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STARCALLED STUDIOS

PRESENTS

CREATURES OF VATHIS

VOLUME ONE

DIAMOND - HO - PARSONS

STARCALLED STUDIOS PRESENTS CREATURES OF VATHIS VOLUME ONE

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You brought our dreams to life and gave a depth to our world we would have never found on our own.

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INTRODUCTION TO VATHIS

WHILE we know that players will use these creatures in their own creative fashion and devise unique lore for them, we wanted to provide our readers with some context and share a few thematic hallmarks of the world from which they were born. On this page you can find some information about the world of Vathis, where Zodiac Empires is set. **HAPPY GAMING!**

THE REALM OF VATHIS is a world in an age of early industrialization where the line between magic and technology is obscure at best, and oftentimes indistinguishable. Adventurers roam lands rich in history and lore dotted with sprawling empires, devious hidden cults, and ruins shrouded in darkness. While revered heroes march headlong into battle, recently reawakened dragons take flight, transforming both land and sky into battlegrounds. Gritty realism and high fantasy come together in Zodiac Empires, a world built on the memory of great wars, political intrigue, and imperialism.

ELDRIA

Weaving its way through all facets of life on Vathis is the radiant blue light created by the world's magical crystal resource, Eldria. Eldricsteel frames have raised cities to unimaginable heights, while eldria fluid based Ether Drive Systems grant us the ability to soar above the clouds. The crystals themselves birthed both an entirely new race capable of exploring the world, and countless feral creatures capable of wild destruction. From lamps to airships, eldria casts back the darkness and allows the people of Vathis to chart the unknown.

ZODIACS AND STARCALLED

As the Zodiacs created the multiverse, they wove the threads of fate which all living creatures must follow. The Starcalled—humanoids who bear the marks reminiscent of constellations upon their skin—are not subject to the constraints of destiny. These sigils, gifted by the Zodiacs themselves, grant their bearers the power to choose their own path and the ability to alter the future of Vathis. As these Starcalled dynasties carved out their own piece of history, the Zodiac Empires were born.

DARKEST WAR

It's been six years since the Shattered Hand ceased ravaging our lands in search of power and glory. The Vandiel who survived bide their time in the shadows, seeking revenge and the restoration of their full influence. Cults in service of the Shattered Hand meet secretly in nearly every major city in the world, waiting for the day of reckoning. Vavaire has been resurrected from the nation's ashes in the wake of the Darkest War, but some prophecies claim that the Darkest War was merely the beginning.

AN UNEXPLORED WORLD

The edges of the map are unadorned and uncolored. In the ages before the Darkest War, explorers and expeditions found no landmasses across the oceans of Vathis. Two years after the end of the war a formidable magical emanation could be seen across the sky, rushing from the center of the continent towards its edges. This emanation, known as the Etherward, dissipated upon the resolution of Aevalyn's Wall, which formerly protected the nation of Vavaire. New birds can now be seen migrating to the shores of Asarus. What lies beyond the furthest reaches of the sky?

AIRSHIPS AND MOTES

Long before the creation of the world's first airship, motes of earth endlessly drifted throughout the skies of Asarus. For the most part, these remained largely unexplored, relegated only to colonization by the vasar, who created the world's tallest nation using their local motes. Following the invention of airships, the nations of Asarus rapidly developed a sizable portion of the larger motes into floating cities, outposts, and fortifications, which have allowed the leaders of the world to project their influence upwards for the first time ever. Many of these motes were abandoned or attacked during the Darkest War, leaving behind ruins, equipment, and secrets.

RACES

Throughout the continent of Asarus stand five races that are unique to the world of Vathis. The **AMARI**, elegance personified, are a psionic race. While extremely long-lived, they struggle to adapt to rapid changes within their sphere of influence. The **VASAR** are an honorable draconic winged race whose history harks back to the ages when dragons ruled over the land and seas. The **INUZEN** are a race of wolf-like shapechangers who revere the Zodiacs above and beyond all other entities, in this world or the next. The **NOIR** were once the facechanging spies of the Shattered Hand, but they have since been freed from the controlling powers of their Vandiel overlords. The **ILDERA** are the Ether given life. Composed of eldricsteel and eldria, they do not tire, sleep, or age. The industrialization of the world was built on the backs of their race.

