP)

Actions

Multiattack. The cobra makes two bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Hypnotic Gaze. The cobra's eyes begin to shine. Any creature that looks into the cobra's eyes must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this effect, the creature is incapacitated and has a speed of 0.

The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the cobra's Hypnotic Gaze for the next 24 hours.

COELENITE

The coelenite is a bizarre life form formed from hundreds of small creatures. These small creatures, also referred to as coelenites, are no threat by themselves. As a group, they can form sturdy coral-like bodies, usually in humanoid shape. Such a colony becomes sentient, and if enough coelenites join it, sapient. In rare cases, several coelenite humanoids join their consciousness and create a mass mind. Coelenite psychology is poorly understood. Occasionally, groups of coelenite attack ships and slay the crew, but no explanation for this behaviour has ever been found.

COELENITE

Medium monstrosity, neutral

Armour Class 16 (natural armour)

Hit Points 11 (2d8+4)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	5 (-3)	11 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing

Conditions Immunities charmed, frightened

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 1/2 (XP)

Aquatic. For every 10 minutes the coelenite spends outside water and doesn't moisturise its body, its hit point maximum is reduced by 3 (1d6). This reduction lasts until the coelenite spends 1 minute submerged in water. The coelenite dies if this effect reduces its hit point maximum to 0.

Colony Organism. The coelenite is not affected by spells or magical effects targeted at a single creature.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 7 (2d6+1) bludgeoning damage.

COPPER AUTOMATON

Copper automatons are magical clockwork devices. They look like humanoid statues made of bronze or copper, and are filled with a plethora of gear, weights and levers. Copper automatons are primarily found in old ruins where they keep guard, either until they fully rust away or are destroyed in combat. Most copper automatons attack with their fists, though some of them are armed with copper weapons. All of them start to glow from within once they enter combat, the result of their mechanical interior heating up.

Hidden Knowledge. The secret of copper automaton construction is known only to a small number of people. The creator of such a construct has to be a mage as well as a tinkerer, which severely limits the number of people who can use such knowledge. Those who lack the skill to make full-sized copper automatons sometimes create miniature version. These are quite diverse in appearance. Some have bulky bodies and elongated arms, other resemble knights or animals.

Dubious Gift. Some say that the secret of copper automaton creation was originally passed on to human by

the efreet, who hoped that they could ultimately use these constructs to establish rulership of the human of the Land of Fate.

COPPER AUTOMATON

Medium construct, unaligned

Armour Class 16 (natural armour)

Hit Points 60 (8d8+24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	5 (-3)	8 (-1)	1 (-5)

Damage Immunities poison, psychic

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses blindsight 30 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Actions

Multiaction. The copper automaton makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6+3) bludgeoning damage 9 (2d8) fire damage.

MINIATURE COPPER AUTOMATON

Small construct, unaligned

Armour Class 14 (natural armour)

Hit Points 26 (4d6+12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	16 (+3)	5 (-3)	8 (-1)	1 (-5)

Damage Immunities poison, psychic

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses blindsight 30 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 1/2 (100 XP)

Actions

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 7 (2d6) slashing damage 5 (2d4) fire damage.

CRYPT SERVANT

The crypt servant is a special form of undead from the Nog and Kadar, the Ruined Kingdoms. The crypt servant appears as a desiccated, mummified corpse and is usually dressed in the attire of its master. A crypt servant was most likely a human in life, but can be created from other humanoid races too. Many crypt servants volunteered for their body to be used to create such an undead guardian while they were alive.

Gravekeepers. A crypt servant speaks with the voice of its master. Its main purpose is to deter those who intrude the crypt of its master and fight them if necessary. In the meantime, they maintain the grave, polish valuables, light

candles for visiting family members and keep vermin away. When a crypt servant gets older, they take longer breaks between activities, sometimes standing motionless for days or even years before becoming active again. Large tombs sometimes hold several crypt servants with a crypt thing leader.

CRYPT SERVANT

Medium undead, lawful neutral

Armour Class 14 (natural armour)

Hit Points 67 (9d8+27)

Speed 30 ft.

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

Skills Perception +3

Damage Resistances necrotic

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the language of its master

Challenge 3 (700 XP)

Deathly Weapons. When the crypt servant hits with a melee weapon, it deals an extra 7 (2d6) necrotic damage (included in the attack).

Actions

Multiattack. The crypt servant makes two attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) slashing damage plus 7 (2d6) necrotic damage.

CREATING A CRYPT SERVANT

A caster who uses an 8th-level spell slot can create a crypt servant with *create undead*. If the deceased owner of the body did not agree to become a crypt servant prior to their death, or if they died a violent death, they are permitted a Wisdom saving throw to avoid becoming a crypt servant. On a success, the body cannot be used to create undead anymore. At the DM's discretion, creating crypt servants is only possible in the *Al-Qadim* campaign world.

CRYSMAL

The crysmal is a crystalline creature from the Elemental Plane of Earth. It can be occasionally encountered on the Prime Material Plane in subterranean places rich in minerals, especially quartz, beryl, diamond, and corundum. Crysmals look like truncated, prisms of translucent crystals. An individual crysmal tends to be of one colour, ranging from pale amber through olive into deep violet. Crysmals possess innate psionic powers.

Crystal Mind. Crysmals live in packs with changing but defined separation of duties between individuals. The leader is usually the crysmal with the most powerful psionic abilities. Crysmals hate xorn as the latter prey on them. They can sometimes be found in the company of dao.

CRYSMAL

Small elemental, neutral evil

Armour Class 17 (natural armour)

Hit Points 54 (12d6+12)

Speed 30 ft.

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

Damage Vulnerabilities thunder

Damage Resistances cold, fire, lightning

Damage Immunities poison

Conditions Immunities poisoned

Senses blindsight 60 ft., passive Perception

Languages Terran

Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The crysmal's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *see invisibility*

3/day each: *mirror image*, *misty step*, *nondetection* (self only)

Actions

Multiattack. The crysmal makes two attacks with its appendages.

Appendages. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) slashing damage.

CYCLOPS, DESERT

The Zakahran desert cyclops is a smaller relative of the common cyclops. It has rough, sand-coloured skin and an upper body that seems disproportionately muscular compared to the rest of its body. The cyclops's most striking feature is its single eye. It is deep blue, almost never blinks and seems to peer into the very soul of anyone who looks into it. A cyclops's eye is both the pride and shame of its owner. The eye is considered very beautiful among the cyclops themselves, but others use it as a rallying point for vilification.

Desert Outcasts. Desert cyclopes have a bad reputation among humans and members of other races. This is partially based on a xenophobic minority among the cyclopes, and partially on superstitions and fear of the one eye. The cyclopes have a variety of different lifestyles. Many are nomadic hunter-gatherers and live in small family units. Others live as isolated tribes that do not tolerate strangers. Some cyclopes live alone in the wasteland, and some even live among humans. Certain rulers and nobles hire desert cyclopes to see whether their subjects speak the truth.

DESERT CYCLOPS

Large humanoid, chaotic neutral

Armour Class 13 (natural armour)

Hit Points 82 (11d10+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Senses passive Perception 11

Languages Midani

Challenge 3 (1,100 XP)

Eye of Truth. A creature that looks at the cyclops's eye and speak a lie must make a DC 15 Charisma saving throw. On a failure, the cyclops is aware of the lie.

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Actions

Multiattack. The cyclops makes two greatclub attacks.

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

DEBBI

Small monstrosity, neutral evil

Armour Class 12

Hit Points 16 (3d6+6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	7 (-2)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages Debbi

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The debbi makes two bite attacks.

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

Fearsome Howl. The debbi emits a magical screech. Each creature in a 20-foot area around the debbi that can hear the screech must succeed on a DC 12 Wisdom saving throw or drop whatever it is holding and become frightened for 1 minute. A creature frightened this way must take the Dash action and move away from the debbi by the safest available route on each of its turns, unless there is nowhere to move. A creature can repeat the saving throw at the end of its turn, ending the effect on a success.

If a target's saving throw is successful or the effect ends, the target is immune to this debbi's Fearsome Howl for the next 24 hours.

DEBBI

The debbi is a predator found in the deserts and jungles of the Land of Fate. The debbi, which is the size of a small

dog, has the head and powerful jaws of a hyena, and the dexterous body of a baboon. Though debbi are capable of manipulating tools, they have little interest in anything but food.

Howl of Fear. The debbi's most distinctive ability is its supernatural howl, which causes fear in other creatures. Once scared, a pack of debbi hunts the victim down and devours it. Debbi are selfish and evil, and do not care for other creatures, not even members of their own pack.

ELEMENTAL, MINIATURE

Miniature elemental are lesser elementals. They are less than half the size of a human. Miniature fire elementals resemble moving balls of fire, air elementals are moving whirlwinds, earth elementals are rocks with vague facial features, and water elementals are bouncing blobs of cohesive water. Miniature elementals are significantly weaker than their greater kin, but nevertheless dangerous beings that can overpower commoners, especially when they travel in packs.

Elemental Freaks. Nobody knows where exactly miniature elementals come from. For a long time, they were considered to be myth by scholars and casters alike. It is rumoured that miniature elementals are small bits of larger elementals that broke free, and now roam of their own accord. No mage has ever managed to purposely conjure a miniature elemental. It is possible that they are too small to be grabbed from their plane, or that they originate from a different place altogether.

MINIATURE AIR ELEMENTAL

Tiny elemental, unaligned

Armour Class 13

Hit Points 10 (4d4)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	2 (-4)	10 (+0)	6 (-2)

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

Damage Immunities poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 30 ft., passive Perception 10

Languages Auran

Challenge 1/2 (100 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freak Elemental. A miniature elemental can't be deliberately conjured with a spell or magical effect that conjures elementals.

Actions

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

MINIATURE EARTH ELEMENTAL

Tiny elemental, unaligned

Armour Class 15 (natural armour)

Hit Points 18 (4d4+8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 30 ft., tremorsense 30 ft., passive Perception 10

Languages Terran

Challenge 1/2 (100 XP)

Freak Elemental. A miniature elemental can't be deliberately conjured with a spell or magical effect that conjures elementals.

Actions

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

MINIATURE FIRE ELEMENTAL

Tiny elemental, unaligned

Armour Class 12

Hit Points 14 (4d4+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 30 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Fire Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Illumination. The elemental sheds bright light in a 15-foot radius and dim light in an additional 15 feet.

Freak Elemental. A miniature elemental can't be deliberately conjured with a spell or magical effect that conjures elementals.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

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

MINIATURE WATER ELEMENTAL

Tiny elemental, unaligned

Armour Class 12 (natural armour)

Hit Points 10 (4d4)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	6 (-2)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 30 ft., passive Perception 10

Languages Aquan

Challenge 1/2 (100 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freak Elemental. A miniature elemental can't be deliberately conjured with a spell or magical effect that conjures elementals.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 7 (2d6+1) bludgeoning damage.

ELEMENTAL VERMIN

Elemental vermin are lesser creatures from the Elemental Planes. On their home plane, they are minor nuisances, but on the Material Plane, they can cause serious havoc. Elemental vermin are humanoid with animalistic traits. They enter the Material Plane through gates and are often encountered in the vicinity of genies or in an environment close to their respective element.

CRAWLER

Tiny elemental, unaligned

Armour Class 13 (natural armour)

Hit Points 14 (4d4+4)

Speed 25 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Damage Immunities poison

Conditions Immunities exhaustion, paralysed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Actions

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 9 (2d6+2) slashing damage.

CRAWLER

Crawlers come from the Elemental Plane of Earth. They are doglike, with long feelers on their head and equipped with a sharp pair of claws. Crawlers are temperamental and often attack right away if disturbed.

DUSTER

The duster stems from the Elemental Plane. It is sometimes conjured instead of a dust devil by the spell of the same name. A duster looks like a grey, upright armadillo with human hands, long ears, and a long proboscis.

FLAMELING

As its name implies, the flameling is from the Elemental Plane of Fire. The flameling's head looks something like an alligator's, but it has bulging, forward-facing eyes and a crest of stiff tentacles that serve as sensory organs. It appears to be covered in red, flamelike scales.

SPITTER

The spitter, named after its tendency to spit water at its opponents, is the most animalistic and disturbing of all elemental vermin. It has a head, hands, and feet like those of a frog, though the mouth is filled with many sharp teeth. Its body is greenish and covered in ridges and bumps.

DUSTER

Tiny elemental, unaligned

Armour Class 12

Hit Points 10 (4d4)

Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder

Damage Immunities poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Actions

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

Dust Whirlwind. The elemental targets a creature it can see within 10 feet of it. The creature must succeed on a DC 12 Dexterity saving throw or be blinded until the end of the creature's next turn.

Invisibility. The elemental magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell).

FLAMELING

Tiny elemental, unaligned

Armour Class 12

Hit Points 10 (4d4)

Speed 25 ft., fly 25 ft.

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

Damage Immunities poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Fire Form. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 1 fire damage.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8+2) fire damage.

Fire Sphere. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 5 (1d6+2) fire damage.

SPITTER

Tiny elemental, unaligned

Armour Class 11

Hit Points 10 (4d4)

Speed 25 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	12 (+1)	10 (+0)	3 (-4)	10 (+0)	6 (-2)

Damage Immunities fire, poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Regeneration. The elemental regains 3 hit points at the start of its turn.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage.

Water Pellet. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

ELEPHANT BIRD

The elephant bird is man-sized large bird of prey with green plumage and a curved yellow beak. Male elephant birds often have red stripes reaching down to their tail feathers. These birds have a prominent gullet dangling from their throats. This gullet is used to store and heat up rocks. In combat, elephant birds use these rocks against their prey. Elephant birds live in flocks in the jungle and the savannah. They never leave a flock unless accompanied by a couple of other birds. It is said that a hungry flock of birds is powerful enough to kill a grown elephant.

ELEPHANT BIRD

Medium beast, unaligned

Armour Class 13

Hit Points 45 (6d10+12)

Speed 10 ft., fly 60 ft.

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

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1 (200 XP)

Actions

Multiattack. The elephant bird makes two attacks with its beak.

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

Hit: 8 (1d10+3) piercing damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage plus 2 (1d4) fire damage.

ETTIN, ALBINO

Most ettins found in the Land of Fate resemble their kin from other places aside from some superficial differences in appearance. However, there are rumours of two-headed giants that are much more powerful than their lesser brethren. These ettins are said to have pale white skin, either to albinism or due to generations they spent underground. It is unclear whether these ettins are merely exceptionally powerful members of their race or distinct species.

ALBINO ETTIN

Huge giant, chaotic evil

Armour Class 14 (natural armour)

Hit Points 207 (18d12+90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	7 (-2)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +6, Cha +5

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes three attacks with its greatclub.

Greatclub. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

GENIE

The genies found in the Land of Fate and originally from the Elemental Planes are more common and diverse than anywhere else on Abeir-Toril. They are rulers, agents, servants, slaves, politicians, warriors, and sometimes found in the service of a genie-binding sha'ir.

JANNI

The jann are a group of genies native to Material Prime and with an equally strong connection to all four Elemental Planes. A janni resembles a tall and strong humanoid with skin the colour of sand or earth, close enough to a human to wander among them without being identified right away. Jann are generally friendly and have good relations with most other races. They are on good terms with the djinn, but avoid other genies. Some Zakharans say that jann were created by powerful elemental creatures who hoped to circumvent the restriction preventing genies from granting wishes to other genies. Such was not the case, for the jann are as limited as their elemental cousins in this matter.

Desert Genies. The jann live in the desert, a land they have a strong connection to. They are not affected by the searing heat, and are less susceptible to magical effects while in the desert. Like the Al-Badia, jann are nomads, though they move their camps less frequently than mortals, and they do maintain some permanent settlements. Jann clans are ruled by sheikhs, and allied clans are in turn ruled by amirs. Janni leaders have counselled by viziers, diviners with great magical powers.

JANNI

Medium elemental (genie), neutral good

Armour Class 14 (ring mail)

Hit Points 90 (12d8+36)

Speed 30 ft., fly 40 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Genie, Midani

Challenge 4 (1,100 XP)

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

3/day: *invisibility*

1/day each: *create food and water*, *enlarge/reduce*, *etherealness*

Amphibious. The genie can breathe air and water.

Magic Resistance. While in the desert, the genie has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The genie makes two attacks with its great scimitar.

Great Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

JANNI SHEIKH

Medium elemental (genie), neutral good

Armour Class 16 (ring mail)

Hit Points 127 (15d8+60)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	16 (+3)	10 (+0)	15 (+2)

Senses darkvision 60 ft., passive Perception 10

Languages Genie, Midani

Challenge 6 (2,300 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

3/day: *invisibility*

1/day each: *create food and water, enlarge/reduce, etherealness*

Amphibious. The genie can breathe air and water.

Magic Resistance. While in the desert, the genie has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The genie makes two attacks with its great scimitar or longbow.

Great Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

JANNI VIZIER

Medium elemental (genie), neutral good

Armour Class 13 (natural armour)

Hit Points 105 (14d8+42)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	20 (+5)	16 (+3)	16 (+3)

Skills Arcana +8, History +8, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Genie, Midani

Challenge 5 (1,800 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

3/day each: *augury, detect magic, divination, greater invisibility*

1/day each: *create food and water, enlarge/reduce, etherealness*

Amphibious. The genie can breathe air and water.

Magic Resistance. While in the desert, the genie has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The genie makes two attacks with its quarterstaff.

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage, or 8 (1d8+4) bludgeoning damage if wielded with two hands.

JANNI AMIR

Medium elemental (genie), neutral good

Armour Class 16 (ring mail)

Hit Points 153 (18d8+72)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	17 (+3)	14 (+2)	17 (+3)

Skills Insight +5, Persuasion +6

Senses darkvision 60 ft., passive Perception 10

Languages Genie, Midani

Challenge 7 (2,900 XP)

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

3/day: *greater invisibility*

1/day each: *create food and water, enlarge/reduce, etherealness*

Amphibious. The genie can breathe air and water.

Magic Resistance. While in the desert, the genie has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The genie makes three attacks with its great scimitar.

Great Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Reactions

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

KHAYAL

The khayal are a race of genies from the Shadowfell. Like the jann, the khayal are tied equally strong to all four Elemental Planes, but originally lacked a form. They gained their shape - grey skin, a muscular build, inherent swiftness - on the Plane of Shadow, where they now dwell. Most khayal can be found in the City of Onyx, a place of twisted spires and high minarets that pays no heed to the laws of architecture or physics. The Malik al-Khayal, the King of Shadows, rules the khayal from the Grand Palace of Endings. Other khayal communities are ruled by emirs.

Honest and Deceptive. Khayal mistrust most other races, including other genies. When khayal and jann meet, conflict is likely, for the two races have had many feuds over the centuries. Khayal respect humans and members of other races that defeat them in combat or outsmart them. Lying to another khayal is considered a great sin in khayal society, though deceiving other creatures is no taboo at all and almost a compulsion. In combat, khayal rely on their agility and do everything to win; they consider the concept of a fair fight to be utterly ludicrous.

KHAYAL

Medium elemental (genie), chaotic neutral

Armour Class 16

Hit Points 123 (13d8+65)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	20 (+5)	14 (+2)	13 (+1)	15 (+2)

Saving Throws Dex +10, Wis +5, Cha +6

Conditions Immunities cold

Senses darkvision 60 ft., passive Perception 11

Languages Genie

Challenge 9 (5,000 XP)

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

3/day each: *blade ward*, *darkness*, *false life*

1/day each: *blink*, *dimension door*

Sneak Attack (1/Turn). The genie 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 genie that isn't incapacitated and the genie doesn't have disadvantage on the attack roll.

Actions

Multiattack. The genie makes three attacks with its great scimitar.

Great Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

NOBLE DAO

Noble dao are the rulers of the genies from the Elemental Plane of Earth. Both male and female noble dao are powerful individuals. Their skin can have any colour of earth and ranges from black over tan and yellow to white. Male noble dao often sport moustaches styled in an almost ridiculous fashion, and both genders like turbans, rings, and heavy necklaces.

Master Slavers. Noble dao are just as greedy as their common kin and enjoy stealing treasure or being bribed. Though physically tough and equipped with retractable metal fingernails, noble dao fight only when the odds are good or they have no other option. They prefer to send mercenaries or slaves into combat instead. Some noble dao are local rulers, whereas others spend their time at the court of the Great Khan of the Dao.

NOBLE DAO

Large elemental (genie), neutral evil

Armour Class 18 (natural armour)

Hit Points 250 (20d10+140)

Speed 30 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	25 (+7)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Int +7, Wis +7, Cha +8

Skills Deception +8, Insight +7

Conditions Immunities petrified

Senses darkvision 120 ft., passive Perception 12

Languages Genie, Terran

Challenge 15 (13,000 XP)

Earth Glide. The dao can burrow through nonmagical, unworked earth and stone. While doing so, the dao doesn't disturb the material it moves through.

Innate Spellcasting. The dao's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *stone shape*, *tongues*,
3/day each: *conjure elemental* (earth elemental only), *passwall*,
move earth, *wall of stone*

1/day each: *gaseous form*, *hold monster*, *invisibility*, *phantasmal killer*, *plane shift*

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

Sure-Footed. The dao has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The dao makes three weapon attacks.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6+8) slashing damage. If the target is a Huge or smaller creature, it must succeed on a DC 20 Strength check or be knocked prone.

Great Sabre. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 26 (4d8+8) slashing damage.

NOBLE DJINNI

Noble djinn are master of the province of wind, and rulers of all genies from the Elemental Plane of Air. Noble Djinn pride themselves to be the tallest and fairest of all geniekind and like to wear jewellery and pompous clothing to distinguish themselves from their common kin.

Masters of Wind. When noble djinn leave their home plane, they will either ride an animal - usually an elephant or a splendid camel - or be carried in a palanquin by djinni servants. Under no circumstances will they allow their feet to touch the ground - something which noble djinn consider to be dishonourable. Noble djinn either serve as leaders for small groups of djinn or reside at the court of the Great Caliph of the Djinn.

NOBLE DJINNI

Large elemental (genie), chaotic good

Armour Class 18 (natural armour)

Hit Points 225 (18d10+126)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	24 (+7)	16 (+3)	16 (+3)	22 (+6)

Saving Throws Dex +6, Wis +7, Cha +9

Skills Perception +8, Persuasion +11

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 18

Languages Auran, Genie

Challenge 15 (13,000 XP)

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

At will: *detect evil and good*, *detect magic*, *thunderwave*, *tongues*
3/day each: *create food and water* (can create wine instead of water), *plane shift*, *sleet storm*, *wind walk*

1/day each: *conjure elemental* (air elemental only), *creation*, *dimension door*, *gaseous form*, *invisibility*, *major image*

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

Actions

Multiattack. The djinni makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 12 (2d6+6) slashing damage plus 14 (4d6) lightning or thunder damage (djinni's choice).

Create Whirlwind. A 10-foot-radius, 60-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 20 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 20 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

NOBLE EFREETI

Massive and muscular, noble efreeti are the ruler of all genies from the Elemental Plane of Fire. Formally, all noble efreeti are obedient to the Sultan of the City of Brass. However, only some of them reside in the fabled City of Brass whereas other noble efreeti are essentially warlords that rule their own domains.

Burning Evil. Noble efreeti are even more arrogant and cruel than their common kin. They have few allies and fewer friends anywhere, even on their home plane. A noble efreeti's skin has the colour of basalt, its eyes are burning and its hair looks like woven brass. Noble efreeti wear little clothing so their muscles are visible, and they chose their

jewellery and weapons not only to adorn themselves, but also to intimidate their opponents.

NOBLE EFREETI

Large elemental (genie), lawful evil

Armour Class 18 (natural armour)

Hit Points 283 (21d10+168)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	26 (+8)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Int +7, Wis +6, Cha +7

Skills Athletics +13, Intimidation +12

Damage Immunities fire

Senses darkvision 120 ft., passive Perception

Languages Genie, Ignan

Challenge 15 (13,000 XP)

Innate Spellcasting. The efreeti's innate spell casting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *tongues*

3/day: *enlarge/reduce*, *slow*, *wall of fire*

1/day each: *conjure elemental* (fire elemental only), *fire shield*, *gaseous form*, *invisibility*, *major image*, *plane shift*

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

Actions

Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 15 (2d6+8) slashing damage plus 14 (4d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 35 (10d6) fire damage.

NOBLE MARID

Noble marids are the rulers of all genie from the Elemental Plane of Water. Unlike their fishlike lesser kin, noble marids resemble humanoids, though some claim that this is merely an illusion, and that the marids' true form is terrible to behold. Marid only wear the finest clothes, and enjoy displaying their physique to intimidate lesser creatures.

Aquatic Rulers. All marids claim to be of noble of even royal descent, but the truly noble marids are those who serve the Great Padisha of the Marids residing in the Citadel of Ten Thousand Pearls. Nevertheless, even noble marids like to bestow themselves with additional fancy titles and require their servants to address them using all of them. Noble marids are excellent storytellers - telling stories that generally glorify marids and belittle their enemies.

NOBLE MARID

Large elemental (genie), neutral evil

Armour Class 17 (natural armour)

Hit Points 270 (20d10+160)

Speed 30 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	28 (+9)	20 (+5)	18 (+4)	19 (+4)

Saving Throws Dex +5, Wis +7, Cha +8

Skills Perception +9, Performance +13

Damage Resistances acid, cold, lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Aquan, Genie

Challenge 15 (13,000 XP)

Amphibious. The marid can breathe air and water.

Innate Spellcasting. The marid's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water, detect evil and good, detect magic, fog cloud, purify food and drink*

3/day each: *control water, counterspell, haste, tongues, water breathing, water walk*

1/day each: *conjure elemental* (water elemental only), *gaseous form, ice storm, invisibility, plane shift*

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

Actions

Multiattack. The marid makes three trident attacks.

Great Trident. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 30/80 ft., one target. *Hit:* 17 (3d6+7) piercing damage, or 20 (3d8+7) piercing damage if used with two hands to make a melee attack.

Water Jet. The marid magically shoots water in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw. On a failure, a target takes 42 (12d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the marid and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

QORRASHI

Distant relatives of the djinn, qorrash are elemental spirits of cold and ice. A qorrashi appears as a blue-skinned humanoid with sharp features and a body covered in a fine layer of frost. They are surrounded by an aura of frigid cold noticeable even in the coldest of climates.

Cold Recluses. Most other genies never meet a qorrashi, but those who do consider them to be strange and alien. In the Land of fate, qorrash will only be found in the service of another creature, or maybe in a cold region such as the World Pillar Mountains.

QORRASHI

Large elemental (genie), lawful neutral

Armour Class 16 (natural armour)

Hit Points 110 (13d10+39)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	14 (+2)	15 (+2)	15 (+2)

Saving Throws Dex +6, Con +6, Cha +5

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Celestial, Genie, Ignan, telepathy 120 ft.

Challenge 5 (1,800 XP)

Ice Walk. The genie can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *absorb elements, invisibility (self only)*

3/day each: *cone of cold, ice storm*

1/day each: *create food and water, gaseous form, plane shift, wind walk*

Actions

Multiattack. The genie makes two slam attacks.

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

Hit: 12 (2d6+5) bludgeoning damage plus 7 (2d6) cold damage.

TASKED GENIE

A long time ago, a tasked genie may have been a genie from one of the Elemental Planes. However, they have performed a specific task for so long that their labour has permanently altered their shape. Their profession defines them and rules them; a tasked genie taken away from its work grows weak and sickly. Tasked genies are proud beings, but are no above working for humans and other races. Unlike most other genies, tasked genies are do not mind being around humans, though they demand respect and adequate payment for their work.

TASKED ADMINISTRATOR GENIE

Administrator genies were once djinn or marids, and now work as bureaucrats for humans and other genies. They are proud and ambitious, but avoid public attention and prefer to rise to power behind the scenes. Administrator genies only fight if cornered, but are adept at handling logistics and supplies behind the front lines. When paid and treated well, administrator genies are highly efficient; when mistreated or bound by magic, they tend to become sloppy in purpose.

Rival Families. It is said that all administrator genies come from two families, one formerly djinn, the other formerly marids. There seems to be a rivalry between the two families, and members of one of the groups often try to hand power to their relatives when they retire.

TASKED ADMINISTRATOR GENIE

Medium elemental (genie), any lawful

Armour Class 12

Hit Points 77 (14d8+14)

Speed 30 ft., swim or fly 40 ft.

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

Senses passive Perception 13

Languages Genie, Midani, telepathy 30 ft.

Challenge 2 (450 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

3/day each: *detect thoughts*, *friends*, *tongues*

1/day each: *suggestion*

Unseen Servant. The genie has a permanent unseen servant. When the unseen servant is destroyed, it reforms after 1 hour within 10 feet of the genie.

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.

TASKED ARTISAN GENIE

Artisan genies once used to be dao or djinn, and are now among the best master craftsmen of the Land of Fate. Not only are their products of the finest quality, artisan genies can also make them in an incredibly short amount of time. If mistreated, an artisan genie will not produce superior work, though artisan genies still tend to be too proud to deliberately make flawed products. Artisan genies vary a lot. Their shape depends very much on their work; a weaver genie may have nimble elongated fingers, a sculptor genie powerful arms and shoulders, or a tinker genie incredibly sharp eyes and a good memory.

TASKED ARTISAN GENIE

Medium elemental (genie), neutral

Armour Class 16

Hit Points 71 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	14 (+2)	17 (+3)	12 (+1)	14 (+2)

Skills Sleight of Hand +6

Senses passive Perception 11

Languages Genie, Midani

Challenge 4 (1,100 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

2/day each: *alter self*, *major image*, *mirror image*, *stone shape*

Actions

Multiattack. The genie makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (3d8+2) bludgeoning damage.

TASKED ARTIST GENIE

Just like artisan genies, artist genies were once dao or djinn. The two kinds of tasked genies share further similarities, as artist genies vary a lot in appearance and have a shape best suited to express whatever art they pursue. Artist genies cover all sorts of high art, from storytelling to music to painting. An artist genie's greatest rival is another artist genie and sometime an artisan genie, as the two can have overlapping professions. Some people deliberately acquire two artist genies in order to have them try to outperform one another.

TASKED BUILDER GENIE

Architect or builder genies were once dao, but have been reshaped by a life in construction and design. Builder genies are commonly found in the Great Dismal Delve, home of the dao, but can be found elsewhere too. Some dao are bound by sha'ir, others are given to rulers as a present, and a small number even works independently. Many of the most fabulous constructions of the Land of Fate have been built by or with the help of these builder genies.

Dao Heritage. Just like dao, builder genies are bald and muscular. They like to wear the same kind of jewellery and are often branded with a dao symbol that indicates their ownership. Builder genies have good relations with other creatures from the Elemental Plane of Earth, but are judgemental of races short on architectural achievements.

TASKED ARTIST GENIE

Medium elemental (genie), chaotic neutral

Armour Class 15 (natural armour)

Hit Points 45 (7d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	17 (+3)	12 (+1)	17 (+3)

Skills Performance +5

Senses passive Perception 11

Languages Genie, Midani

Challenge 2 (450 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

2/day each: *disguise self*, *minor illusion*, *mirror image*, *stone shape*

Actions

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

TASKED BUILDER GENIE

Medium elemental (genie), neutral

Armour Class 16 (natural armour)

Hit Points 136 (13d8+84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	22 (+6)	17 (+3)	15 (+2)	12 (+1)

Conditions Immunities petrified

Senses passive Perception 12

Languages Genie, Midani, Terran

Challenge 8 (3,900 XP)

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

3/day each: *earthbind*, *fabricate* (stone only), *mould earth*

1/day each: *passwall*, *stone shape*

Siege Master. A creature that deals double damage against objects or structures deals triple damage against structures when commanded by the genie. A siege weapon commanded by the genie deals double damage against structures.

Actions

Multiattack. The genie makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 18 (3d8+5) bludgeoning damage.

TASKED DECEIVER GENIE

Medium elemental (genie), neutral evil

Armour Class 15

Hit Points 144 (17d8+68)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	14 (+2)	12 (+1)	17 (+3)

Skills Deception +6, Insight +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Genie, Midani

Challenge 6 (2,300 XP)

Illusionary Form. The genie projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the genie is incapacitated or has a speed of 0.

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

At will: *alter self*, *silent image*, *tongues*

2/day each: *magic mouth*, *mirror image*, *phantasmal force*

1/day each: *major image*, *mislead*, *suggestion*

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

Actions

Multiattack. The genie makes two claws attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 15 (2d10+4) slashing damage.

TASKED DECEIVER GENIE

Deceiver genies are corrupted genies damned to a life of deception and illusion. They never show their true face or form if possible, but those who can see through illusions describe them as tall and gaunt, with grey skin, elongated arms and fingers, blond hair, and a pair of striking eyes, one brown, one blue. Always shrouded in illusions, deceiver genies protect themselves with an effect not unlike a displacer beast's displacement.

Masters of Illusion. Deceiver genies often serve djinn and other genies, and they can be bound, but are dangerous servants to have around. A contract with them has to be worded most carefully. In rare cases, deceiver genies form communities and build hidden villages. They live only to deceive, and enjoy nothing more than seeing someone trying to walk over an illusionary bridge or approach an illusionary oasis. Interestingly, deceiver genies like art, which they consider an elaborate if formal form of lying.

TASKED GUARDIAN GENIE

Guardian genies are powerful spirits summoned to guard a certain location or object. They were once efreeti, and share the efreeti's muscular build and physical power. Despite their bulky physique, a guardian genie is uncannily fast. Guardian genies have dark red skin thicker than that of a rhinoceros. They are completely hairless. A guardian genie's most striking feature are its two face, one on each side of its head.

Frustrated Guardians. Unlike other tasked genies, guardian genies can never truly finish their task, which often leaves them frustrated and angry. They usually guard a place for at least a century, and while their contract can be renewed, their master often is not around to do so. As part of their contract, guardian genies always reveal what they are guarding and for whom they are guarding it, but never go into detail about the measures they took to secure the object.

TASKED GUARDIAN GENIE

Large elemental (genie), lawful neutral

Armour Class 19 (natural armour)

Hit Points 199 (21d10+84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	19 (+4)	19 (+4)	14 (+2)	16 (+3)	13 (+1)

Saving Throws Str +12, Con +9, Wis +8

Skills Athletics +12, Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Genie, Midani

Challenge 13 (10,000 XP)

Eternal Vigilance. The genie has advantage on Wisdom (Perception) checks that rely on sight or hearing and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. It can't be put to sleep.

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

2/day each: *alarm, guards and wards, see invisibility, silence*

1/day: *blade barrier*

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

Actions

Multiattack. The genie makes four weapon attacks.

Great Scimitar. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+7) slashing damage.

TASKED HARIM SERVANT GENIE

Harim servant genies serve many purposes. Though their main objective is to guard the women of the harim, they also entertain them and perform minor tasks around the harim. Harim servants are desired by harim owner of many races, including other genies. They enjoy working for lesser beings, as it builds their own importance. When treated badly, harim servants tend to become a servant

of the harim women rather than the harim owner. In rare cases, harim servant genies help the women of the harim to escape their master.

TASKED HARIM SERVANT GENIE

Large elemental (genie), lawful neutral

Armour Class 13 (natural armour)

Hit Points 105 (14d10+28)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Genie, Midani

Challenge 4 (1,100 XP)

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

3/day each: *creation, mending, minor illusion*

1/day: *alarm, create food and water*

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

Actions

Multiattack. The genie makes two attacks with its greatsword.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 15 (4d6+3) slashing damage.

TASKED HERDSMAN GENIE

Medium elemental (genie), neutral

Armour Class 13 (natural armour)

Hit Points 39 (6d8+12)

Speed 60 ft.

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

Skills Perception +4

Senses passive Perception 14

Languages Genie, Midani

Challenge 1 (200 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *calm emotions, dust devil, flame blade, phantom steed*

Actions

Multiattack. The genie makes two weapons attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. and 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.

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

TASKED HERDSMAN GENIE

Herdsman genies are dedicated to provide for animals. They can walk all day long alongside their herd and gain nourishment from milk and dairy products, small amounts of animal blood as well as from the animals' well-being itself. In contrast to their gentle nature and caring attitude, herdsman genies move incredibly fast and can keep up with everyone but the fastest animals.

Gentle Shepherds. Herdsman genies are short and wiry, their skin dark and wrinkled from all years they spent outside. Some herdsman genies are solitary, but they are frequently encountered in groups too. Herdsman genies care little for political boundaries, and their unwillingness to acknowledge the authority of settled groups often leads them into conflict.

TASKED MESSENGER GENIE

Small elemental (genie), neutral

Armour Class 16

Hit Points 14 (4d6)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	22 (+6)	11 (+0)	14 (+2)	14 (+2)	10 (+0)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Genie, Midani

Challenge 1 (200 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *dimension door, enhance ability, invisibility, Leomund's tiny hut, pass without trace*

Actions

Poisoned Dart. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, the target is paralysed, but remains fully alert. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. After the effect ends, the target falls into a deep slumber. The slumber lasts 1d4 hours, or until the target takes damage or is shaken awake.

TASKED MESSENGER GENIE

Messenger genies were once djinn but now serve all genies equally, flitting from plane to plane bearing messages, gifts, treaties, letters, documents, and love letters between noble genies of the various realms. They are slim and fluid and never stand still, and move with blinding speed. Occasionally, messenger genies use magical mounts.

Speedy Delivery. Messenger genies and their services are highly valued by all genies. Killing a messenger genie is considered a serious offence. When a messenger genie is slain, it sends a message to another sapient being nearby and demand justice. A genie will always answer this call. When a messenger genie is ordered to deliver a message

to a dangerous creature, it often uses a poisoned dart to paralyse the creature first, delivers the message, and is gone before the creature can move again.

TASKED MINER GENIE

Large elemental (genie), neutral

Armour Class 16 (natural armour)

Hit Points 136 (13d10+65)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	12 (+1)	11 (+0)	10 (+0)

Damage Immunities bludgeoning, piercing, and slashing from stone weapons

Senses darkvision 120 ft., passive Perception

Languages Genie, Terran

Challenge 6 (2,300 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mould earth, water breathing*

1/day each: *faerie fire, gaseous form, move earth*

Actions

Multiattack. The genie makes two claw attacks.

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

Hit: 17 (2d10+6) slashing damage.

TASKED MINER GENIE

Miner genies are a recently created form of tasked genie. They are primarily employed by the dao as mining slaves, but were originally created by the yakfolk. Superficially, miner genies still resemble dao. Their skin has the colour of earth and stone, and they are completely hairless. Their body is compact and almost as wide as it is high. A miner genie's hands are massive claws designed to dig through tunnels. These claws are so huge that they cannot be used for any tasks requiring fine motor skills, and grow so quickly that if miner genies stop mining for more than a week, the claws become ingrown, crippling the miner genie.

Lone Slaves. Miner genies spend their entire existence in mines, working and consuming stones. They refuse to mate and generally shun others, including other miner genies. Curiously, their chosen childlessness gives miner genies kindness towards the offspring of others, and some of them take care of the children of their dao masters.

TASKED OATHBINDER GENIE

Oathbinder genies are former efreet devoted to maintaining solemn oaths sworn between their master - often another genie - and a consenting individual. Should such an oath be broken, the oathbinder genie appears next to the individual immediately and, if necessary, punishes it. Due to the magic of the oath, oathbinder genies cannot be harmed by the individual who swore the oath until it is released or the oathbinder genie's master is killed.

Genie Guardians. Oathbinder genies have skin as black and glossy as obsidian. Their bodies have a perpetual nimbus of white fire, and their eyes shine with purple fire. Hiring an oathbinder genie is expensive, and the more strict and risky the oath they protect, the higher the payment they expect. Oathbinder genies like to debate and love to split hairs, no matter the topic. They are never found in the service of marids, whom they consider to be notoriously unreliable.

TASKED OATHBINDER GENIE

Large elemental (genie), lawful neutral

Armour Class 16 (natural armour)

Hit Points 152 (16d10+64)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	10 (+0)	16 (+3)	18 (+4)

Senses darkvision 120 ft., passive Perception

Languages Genie, Ignan, Midani

Challenge 7 (2,900 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *command*, *hold person*, *Otiluke's resilient sphere*, *wall of force*

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

Oath Magic. The genie cannot be harmed by an individual whose oath it oversees until the individual is released, the oathbinder genie's master is destroyed, or the genie leaves its master's service.

Actions

Multiattack. The genie uses its Flaming Hands twice.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage.

Flaming Hands. *Ranged Spell Attack:* +7 to hit, range 30 ft., one target. *Hit:* 18 (4d8) fire damage.

A Life to Kill. Slayer genies have dark glossy skin, a pair of wings, burning red eyes and sometimes horns or coarse black hair. When it comes to killing, no trick is too cruel and no tactic too immoral for a slayer genie. They will ultimately do anything to destroy their target. Slayer genies enjoy the company of warriors and like to discuss weapon types, ways of killing others, and similar topics.

TASKED SLAYER GENIE

Large elemental (genie), neutral evil

Armour Class 18 (natural armour)

Hit Points 153 (18d10+54)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	16 (+3)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Dex +6, Wis +5

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Genie

Challenge 12 (8,400 XP)

Ambusher. The genie has advantage on attack rolls against any creature it has surprised.

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *alter self*, *blindness/deafness*, *gaseous form*, *greater invisibility*, *silence*

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

Slayer's Range. When the genie has less than 50 hit points, it has advantage on attack rolls for weapon attacks.

Actions

Multiattack. The genie makes four attacks: two with its claw and two with its great scimitar.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) slashing damage.

Great Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

TASKED SLAYER GENIE

The slayer genie's only goal and purpose is to commit murder as often as possible. Though slayer genies occasionally go berserk and on a killing spree, they prefer to kill stealthily, leaving no trace. It is believed that slayer genies were originally created to terrify the opponents of their creator and only later were employed regularly as assassins.

TASKED WARMONGER GENIE

Warmonger genies are master strategists and expert military leaders. They serve primarily as military advisers to other genies, but can also be found in the service of human generals. Warmonger genies are hairy and often short, something they try to compensate for with military victories. They wear heavy and pompous armour and like to decorate it with trophies.

Blood and Honour. Warmonger genies live among their troops and enjoy nothing more than an intense battle. While they do remain loyal to their lord and retreat if it is tactically advantageous, warmonger genies often refuse to stop at the limits their masters set and will always try to convince them to continue the war and conquer more land. Warmonger genies consider themselves to be philosophers, and look down on political leaders as fools that will never understand the glories of soldiering.

TASKED WARMONGER GENIE

Medium elemental (genie), lawful evil

Armour Class 17 (natural armour)

Hit Points 127 (15d8+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

Skills Perception +6, Persuasion +7

Senses passive Perception 16

Languages Genie, Midani

Challenge 6 (2,300 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *fear*

2/day each: *alter self*, *blindness/deafness*, *gaseous form*, *greater invisibility*, *silence*

War Leader. Troops under the command of the genie and within 1 mile of it have advantage on saving throws against being frightened. When the genie is slain, the troops have disadvantage on saving throws against being frightened until they finish a long rest.

Actions

Multiattack. The genie makes three weapon attacks.

Great Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

a year or two. Winemaker genies demand full control over the entire process from planting the grapes to bottling the wine, and even a slight disagreement can cause them to leave. Unfortunately, winemaker genies also drink a lot of wine, and most of them become drunks over their life. This goes along with a decay of their skills, and many winemaker genies end up as madmen or village fools.