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AMORPHOUS ASSASSIN

ANATOMY AND PHYSIOLOGY

In its natural form, an amorphous assassin stands slightly over five feet tall, with a vaguely humanoid-shaped body. Their form is a translucent blue jelly-like substance with no discernible features. Amorphous assassins possess complete control over their forms and display the ability to become transparent at will, solidifying their form to create natural weapons, or becoming water-like to slip through the smallest cracks in pursuit of their foes.

BEHAVIOR AND TACTICS

An amorphous assassin's primary pursuit is the death of their quarry. They are unflinching in their devotion to this endeavor, and will not cease an assault until their quarry either lies defeated or they're destroyed. Once the location of their prey has been ascertained, they will patiently discover every one of the weak points in their enemy's defense, the foundations of their habits, and the moments of unawareness they can exploit for their gain. Their naturally abilities allow them to both remain invisible in their pursuit, and to bypass most, if not all of the barriers in their path.

ECOLOGY AND HISTORY

Amorphous assassins are not native to this world, but are thought to be drawn here by either magical forces or reasons yet unknown. They seek out those who need to have a threat removed, and are eager to help remove their burden. Amorphous assassins typically hunt alone, but sometimes they are drawn together in groups to hunt more efficiently. Should an amorphous assassin ever be defeated in their hunt, more will generally attempt to take up the call as a way of proving themselves against a worthy foe.

MISCELLANEOUS

It is widely believed that amorphous assassins work for a significantly more powerful being than themselves, likely one who possesses the capability of divining those who require their murderous assistance. To solidify this theory, it has been noted that amorphous assassins, even those who are searching for different prey, never work against one another and will seek to protect each other against mutual enemies. Many researchers delving into their strange behavior believe that all amorphous assassins are sprung from one general location and possess something akin to a hive-mind with a central figure.

AMORPHOUS ASSASSIN CR 10



Medium aberration, neutral evil

Armor Class 15

Hit Points 187 (25d8 + 75)

Speed 30 ft.

STR 12 (+1) **DEX** 20 (+5) **CON** 16 (+3) **INT** 10 (0) **WIS** 12 (+1) **CHA** 20 (+5)

Saving Throws Dex +9, Con +7, Wis +5, Cha +9

Skills Perception +5, Stealth +9

Damage Resistance: bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Vavalish and any other 3

Challenge 10 (5,900 XP)

Shapechanger. An amorphous assassin has the ability to assume the appearance of humanoid creature, but retains most of its own physical qualities. The creature cannot change shape to a form more than one size category smaller or larger than its original form. The amorphous assassin retains all of its original ability scores when it changes shape in this manner.

Amorphous Anatomy. An amorphous assassin's vital organs shift and change shape and position constantly. This grants it immunity to polymorph effects (unless the amorphous assassin is a willing target). An amorphous assassin automatically recovers from the blinded or deafened after 1 round by growing new sensory organs to replace those that were compromised.

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

Sneak Attack (1/Turn). The amorphous assassin deals an extra 28 (8d6) 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 amorphous assassin that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The amorphous assassin makes three attacks with its piercing appendage.

Piercing Appendage. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage.



ANTARES SENTRY

ANATOMY AND PHYSIOLOGY

The Antares sentry is a towering stone construct armored in shimmering silver steel and devoid of any facial features. It possesses a large mace grafted to one hand, with a large shield on the other arm. The armor itself protects the sentry against almost all physical assault, and an inner glow within its helm reveals all enemies as they truly are. This intimidating figure stands in utter silence as it protects its charge against any potential thieves or miscreants.

BEHAVIOR AND TACTICS

Solemnly standing guard, the Antares sentry never seeks out enemies unprovoked. For most that enter the Antares vaults, the sentry is, and will forever remain, a statue of an armored warrior. For those who seek to unlawfully gain entrance to their charges, the Antares sentry quickly becomes a fury unlike many have ever seen. Their large mace and shield, both enchanted to prevent permanent harm, sweeps enemies into an early unconsciousness to be taken into custody and questioning. The helms of the sentries are enchanted to detect falsehoods and one's true intentions, and very few have been known to circumvent these measures.

ECOLOGY AND HISTORY

The Antares sentries were originally discovered in the vaults the Antares Bank would eventually utilize as their own, still standing over their charges centuries later. It wasn't until recently that the methods of their creation were determined and the Antares Bank began creating more. Since then, many additional sentries have been made, but due to the strict access that the Antares Bank has to the inner vaults, very few have seen combat or needed to be replaced.