TASKED WINEMAKER GENIE

Medium elemental (genie), neutral good (50%) or neutral (50%)

Armour Class 11

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	10 (+0)	11 (+0)	14 (+2)

Senses passive Perception 10

Languages Genie, Midani

Challenge 1/2 (100 XP)

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *create food and water*, *detect poison or disease*, *goodberry*, *purify food and drink*, *speak with animals*, *water walk*

1/week each: *plant growth*, *transport via plants*

Actions

Multiattack. The genie makes one attack with its trunk and one with its quarterstaff.

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

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 wielded with two hands.

Wine Spray (Recharge 5-6). The genie squirts wine in a 20-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

TASKED WINEMAKER GENIE

Winemaker genies are the physically most distinct genies: They have the body of a dog, the head of a cat and a long elephantine trunk. Winemaker genies wear jewellery and tool belts, but no cloth. However, during growing season, they drape themselves in grape leaves.

Makers and Drinkers. As their names implies, winemaker genies excel at creating wine and other fermented beverages. They are travellers and wander from vineyard to vineyard, never staying in the same place for more than

GHOST MOUNT

Ghost mounts are the spirits of mistreated animals that remained in the world of the living to take vengeance on all creatures that try to mount them. A ghost mount appears as a shimmering outline of its former self, battered, haggard and with mad eyes. This true shape is hidden by an illusion. There is also a lesser variant of the ghost mount which lacks this quality.

Final Journey. When they disguise themselves as normal animals, ghost mounts appears as especially healthy and splendid specimen. A ghost mount travels uncannily fast, but travelling on one comes at a great risk: The ghost mount drains its rider's life force, and those too weak to resist are turned into undead and forced to themselves wander the world of the living.

GHOST CAMEL

Large undead, neutral evil

Armour Class 10

Hit Points 15 (2d10+4)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	11 (+0)	13 (+1)

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Final Ride. A Small to Large humanoid that travels on the ghost mount must make a DC 13 Constitution saving throw at the end of the journey. On a failure, the creature dies and rises as a wight at the beginning of nightfall.

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

Actions

Ghost Touch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) necrotic damage.

Illusory Appearance. The ghost mount covers itself with a magical illusion that makes it look like a strong and healthy living member of its species. The illusion ends if the ghost mount takes a bonus action to end it or if it is destroyed.

LESSER GHOST CAMEL

Large undead, neutral evil

Armour Class 10

Hit Points 15 (2d10+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	11 (+0)	10 (+0)

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

Actions

Ghost Touch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) necrotic damage.

GHOST HORSE

Large undead, neutral evil

Armour Class 12

Hit Points 19 (3d10+3)

Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	6 (-2)	12 (+1)	14 (+2)

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Final Ride. A Small to Large humanoid that travels on the ghost mount must make a DC 14 Constitution saving throw at the end of the journey. On a failure, the creature dies and rises as a wraith at the beginning of nightfall.

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

Actions

Ghost Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6+2) necrotic damage.

Illusory Appearance. The ghost mount covers itself with a magical illusion that makes it look like a strong and healthy living member of its species. The illusion ends if the ghost mount takes a bonus action to end it or if it is destroyed.

LESSER GHOST HORSE

Large undead, neutral evil

Armour Class 11

Hit Points 19 (3d10+3)

Speed 60 ft.

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

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

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

Actions

Ghost Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) necrotic damage.

GHUL

Ghuls are wicked undead creatures that haunt graveyard and live off human corpses. Ghuls are usually female and, unlike the ghouls and ghaunts known outside Zakhara, were once jann. These ghuls are generally referred to as greater ghuls. Ghuls created from humans are known as lesser ghuls. They are sad and obedient creatures, and exit only to serve greater ghuls and their masters. Ghuls stand tall but hunched, and have feet shaped like those of a goat.

Hidden Faces. Ghuls have long hair, horrid claws and twisted features. Unlike many other undead, ghuls mask their appearance whenever possible. They tend to wear clothes and jewellery that hide much of their body, and cover their stench with perfumes and scents. Most importantly, ghuls use their ability to polymorph into a different creature, a power used frequently even by solitary ghuls or those surrounded only by their minions. Whatever form a ghul takes, it can never change its goat feet.

Genie Servants. Many ghuls have been enslaved by genies, which does not prevent them from using other creatures to further their own goals. In a genie household, ghuls usually rank above other servants. Though malicious and deceptive creatures, ghuls sometimes ally with humans against genies and help other races against adequate payment. A small number of ghuls become mages, and some even become sha'ir, gaining power over other genies.

GREATER GHUL

Medium undead, neutral evil

Armour Class 14

Hit Points 55 (10d8+10)

Speed 40 ft., burrow 5 ft., climb 30 ft.

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

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Genie, Midani

Challenge 3 (700 XP)

Ghul Transformation. A jann slain by the ghul rises as a greater ghul after 24 hours.

Actions

Multiattack. The ghul makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Shocking Touch. *Melee Spell Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8+1) lightning damage, and the target can't take reactions until the start of its next turn. If the target is wearing armour made of metal, the ghul has advantage on its attack roll.

Change Shape. The ghul magically polymorphs into a Medium humanoid, or back into its true form. Its statistics are the same in each form. The ghul can't use this ability to alter its goat feet. Any equipment it is wearing or carrying isn't transformed. The ghul reverts to its true form if it dies.

Invisibility. The ghul magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the ghul wears or carries is invisible with it.

LESSER GHUL

Medium undead, neutral evil

Armour Class 12

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	8 (-1)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Genie, Midani

Challenge 1 (200 XP)

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

Actions

Multiattack. The ghul makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) piercing damage.

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

Shocking Touch. *Melee Spell Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) lightning damage. If the target is wearing armour made of metal, the ghul has advantage on its attack roll.

Change Shape. The ghul magically polymorphs into a Medium humanoid, or back into its true form. Its statistics are the same in each form. The ghul can't use this ability to alter its goat feet. Any equipment it is wearing or carrying isn't transformed. The ghul reverts to its true form if it dies.

Invisibility. The ghul magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the ghul wears or carries is invisible with it.

GHUL MAGE

Medium undead, neutral evil

Armour Class 14

Hit Points 78 (12d8+24)

Speed 40 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	17 (+3)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Genie, Midani

Challenge 6 (700 XP)

Ghul Transformation. A jann slain by the ghul rises as a greater ghul after 24 hours.

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

Cantrips (at will): *acid splash, chill touch, mage hand, prestidigitation*

1st level (4 slots): *detect magic, burning hands, shield*

2nd level (3 slots): *gust of wind, misty step, suggestion*

3rd level (3 slots): *counterspell, dispel magic, fireball*

4th level (1 slot): *conjure minor elementals*

Actions

Multiattack. The ghul makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Shocking Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) lightning damage, and the target can't take reactions until the start of its next turn. If the target is wearing armour made of metal, the ghul has advantage on its attack roll.

Change Shape. The ghul magically polymorphs into a Medium humanoid, or back into its true form. Its statistics are the same in each form. The ghul can't use this ability to alter its goat feet. Any equipment it is wearing or carrying isn't transformed. The ghul reverts to its true form if it dies.

Invisibility. The ghul magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the ghul wears or carries is invisible with it.

GHUL-KIN

Ghul-kin are closely related to greater and lesser ghuls, and like them are undead jann. There are two distinctive types of ghul-kin, soultakers and witherers. Both like to consume human corpses, but unlike common ghuls do not enjoy to linger around on graveyards. Ghul-kin are more social than greater ghuls; they frequently live among humans, using their magical abilities to disguise themselves. Ghul-kin dislike genies and look down on great ghuls. Their goal is always power and entertainment.

SOULTAKER

Medium undead, neutral evil

Armour Class 13

Hit Points 84 (13d8+26)

Speed 40 ft., swim 30 ft.

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

Skills Deception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't wooden

Damage Immunities poison

Conditions Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Genie, Midani

Challenge 5 (1,800 XP)

Ghul Transformation. A jann slain by the ghul-kin rises as a ghul-kin after 24 hours.

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

Actions

Multiattack. The ghul-kin makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Change Shape. The ghul-kin magically polymorphs into a Medium humanoid, or back into its true form. Its statistics are the same in each form. If the ghul-kin assume the shape of an actual person, its transformation will always have little flaws. Any equipment it is wearing or carrying isn't transformed. The ghul-kin reverts to its true form if it dies.

Soul Kiss. The ghul-kin targets one creature it can see within 5 feet of it. The target must succeed on a DC 14 Wisdom saving throw against this magic or be charmed by the ghul-kin. A charmed creature will obey the ghul-kin's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this ghul-kin's Soul Kiss for the next 24 hours.

The ghul-kin can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Possessors. Souttakers are ghul-kin with the ability to possess others. Their kiss allows them to take control over another creature. While under the souttaker's control, a charmed victim is aware of its actions, but unable to act against the souttaker in any way. Souttakers feel some of the anger and despair their victim suffers and enjoy knowing that it is their will which causes such misery for the poor possessed slave.

Life Drainers. Witherers are rarer and more powerful than souttakers. They cannot inherently possess other creatures. Instead, they have the ability to drain life force of others while replenishing their own vitality at the same time. Witherers enjoy corrupting mortals and employ

souttakers as their lieutenants. They often make grand and elaborate plans to expand their wealth and power. Witherers are not adept at coping with premature disclosure, however, and they will often make poor decisions in response to the unexpected, thereby revealing their machinations or causing their own downfall.

WITHERER

Medium undead, neutral evil

Armour Class 14

Hit Points 120 (16d8+48)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	17 (+3)	11 (+0)	14 (+2)

Skills Deception +5, Perception +3, Stealth +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Genie, Midani

Challenge 8 (3,900 XP)

Actions

Multiattack. The ghul-kin makes one attack with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 17 (3d8+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

Withering Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 31 (6d8+4) piercing damage. The target must succeed on a DC 15 Constitution 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.

The ghul-kin gains an amount of hit points equal to the damage inflicted, but can't gain more hit points than its hit point maximum this way.

Change Shape. The ghul-kin magically polymorphs into a Medium humanoid, or back into its true form. Its statistics are the same in each form. If the ghul-kin assume the shape of an actual person, its transformation will always have little flaws. Any equipment it is wearing or carrying isn't transformed. The ghul-kin reverts to its true form if it dies.

GIANT, ZAKAHRAN

The giants of Zakahra are almost as old as Zakahra itself. A long time ago, these giants ruled the Land of Fate. Though still respected for their size and power, they have since been more and more replaced by smaller races. Most giants have been Enlightened and live at the fringes of civilisation. A few giants strive to restore their power over the land by forcing smaller races into service. Giants and genies do not get along well, as neither one acknowledges the other one's superiority.

Ancient Legacy. Despite their decline, the Zakahran giants are still quite civilised and while not necessarily benevolent will leave humans alone as long as they do not interfere with their business. They are traditionalists and have scholar and poets among their numbers. Giants look to the past more than they look to the future. A considerable number of giants are mages or clerics, but never sha'ir.

DESERT GIANT

Huge giant, neutral

Armour Class 15 (natural armour)

Hit Points 149 (13d12+65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +5, Wis +3

Skills Perception +3

Senses passive Perception 13

Languages Giant, Midani

Challenge 6 (2,300 XP)

Stone Curse. The giant has disadvantage on saving throws against being petrified.

Actions

Multiattack. The giant makes two greatsabre attacks.

Greatsabre. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6+6) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 15 ft. or range 40/120 ft., one target. *Hit:* 16 (3d6+6) piercing damage, or 19 (3d8+6) piercing damage if used with two hands to make a melee attack.

DESERT GIANT

Desert giants are nomadic herdsmen that roam the deserts and scrub plains of Zakahra, their once-great civilisation buried under the sand. Desert giants and their animals follow the rain, and they have little concern about the damage they do to the lands of farmers or other herdsmen. When the rains fail, young male desert giants sometimes work as mercenaries to support their families and start to fill the cities. However, even in these times, humans and other races still vastly outnumber the desert giants.

Divine Curse. In ancient times, the desert giants fell victim to a divine curse that slowly turns them into stone. The first sight of a giant suffering this fate is its eyes turning from blue to brown. Some desert giants, the so-called

sand-shifters, have the ability to briefly call upon their petrified ancestors and have them fight at their side.

DESERT GIANT FOREBEAR

Huge construct, neutral

Armour Class 18 (natural armour)

Hit Points 202 (15d12+105)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	24 (+7)	10 (+0)	11 (+0)	7 (-2)

Condition Immunities charmed, paralysed, petrified, poisoned

Senses passive Perception 13

Languages understands Giant but can't speak

Challenge 8 (3,900 XP)

Crumbling Death. If the giant dies, it crumbles to rock and dust.

Actions

Multiattack. The giant makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) bludgeoning damage.

ISLAND GIANT

Huge giant, chaotic evil

Armour Class 12 (natural armour)

Hit Points 157 (15d12+60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Con +7, Int +2, Wis +3

Skills Perception +3

Senses passive Perception 13

Languages Midani

Challenge 8 (3,900 XP)

Poor Depth Perception. The giant has disadvantage on any attack roll against a target more than 30 feet away.

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 33 (5d10+6) bludgeoning damage.

ISLAND GIANT

The island giant is a hideous being. Each island giant looks a little different. Many are cyclopean and have a horn or two, and some have the hindquarters of beasts such as satyrs. Others have reptilian tails or jutting, spiked spines. Giants of other races and Enlightened humanoids universally despise the island giants, who in turn have a deep hatred for all other sapient beings. Island giants have no native tongue but instead speak Midani mixed with words borrowed from the giant tongue. Island giants are primitive. They do not wear clothes or use tools, and simply live

off the land. They can be found on Zakhara's islands, but cannot swim. Island giants can live up to a millennium, but generally die before they reach such a venerable age.

Black Widows. Island giant males are sterile. Island giant females can mate with other giants and members of other humanoid races. These females are also shapechangers, and mostly mate in the form of an attractive member of a different species. Afterwards, they generally kill and devour their partner. Despite their infertility, island giant males mate with females and hunt and take care of the offspring until they are large enough to hunt on their own.

VARIANT: ISLAND GIANT MATRIARCH

An adult female island giant is a shapechanger and has the following trait:

Shapechanger. The giant can use its action to polymorph into a Medium or Large humanoid, or into its true form, which is that of a hideous giant. Its statistics are the same in each form, but while Medium or Large, the giant has disadvantage on attack rolls and the damage of its weapon attacks is halved. Any equipment it is wearing or carrying isn't transformed.

JUNGLE GIANT

Huge giant, neutral

Armour Class 15

Hit Points 126 (12d12+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +8, Con +7, Int +4

Skills Perception +5, Survival +5

Senses passive Perception 15

Languages Giant

Challenge 7 (2,900 XP)

Actions

Multiattack. The giant makes two attacks with its greatclub or greatbow.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage.

Greatbow. *Ranged Weapon Attack:* +8 to hit, range 300/000 ft., one target. *Hit:* 18 (3d8+5) piercing damage.

JUNGLE GIANT

Jungle giants are known as great hunters and are strict carnivores. They hunt all non-sapient creatures and consume all kinds of meat. As they name implies, jungle inhabit the jungles of the Land of Fate, though they sometimes temporarily move to the savannah if their tribes grow too large and the animals they hunt decline in numbers.

Stalkers of the Jungle. Jungle giants are thin and tall. They wear their hair long and always carry everything they need with them. Every jungle giant carries a greatbow, a bow so large that only giants can use it. Jungle giant tribes are generally friendly and often cooperate with humans: The giants excel at hunting prey and preparing ambushes,

whereas the humans provide the numbers and skill to drive animals into said ambushes.

OGRE GIANT

Huge giant, chaotic neutral

Armour Class 13 (natural armour)

Hit Points 138 (12d12+60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	5 (-3)	10 (+0)	7 (-2)

Senses darkvision 120 ft., passive Perception

Languages Giant

Challenge 6 (2,300 XP)

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

Poor Depth Perception. The giant has disadvantage on any attack roll against a target more than 30 feet away.

Actions

Multiattack. The giant makes two attacks with its greatclub or rock.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

OGRE GIANT

Apart from their phenomenal size, ogre giants have more in common with ogres and oni than with true giants. Bristling hair covers their hulking bodies, ranging in colour from tan to umber. They wear no clothing, and visage is fearsome. Many ogre giants are cyclopean, having a single eye centred in their hairy forehead. Their richly veined ears hang to their shoulders like those of an elephant. Males have great tusks curling out from their powerful jaws, glistening with drool. Ogre giants look curiously similar to the much smaller tatalla, but no relation has ever been proven between the two.

Dim Brutes. A small number of ogre giants is Enlightened, but most of them uncivilised brutes. Some ogre giants are marauders or herdsman, and some work for powerful individuals such as wizards or oni. They are easily manipulated, but hate being deceived and always take revenge should they see through those who cheat and lie to them. Ogre giants never eat sapient creatures and instead bury them in rock cairns, just as they do with their own dead. They do not tolerate necromancers or others who dig through such graves.

REEF GIANT

Whereas most other Zakahran giants live in communities, reef giants tend to be loners and live only with their spouse or children. Reef giants are the tallest and strongest of the giants of the Land of Fate. Generally benevolent beings, they trade with human and other mercantile races, and exchange seafood and goods they retrieve from the bottom of the sea for cloth, sweets, or metal items.

Underwater Mansions. Some elderly reef giants live on small islands as shepherds. Those who live underwater live in homes that seem to be simple huts from the outside, but turn out to be elaborate mansions on the inside. Reef giants daughters take care of their parents when they get older and inherit their mansion in exchange. Such reef giant females are objects of competition between male reef giants, each of whom seeks to both prove himself to the new mistress of the mansion and undo his competitors by any means available. Diving, surfing, and fishing competitions are common in reef giant courtship.

REEF GIANT

Huge giant, neutral good

Armour Class 15 (natural armour)

Hit Points 207 (18d12+90)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	21 (+5)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Con +9, Wis +6, Cha +5

Senses darkvision 60 ft., passive Perception 10

Languages Giant, Midani

Challenge 11 (7,200 XP)

Amphibious. The giant can breathe air and water.

Actions

Multiattack. The giant makes three trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +11 to hit, reach 15 ft. or range 60/180 ft., one target. *Hit:* 17 (3d6+7) piercing damage, or 20 (3d8+7) piercing damage if used with two hands to make a melee attack.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 26 (3d12+7) bludgeoning damage.

Whirlpool (1/Day). If in water, the giant forms a whirlpool that is 5 feet wide at the base, up to 30 feet tall and 15 feet wide. Any creature within a range of 15 feet is drawn 5 feet towards the whirlpool. A creature can swim away from the whirlpool with a successful DC 16 Strength check. A creature that enters the whirlpool must succeed on a DC 16 Strength saving throw or takes 18 (4d8) bludgeoning damage and be caught in the whirlpool.

A creature caught in the whirlpool can use its action to swim away from the whirlpool with a successful DC 16 Strength check. An object in the whirlpool takes 18 (4d8) bludgeoning damage at the beginning of each of its turn in the whirlpool. The whirlpool lasts 1 minute or until the giant's concentration ends (as if concentrating on a spell).

GOLEM, SLEEPWALKER

The sleepwalker is a lesser flesh golem originally created by Homayoun Bey, a high ranking member of the Brotherhood of the True Flame. The Brotherhood of the True Flame is one of the most powerful wizard organisations of the Land of Fate. Sleepwalkers resemble flesh golems and are named after their slow and shambling gait.

Inner Fire. While weaker than a common flesh golem, sleepwalkers never turn against their master. A sleepwalker's veins are filled with flaming oil, which gives their skin a faint orange glow. Most sleepwalkers are armed with saw-edged scimitars. The secret of their creation lies with the Brotherhood, but could have spread elsewhere at this point.

SLEEPWALKER

Medium construct, neutral

Armour Class 10

Hit Points 75 (10d8+30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	4 (-3)

Damage Resistances fire

Damage Immunities poison

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 30 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Burning Blood. When the golem is destroyed, its flaming blood is released, and each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes attack with its scimitar.

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

GRUE

Grue are malicious creatures from the elemental planes. They are outcasts and have poor relations with most other elemental creatures. More powerful than elemental vermin, grues are a serious threat to other creatures, especially outside their home planes.

CHAGGRIN

Chaggrin, also known as soil beasts, are grues from the Elemental Plane of Earth. In its natural form, the chaggrin

resembles a horrid humanoid seemingly made of wet clay with glowing eyes. However, it's most often encountered in the form of a badger or a large mole with a skull-like face. On the Prime Material Plane, chaggrin sometimes serve as watchdogs for races of the Underdark, like dark elves or derro.

CHAGGRIN

Small elemental (shapechanger), neutral evil

Armour Class 13 (natural armour)

Hit Points 33 (6d6+12)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	8 (-1)	11 (+0)	9 (-1)

Skills Perception +2, Stealth +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Shapechanger. The grue can use its action to polymorph into a badger- or mole-like creature, or into its true form, which is humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8+1) slashing damage.

Stone Step. Using its movement, the grue steps into a stone object or surface large enough to fully contain its body. It can step in no deeper than necessary to fully merge with the stone. Once inside, the grue cannot be detected by nonmagical senses. Minor physical damage to the stone does not harm the grue, but sit partial destruction forces it to leave the stone and deals 3 (1d6) points of bludgeoning damage to the grue. The stone's full destruction kills the grue. If expelled, the grue falls prone in the nearest unoccupied space next to the stone.

HARGINN

The harginn, also known as the flame horror, is a flaming humanoid elemental whose lower body melts into fire. Harginn sometimes appear in form of a large bonfire or a bronzed humanoid, and always have a large grin and a cruel impression on their face. Harginn live in bands and have a bad reputation among other elemental creatures. Bands are in turn organised into guilds, with high guilds giving orders to lower ones. Mutinies and disobedience are common among harginn, though. Efreets consider harginn to be useful slaves and henchmen.

Elemental Pirates. Some harginn are organised in pirate clans and sail the seas of flame in stolen vessels. They raid other ships and demand treasure in exchange for safe passage of merchant vessels. Efreets sometimes buy slaves from harginn and tolerate them in the City of Brass - the only place where harginn are not nomadic.

HARGINN

Medium elemental (shapechanger), neutral evil

Armour Class 13 (natural armour)

Hit Points 91 (14d8+28)

Speed 40 ft.

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

Damage Immunities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 4 (1,100 XP)

Shapechanger. The grue can use its action to polymorph into a bronzed human or into a bonfire, or into its true form, which is humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Heated Weapons. When the grue hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The grue sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Multiattack. The grue makes two melee weapon attacks.

Slam (Bonfire Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) fire damage.

Sabre (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage plus 10 (3d6) fire damage.

Hand Crossbow (Humanoid Form Only). *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

ILDRISS

The ildriss, also known as the wind terror, is a grue from the Elemental Plane of Air. In its natural form, the ildriss resembles a fog cloud with a set of three glowing eyes, but is its most often encountered as an invisible whirlwind. On their home plane, ildriss are organised in loose tribes. They never stay with the same creatures for a long time, and make and break relationships quickly. Ildriss with goals are accepted as temporary leaders. All of them are worshipper and spies of the Yan-C-Bin, the Elemental Prince of Evil, but there are rumours of benevolent ildriss, the so-called fog ildriss, who reject Yan-C-Bin and only approach creatures of saintlike purity such as certain priests and paladins.

ILDRISS

Medium elemental (shapechanger), neutral evil

Armour Class 13

Hit Points 60 (11d8+11)

Speed 0 ft., fly 50 ft. (25 ft. in fog from)

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

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

Damage Immunities poison

Conditions Immunities grappled, paralysed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 2 (450 XP)

Shapechanger. The grue can use its action to polymorph into an invisible whirlwind, or into its true form, which is foglike. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Air Form. The grue can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

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

Hit: 12 (2d8+3) bludgeoning damage.

VARRDIG

The varrdig, also known as the fluid brute, is a creature from the Elemental Plane of Water. In its natural form, it resembles a translucent jelly-like blob, with a lower fringe of small, clawed legs and pipelike protrusions radiating from its middle. The varrdig can also assume the shape of a fountain or a pool of water. Varrdigs form groups and claim a domain in which they hunt until it is exhausted. Most often, they are found in groups of three. Three varrdig can form a so-called triad, a larger varrdig with a three-part body.

VARRDIG TRIAD

Large elemental, neutral evil

Armour Class 15 (natural armour)

Hit Points 142 (15d10+60)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities grappled, paralysed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 11

VARRDIG

Medium elemental (shapechanger), neutral evil

Armour Class 15 (natural armour)

Hit Points 112 (15d8+45)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Conditions Immunities grappled, paralysed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages Aquan

Challenge 5 (1,800 XP)

Shapechanger. The grue can use its action to polymorph into a pool of water, a fountain, or into its true form, which is that of a jelly-like blob. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Water Form. The grue can enter a hostile creature's space and stop there.

Actions

Multiattack. The grue makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 14 (2d10+3) bludgeoning damage.

Water Jet. *Ranged Weapon Attack:* +4 to hit, reach 30 ft., one target. *Hit:* 13 (2d10+2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Languages Aquan

Challenge 8 (3,900 XP)

Actions

Multiattack. The grue makes two slam attacks.

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

Hit: 21 (3d10+5) bludgeoning damage.

Water Jet. *Ranged Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 18 (3d10+2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

HEWAY

The heway, also known as the poisoner of wells, is a large white serpent whose shiny scales ooze with poison. Heways only fight when cornered and prefer to hunt in a different way instead: The poison emitted by glands under their scales poisons any well, oasis or other source of water the heway swim in. The heway then waits for animals or travellers to drink from the water and eats them once they have been weakened or killed.

Hypnotic Eyes. Heways hunt during dawn or dusk and can seek in the dark due to their large, black, glossy eyes. These eyes are feared for their hypnotic gaze. A creature caught in this gaze becomes entranced and helpless. However, heway rarely attack those caught by their gaze and prefer to retreat instead or leave the victim to the whim of other predators.

HEWAY

Medium monstrosity, chaotic evil

Armour Class 12

Hit Points 45 (6d8+18)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Amphibious. The heway can breathe both air and water.

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

Poison Scales. When the heway spends a long rest in a pond or similar body of water, the water becomes poisonous. A creature that drinks from the water must make a DC 13 Constitution saving throw. On a failed save, the creature takes 10 (3d6) poison damage and is paralysed for 1 hour. On a successful save, the creature takes half as much damage and is not paralysed.

The water remains poisoned for 1d4 weeks or until otherwise purified.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Hypnotic Gaze. The heway targets a creature within 30 feet that can see the heway. The creature must succeed on a DC 14 Wisdom saving throw or become charmed for 1 minute. While charmed by this spell, the creature is incapacitated and has a speed of 0. The effect ends for the charmed creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

KADA

The kada is the shade of a person whose death was not quite traumatic enough to create a ghost. The soul of the dying person who creates the kada continues to the Otherlands, leaving the kada behind. Kada always have a

purpose related to what caused the emotion which created them. Kada are invisible, but those who can see invisible beings see them as fog in a colour that relates to said emotion. Kada disappear when their goal is fulfilled or when a century has passed since their death.

KADA

Medium undead, any alignment

Armour Class 11

Hit Points 16 (3d8+3)

Speed 0 ft., fly 30 ft. (hover)

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

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

Damage Immunities necrotic, poison

Conditions Immunities exhaustion, frightened, grappled, paralysed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Invisibility. The kada is invisible.

Turn Immunity. The kada is not affected by effects that turn undead.

Actions

Ghost Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 10 (2d8+1) necrotic damage.

KRAKEN, ZAKHARAN

The Zakharan kraken is one of the most powerful creatures found in the Land of Fate. A squidlike monstrosity with white skin, kraken are feared by sailors and aquatic races alike. Centuries ago, kraken used to be found everywhere in the ocean, but their numbers have dwindled to a mere handful. Kraken are evil and hateful, and hunt down every creature whose size and strength comes anywhere close to rival their own. However, they never seem to challenge one of their own, no matter the difference in age and power.

Ocean Gods. Even though a kraken's power does not approach that of even lesser gods, kraken enjoy being worshipped by evil aquatic races. Ambitious kraken make pacts with sahuagin or ixitxachitl, agreeing not to destroy them in exchange for their servitude and tribute. These kraken use their servants to strike against shipping and coastal cities. Other kraken simply live in underwater lairs, leaving them only to hunt a whale or young zaratan every now and then.

KRAKEN

Gargantuan monstrosity, any evil

Armour Class 18 (natural armour)

Hit Points 367 (21d20+147)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	25 (+7)	18 (+4)	14 (+2)	17 (+3)

Saving Throws Str +14, Dex +6, Con +13, Wis +8

Senses darkvision 120 ft., passive Perception 12

Languages Aquan

Challenge 17 (18,000 XP)

Amphibious. The kraken can breathe air and water.

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The kraken makes three tentacle attacks, one of which can be replaced with a bite attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 30 (4d10+8) piercing damage.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 24 (3d10+8) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, eight of which can grapple one target.

LION, SPOTTED

The spotted lion is an species of lion found in Zakhara's mountains. Spotted lions resemble their savannah-dwelling kin, but are slightly larger and have a spotted fur instead of a striped one. They are quite rare and sometimes hunted for their expensive pelt.

CONJURE SAND LION

2nd-level conjuration (wizard)

Casting Time: 1 action

Range: 30 feet

Components: V, M (a handful desert sand)

Duration: Concentration, up to 1 hour

You conjure a female spotted lion. The lion appears within an unoccupied space that you can see within range. The spotted lion disappears when it drops to 0 hit points or when the spell ends.

The summoned spotted lion is friendly to you and your companions. Roll initiative for the summoned spotted lion, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the spotted lion, it defends itself from hostile creatures, but otherwise takes no actions.

At Higher Levels. When you cast this spell using certain higher-level spell slots, more spotted lions appear: two with a 4th-level slot, three with a 6th-level slot, and four times as many with an 8th-level slot.

SPOTTED LION

Large beast, unaligned

Armour Class 13

Hit Points 45 (6d10+12)

Speed 50 ft.

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

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

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

Pounce. If the spotted lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the spotted lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the spotted lion can long jump up to 30 feet.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 13 (2d8+4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) slashing damage.

LIVING IDOL

Living idols are moving stone statues with supernatural powers. They are the remnants of long-forgotten empires and ancient religions and subject to the worship of strange cults. These cults are opposed by even the most pragmatic and liberal of modern faiths. Living statues can resemble any animal or creature, and all of them are incredibly old. They demand sacrifices from their followers and bestow them with power in return.

Idol Cults. Living statues communicate via empathy; when they receive a sacrifice, they make it clear whether or not they are pleased. While not entirely sapient, idols have a strong sense of self-preservation. Depending on their exact age and conditions, idols strongly resemble their original self or have been reduced to hardly recognisable hunks of rock.

ANIMAL IDOL

Idols of animal cults usually take the shape of a common pest or vermin, like a rat or a scorpion. In exchange for small sacrifices of gold and jewellery, these idols protect their worshippers from the type of animal depicted in the idol. Animal cults are probably the most common idol cults. They are strictly a local phenomenon, often the hushed-away secret of a small village. Its worshippers will violently oppose anyone who seeks to destroy the idol. The

major power of the idol is thought to be a sacred boon to the village or congregation, not to be shared with outsiders or nonbelievers.

ANIMAL IDOL

Large construct, lawful neutral

Armour Class 16 (natural armour)

Hit Points 115 (10d10+60)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	4 (-3)	14 (+2)	16 (+3)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Idol Charm. A beast within 1 mile of the idol has disadvantage on attack rolls, ability checks, and saving throws.

Immutable Form. The idol is immune to any spell or effect that would alter its form.

Actions

Multiattack. The idol makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 21 (3d10+5) bludgeoning damage.

DEATH IDOL

Large construct, neutral evil

Armour Class 16 (natural armour)

Hit Points 225 (18d10+126)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	4 (-3)	15 (+2)	19 (+4)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 16 (15,000 XP)

Idol Charm. A creature that voluntarily touches the idol must make a DC 18 Charisma saving throw. On a failure, the creature is charmed and will do everything to protect the idol. A charmed creature can repeat the saving throw once per hour. On a success or when the effect ends for the creature, it becomes immune to the idol's Charm for 24 hours.

Immutable Form. The idol is immune to any spell or effect that would alter its form.

Actions

Multiattack. The idol makes two slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target.
Hit: 33 (4d12+7) bludgeoning damage.

DEATH IDOL

Idols worshipped by death cults tend to be horrible and grotesque. They often resemble man-eating monsters or skeletons. A death idol demands regular human sacrifices and in return grants agelessness to its most devoted worshippers. Such death cults are universally hated and feared by civilized Zakharans and destroyed as soon as their existence becomes public. Death cults are restricted to the wilderness, and its members are frequently bandits. A death idol is likely to attract powerful undead such as vampires. These undead swiftly assume the cult's leadership and manipulate it for their own goals. Death idol have been known to grant their worshippers access to death magic.

ELEMENTAL IDOL

Large construct, chaotic neutral

Armour Class 16 (natural armour)

Hit Points 161 (14d10+84)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	4 (-3)	16 (+3)	12 (+1)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 12

Languages —

Challenge 12 (8,400 XP)

Elemental Mastery. The idol does not require an area associated with an element to conjure an elemental servant, and it does not need to concentrate to maintain control over a summoned elemental. It can only summon elementals associated with its plane.

Immutable Form. The idol is immune to any spell or effect that would alter its form.

Actions

Multiattack. The idol makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 25 (3d12+6) bludgeoning damage.

Idol Charm. The idol targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the idol. The charmed target will try to protect the idol.

Each time the idol or the idol's 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 24 hours or until the idol is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Summon Elemental (1/Day). The idol magically summons an elemental of challenge rating 5 or lower. The elemental appears in an unoccupied space next to the idol. It disappears when it drops to 0 hit points or when 3d4 hours have passed.

ELEMENTAL IDOL

Elemental idols resemble faceless men. They demand sacrifices depending on the Elemental Plane they are associated with; earth idol usually demand gems, fire idol are woods, water idols aromatic oils, and air idol exotic perfumes. Elemental idols have the power to summon an elemental from their plane to perform a task for one of their followers. Elemental idols are catalysts of chaos. Desert tribes have been known to fight over particular elemental idols for generations. Elemental mages are drawn to these idols, either to destroy them and eliminate other with control over the elements, or to seek out their powers.

HEALING IDOL

Large construct, neutral good

Armour Class 16 (natural armour)

Hit Points 138 (12d10+72)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	23 (+6)	4 (-3)	12 (+1)	14 (+2)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses passive Perception 11

Languages —

Challenge 10 (5,900 XP)

Immutable Form. The idol is immune to any spell or effect that would alter its form.

Protective Aura. The idol radiates an aura with a 100-foot-radius that protects all creatures within it from aberrations, celestials, elementals, fey, fiends, and undead, unless they are themselves such a creature. Creatures of any of those types have disadvantage on attack rolls against protected creatures. Protected creatures also can't be charmed, frightened, or possessed by them. If a protected creature is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Actions

Multiattack. The idol makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (3d12+5) bludgeoning damage.

Healing (1/Day). The idol targets a creature within 60 feet that isn't a construct or undead. The creature magically regains all its hit points. This effect also ends blindness, deafness, and any diseases affecting the target.

Idol Charm. The idol targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw against this magic or be charmed by the idol. The charmed target will try to protect the idol.

Each time the idol or the idol's 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 24 hours or until the idol is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

HEALING IDOL

Healing idols seek to promote healing, growth, and regeneration. They have the shape of kind, gentle figures such as young woman, old men, or peaceful animals. Healing idol do possess the ability to charm creatures, but will it only on those who seek to destroy them. Healing idols are the most benevolent of all idols. While most Zakahran rulers and clerics are opposed to idols in general, some will secretly tolerate such idols due to the beneficial powers they have.

VARIANT: WEATHER IDOL

The weather idol is a variant of the healing idol and most often resembles an old man. It lacks the healing idol's healing ability, and can cast *control weather* once per day instead.

LYCANTHROPE

Lycanthropes are cursed - and often evil - humanoids with the ability to shapeshift into an animal. In the Land of Fate, lycanthropes are less common than in other regions.

WEREHYENA

Werehyenas are humans, usually males, that have the ability to transform themselves into large hyenas. In their human form, werehyenas tend to be slender and have shaggy hair tied back over their neck. The long hair conceals a second mouth at the back of the hyena's neck. This mouth mimics the lip movement of the werehyena's primary mouth, but is completely silent. Werehyenas take great pains to keep this mouth hidden.

Carnivorous Charmers. Werehyenas are quite charismatic and possess the innate ability to make their personality even more radiant. They use this ability to infiltrate human settlements, where they are welcomed as honoured guests. Otherwise, werehyenas roam the deserts and plains of the Land of Fate. Some lead a pack of common hyenas, whereas others live in werehyena communities. Most werehyenas are male, and only one out of four werehyena cubs will be a female.

WERELION

Werelions are humans with the ability to assume the shape of a lion. Male werelions have long, blond hair, whereas females tend to keep their hair unusually short. Both genders are well-tanned and muscular. Werelions can emphatically communicate with feline creatures, but prefer the company of human to that of real lions.

Feline Mercenaries. Unlike many other lycanthropes, werelions do not have a hybrid form. They are great hunters and social creatures. Werelions do not tolerate weretigers, but sometimes strike bargains with desert centaurs or humans. On occasion they work as caravan guards or scouts in exchange for hunting privileges.

WEREHYENA

Medium humanoid (human, shapechanger), neutral evil

Armour Class 13

Hit Points 104 (16d8+32)

Speed 30 ft. (40 ft. in hyena form)

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

Skills Perception +3, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't iron

Senses passive Perception 13

Languages Midani (can't speak in hyena form)

Challenge 4 (1,100 XP)

Shapechanger. The werehyena can use its action to polymorph into a hyena, or back into its true form, which is humanoid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Primal Fear. When the werehyena takes fire damage, it has disadvantage on attack rolls until the end of its next turn.

Radiant Aura (3/Day). The werehyena can use its action to make itself appear as charmign radiant to others. This magical effect lasts for 1 hour or until the werehyena uses a bonus action to end it.

Traceless Step (Hyena Form Only). The werehyena does not leave a trace unless it deliberately wants to do so.

Actions

Multiattack. In humanoid form, the werehyena makes two scimitar attacks or two longbow attacks. In hyena form, it makes two bite attacks.

Bite (Hyena Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werehyena lycanthropy.

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

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

WERELION

Medium humanoid (human, shapechanger), lawful evil

Armour Class 13

Hit Points 153 (18d8+88)

Speed 30 ft. (40 ft. in lion form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 12

Languages Midani (can't speak in lion form)

Challenge 6 (2,300 XP)

Shapechanger. The werelion can use its action to polymorph into a Large lion, or back into its true form, which is humanoid. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Feline Empathy. Werelions can emphatically communicate with felines and monstrous felines.

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

Pounce (Lion Form Only). If the werelion moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the werelion can make one bite attack against it as a bonus action.

Running Leap (Lion Form Only). With a 10-foot running start, the lion can long jump up to 25 feet.

Actions

Multiattack. In humanoid form, the werelion makes two scimitar attacks. In tiger form, it makes a claw and a bite attack.

Bite (Tiger Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Scimitar (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

MARKEEN

The markeen, or genie doubles, are a race of genies exiled from the majority of their kind. They were cursed a long time ago, and as a result, every markeen is a perfect double human from Zakhara. However, while the genie and the human are born at the exact same, they are in no way linked and share only their physical appearance and mental capabilities. They age at the same rate, but a markeen can die before or after its double. Markeen are usually doubles of later famous, infamous, or in some way talented people.

Secret Doubles. When markeen grow up, they are sent on a quest to find their human double. Though it occasionally happens, no young markeen is expected to succeed. Instead, this journey broadens a markeen's horizon and exposes it to the world. Markeen live in socially isolated communities with their own sets of traditions and beliefs. Despite their supernatural powers, markeen do not look down on humans, most likely due to their exile from genie society and a subconscious feeling of inferiority.

MARKEEN

Medium elemental (genie), neutral

Armour Class 12

Hit Points 22 (4d8+4)

Speed 30 ft., fly 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Genie, Midani

Challenge 1 (200 XP)

Elemental Demise. If the genie dies, its body disintegrates and simply disappears, leaving behind only equipment the genie was wearing or carrying.

Innate Spellcasting. The genie's innate spellcasting ability is Charisma (spell save DC 14, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *dust devil*, *flame blade*, *gust of wind*, *invisibility*

Actions

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

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

MARRASHI

The marrashi is a spirit of plague from the Outer Planes. It has the dark wings of a vulture, the arms and body of a human, claws like a parrot, and the head of a jackal. Its voice cracks and screeches. A marrashi is always armed with a bow and arrows, and able to draw it using its claws. Marrash prefer to fire arrows why they fly and avoid fighting on the ground. They are sometimes summoned by genies or sinister mages for even more sinister purposes.

Pest Fiends. Marrash usually use barbed arrows, but sometimes use diseased arrows as well. These arrows

transmit a disease as fatal as it is contagious. Marrash enjoy nothing more than infecting a single member of a tribe or small village and watch all of them die one by another. According to rumours, marrash proliferate via taklif arrows. These arrows swiftly kill their target and turn their corpse into a new marrashi. The new marrashi devours the soul of its host, and allegedly even absorbs part of its personality. Thus, the corpses of plague victims are usually burned in Zakhara.

MARRASHI

Medium fiend, lawful evil

Armour Class 13

Hit Points 52 (8d8+16)

Speed 30 ft., 50 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Midani

Challenge 4 (1,100 XP)

Actions

Multiattack. The marrashi makes two attacks with either its barbed or its plague arrow.

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

Barbed Arrow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

Plague Arrow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage, and the target must make a DC 12 Constitution saving throw or saving throw against disease or become poisoned until the disease is cured. An infected target dies after 1d20 days unless cured. A creature that comes into contact with the target must succeed on a DC 12 Constitution saving throw or become likewise infected.

MASKHI

The maskhi are a group of humanoid capable of transforming into animals, plants, and rocks. Maskhi resemble lean and wiry humanoids with long hair and huge blue eyes. They have six toes and six finger that end in log claws. Maskhi can assume a single animal form that reflects their personality, usually a small mammal or bird. Their plant form is immobile and usually that of a sturdy tree. The stone form is limited to a single type of stone, but the stone can have various shapes.

Reclusive Shapeshifters. Maskhi live in the jungle of Zakhara and avoid other races. They are a primitive people and only a few maskhi tribes use metal tools and weapons. A maskhi tribe consists of approximately forty individuals led by a lore mistress, usually the strongest female. She will be assisted by a witch doctor, generally the male with the greatest magical talent. Maskhi are hunters, and primarily rely their powerful claws, using weapons mainly to attack from a distance.

MASKHI

Medium humanoid (shapechanger), chaotic neutral

Armour Class 14 (natural armour, 18 in tree and stone form)

Hit Points 27 (5d8+5)

Speed 30 ft. (0 ft. in tree and stone form)

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

Skills Perception +4, Survival +4

Senses passive Perception 14

Languages Maskhi

Challenge 2 (450 XP)

Shapechanger. The maskhi can use its action to polymorph into a Small or Medium animal, a Medium tree, a Medium rock, or back into its true form, which is humanoid. Its statistics, other than its armour class and speed, are the same in each form. Depending on the animal form, the maskhi may gain a swim or fly speed of 40 feet. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Multiattack. The maskhi makes two weapon attacks.