MISCELLANEOUS

There exists some Antares sentries with incredibly old designs and markings protecting vaults deep within the bowels of the bank that, to this day, refuse to allow anyone access. They behave almost as if they are waiting for someone in particular. The influential individuals at the Antares Bank believe that the owners of these vaults either still live, or their descendents do, completely unaware of the treasure they have inherited.

ANTARES SENTRY CR 10

Medium construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 30 ft.

STR 21 (+5) **DEX** 13 (+1) **CON** 18 (+4) **INT** 2 (-4) **WIS** 19 (+4) **CHA** 4 (-3)

Saving Throws Con +8, Wis +8

Skills Insight +8, Perception +8

Damage Resistances fire, cold, lightning, necrotic

Damage Immunities poison, psychic, bludgeoning, piercing and slashing from non-magical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 18

Languages understands Vavalish but can't speak

Challenge 10 (5,900 XP)

Subduing Attacks. Any attack delivered by the Antares sentry that would reduce a creature to 0 hit points does not kill that creature. The creature is instead treated as unconscious and as if it passed 3 death saving throws.

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

ACTIONS

Multiaction. The Antares sentry makes three mace attacks.

Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. Any creature hit by the mace must also make a DC 17 Constitution saving throw or be paralyzed for 1d6 rounds. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Sonic Wave. An Antares sentry can cause a 40 ft. radius around itself to vibrate with a damaging sonic wave. Any creature caught in the radius must make a Constitution saving throw. Creatures that fail the save take 21 (6d6) thunder damage and become paralyzed for 1d8 rounds. On a success they take half the damage and are not paralyzed.



ARCANE GUARDIAN

ANATOMY AND PHYSIOLOGY

An arcane guardian is a hulking stone and iron construct that prowls the streets of Synethil, looking for those transgressing the city's laws. The arcane guardian is a fairly rotund construct, clad in overlapping plates of armor, providing supreme protections to its inner workings. A glowing azure crystal in the center of its chest contains the powerful magic that animates and directs the construct to fulfill its goals. Arcane guardians possess a plethora of weapons, but primarily wield greatswords and powerful magic to subdue criminals.

BEHAVIOR AND TACTICS

An arcane guardian is linked with the magic shield protecting the city of Synethil and bound to the streets and walls of the city. Arcane guardians typically prowl as lone entities, but can call upon reinforcements at a moment's notice. They seek to capture criminals, but allow the judgement and sentencing of wrongdoer's to be determined by the city's law offices. However, enemies and threats to the city of Synethil itself are dealt with swiftly, and with deadly precision.

ECOLOGY AND HISTORY

The arcane guardians have patrolled Synethil since its founding, and they are a constant and heavy reminder of the magical might the city wields against her potential foes. They are found nowhere else in the world, save for the personal airships of Archfaer Kernaroth and High Templar Syvesia zi'Selenir of Synethil.

MISCELLANEOUS

The secret of the arcane guardian's construction and binding is only known to a very select few within Synethil's elite, and it remains a closely guarded secret. It is rumored that arcane guardians taken from the city, or otherwise disabled outside of the city's shield, possess an internal self-destruct mechanism to prevent any possibility of rogue arcane guardians. The leader of the Fae'ranore keeps a close watch on the number of active guardians and their locations to prevent anyone from so much as attempting to utilize them maliciously.

ARCANE GUARDIAN CR 8

Large construct, neutral

Armor Class 18 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 30 ft.

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

Skills Perception +6

Damage Resistances: bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands Leyarish but can't speak

Challenge 8 (3,900 XP)

Hinder Spellcasting. Spell attacks that target the arcane guardian have disadvantage. The arcane guardian also has advantage on any saving throw against spells.

Know Transgressions. An arcane guardian knows the presence and exact location of any creature that has broken the laws of Synethil within the confines of the city. It knows the exact transgression the creature committed. This ability does not function outside the city limits of Synethil.

Capture. Any attack delivered by the arcane guardian that would reduce a creature to 0 hit points does not kill that creature if the arcane guardian desires to keep it alive. The creature is instead treated as unconscious and as if it passed 3 death saving throws.