Claws (Humanoid or Animal Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (3d8+2) slashing damage.

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

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

MASKHI LORE MISTRESS

Medium humanoid (shapechanger), neutral

Armour Class 16 (natural armour, 19 in tree and stone form)

Hit Points 75 (10d8+30)

Speed 30 ft. (0 ft. in tree and stone form)

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

Skills Perception +6, Survival +6

Senses passive Perception 16

Languages Maskhi

Challenge 6 (2,300 XP)

Shapechanger. The maskhi can use its action to polymorph into a Small or Medium animal, a Medium tree, a Medium rock, or back into its true form, which is humanoid. Its statistics, other than its armour class and speed, are the same in each form. Depending on the animal form, the maskhi may gain a swim or fly speed of 40 feet. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Cantrips (at will): *sacred flame, spare the dying, thaumaturgy*
1st level (4 slots): *bane, cure wounds, shield of faith*
2nd level (3 slots): *silence, spiritual weapon*
3rd level (3 slots): *dispel magic, protection from energy*

Actions

Multiattack. The maskhi makes two weapon attacks.

Claws (Humanoid or Animal Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage.

Quarterstaff (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, or 7 (1d8+3) bludgeoning damage if wielded with two hands.

MASKHI WITCH DOCTOR

Medium humanoid (shapechanger), chaotic neutral

Armour Class 14 (natural armour, 18 in tree and stone form)

Hit Points 39 (6d8+12)

Speed 30 ft. (0 ft. in tree and stone form)

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

Skills Perception +5, Survival +5

Senses passive Perception 15

Languages Maskhi

Challenge 5 (1,100 XP)

Shapechanger. The maskhi can use its action to polymorph into a Small or Medium animal, a Medium tree, a Medium rock, or back into its true form, which is humanoid. Its statistics, other than its armour class and speed, are the same in each form. Depending on the animal form, the maskhi may gain a swim or fly speed of 40 feet. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Cantrips (at will): *acid splash, gust, mold earth, thaumaturgy*
1st level (4 slots): *detect magic, earth tremor, fog cloud, shield*
2nd level (3 slots): *gust of wind, misty step*
3rd level (3 slots): *counterspell, erupting earth*
4th level (1 slots): *storm sphere*

Actions

Multiattack. The maskhi makes two weapon attacks.

Claws (Humanoid or Animal Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (3d8+2) slashing damage.

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

MASON WASP, GIANT

The giant mason wasp is an oversized relative of the common wasp and can be found throughout Zakhara. Both common and giant wasps are viewed as messenger of the gods and bringers of good fortune. Giant mason wasps have a black exoskeleton and a mouth that glow red from the heat within. These wasps rarely attack humans and prefer to hunt animals and evil monsters.

Fire Wasps. Giant mason wasps derive their name from the structures they build from sand and dirt and hardened with saliva. Giant wasps are friendly creatures and sometimes become the pets of priests. It is not unusual for a mosque to host several giant wasps that watch over the holy place. Giant mason wasps produce a lot of heat and can even breathe fire, and ability they are respected and feared for.

GIANT MASON WASP

Medium monstrosity, neutral good

Armour Class 14

Hit Points 65 (10d8+20)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	6 (-2)	15 (+2)	7 (-2)

Damage Immunities fire

Senses passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Actions

Multiattack. The mason wasp makes two bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) piercing damage plus 10 (3d6) fire damage.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the target is a creature other than an undead and fails its save, it is additionally paralysed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fire Breath (Recharge 5-6). The mason bee exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

VARIANT: BAD LUCK

Optionally, the giant mason wasp may have the following trait:

Bad Luck. When the mason wasp is destroyed, all creatures that dealt damage to the mason wasp within the last 1 minute must make a DC 15 Charisma saving throw. On a failure, a creature has disadvantage on attack rolls, saving throws, and ability checks. A creature can repeat the saving throw every 24 hours, ending the effect on itself on a success. The effect can also be removed with a *remove curse* spell or a more potent spell.

NASNAS

Nasnas are humanoids only half a body. They possess half a torso and head, one arm, and one leg. Nasnas are the creation of evil priests and wizards desiring vigilant guardians to secure their strongholds. They resemble humans with grey skin and eyes that glister with evil. Some nasnas have a single black leathery wing which, while it looks intimidating, does not allow them to fly.

Macabre Creations. Nasnas are created by treating a succulent fruit with a special potion. Once treated, the fruit has to be voluntarily eaten by a human woman, who will then give birth to a nasnas nine month later. Nasnas are physically powerful, but have to be kept under control of their master. Nasnas that lose their master either commit suicide or wander off into the wilderness, hunting animals and other creatures until their tragic lives end.

NASNAS

Medium monstrosity, lawful evil

Armour Class 14 (studded leather)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	13 (+1)	7 (-2)	10 (+0)	9 (-1)

Skills Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't iron

Senses passive Perception 12

Languages understands the language of its creator but can't speak

Challenge 1 (200 XP)

Actions

Multiattack. The nasnas makes two attacks with its scimitar.

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

OGRE, ZAKHARAN

In most lands, ogres are known as evil, greedy brutes who live by taking what they need from others. In Zakhara, ogres are still known as greedy, but are generally a civilised race. They are smarter and more sophisticated than their kin, live in cities, and follow the way of the Enlightened races - even if some consider them to be too monstrous to be Enlightened. Zakharan ogres vary in appearance, with most of them having a slightly ogre skin, orange claws and dark hair. A few have violet skin, a sign of possible oni ancestry.

Shady Relatives. Zakharan ogres avoid both their relatives from other lands and ogrima, as they consider them to be uncivilised and animalistic. Though they do not like oni, they follow the demands of honour and give them a chance to prove worthy of respect. Nevertheless, Zakharan ogres tend to shun ogres with violet skin.

OGRE

Large giant, any alignment

Armour Class 10

Hit Points 42 (5d10+15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Giant, Midani

Challenge 1 (200 XP)

Actions

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

OGRIMA

Ogrima are the offspring of ogres and oni. They are primarily found in areas where both of these races dwell and can breed true. Ogrima inherit the brutality and violent nature of their ogre parent and the cunning and magical powers of their oni parent. They have sickly green skin, long greasy hair, and a single horn. Their ivory nails and large teeth look frightening, but are ineffective in combat.

Hunters and Scavengers. Ogrima like to dress in colourful clothes, though their attire is usually a mix of ill-fitting garments they robbed and stole from someone else.

Ogrima are considered to be social outcasts by both ogres and oni, though some ogrima bands are led by powerful oni. At the same time ogrima are more social than other of their parent races and sometimes even build their own villages and strongholds. They are nevertheless ruthless creatures; crippled or very old ogrima are frequently left in the wilderness to die.

OPINICUS

The opinicus is an odd creature and often thought to be the creation of an insane wizard. It looks like a camel with an eagle's wings, a monkey's face and hands, and a lion's mane and tail. Its forepaws have opposable thumbs. Most opinicus are coloured a light buff to a golden brown with slightly darker faces and wings. Despite its rather strange appearance, the opinicus is a benevolent creature and aids those who travel through the desert.

Mind and Magic. Opinicus are masters of divine magic. They use their magic to help others, but never hesitate to use it against opponents should the need arise. Opinicus also possess psionic abilities, and their eyes can emit a gaze of light fatal for undead and inhabitants of the Lower Planes. They live in ancient ruins and old palaces and can be found in the Haunted Lands and the Ruined Kingdoms. Of all evil creatures opinicus despise al-jahar and var-gouilles more than any other creatures.

OGRIMA

Large giant, lawful evil (50%) or chaotic evil (50%)

Armour Class 12 (natural armour)

Hit Points 85 (10d10+30)

Speed 30 ft.

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

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Giant, Midani

Challenge 5 (1,800 XP)

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

At will: *blur*, *chill touch*, *levitate*

1/day each: *alter self*

Regeneration. The grima regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The ogrima makes two attacks with its longsword or two attacks with its longbow.

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

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 9 (2d8) piercing damage.

OGRIMA CHIEFTAIN

Large giant, lawful evil (50%) or chaotic evil (50%)

Armour Class 15 (scale mail)

Hit Points 127 (15d10+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Dex +4, Con +6, Wis +4

Skills Deception +4, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Midani

Challenge 7 (2,900 XP)

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

At will: *blur*, *chill touch*, *levitate*

1/day each: *alter self*

Regeneration. The grima regains 15 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The ogrima makes two attacks with its longsword or two attacks with its longbow.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6+5) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 10 (2d8+1) piercing damage.

OPINICUS

Medium celestial, chaotic good

Armour Class 14 (natural armour)

Hit Points 91 (14d8+28)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	14 (+2)	18 (+4)	11 (+0)

Skills Perception +7, Stealth +6

Senses darkvision 60 ft., passive Perception 17

Languages Midani, Opinicus

Challenge 5 (1,800 XP)

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

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

Cantrips (at will): *light, scared flame, spare the dying, thaumaturgy*
1st level (4 slots): *create or destroy water, detect evil and good, shield of faith*

2nd level (3 slots): *hold person, silence, zone of truth*

3rd level (3 slots): *daylight, dispel magic, protection from energy*

4th level (1 slot): *freedom of movement*

Innate Spellcasting (Psionics). The opinicus's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, see invisibility*

1/day each: *plane shift (self only)*

Actions

Multiattack. The opinicus makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 12 (3d8+3) slashing damage.

Etherealness. The opinicus magically enters the Ethereal Plane from the Material Plane, or vice versa.

Sun Gaze (Recharge 5-6). The opinicus emits sparkling light in a 30-foot cone. Each undead and fiend in that area must make a DC 15 Constitution saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Turn Undead. Each undead within 30 feet that can see or hear the opinicus must make a DC 15 Wisdom saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PAHARI

The pahari are a race of shapeshifting fey creatures that dwell in Zakhara's seas and oceans. In their native form, they resemble beautiful women with the tail of a fish. In addition to this mermaid-like form, pahari can also assume the form of a colourful tropical fish or that of a human woman. This last form allows a pahari to dwell on land, and some pahari even marry humans and stay with them. This is considered unwise by old pahari, as a pahari will outlive a human husband by two centuries or more.

Playful Seafolk. Pahari are benevolent creatures and fight only when it is unavoidable. If possible, they simply assume their fish form and flee. Pahari live in small communities near the coast. They enjoy good relations with reef giants and nearby human communities. Pahari have a fascination with surface dwellers that borders on obsession. They eagerly collect valuables made by land dwellers and often venture onto land in their human form.

PAHARI

Medium fey (shapechanger), chaotic good

Armour Class 13

Hit Points 21 (4d8+3)

Speed 10 ft. (30 ft. in human form), swim 40 ft. (30 ft. in human form, 60 ft. in fish form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	14 (+2)	11 (+0)	12 (+1)

Senses darkvision 120 ft., passive Perception 10

Languages Aquan, Maskhi, Pahari

Challenge 1/2 (100 XP)

Shapechanger. The pahari can use its action to polymorph into a Small fish, a human woman, or back into its true form, which is that of a mermaid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed..

Amphibious. The pahari can breathe air and water.

Kiss of Life's Breath. A Large or smaller humanoid kissed by a pahari gains the ability to breathe water for 24 hours.

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

Actions

Spear (Mermaid or Human Form Only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

PASARI-NIML

Pasari-nimal, sometimes called mants, are horrid insectoid predators. They resemble very large ants with a distorted human face. Pasari-nimal may seem primitive, but are rather intelligence and manufacture their own weapons and tools. Their society is divided into warriors, who defend the colony and do expand it, nobles, who command the warriors, as well as the calipha, the pasari-nimal queen. The queen looks like a large pasari-nimal and has the face of a beautiful human female.

Insectoid Raiders. Pasari-nimal can be found in the wilderness, where they build elaborate underground palaces, as well as under cities. Urban pasari-nimal often dig tunnels they use for nightly raids. Pasari-nimal lairs are often huge and well-decorated, with the calipha's face carved into the walls. Pasari-nimal are fierce warriors and will fight to the death to defend their colony.

PAHARI ENCHANTRESS

Medium fey (shapechanger), chaotic good

Armour Class 13

Hit Points 30 (6d8+3)

Speed 10 ft. (30 ft. in human form), swim 40 ft. (30 ft. in human form, 60 ft. in fish form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	13 (+1)	17 (+3)	11 (+0)	14 (+2)

Senses darkvision 120 ft., passive Perception 10

Languages Aquan, Maskhi, Pahari

Challenge 3 (700 XP)

Shapechanger. The pahari can use its action to polymorph into a Small fish, a human woman, or back into its true form, which is that of a mermaid. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Amphibious. The pahari can breathe air and water.

Kiss of Life's Breath. A Large or smaller humanoid kissed by a pahari gains the ability to breathe water for 24 hours.

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

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

Cantrip (at will): *dancing lights*, *friends*

1st level (4 slots): *colour spray*, *fog cloud*

2nd level (3 slots): *blur*, *Melf's acid arrow*

3rd level (2 slot): *wall of water*

Actions

Trident (Mermaid or Human Form Only). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

PASARI-NIML WARRIOR

Tiny monstrosity, lawful evil

Armour Class 13 (natural armour)

Hit Points 7 (2d4+2)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	7 (-2)

Senses blindsight 60 ft., passive Perception 10

Languages Pasari-Niml

Challenge 1/8 (25 XP)

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

Actions

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

PASARI-NIML NOBLE

Tiny monstrosity, lawful evil

Armour Class 13 (natural armour)

Hit Points 27 (6d4+12)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	7 (-2)

Senses blindsight 60 ft., passive Perception 10

Languages Pasari-Niml

Challenge 1/4 (50 XP)

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

Actions

Multiattack. The pasari-niml makes two weapon attacks.

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

Dart. *Ranged Weapon Attack:* +4 to hit, range 15/60 ft., one creature. *Hit:* 4 (1d4+2) piercing damage.

PASARI-NIML CALIPHA

Small monstrosity, lawful evil

Armour Class 12 (natural armour)

Hit Points 65 (10d6+30)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	16 (+3)	12 (+1)	14 (+2)	11 (+0)

Senses blindsight 120 ft., passive Perception 12

Languages Pasari-Niml

Challenge 1/2 (100 XP)

Calipha's Call. Pasari-niml within 1 mile of the calipha can communicate telepathically with one another.

Actions

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

RAT, GIANT ZAKAHRAN

The giant Zakahran rat is a rodent of monstrous proportions. They have powerful jaws and are surprisingly agile for their size. These giant rats are mainly found underground and generally hunt in packs. They are not afraid of fire and vicious beasts. There are stories of giant rats that devoured a hero after he was weakened from a fight with a stronger monster.

GIANT ZAKAHRAN RAT

Medium beast, unaligned

Armour Class 12

Hit Points 33 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	2 (-4)	14 (+2)	6 (-2)

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

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

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

Actions

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

Hit: 10 (2d6+3) piercing damage.

ROC, ZAKHARAN

The Zakharan roc is a relative of the roc found in other regions of Abeir-Toril, and just like other rocs, it is a colourful bird of gargantuan proportions. Zakharan rocs dwell in the mountains and on rocky, secluded islands. They frequent regions in which they can readily find large prey, such as the mountains bounding the Ruined Kingdoms and the island of Afyal.

Apex Predators. Rocs only hunt the largest of creatures, such as elephants or giants. Apart from the common roc, the Land of Fate is also home to the great roc, a sapient roc even larger than its more common cousin, and to the two-headed roc. Two-headed rocs are malicious creatures, but rarely pay attention to lesser creatures.

COMMON ROC

Gargantuan monstrosity, unaligned

Armour Class 16 (natural armour)

Hit Points 313 (19d20+114)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	22 (+6)	3 (-4)	12 (+1)	11 (+0)

Saving Throws Dex +5, Con +11, Wis +6

Skills Perception +6

Senses passive Perception 16

Languages —

Challenge 13 (10,000 XP)

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

Actions

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.
Hit: 36 (6d8+9) piercing damage.

Talons. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target.
Hit: 30 (6d6+9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

GREAT ROC

Gargantuan monstrosity, neutral

Armour Class 16 (natural armour)

Hit Points 481 (26d20+208)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	26 (+8)	6 (-2)	14 (+2)	14 (+2)

Saving Throws Dex +6, Con +14, Wis +8

Skills Perception +8

Senses passive Perception 18

Languages Midani, Roc

Challenge 18 (20,000 XP)

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

Actions

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target.
Hit: 49 (6d12+10) piercing damage.

Talons. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target.
Hit: 43 (6d10+10) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

TWO-HEADED ROC

Gargantuan monstrosity, chaotic evil

Armour Class 15 (natural armour)

Hit Points 280 (16d20+112)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	24 (+7)	3 (-4)	13 (+1)	13 (+1)

Saving Throws Dex +5, Con +12, Wis +6

Skills Perception +6

Senses passive Perception 16

Languages Midani, Roc

Challenge 15 (13,000 XP)

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

Two Heads. The roc has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The roc makes three attacks: one with its talons and two with its beak.

Beak. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 36 (6d8+9) piercing damage.

Talons. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 30 (6d6+9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

ROM

The rom are a race of subterranean, undead giants. In the distant past, rom used to be peaceful herdsman giants. They lived in the hills watching over their cows, and some practised a limited form of agriculture. Their race came to an end when their wives only produced male offspring. Angry at Fate, the last generation of herdsman giants build gigantic stone cairns out of monoliths. Entire clans of giants vanished into these self-built tombs. However, so great was their collective self-pity and anger at Fate, that their existence persisted beyond death.

Ancient Grief. Even now, the cairns of the rom can still be found in Zakahra, towering over hills and plains. Around these tombs, it is always quite. Few animals and insects can be found, and the plants look dull and lifeless. Those who break into such a cairns will be attacked immediately, but travellers who ask for entry and a place to stay for the night are sometimes invited in and watched over.

Songs of Sadness. Despite their fate, the rom remained a musical and poetic race, though the song they sing and play will always be sad and tragic. It is said that a bard who stays a night in a rom cairn will be inspired to write a grand epic or masterful, if tragic and haunting, song.

ROM

Huge undead, lawful evil

Armour Class 15 (natural armour)

Hit Points 138 (12d12+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	6 (-2)	14 (+2)	11 (+0)

Saving Throws Dex +6, Int +2, Wis +6

Skills Perception +6, Performance +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Conditions Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Giant, Midani

Challenge 9 (5,000 XP)

Fear Aura. Any creature hostile to the rom that starts its turn within 20 feet of the rom must make a DC 16 Wisdom saving throw, unless the rom is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the rom's Fear Aura for the next 24 hours.

Turn Resistance. The rom has advantage on saving throws against any effect that turns undead.

Actions

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6+6) bludgeoning damage plus 10 (3d6) necrotic damage, and the target's Strength score is reduced by 2d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 25 (4d8+6) bludgeoning damage.

SABU LORD

Sabu lords, also known as lion lords, are proud great cats that live in the plains and savannahs of the Land of Fate. They resemble large lions with golden fur and, if a pride leader, a red-golden mane. Sabu lords are as intelligent as a human and fiercely territorial. Any traveller who enters the domain claimed by a sabu lord has to pay tribute, either in treasure or in flattery.

Feline Kings. Sabu lords rule over a group of great cats. These are usually lions, though some sabu lords can also be found in the company of cheetahs, jaguars, tigers, or other great cats. These felines obey the sabu lord and hunt for it. Sabu lords themselves are lazy and arrogant, only hunt for sport. Some consider sabu lords to be the summoners of evil spirits, and their mane is rumoured to grant protection from such evil.

SABU LORD

Large monstrosity, neutral

Armour Class 13

Hit Points 75 (10d10+10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	15 (+2)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +6

Senses passive Perception 15

Languages Midani

Challenge 5 (1,800 XP)

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

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

Pounce. If the sabu lord moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the sabu lord can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the sabu lord can long jump up to 30 feet.

Actions

Multiattack. The sabu lord 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: 19 (4d6+5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 15 (3d6+5) slashing damage.

Roar (Recharge 5-6). The sabu lord emits a deafening roar. Each creature within a 30-foot-radius around the sabu lord that can hear the roar must make a DC 15 Constitution saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw is additionally deafened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SAKINA

The sakina are a race of fey native to Zakhara. They are air sprites and normally invisible, though they can give themselves a vague shape by drawing moisture to their body. In this case, they appear as a humanoid made of fog. Sakina are not creatures from the Elemental Plane of Air, even though they do share some traits with beings such as air elementals or invisible stalkers.

Wind Masters. Sakina are generally peaceful and friendly creatures with little interest in human affairs. If threatened, they become dangerous opponents. A sakina has the power to make other creatures weightless and thus susceptible to wind - over which the sakina have power too. Sakina cannot be summoned like elemental creatures, but can be attracted with a ritual that involves the burning of expensive incense, spices, and fragrances. This ritual is sometimes performed by groups of elemental wind mages.

SAKINA

Medium fey, chaotic good

Armour Class 15

Hit Points 117 (18d8+36)

Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	15 (+2)	14 (+2)	12 (+1)	10 (+0)

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception

Languages Auran, Midani

Challenge 7 (2,900 XP)

Innate Spellcasting. The sakina's innate spellcasting ability is Intelligence (spell save DC 13). The sakina can innately cast *control winds* three times per day, requiring no material components.

Invisibility. The sakina is invisible.

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

Actions

Air Wave. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 14 (4d6) thunder damage.

Wind Ride. The sakina targets up to seven creatures that weigh up to 500 pounds it can see within a range of 30 feet. A creature targeted by this magical effect must succeed on a DC 14 Constitution saving throw or become weightless for 10 minutes. A weightless creature is pushed by the wind. If not wind is present, a weightless creature suffers no consequences despite being weightless. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

HOUND, ZAKHARAN

The Land of Fate is home to a number of unique dog breeds. Saluqi geyhounds are exceptionally smart dogs employed by the jann of the Haunted Lands, particularly of the tribe of Amir Heidar Qan. They are sleek, black animals with grey markings, thin whiplike bodies, and long narrow heads, and their pedigrees are rigorously maintained to allow owners to breed only from the finest. Saluqi greyhounds suffer if exposed to the sun for too long, but see well in the dark and possess the uncanny ability of sensing the trail of a creature long after it passed through and area.

Houns of the Jungle. It is said that a related breed of hound has been created by the jungle pygmies or jungle giants of the lost jungle empires of Nog and Kadar. These hounds use similar tactics, but are much better at tracking by smell than by sight - so much so that they can follow a trail up to a week old. They are smaller than the saluqi hounds, with orange and yellow patches of fur dappling their dark coats instead of grey.

SALUQI GREYHOUND

Small beast, unaligned

Armour Class 12

Hit Points 9 (2d6+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Heat Sense. The greyhound can see the trail of any warm-bodied creature for up to 30 minutes.

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

Actions

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 10 Strength saving throw or be knocked prone.

JUNGLE HOUND

Tiny beast, unaligned

Armour Class 12

Hit Points 5 (2d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	4 (-3)	13 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Hearing and Smell. The jungle hound has advantage on Wisdom (Perception) checks that rely on smell. It can follow a trail up to a week old.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

SANDMAN

The sandman is an elemental creature that resembles a humanoid made entirely of fine sand and only held together by magic. Sandmen possess a curious trait: A creature that comes close to them is likely to fall into a deep slumber. Unless necessary for one reason or another, sandmen never attack other creatures and prefer to simply put them asleep instead and avoid a fight altogether. Their unique physique makes sandmen immune to arrows, blot,

and similar projectiles, which pass harmlessly through them.

Slaves and Slavers. Sandmen easily overwhelm common folks and can capture them unharmed. They are often enslaved by the dao and in turn become slave takers themselves. The sand that remains when a sandman is slain can be used as a magical ingredient. Sandmen are sometimes hunted for their sand. The resulting hatred of sandmen for humans and other civilised races is instrumentalised by the dao.

SANDMAN

Medium elemental, neutral evil

Armour Class 15 (natural armour)

Hit Points 55 (10d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +4

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical projectile weapons

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned

Senses darkvision 90 ft., passive Perception 13

Languages Terran

Challenge 3 (700 XP)

Elemental Demise. If the sandman dies, its body disintegrates into fine sand, leaving behind only equipment the sandman was wearing or carrying.

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

Sleep Aura. At the start of each of the sandman's turns, each creature within 20 feet of it must succeed on a DC 13 Constitution saving throw or fall asleep until they take damage, or someone uses an action to shake or slap them awake. If a creature's saving throw is successful, the creature is immune to the sandman's Sleep Aura for the next 24 hours.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 9 (2d6+2) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or fall asleep until it takes damage from a source other than the sandman, or someone uses an action to shake or slap it awake.

SARTANI

Sartani are a terrifying beings that are half giant and half crustacean. Their torso and legs are humanoid, but their head and arms resemble those of a giant crab. Sartani are fierce and single-minded. They are rare creatures, though occasionally a group of them raids a coastal village and destroys it completely. However, most of the time, sartani stay underwater, shunning other races. Once per year, a sartani molts its shell. Sartani shells are valuable. They can be turned into armour and are used in religious ceremonies.

Divine Children. The sartani are an ancient race, and thought to be the children of Kar'r'gra, a crab-headed god. The cult of this crab god pre-dates the spread of the Law,

and it is considered an example of heretical thought by the strictest of the Enlightened. Sartani are most frequently encountered around the island of al-Sartan in the Crowded Sea, and island where Kar'r'gra is worshipped.

SARTANI

Huge monstrosity, chaotic neutral

Armour Class 18 (natural armour)

Hit Points 84 (8d12+32)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	5 (-3)	11 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Sartani

Challenge 5 (1,800 XP)

Cold Susceptibility. If the sartani takes cold damage, it is slowed down; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The sartani makes two attacks with its pincer.

Pincer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8+5) bludgeoning damage.

SEA WYRM

Sea wyrms are huge legless and wingless dragons found in Zakahra's seas. While somewhat erratic in their behaviour, sea wyrms rarely attack ships and only challenge powerful intruders that enter their territory. Occasionally, a single one or a family of these majestic sea serpents will be seen by sailors who venture into deeper seas.

Sea Serpents. Just like the dragons found in other lands, sea wyrms grow larger and stronger with age. In addition to that, they develop the ability to exhale a gas that puts other creatures to sleep. Sea wyrms frequently employ this breath weapon to deal with lesser creatures that bother them. Sea wyrms live in underwater lairs or in caves on remote islands. They live in small families until the newborns are old enough to forage for themselves. Sea wrym parents will fiercely defend their offspring.

SEA WYRM NEONATE

Large dragon, chaotic neutral

Armour Class 14 (natural armour)

Hit Points 102 (12d10+36)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	10 (+0)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Amphibious. The sea wrym can breathe air and water.

Actions

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

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage. The target is grappled (escape DC 14) if the sea wrym isn't already constricting a creature, and the target is restrained until this grapple ends.

YOUNG SEA WYRM

Large dragon, chaotic neutral

Armour Class 15 (natural armour)

Hit Points 133 (14d10+56)

Speed 25 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	6 (-2)	13 (+1)	10 (+0)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Amphibious. The sea wrym can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) piercing damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (4d6+5) bludgeoning damage. The target is grappled (escape DC 15) if the sea wrym isn't already constricting a creature, and the target is restrained until this grapple ends.

ADULT SEA WYRM

Huge dragon, chaotic neutral

Armour Class 16 (natural armour)

Hit Points 184 (16d12+80)

Speed 25 ft., swim 50 ft.

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

Skills Perception +6

Senses darkvision 90 ft., passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Amphibious. The sea wyrm can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 18 (3d8+6) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 27 (6d6+6) bludgeoning damage. The target is grappled (escape DC 16) if the sea wyrm isn't already constricting a creature, and the target is restrained until this grapple ends.

Sleep Breath (Recharge 6). The sea wyrm exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Swallow. The sea wyrm makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the sea wyrm, and it takes 14 (4d6) acid damage at the start of each of the sea wyrm's turns. A sea wyrm can have only one creature swallowed at a time.

If the sea wyrm takes 20 damage or more on a single turn from the swallowed creature, the sea wyrm must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the sea wyrm. If the sea wyrm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

ANCIENT SEA WYRM

Huge dragon, chaotic neutral

Armour Class 17 (natural armour)

Hit Points 237 (19d12+114)

Speed 25 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	7 (-2)	15 (+2)	12 (+1)

Skills Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages —

Challenge 12 (8,400 XP)

Amphibious. The sea wyrm can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 24 (4d8+6) piercing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target.
Hit: 34 (8d6+6) bludgeoning damage. The target is grappled (escape DC 16) if the sea wyrm isn't already constricting a creature, and the target is restrained until this grapple ends.

Sleep Breath (Recharge 6). The sea wyrm exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Swallow. The sea wyrm makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the sea wyrm, and it takes 21 (6d6) acid damage at the start of each of the sea wyrm's turns. A sea wyrm can have only one creature swallowed at a time.

If the sea wyrm takes 20 damage or more on a single turn from the swallowed creature, the sea wyrm must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the sea wyrm. If the sea wyrm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

SEGARRAN

Segarrans are the minions of Ragarra, an ancient, evil goddess once openly worshipped in the Ruined Kingdoms. Lesser segarrans are created from devoted followers of Ragarra or from infant crocodiles. They have the head and tail of a crocodile, but the heavily muscled body of a humanoid, albeit with touch skin. They are found primarily in the Ruined Kingdoms and Zakhara's eastern jungles, but they sometimes can be encountered mingling with human society at night, when they can hide their monstrosity through careful disguise. More often they are used as defenders for Ragarra's few shrines or as protectors for her chosen few.

Chosed of Ragarra. The more powerful greater segarrans are transformed favoured priests of Raharra. They retain their human shape, but can assume a reptilian form too. The crocodilean shape reflects the priest's personality, but always includes at least a reptilian head and tail. The form of high priests of Ragarra blessed with this magic can

include a giant pair of bat wings. Greater segarrans can easily infiltrate human society. The only clue to their monstrous nature is their craving for raw meat. They must eat the flesh of their fallen enemies as a tribute to Ragarra, lest the goddess punishes them and takes away their power.

LESSER SEGARRAN

Medium humanoid, chaotic evil

Armour Class 13 (natural armour)

Hit Points 58 (9d8+16)

Speed 30 ft.

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

Senses passive Perception 10

Languages Kadari, Midani, or Noga

Challenge 2 (450 XP)

Hold Breath. The segarran can hold its breath for 10 minutes.

Actions

Multiattack. The segarran makes one attack with its bite and one with its spear.

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

Hit: 12 (2d8+3) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 6 (1d6+3) piercing damage, or 7 (1d8+3) piercing damage if used with two hands to make a melee attack.

CONJURE JUNGLE MINIONS

4th-level transmutation (cleric)

Casting Time: 1 action

Range: Touch

Components: V, M (fresh water blessed by a cleric of Ragarra)

Duration: Concentration, up to 1 hour

You transform up to three infant crocodiles, alligators, caimans, gharials, or tomistomae into lesser segarrans. At the end of the casting, the target must make a Wisdom saving throw. On a failed save, the victim is transformed into a lesser segarran under your control. When the spell ends, the target is transformed back.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of lesser segarrans increases by two for each slot level above 5th.

CREATE JUNGLE MINIONS

5th-level transmutation (cleric)

Casting Time: 1 minute

Range: 10 feet

Components: V, M (powered crocodile or alligator claws)

Duration: Instantaneous

You transform up to three adult crocodiles, alligators, caimans, gharials, tomistomae, or Medium humanoids into lesser segarrans. At the end of the casting, the target must make a Wisdom saving throw. On a failed save, the victim is transformed into a lesser segarran under your control.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of lesser segarrans increases by two for each slot level above 5th.

GREATER SEGARRAN

Medium humanoid (human, shapechanger), chaotic evil

Armour Class 11, 14 (natural armour) in reptilian form

Hit Points 84 (13d8+26)

Speed 30 ft. (swim 40 ft. in reptilian form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	15 (+2)	16 (+3)	12 (+1)

Senses passive Perception 13

Languages Kadari, Midani, or Noga

Challenge 3 (700 XP)

Shapechanger. The segarran can use its action to polymorph into a reptile-human hybrid, or back into its true form, which is human. Its statistics, other than its AC and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Cantrips (at will): *light, thaumaturgy*

1st level (4 slots): *bane, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, lesser restoration*

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

Actions

Multiattack. The segarran makes two attacks: two with its spear in human form, or one with its bite and one with its or spear in hybrid form.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands to make a melee attack.

SERPENT LORD

Serpent lords resemble huge white cobras with a human face. Though gigantic and intimidating, they are compassionate creatures and renowned sages and healers. Serpent lords live in remote caves and temple complexes surrounded by an entourage of serpentine servants and other benevolent creatures. Serpent lords, often regarded as kings and queens by local races, consume large amounts of meat, but never eat sapient creatures.

Serpentine Guardians. Many people seek out serpent lords for advice, information, or healing, and often bring them gifts. As a result, most serpent lords have consolable treasure hoards. In addition to that, some serpent lords guard powerful magical artefacts. The brain of a serpent lord can be used as a powerful ingredient in a number of potions. However, slaying a serpent lord is considered a great sin and will likely draw the attention of other good-aligned creatures.

SEGARRAN HIGH PRIEST

Medium humanoid (human, shapechanger), chaotic evil

Armour Class 11, 16 (natural armour) in reptilian form

Hit Points 127 (15d8+60)

Speed 30 ft. (fly 40 ft., swim 40 ft. in reptilian form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	18 (+4)	18 (+4)	15 (+2)

Senses passive Perception 13

Languages Kadari, Midani, or Noga

Challenge 5 (1,800 XP)

Shapechanger. The segarran can use its action to polymorph into a reptile-human hybrid, or back into its true form, which is human. Its statistics, other than its AC and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Spellcasting. The segarran is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +7 to hit with spell attacks). The segarran has the following cleric spells prepared:

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

1st level (4 slots): *bane, command, shield of faith*

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

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

4th level (2 slots): *banishment, death ward*

Actions

Multiattack. The segarran makes two attacks: two with its spear in human form, or two attacks in hybrid form, only of which can be a bite.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+4) piercing damage.

Wing Buffet (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8+4) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands to make a melee attack.

SERPENT LORD

Gargantuan celestial, lawful good

Armour Class 19 (natural armour)

Hit Points 367 (21d20+147)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	18 (+4)	18 (+4)	22 (+6)

Saving Throws Dex +8, Con +15, Int +10, Wis +10

Skills History +10, Insight +10, Perception +10

Senses blindsight 120 ft., passive Perception 20

Languages Celestial, Draconic, Midani, Serpent Lord

Challenge 18 (20,000 XP)

Legendary Resistance (3/Day). If the serpent lord fails a saving throw, it can choose to succeed instead.

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

Snake Charm. A snake or serpent creature that enters a 120-foot-radius around the serpent lord must succeed on a DC 16 Wisdom saving throw or become charmed. Each time the serpent lord or the serpent lord's 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 until the serpent lord is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Spellcasting. The serpent lord is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It has the following cleric spells prepared:

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

1st level (4 slots): *bless, command, detect evil and good, shield of faith*

2nd level (3 slots): *hold person, silence, spiritual weapon, zone of truth*

3rd level (3 slots): *bestow curse, dispel magic, magic circle, spirit guardians*

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

5th level (3 slots): *dispel evil and good, geas*

6th level (1 slot): *blade barrier, planar ally*

7th level (1 slot): *conjure celestial, symbol*

8th level (1 slot): *earthquake, holy aura*

9th level (1 slot): *gate*

Actions

Multiattack. The serpent lord makes two bite attacks and one constrict attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 34 (4d12+8) piercing damage.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target.

Hit: 34 (4d12+8) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The serpent lord can't constrict another target if it is grappling one Gargantuan target, two Huge targets, or three Large or smaller targets.

Legendary Actions

The serpent lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The serpent lord regains spent legendary actions at the start of its turn.

Cantrip. The serpent lord casts a cantrip.

Bite (Costs 2 Actions). The serpent lord uses its bite attack.

Crush (Costs 3 Actions). The serpent lord targets a creature it is currently grappling. The creature must make a DC 18 Strength saving throw, taking 39 (6d12) bludgeoning damage on a failed save, or half as much damage on a successful one.

SERPENT, HERALD

Herald serpents can be found in the teeming eastern jungles of Zakhara. Serpent lords create herald serpents from giant venomous snakes. The transformation grants the serpent sapience and innate magical abilities. The lightning-swift herald serpents are employed as messengers and all speak a number of different tongues.

HERALD SERPENT

Medium monstrosity, neutral good

Armour Class 13

Hit Points 71 (11d8+22)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	11 (+0)	10 (+0)	14 (+2)

Senses blindsight 30 ft., passive Perception

Languages Midani plus five other languages

Challenge 2 (450 XP)

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

1/day each: *comprehend languages*, *friends*, *hypnotic pattern*, *invisibility*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 7 (1d8+3) piercing damage plus 7 (2d6) poison damage.

SERPENT, TEAK

The teak serpent is a constrictor snake of gargantuan proportions. It inhabits the teak and ironwood forests of Zakhara, and only hunts the largest prey. Despite its impressive size, the teak serpent is rather stealthy, partially due to its colouring, which resembles the pattern of the hardwood trees it lives in. Because of their ferocity and immense size, teak serpents are feared in the jungles they inhabit. They often sleep for up to a week after feeding.

SERPENT, WINGED

Winged serpents, also known as spark snakes, are colourful reptiles with feathered wings that can be found in the jungles of Zakhara. Winged serpents can have many colours, though they will always have bright scales. Due to its size and the ability to create a rain of sparks, the winged serpent has few natural predators. Winged serpents eat fruit and pollinate flowers. They can be kept as pets if raised from an egg, but are easily distracted and likely to simply wander off at one point.

TEAK SERPENT

Gargantuan beast, unaligned

Armour Class 14

Hit Points 232 (15d20+75)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5, Stealth +8

Senses blindsight 30 ft., passive Perception 15

Languages —

Challenge 9 (5,000 XP)

Actions

Multiattack. The serpent makes two bite attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature.

Hit: 29 (4d10+7) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 25 (4d8+7) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the creature is restrained. The serpent can grapple three Medium or smaller creatures, two Large creatures, or one larger creature.

WINGED SERPENT

Large monstrosity, neutral

Armour Class 14 (natural armour)

Hit Points 52 (8d10+8)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	4 (-3)	13 (+1)	11 (+0)

Skills Perception +3

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 6 (1d8+2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 13 (3d8) acid damage on a failed save, or half as much damage on a successful one.

Spark Rain (Recharge 5-6). The serpents exhales sparks in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

SILAT

The silats are a race of shapeshifting crones that can be found almost everywhere in Zakhara. In their true form, a silat resembles a giant female humanoid with withered green or blue skin. Silats have the horn of a ram, with the number of complete spirals indicating their age in centuries. A silat's teeth and nals look like yellow ivory and are incredibly tough. Like hags, silats have more physical strength than their appearance suggests.

Crones in Disguise. Silat sometimes visit cities or even live in them in search for food. They always hide their hideous appearance with their magical powers in fear of being discovered. When disguised, silats prefer to be left alone. When discovered, they demand respect. Silats can have offspring with oni, with the daughters always being silats and the sons always being oni.

YOUNG SILAT

Large fey, any chaotic

Armour Class 13 (natural armour)

Hit Points 51 (6d10+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from non magical weapons that aren't iron

Senses darkvision 60 ft., passive Perception 10

Languages Midani

Challenge 2 (450 XP)

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

Actions

Multiattack. The silat 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) slashing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6+4) slashing damage.

Change Shape (6/Day). The silat magically polymorphs into a Medium or Large creature, or back into her true form. Her statistics are the same in each form, though the silat can only use her claw or bite attack when they new form has suitable claws or teeth. A single feature of the silat, usually the feet, will remain unchanged. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

ADULT SILAT

Large fey, any chaotic

Armour Class 15 (natural armour)

Hit Points 95 (10d10+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	15 (+2)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from non magical weapons that aren't iron

Senses darkvision 60 ft., passive Perception 12

Languages Midani

Challenge 4 (1,100 XP)

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

Actions

Multiattack. The silat 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: 14 (2d8+5) slashing damage.

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

Change Shape (6/Day). The silat magically polymorphs into a Medium or Large creature, or back into her true form. Her statistics are the same in each form, though the silat can only use her claw or bite attack when they new form has suitable claws or teeth. A single feature of the silat, usually the feet, will remain unchanged. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Polymorph Other (3/Day). The silat targets a creature it can see within a range of 10 feet. The target must succeed on a DC 14 Wisdom saving throw or be transformed into a beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

SILAT MATRIARCH

Huge fey, any chaotic

Armour Class 18 (natural armour)

Hit Points 149 (13d12+65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	15 (+2)	16 (+3)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't iron

Senses darkvision 120 ft., passive Perception 13

Languages Midani

Challenge 7 (2,900 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 19 (3d8+6) slashing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 15 (2d8+6) slashing damage.

Change Shape (6/Day). The silat magically polymorphs into a Medium or Large creature, or back into her true form. Her statistics are the same in each form, though the silat can only use her claw or bite attack when they new form has suitable claws or teeth.

A single feature of the silat, usually the feet, will remain unchanged. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Polymorph Other (3/Day). The silat targets a creature she can see within a range of 10 feet. The target must succeed on a DC 16 Wisdom saving throw or be transformed into a beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Polymorph Object (3/Day). The silat touches one Medium or smaller mundane object she can see within a range of 5 feet that isn't worn or carried by creature. The object turns into a desired different mundane object of the same basic material for 1 hour, or until the silat uses a bonus action to end the effect.

SIMURGH

Huge celestial, lawful good

Armour Class 15

Hit Points 123 (13d10+52)

Speed 15 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	19 (+4)	17 (+3)	16 (+3)	19 (+4)

Skills Insight +6, Intimidation +7, Perception +6

Senses truesight 60 ft., passive Perception 16

Languages Auran, Celestial, Giant Eagle, Midani

Challenge 8 (3,900 XP)

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

Actions

Multiattack. The simurgh makes two attacks with its wing buffet.

Wing Buffet. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (4d8+4) slashing damage.

Dazzling Wings. The simurgh spreads its wings. Each creature within a range of 30 feet that who sees the simurgh must make a DC 16 Wisdom saving throw. On a failed save, a creature becomes magically charmed until the end of the simurgh's next turn. Creatures already charmed by this effect automatically fail their saving throw. While charmed by this effect, a creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Change Shape. The simurgh magically polymorphs into a Medium to Huge avian creature, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. the simurgh reverts to its true form if it dies.

SIMURGH

The simurgh is a benevolent and compassionate creature also known as the king (or queen) of birds. Simurgh resemble huge birds with human faces. They have two pairs of wings and metallic feathers that shine in a bright orange colour. Simurgh live high up in the mountains, but leave their nests to watch over good-aligned creatures and assist them. They are reluctant to fight, and generally prefer helping in non-violent ways. Simurgh have the ability to turn

into other birdlike creatures and are frequently found with a flock of admirers consisting of both mundane and sapient avian creatures.

SINGING TREE

The singing tree is a rare plant that lures creatures towards it and then drains their blood feed itself. Superficially, the singing tree appears to be a common deciduous tree with uniquely shaped leaves. Each of these leaves has a singing voice, and if the singing tree is hungry, it sometimes sing alongside the leaves, adding its own bass line.

Blood and Song. Those who hear the tree are drawn towards it and encouraged to take a rest in the tree's shade. Once charmed, the tree trains a creatures blood with its branches. Often times a singing tree will only drain a small amount of blood, but a hungry singing tree can drain amounts of blood great enough to outright kill many animals. Singing trees are sought after by collectors. A seed or grown tree is worth a small fortune.

SINGING TREE

Huge plant, unaligned

Armour Class 15 (natural armour)

Hit Points 172 (15d12+75)

Speed 0 ft.

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

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

False Appearance. While the singing tree remains motionless, it is indistinguishable from a normal tree.

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

Actions

Blood Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated or restrained creature. *Hit:* 20 (3d10+4) piercing damage.

Charming Song. The singing tree sings a charming melody. Every creature within 300 feet of the singing tree that can hear the song must succeed on a DC 15 Wisdom saving throw or be charmed until the song ends. The singing tree must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the singing tree is incapacitated. While charmed by the singing tree, a target is incapacitated. If the charmed target is more than 5 feet away from the singing tree, the target can take the Dash action on its turn to move toward the singing tree by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the singing tree, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this singing tree's song for the next 24 hours.

SIRINE

Sirines are amphibious humanoids that look like beautiful human females. Their skin tone ranges from brown to a light green, and their hair can have almost any colour. Sirines are at home equally in fresh and salt water. Sirines may look fragile, but are will defend themselves fiercely if necessary.

Antisocial Amphibians. Most sirines are antisocial and shun members of other races. Some live with others of their kind, but with ages, almost all sirines become reclusive and contemplative, and seek a life in solitude. Sirines are exclusively female and can reproduce with many races, including humans, merfolk, tritons, and elves, both aquatic and landbound.

SIRINE

Medium humanoid, any alignment

Armour Class 15 (natural armour)

Hit Points 71 (11d8+22)

Speed 30 ft., swim 40 ft.

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

Senses darkvision 120 ft., passive Perception 12

Languages Aquan

Challenge 3 (700 XP)

Amphibious. The sirine can breathe air and water.

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

Actions

Multiattack. The sirine makes two weapon attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Touch of Enfeeblement. The sirine touches a creature it can see within 5 feet. The target must make a DC 14 Constitution saving throw. On a failed save, the creature's Intelligence and Charisma scores magically become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this sirine's Touch of Enfeeblement for the next 24 hours.

SIRINE RECLUSE

Medium humanoid, any alignment

Armour Class 16 (natural armour)

Hit Points 105 (14d8+42)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	17 (+3)	16 (+3)	11 (+0)

Senses darkvision 120 ft., passive Perception 13

Languages Aquan

Challenge 4 (1,100 XP)

Amphibious. The sirine can breathe air and water.

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

Innate Spellcasting. The sirine's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material components:

1/day each: *alter self*, *charm person*, *fog cloud*, *greater invisibility* (self only)

Actions

Multiattack. The sirine makes two weapon attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Touch of Enfeeblement. The sirine touches a creature it can see within 5 feet. The target must make a DC 15 Constitution saving throw. On a failed save, the creature's Intelligence and Charisma scores magically become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this sirine's Touch of Enfeeblement for the next 24 hours.

STONE MAIDEN

Medium elemental, neutral good

Armour Class 14 (natural armour)

Hit Points 112 (11d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	14 (+2)	13 (+1)	15 (+2)

Damage Immunities poison

Conditions Immunities petrified, poisoned

Senses passive Perception 11

Languages Midani, Terran

Challenge 4 (1,100 XP)

Innate Spellcasting. The stone maiden's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

2/day: *meld into stone*, *stone shape*, *suggestion*

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

Stonebound. When the stone maiden moves more than a quarter of a mile away from her lair, she must succeed on a DC 14 Constitution saving throw once per minute or her hit point maximum is reduced by a cumulative 9 (2d8) points. This reduction lasts until the stone maiden finishes a long rest within a quarter-mile radius around her lair. The stone maiden dies if this effect reduces its hit point maximum to 0.

Actions

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

Hit: 10 (2d6+3) bludgeoning damage.

Animate Rock (1/Day). The stone maiden magically animates a Medium rock it can see within 60 feet of it. A rock has statistics like those of a stone maiden, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option as well as magic resistance the ability to cast spells. An animated rock remains animated as long as the stone maiden maintains concentration, up to 1 minute (as if concentrating on a spell).

STONE MAIDEN

Stone maidens are beautiful women that inhabit rock formations and caverns. They resemble human or elven females and prefer to wear clothes that reflect the kind of stone they live in. Shy and peaceful, stone maidens do not hesitate to defend themselves if they cannot avoid a fight. They always prefer to use their innate magical abilities instead of fighting physically.

Masters of Stone. Stone maidens have a strong connection with the Elemental Plane of Earth. One of their powers is the ability to turn a rock into a human-shaped servant. Stone maidens use this ability as a last resort against hostile creatures. Stone maidens sometimes act as protector of the land around their lair, and some have gathered little treasure hoards with riches from admirers or evil creatures they killed.

TALKING BIRD

Talking birds are sapient birds that accumulate knowledge about the world around them over their long life spans. They sometimes offer advice to travellers and those touched by Fate. The talking bird is large-billed and looks something like a toucan crossed with a parrot. As its name implies, talking birds are capable of human speech. They have a talent for singing and learning languages and often speak half a dozen languages or more.

Musical Symbiosis. Talking birds sometimes live in singing trees. They have almost a symbiotic relationship, for the singing of the talking bird attracts other birds on which the singing tree feeds. The singing tree intuitively only drains small amounts of the blood from its bird choir. The talking bird in turn lives on the tree's leaves as well as vermin that may harm the tree.

TALKING BIRD

Small monstrosity, neutral

Armour Class 12

Hit Points 28 (8d6)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	17 (+3)	21 (+5)	14 (+2)

Skills History +5, Insight +7, Nature +5, Religion +5

Senses passive Perception 15

Languages Midani and up to eight other languages

Challenge 1/4 (50 XP)

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

Actions

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

Know Alignment. The talking bird targets a creature it can see within a range of 10 feet. The creature must succeed on a DC 15 Charisma saving throw. On a failed save, the talking bird knows the creature's alignment. A target that successfully saves is immune to this ability for the next 24 hours. Celestials, fiends, and undead automatically fail the saving throw. A creature is not aware that it has been targeted by this ability.

TATALLA

The tatalla is a small humanoid covered in fur. Its appearance is close to that of an ogre giant, though a relation between the two races has never been proven. Tatalla are also known as "eyes", for their most prominent feature is their single large eye. Tatalla have a natural bond with certain animals and sometimes command swarms of bats or rats.

Cyclopean Assassins. Short and stealthy, tatalla are organised in guilds and often work as thieves and assassins. A tatalla's bite transmits a venom strong enough to kill most common people, and a tatalla's power over animals allows it to infiltrate dwellings unseen. Some tatalla love the risk that comes with such missions and visit their victim on several consecutive nights, poisoning it a little more every time until it finally succumbs.

VARGOUILLE

Vargouilles are beings as hideous as they are evil. They resemble heads with twisted faces and bat wings attached to their sides. Their fangs are long, and a crown of tentacles sprouts from the top of their head. Vargouilles emit horrible and frightening shrieks, but their most fearsome aspect is their venom: Those bitten by a vargouille are weakened, and those killed by their venom do not truly die. Instead, their head transforms into a vargouille and joins a vargouille pack. Vargouilles originate from the Lower Planes and are mainly found in the Haunted Lands and the Ruined Kingdoms, but can be encountered underground as well.

TATALLA

Small humanoid, lawful evil

Armour Class 12

Hit Points 18 (4d6+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +3, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Midani

Challenge 1/2 (100 XP)

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

Speak with Bats and Rat. The tatalla can emphatically communicate simple concepts to bats and rats.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save.

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.

Summon Swarm (1/Day). The tatalla calls one swarm of bats or rats, provided that such animals can be found in the area. The called creatures arrive in 1d4 rounds, acting as allies of the tatalla and obeying its spoken commands. The beasts remain for 1 hour, until the tatalla dies, or until the tatalla dismisses them as a bonus action.



VARGOUILLE

Small fiend, neutral evil

Armour Class 12

Hit Points 21 (6d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	6 (-2)	11 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception

Languages —

Challenge 1/2 (XP)

Horrid Shriek. A creature that sees the vargouille and hears its shriek must succeed on a DC 11 Wisdom saving throw or be frightened until the end of its next turn. If the effect ends of a creature, it is immune to any vargouille's Horrid Shriek for the next 24 hours.

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

Actions

Venomous Bite. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus 7 (2d6) poison damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the poison damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If a creature killed by this effect is a Small to Large humanoid or giant, its head transforms into a vargouille over the next 3d6 hours it spends outside daylight. Once the transformation is complete, the head flies off as a vargouille and the body withers away.

VISHAP

The vishap is a flightless Zakharian dragon, powerful and crafty, that preys on the weak and avoids the strong. Despite its great size, the vishap is rather agile and a good climber. To trick its opponents, the vishap often pretends to be drowsy and lethargic, only to strike with surprising speed a moment later. Despite its physical power and intelligence, vishaps rarely challenge other powerful creatures and are not above fleeing a battle.

Mighty and Evil. Vishaps are malicious creatures, but lack many features of dragons found in other lands. They do not have a breath weapon, no wings, nor do they emit an aura of fear. Nevertheless, vishaps are feared among the people. Being as arrogant as most dragons, vishaps like to be admired by others. Groups of younger vishaps sometimes enslave entire villages or towns and turn the townsfolk into scared worshippers.

VISHAP WYRMLING

Medium dragon, neutral evil

Armour Class 14 (natural armour)

Hit Points 19 (3d8+6)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +3, Con +4, Wis +2, Cha +2

Skills Athletics +5, Perception +2

Senses truesight 30 ft., passive Perception 12

Languages Midani plus one more language

Challenge 1 (200 XP)

Actions

Multiattack. The vishap makes one attack with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

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

YOUNG VISHAP

Large dragon, neutral evil

Armour Class 16 (natural armour)

Hit Points 85 (9d10+36)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	11 (+1)

Saving Throws Dex +3, Con +6, Wis +3, Cha +3

Skills Athletics +7, Perception +3, Stealth +3

Senses truesight 30 ft., passive Perception 13

Languages Midani plus two more languages

Challenge 4 (1,100 XP)

Actions

Multiattack. The vishap makes one attack with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) piercing damage.

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

ADULT VISHAP

Huge dragon, neutral evil

Armour Class 18 (natural armour)

Hit Points 175 (14d12+84)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Dex +7, Con +10, Wis +6, Cha +5

Skills Athletics +11, Perception +6, Stealth +7

Senses truesight 60 ft., passive Perception 16

Languages Midani plus three more languages

Challenge 10 (5,900 XP)

Legendary Resistance (3/Day). If the vishap fails a saving throw, it can choose to succeed in stead.

Actions

Multiattack. The vishap makes one attack with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target.
Hit: 18 (2d10+7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target.
Hit: 16 (2d8+7) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target.
Hit: 20 (2d12+7) bludgeoning damage, and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Legendary Actions

The vishap can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vishap regains spent legendary actions at the start of its turn.

Detect. The vishap makes a Wisdom (Perception) check.

Tail Attack (Costs 2 Actions). The vishap makes a tail attack.

Dash. The vishap moves half its land speed.

ANCIENT VISHAP

Gargantuan dragon, neutral evil

Armour Class 20 (natural armour)

Hit Points 277 (15d20+120)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	18 (+4)	26 (+8)	14 (+2)	16 (+3)	15 (+2)

Saving Throws Dex +9, Con +13, Wis +8, Cha +7

Skills Athletics +14, Perception +8, Stealth +9

Senses truesight 120 ft., passive Perception 18

Languages Midani plus five more languages

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the vishap fails a saving throw, it can choose to succeed in stead.

Actions

Multiattack. The vishap makes one attack with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.
Hit: 22 (2d12+9) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target.
Hit: 20 (2d10+9) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target.
Hit: 28 (3d12+9) bludgeoning damage, and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Legendary Actions

The vishap can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vishap regains spent legendary actions at the start of its turn.

Detect. The vishap makes a Wisdom (Perception) check.

Tail Attack (Costs 2 Actions). The vishap makes a tail attack.

Dash. The vishap moves its land speed.

WIND WALKER

The wind walker, also known as the maswat-rih, is a creature from the Elemental Plane of Air. Usually only faintly visible, in fog or sandstorms it looks like a mass of coiling, writhing serpents, constantly churning out tendrils of winds and losing fragments of themselves as trailing bits of vapour or dust. Winder walkers constantly emit whistling, howling, and roaring noises, and stir up small whirlwinds when they touch up the ground. Wind walkers are erratic creatures, but sometimes employed by djinn as cloud sculptors.

WIND WALKER

Large elemental, chaotic neutral

Armour Class 14

Hit Points 85 (10d10+30)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

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

Damage Immunities poison

Conditions Immunities exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran, telepathy 120 ft.

Challenge 4 (1,100 XP)

Air Form. The wind walker can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The wind walker's innate spellcasting ability is Charisma. It can innately cast *wind walk* three times per day, requiring no components.

Actions

Cutting Winds. The wind walker shrouds itself in a whirlwind covering an area with a 15-foot-radius around it. Each creature in that area must make a DC 12 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

YAKFOLK

Yakfolk are natives of the World Pillar Mountains, the southernmost range of the mighty Yehimal Mountains. They have broad shoulders. Their heads are like those of disgruntled yaks, with curved horns and uniformly dour, sullen expressions. Male or female, their hulking bodies are coated with thick fur and hair. Female yak-men are a bit more slender, but otherwise they are very similar to males in appearance, and many outsiders cannot tell them apart. Both sexes wear long, flowing jellabas and occasionally turbans. All carry staves, some of which are magical.

At the Top of the World. Yakfolk, who refer to themselves as Yikaria or "Lucky Ones", are the uncontested rulers of the World Pillar Mountains. While a minority in the region compared to humans, dwarves, dao, and other races, their small but powerful empire enslaves everyone who enters its borders. The Yikarian Empire is headed by the Emperor of the Lotus Throne, who is also the high priest of the Faceless God. The Faceless or Forgotten God - names only used by non-yakfolk - is the only deity worshipped by the yakfolk. It is depicted as a giant yakfolk without a face. The Faceless God is said to personally appoint the Lotus Emperor and the Seven Sages, the provincial governors of the Yikarian Empire.

Masters of the Dao. Yakfolk are greatly outnumbered by other species even in their own fortified cities in the mountains, but have a number of powerful innate magical abilities. A yakfolk can possess the body of other humanoids, gaining full control over their victim. The other races of the World Pillar Mountains fear this power more than anything

else. In addition to that, many yakfolk carry magical staves and are mages. Yakfolk also have power of the dao and can summon and control them. The origin of this relationship is unknown, but it is said that a long time ago, the Forgotten God defeated the Grand Khan of the Dao and thus gain leverage over its minions.

YAKFOLK

Large humanoid, neutral evil

Armour Class 14 (natural armour)

Hit Points 57 (6d10+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	14 (+2)	11 (+0)	15 (+2)

Senses darkvision 60 ft., passive Perception 10

Languages Genie, Yakfolk

Challenge 3 (700 XP)

Dao Bond. A dao can't harm the yakfolk directly.

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

Actions

Multiattack. The yakfolk makes two attacks with its quarterstaff.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, or 7 (1d8+3) bludgeoning damage if wielded with two hands.

Mystic Jar. The yakfolk magically targets a humanoid or giant it can see within 100 feet. The target must succeed on a DC 13 Charisma saving throw or become possessed by the yakfolk. Creatures warded by a protection from evil and good or magic circle spell can't be possessed. While possessed, the yakfolk has full control over the target's body and access to its memories, but can't use any class features or innate magical abilities the target has. The yakfolk's own body remains dormant in the meantime, and the yakfolk can use its action to return to its body. When it does so or if the yakfolk's dormant body is destroyed, the target regains control over its body. The yakfolk and the target perish should the possessed body be destroyed. If a creature's saving throw is successful or the effect ends of it, the creature is immune to this yakfolk's possession for the next 24 hours.

Summon Dao (1/Day). The yakfolk summons a dao. The dao appears in an unoccupied square next to the yakfolk within 2d4 turns and obeys the yakfolk's every command for 1 hour or until the yakfolk uses an action to dismiss it.

YAKFOLK PRIEST

Large humanoid, neutral evil

Armour Class 14 (natural armour)

Hit Points 95 (10d10+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	17 (+3)

Skills Arcana +7, Deception +6, Insight +5, Religion +7

Senses darkvision 60 ft., passive Perception 12

Languages Genie, Yakfolk

Challenge 6 (700 XP)

Dao Bond. A dao can't harm the yakfolk directly.

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

Spellcasting. The mage is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *light*, *mage hand*

1st level (4 slots): *detect magic*, *mage armour*, *ray of sickness*

2nd level (3 slots): *misty step*, *suggestion*

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

Actions

Multiattack. The yakfolk makes two attacks with its quarterstaff.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage, or 7 (1d8+3) bludgeoning damage if wielded with two hands.

Mystic Jar. The yakfolk magically targets a creature it can see within 100 feet. The target must succeed on a DC 15 Charisma saving throw or become possessed by the yakfolk. Creatures warded by a protection from evil and good or magic circle spell can't be possessed. While possessed, the yakfolk has full control over the target's body and access to its memories, but can't use any class features or innate magical abilities the target has. The yakfolk's own body remains dormant in the meantime, and the yakfolk can use its action to return to its body. When it does so or if the yakfolk's dormant body is destroyed, the target regains control over its body. The yakfolk and the target perish should the possessed body be destroyed. If a creature's saving throw is successful or the effect ends of it, the creature is immune to this yakfolk's possession for the next 24 hours.

Summon Dao (1/Day). The yakfolk summons a noble dao. The dao appears in an unoccupied square next to the yakfolk within 2d4 turns and obeys the yakfolk's every command for 1 hour or until the yakfolk uses an action to dismiss it.

ZARATAN

The zaratan is a turtle of enormous proportions found in the warm currents of Zakhara's seas. Its size is awe-inspiring and its power incredible, but thankfully, the zaratan is a peaceful and passive creature that spends most of its existence slumbering. Decades or even centuries can pass before a zaratan wakes up to feed or mate. Most of the time, it swallows and eats fish by reflex that make the mistake of swimming into the zaratan's mouth. If challenged, a zaratan will only fight truly powerful opponents and otherwise retreat into its shell and go back to sleep.

Living Isles. The shell of a zaratan looks like a sloped rocky mound. Its head can be mistaken for a barnacle-encrusted boulder. A zaratan's shell is almost impenetrable, and its metabolism so slow that common poisons have no effect on it. Due to its general passivity, zaratani often act as floating islands and carry entire ecosystems on their back and body in general. Occasionally, the sapient inhabitants of such zaratan islands worship the zaratan as a god.

ZARATAN

Gargantuan monstrosity, neutral

Armour Class 26 (natural armour)

Hit Points 1269 (54d20+702)

Speed 5 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	36 (+13)	10 (+0)	22 (+6)	11 (+0)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Conditions Immunities charmed, frightened, paralysed, poisoned

Senses blindsight 60 ft. passive Perception 16

Languages Zaratan, telepathy 120 ft.

Challenge 30 (155,000 XP)

Amphibious. The zaratan can breathe air and water.

Ancient Resistance. The zaratan always succeeds on saving throws.

Siege Monster. The zaratan deals double damage to objects and structures.

Actions

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10+10) piercing damage. If the target is a Huge or smaller creature, it has to succeed on a DC 20 Strength saving throw or be swallowed by the zaratan. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the zaratan, and it takes 70 (20d6) acid damage at the start of each of the zaratan's turns.

If the zaratan takes 100 damage or more on a single turn from a creature inside it, the zaratan must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the zaratan. If the zaratan dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

ZIN

The zin are a race of bardic spirit snakes that dwell at the bottom of rivers and lakes. In their true form, they resemble large blue or green snakes with a unique mosaic pattern on their back. Zin can shapeshift into a humanoid form, which is also the shape they are most frequently encountered in. In this form, they like to make music play pranks others.

Bardic Troupes. Sometimes several zin join to form a group. A group of singing zin is not only wonderful to listen to, but also allows the zin to conjure magical effects. In addition to that, zins have a venomous bite that makes its victims fall asleep. Benevolent zins are usually just pranksters, whereas the more malevolent ones use their bite to rob their victims and leave them naked close to a monster's lair.

ZIN

Medium monstrosity (shapechanger), chaotic neutral

Armour Class 14 (natural armour)

Hit Points 39 (6d8+12)

Speed 30 ft., swim 30 ft. (15 ft. in humanoid form)

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

Skills Perception +3, Performance +5

Senses darkvision 60 ft., passive Perception 13

Languages Midani, Zin

Challenge 2 (450 XP)

Shapechanger. The zin can use its action to polymorph into a Medium humanoid, or back into its true form, which is that of a snake. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The zin's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The zin can innately cast the following spells, requiring no components:

2/Day: *animal friendship, dissonant whispers*

1/Day: *enthrall, Tasha's hideous laughter*

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

Actions

Bite (Snake Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, a creature is asleep and unconscious. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

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

ZIN TROUPES

A group of two or more zins that use their action to sing can innately cast the spells listed in the table below, requiring only vocal components. The selection spells is cumulative, and a larger group of zins is able to also cast the spells of a smaller group.

ZIN TROUPE SONGS

Troupe Size	Spells
Duo	<i>hold person, suggestion</i>
Trio	<i>calm emotions, charm person</i>
Quartet	<i>compulsion, confusion,</i>
Quintet	<i>hold monster, mass suggestion</i>
Sextet	<i>mislead, Otto's irresistible dance</i>

MONSTERS BY CHALLENGE RATING

CHALLENGE RATING 0

Hound, Jungle

CHALLENGE RATING 1/8

Addazhr
Camel, Desert
Camel, Mountain
Camel, Racing
Cat, Winged, Lesser
Hound, Saluqi Greyhound
Pasari-Niml Warrior
Challenge Rating 1/4
Acid Blob
Elemental, Miniature, Air
Elemental, Miniature, Earth
Elemental, Miniature, Fire
Elemental, Miniature, Water
Ghost Mount, Camel, Lesser
Pasari-Niml Noble
Talking Bird

CHALLENGE RATING 1/2

Camel, War
Coelenite
Copper Automaton, Miniature
Debbi
Elemental Vermin, Crawler
Elemental Vermin, Duster
Elemental Vermin, Flameling
Elemental Vermin, Spitter
Genie, Tasked Winemaker
Ghost Mount, Camel
Ghost Mount, Horse, Lesser
Pahari
Pasari-Niml Calipha
Tatalla
Vargouille

CHALLENGE RATING 1

Ashira
Centaur, Desert
Cobra, Giant
Elephant Bird
Genie, Tasked Herdsman
Genie, Tasked Messenger
Ghost Mount, Horse
Hama
Heway
Kada
Markeen
Nasnas
Ogre, Zakharan
Rat, Giant Zakharan
Vishap Wyrmling

CHALLENGE RATING 2

Buraq
Cat, Winged, Greater
Centaur, Desert, Waterfinder
Cobra, Elder Giant
Genie, Tasked Administrator
Genie, Tasked Artist
Grue, Chaggrin
Grue, Ildriss
Lion, Spotted
Maskhi
Segarran, Lesser

Serpent, Herald
Serpent, Winged
Silat, Young
Zin

CHALLENGE RATING 3

Al-Jahar
Ammut
Camel of the Pearl
Challenge Ratingypt Servant
Challenge Ratingsmal
Copper Automaton
Cyclops, Desert
Golem, Sleepwalker
Pahari Enchantress
Sandman
Segarran , Greater
Sirine
Yakfolk

CHALLENGE RATING 4

Afanc , Young
Genie, Janni
Genie, Tasked Artisan
Genie, Tasked Harim Servant
Grue, Harginn
Lycanthrope, Werehyena
Marrashi
Mason Wasp, Giant
Sea Wyrms Neonate
Silat, Adult
Sirine Recluse
Stone Maiden
Vishap, Young
Wind Walker

CHALLENGE RATING 5

Cobra, Grand Snakemaster
Genie, Janni Vizier
Genie, Qorrashi
Ghul-kin, Soultaker
Grue, Varrdig
Maskhi Witch Doctor
Ogrima
Opinicus
Sabu Lord
Sartani
Segarran, High Priest

CHALLENGE RATING 6

Amiq Rasol
Amiq Rasol
Genie, Janni Sheikh
Genie, Tasked Deceiver
Genie, Tasked Miner
Genie, Tasked Warmonger
Giant, Desert
Giant, Ogre
Lycanthrope, Werelion
Maskhi Lore Mistress
Sea Wyrms, Young
Singing Tree
Yakfolk Priest

CHALLENGE RATING 7

Genie, Janni Amir
Genie, Tasked Oathbinder
Giant, Jungle

Ogrima Chieftain
Sakina
Silat Matriarch
Challenge Rating 8
Genie, Tasked Builder
Ghul-kin, Witherer
Giant, Desert, Forbear
Giant, Island
Grue, Varrdig Triad
Living Idol, Animal
Simurgh

CHALLENGE RATING 9

Ettin, Albino
Genie, Khayal
Rom
Sea Wyrms, Adult
Serpent, Teak

CHALLENGE RATING 10

Asuras
Living Idol, Healing
Vishap, Adult

CHALLENGE RATING 11

Giant, Reef

CHALLENGE RATING 12

Afanc , Adult
Genie, Tasked Slayer
Living Idol, Elemental
Sea Wyrms, Ancient

CHALLENGE RATING 13

Asuras Leader
Genie, Tasked Guardian
Roc, Common

CHALLENGE RATING 15

Genie, Noble Dao
Genie, Noble Djinni
Genie, Noble Efreeti
Genie, Noble Marid
Roc, Two-Headed

CHALLENGE RATING 16

Living Idol, Death
Vishap, Ancient

CHALLENGE RATING 17

Kraken, Zakharan

CHALLENGE RATING 18

Black Cloud of Vengeance
Roc, Great
Serpent Lord

CHALLENGE RATING 30

Zaratan

MONSTERS BY SIZE

TINY

Addazahr
Cat, Winged, Lesser
Elemental Vermin, Crawler
Elemental Vermin, Duster
Elemental Vermin, Flameling
Elemental Vermin, Spitter
Elemental, Miniature, Air
Elemental, Miniature, Earth
Elemental, Miniature, Fire
Elemental, Miniature, Water
Hama
Hound, Jungle
Pasari-Niml Noble
Pasari-Niml Warrior

SMALL

Acid Blob
Copper Automaton, Miniature
Crysmal
Debbi
Genie, Tasked Messenger
Grue, Chaggrin
Hound, Saluqi Greyhound
Pasari-Niml Calipha
Talking Bird
Tatalla
Vargouille

MEDIUM

Al-Jahar
Amiq Rasol
Ashira
Asuras
Asuras Leader
Cat, Winged, Greater
Coelenite
Copper Automaton
Crypt Servant
Elephant Bird
Genie, Janni
Genie, Janni Amir
Genie, Janni Sheikh
Genie, Janni Vizier
Genie, Khayal
Genie, Tasked Administrator
Genie, Tasked Artisan
Genie, Tasked Artist
Genie, Tasked Builder
Genie, Tasked Deceiver
Genie, Tasked Herdsman
Genie, Tasked Warmonger
Genie, Tasked Winemaker
Ghul Mage
Ghul, Greater
Ghul, Lesser
Ghul-kin, Soultaker
Ghul-kin, Witherer
Golem, Sleepwalker
Grue, Harginn
Grue, Ildriss
Grue, Varrdig
Heway
Kada

Lycanthrope, Werehyena
Lycanthrope, Werelion
Markeen
Marrashi
Maskhi
Maskhi Lore Mistress
Maskhi Witch Doctor
Mason Wasp, Giant
Nasnas
Opinicus
Pahari
Pahari Enchantress
Rat, Giant Zakahran
Sakina
Sandman
Segarran, Greater
Segarran, High Priest
Segarran, Lesser
Serpent, Herald
Sirine
Sirine Recluse
Stone Maiden
Vishap Wyrmling
Zin

LARGE

Afanc, Young
Ammut
Buraq
Camel, Desert
Camel, Mountain
Camel, Racing
Camel, War
Centaur, Desert
Centaur, Desert, Waterfinder
Cobra, Elder Giant
Cobra, Giant
Cyclops, Desert
Genie, Noble Dao
Genie, Noble Djinni
Genie, Noble Efreeti
Genie, Noble Marid
Genie, Qorrashi
Genie, Tasked Guardian
Genie, Tasked Harim Servant
Genie, Tasked Miner
Genie, Tasked Oathbinder
Genie, Tasked Slayer
Ghost Mount, Camel
Ghost Mount, Camel, Lesser
Ghost Mount, Horse
Ghost Mount, Horse, Lesser
Grue, Varrdig Triad
Lion, Spotted
Living Idol, Animal
Living Idol, Death
Living Idol, Elemental
Living Idol, Healing
Ogre, Zakharan
Ogrima
Ogrima Chieftain
Sabu Lord
Sea Wyrmling Neonate
Sea Wyrmling, Young

Serpent, Winged
Silat, Adult
Silat, Young
Vishap, Young
Wind Walker
Yakfolk
Yakfolk Priest

HUGE

Camel of the Pearl
Cobra, Grand Snakemaster
Ettin, Albino
Giant, Desert
Giant, Desert, Forbear
Giant, Island
Giant, Jungle
Giant, Ogre
Giant, Reef
Rom
Sartani
Sea Wyrmling, Adult
Sea Wyrmling, Ancient
Silat Matriarch
Simurgh
Singing Tree
Vishap, Adult

GARGANTUAN

Afanc, Adult
Black Cloud of Vengeance
Kraken, Zakharan
Roc, Common
Roc, Great
Roc, Two-Headed
Serpent Lord
Serpent, Teak
Vishap, Ancient
Zaratan

MONSTERS BY TYPE AND SUBTYPE

MONSTERS BY TYPE

BEAST

Addazahr
Camel, Desert
Camel, Mountain
Camel, Racing
Camel, War
Cobra, Giant
Elephant Bird
Hound, Jungle
Hound, Saluqi Greyhound
Lion, Spotted
Rat, Giant Zakahr
Serpent, Teak

CELESTIAL

Asuras
Asuras Leader
Buraq
Camel of the Pearl
Opinicus
Serpent Lord
Simurgh
Construct
Copper Automaton
Copper Automaton, Miniature
Giant, Desert, Forbear
Golem, Sleepwalker
Living Idol, Animal
Living Idol, Death
Living Idol, Elemental
Living Idol, Healing

DRAGON

Sea Wyrn Neonate
Sea Wyrn, Adult
Sea Wyrn, Ancient
Sea Wyrn, Young
Vishap Wyrmling
Vishap, Adult
Vishap, Ancient
Vishap, Young

ELEMENTAL

Black Cloud of Vengeance
Crysmal
Elemental Vermin, Crawler
Elemental Vermin, Duster
Elemental Vermin, Flaming
Elemental Vermin, Spitter
Elemental, Miniature, Air
Elemental, Miniature, Earth
Elemental, Miniature, Fire
Elemental, Miniature, Water
Genie, Janni
Genie, Janni Amir
Genie, Janni Sheikh
Genie, Janni Vizier
Genie, Khayal
Genie, Noble Dao
Genie, Noble Djinni
Genie, Noble Efreeti
Genie, Noble Marid
Genie, Qorrashi

Genie, Tasked Administrator
Genie, Tasked Artisan
Genie, Tasked Artist
Genie, Tasked Builder
Genie, Tasked Deceiver
Genie, Tasked Guardian
Genie, Tasked Harim Servant
Genie, Tasked Herdsman
Genie, Tasked Messenger
Genie, Tasked Miner
Genie, Tasked Oathbinder
Genie, Tasked Slayer
Genie, Tasked Warmonger
Genie, Tasked Winemaker
Grue, Chaggrin
Grue, Harginn
Grue, Ildriss
Grue, Varrdig
Grue, Varrdig Triad
Markeen
Sandman
Stone Maiden
Wind Walker

FEY

Ashira
Pahari
Pahari Enchantress
Sakina
Silat Matriarch
Silat, Adult
Silat, Young
Fiend
Marrashi
Vargouille

GIANT

Cyclops, Desert
Ettin, Albino
Giant, Desert
Giant, Island
Giant, Jungle
Giant, Ogre
Giant, Reef
Ogre, Zakharan
Ogrima
Ogrima Chieftain

HUMANOID

Lycanthrope, Werehyena
Lycanthrope, Werelion
Maskhi
Maskhi Lore Mistress
Maskhi Witch Doctor
Segarran, Greater
Segarran, High Priest
Segarran, Lesser
Sirine
Sirine Recluse
Tatalla
Yakfolk
Yakfolk Priest

MONSTROSITY

Afanc, Adult

Afanc, Young
Al-Jahar
Ammut
Cat, Winged, Greater
Cat, Winged, Lesser
Centaur, Desert
Centaur, Desert, Waterfinder
Cobra, Elder Giant
Cobra, Grand Snakemaster
Debbi
Heway
Kraken, Zakharan
Mason Wasp, Giant
Nasnas
Pasari-Niml Calipha
Pasari-Niml Noble
Pasari-Niml Warrior
Roc, Common
Roc, Great
Roc, Two-Headed
Sabu Lord
Sartani
Serpent, Herald
Serpent, Winged
Talking Bird
Zaratan
Zin

OOZE

Acid Blob

PLANT

Singing Tree

UNDEAD

Amiq Rasol
Crypt Servant
Ghost Mount, Camel
Ghost Mount, Camel, Lesser
Ghost Mount, Horse
Ghost Mount, Horse, Lesser
Ghul Mage
Ghul, Greater
Ghul, Lesser
Ghul-kin, Soultaker
Ghul-kin, Witherer
Hama
Kada
Roda

MONSTERS BY SUBTYPE

GENIE

Genie, Janni
Genie, Janni Amir
Genie, Janni Sheikh
Genie, Janni Vizier
Genie, Khayal
Genie, Noble Dao
Genie, Noble Djinni
Genie, Noble Efreeti
Genie, Noble Marid
Genie, Qorrashi
Genie, Tasked Administrator
Genie, Tasked Artisan
Genie, Tasked Artist
Genie, Tasked Builder
Genie, Tasked Deceiver
Genie, Tasked Guardian
Genie, Tasked Harim Servant
Genie, Tasked Herdsman
Genie, Tasked Messenger
Genie, Tasked Miner
Genie, Tasked Oathbinder
Genie, Tasked Slayer
Genie, Tasked Warmonger
Genie, Tasked Winemaker
Markeen

HUMAN

Lycanthrope, Werehyena
Lycanthrope, Werelion
Segarran, Greater
Segarran, High Priest

SHAPECHANGER

Grue, Chaggrin
Grue, Harginn
Grue, Ildriss
Grue, Varrdig
Lycanthrope, Werehyena
Lycanthrope, Werelion
Segarran, Greater
Segarran, High Priest
Zin

MONSTERS BY ALIGNMENT

LAWFUL GOOD

Camel of the Pearl
Serpent Lord
Simurgh

NEUTRAL GOOD

Buraq
Centaur, Desert (25%)
Genie, Janni
Genie, Janni Amir
Genie, Janni Sheikh
Genie, Janni Vizier
Genie, Noble Djinni
Genie, Tasked Winemaker (50%)
Giant, Reef
Living Idol, Healing
Mason Wasp, Giant
Serpent, Herald
Stone Maiden

CHAOTIC GOOD

Ashira
Asuras
Asuras Leader
Opinicus
Pahari
Pahari Enchantress
Sakina
Silat Matriarch
Silat, Adult
Silat, Young

LAWFUL NEUTRAL

Crypt Servant
Genie, Qorrashi
Genie, Tasked Guardian
Genie, Tasked Harim Servant
Genie, Tasked Oathbinder
Living Idol, Animal

NEUTRAL

Amiq Rasol (50%)
Cat, Winged, Lesser
Centaur, Desert (75%)
Centaur, Desert, Waterfinder
Cobra, Elder Giant
Cobra, Grand Snakemaster
Coelenite
Genie, Tasked Artisan
Genie, Tasked Builder
Genie, Tasked Herdsman
Genie, Tasked Messenger
Genie, Tasked Miner
Genie, Tasked Winemaker (50%)
Giant, Desert
Giant, Desert, Forbear
Giant, Jungle
Golem, Sleepwalker
Hama
Markeen
Maskhi Lore Mistress
Roc, Great
Sabu Lord
Serpent, Winged
Talking Bird

Zaratan

CHAOTIC NEUTRAL

Black Cloud of Vengeance (50%)
Cat, Winged, Greater
Cyclops, Desert
Genie, Khayal
Genie, Tasked Artist
Giant, Ogre
Living Idol, Elemental
Maskhi
Maskhi Witch Doctor
Sartani
Sea Wyrm Neonate
Sea Wyrm, Adult
Sea Wyrm, Ancient
Sea Wyrm, Young
Silat Matriarch
Silat, Adult
Silat, Young
Wind Walker
Zin

LAWFUL EVIL

Genie, Noble Efreeti
Genie, Tasked Warmonger
Marrashi
Nasnas
Ogrima (50%)
Ogrima Chieftain (50%)
Pasari-Niml Calipha
Pasari-Niml Noble
Pasari-Niml Warrior
Rom
Tatalla

NEUTRAL EVIL

Afanc, Adult
Afanc, Young
Al-Jahar
Amiq Rasol (50%)
Ammut
Crysmal
Debbi
Genie, Noble Dao
Genie, Noble Marid
Genie, Tasked Deceiver
Genie, Tasked Slayer
Ghost Mount, Camel
Ghost Mount, Camel, Lesser
Ghost Mount, Horse
Ghost Mount, Horse, Lesser
Ghul Mage
Ghul, Greater
Ghul, Lesser
Ghul-kin, Soultaker
Ghul-kin, Witherer
Grue, Chaggrin
Grue, Harginn
Grue, Ildriss
Grue, Varrdig
Grue, Varrdig Triad
Living Idol, Death
Lycanthrope, Werehyena
Sandman

Vargouille

Vishap Wyrmling
Vishap, Adult
Vishap, Ancient
Vishap, Young
Yakfolk
Yakfolk Priest

CHAOTIC EVIL

Black Cloud of Vengeance (50%)
Ettin, Albino
Giant, Island
Heway
Ogrima (50%)
Ogrima Chieftain (50%)
Roc, Two-Headed
Segarran, Greater
Segarran, High Priest
Segarran, Lesser
Silat Matriarch
Silat, Adult
Silat, Young

ANY LAWFUL

Genie, Tasked Administrator

ANY EVIL

Kraken, Zakharan

UNALIGNED

Acid Blob
Addazahr
Camel, Desert
Camel, Mountain
Camel, Racing
Camel, War
Cobra, Giant
Copper Automaton
Copper Automaton, Miniature
Elemental Vermin, Crawler
Elemental Vermin, Duster
Elemental Vermin, Flameling
Elemental Vermin, Spitter
Elemental, Miniature, Air
Elemental, Miniature, Earth
Elemental, Miniature, Fire
Elemental, Miniature, Water
Elephant Bird
Hound, Jungle
Hound, Saluqi Greyhound
Lion, Spotted
Rat, Giant Zakharan
Roc, Common
Serpent, Teak
Singing Tree

ANY ALIGNMENT

Kada
Ogre, Zakharan
Sirine
Sirine Recluse

MONSTERS BY ENVIRONMENT

These lists organise monsters by environment. Monsters that don't customarily inhabit any of the environments listed here and those that can be found in many different ones are omitted.

COASTAL MONSTERS

Afanc , Young
Amiq Rasol
Coelenite
Elemental, Miniature, Water
Giant, Island
Giant, Reef
Pahari
Pahari Enchantress
Sartani
Sea Wyrm Neonate
Sea Wyrm, Adult
Sea Wyrm, Ancient
Sea Wyrm, Young
Sirine
Sirine Recluse

DESERT MONSTERS

Addazahr
Black Cloud of Vengeance
Camel of the Pearl
Camel, Desert
Centaur, Desert
Centaur, Desert, Waterfinder
Copper Automaton
Cyclops, Desert
Debbi
Elemental, Miniature, Fire
Genie, Janni
Genie, Janni Amir
Genie, Janni Sheikh
Genie, Janni Vizier
Ghost Mount, Camel
Ghost Mount, Camel, Lesser
Ghul, Greater
Ghul, Lesser
Giant, Desert
Giant, Desert, Forbear
Giant, Ogre
Heway
Lycanthrope, Werehyena
Mason Wasp, Giant
Opinicus
Sandman
Serpent Lord
Stone Maiden
Vishap Wyrmling
Vishap, Adult
Vishap, Ancient
Vishap, Young
Wind Walker

FOREST MONSTERS

Giant, Jungle
Lycanthrope, Werelion
Maskhi
Maskhi Lore Mistress
Maskhi Witch Doctor
Mason Wasp, Giant
Segarran , Greater
Segarran, High Priest
Segarran, Lesser
Serpent, Herald
Serpent, Teak
Serpent, Winged
Singing Tree

GRASSLAND MONSTERS

Addazahr
Ashira
Buraq
Cyclops, Desert
Elephant Bird
Genie, Tasked Herdsman
Ghost Mount, Horse
Ghost Mount, Horse, Lesser
Giant, Desert
Giant, Jungle
Lycanthrope, Werehyena
Lycanthrope, Werelion
Sabu Lord
Wind Walker

HILL MONSTERS

Addazahr
Camel, Mountain
Cat, Winged, Greater
Elephant Bird
Genie, Tasked Herdsman
Genie, Tasked Winemaker
Lion, Spotted
Serpent Lord
Simurgh
Singing Tree
Vishap Wyrmling
Vishap, Adult
Vishap, Ancient
Vishap, Young

MOUNTAIN MONSTERS

Camel, Mountain
Elemental, Miniature, Air
Ghul Mage
Ghul, Greater
Ghul, Lesser
Giant, Ogre
Lion, Spotted
Roc, Common
Roc, Great
Roc, Two-Headed
Serpent Lord

Simurgh
Wind Walker
Yakfolk
Yakfolk Priest

SWAMP MONSTERS

Addazahr
Elemental, Miniature, Water
Segarran , Greater
Segarran, High Priest
Segarran, Lesser
Zin

UNDERGROUND MONSTERS

Acid Blob
Ammut
Coelenite
Crypt Servant
Crysmal
Elemental, Miniature, Earth
Ettin, Albino
Genie, Tasked Miner
Rat, Giant Zakahran
Rom

UNDERWATER MONSTERS

Afanc , Adult
Elemental, Miniature, Water
Giant, Reef
Kraken, Zakharan
Pahari
Pahari Enchantress
Sea Wyrm Neonate
Sea Wyrm, Adult
Sea Wyrm, Ancient
Sea Wyrm, Young
Sirine
Sirine Recluse
Zaratan

URBAN MONSTERS

Acid Blob
Al-Jahar
Copper Automaton, Miniature
Crypt Servant
Cyclops, Desert
Genie, Tasked Administrator
Genie, Tasked Artisan
Genie, Tasked Artist
Genie, Tasked Builder
Ghul-kin, Soultaker
Ghul-kin, Witherer
Markeen
Rat, Giant Zakahran
Silat Matriarch
Silat, Adult
Silat, Young
Tatalla

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