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

At will: *hold person*

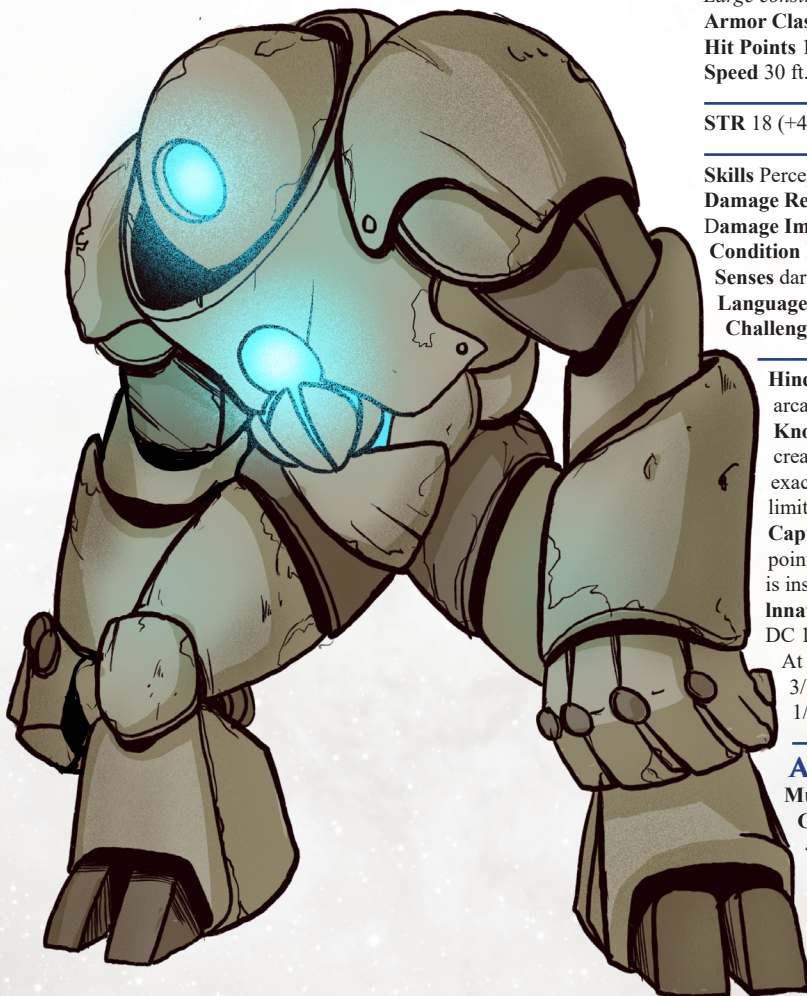
3/ day each: *silence*, *see invisibility*, *moon beam*

1/ day: *wall of force*

ACTIONS

Multiattack. The arcane guardian makes three greatsword attacks.

Great Sword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.



CHARYBDIAN

ANATOMY AND PHYSIOLOGY

At first glance one may not realize they are looking at a charybdian until they find themselves right on top of one. Charybdians take the form of dark, swirling pools of water that seem to rise up from the depths of the ocean. They are constantly turning rapidly, which makes it hard to gather the true nature of their physical form. Singling one out often comes down to spotting the dark, shadowy areas of the whirlpools they create. After they are slain, charybdians leave behind a phantom-like silhouette of a humanoid in the water where they were killed.

BEHAVIOR AND TACTICS

Charybdians primarily target sea-faring vessels. Their whirlpool-like forms are ideal for buffeting and ripping apart ship hulls, sinking vessels, and consuming those on board. The most disconcerting thing about these bizarre creatures is the aura of fear they exude and the human-like cries of pain they bellow when they are wounded.

ECOLOGY AND HISTORY

Charybdians are mainly a problem in the Azure Sea, located east of Cypress. While they have been spotted elsewhere, it is thought that this sea is where they originate. Due to higher concentrations of them being found closer and closer to the Plains of Fear, sailors have deduced that they must be created there or by some undiscovered power in the area.

MISCELLANEOUS

No charybdian has ever been seen out of the water. When slain, their phantom-like bodies lack physicality, making it impossible to remove one from the waves. The popular theory among many of the sailors in the Azure Sea is the charybdians are the souls of children lost at sea. They indiscriminately attack ships in hopes that the ship will pull them out of the water and bring them home once again.

CHARYBDIAN CR 12

Huge elemental, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 199 (21d12 + 63)

Speed swim 50 ft.

STR 24 (+7) **DEX** 12 (+1) **CON** 16 (+3) **INT** 11 (0) **WIS** 10 (0) **CHA** 16 (+3)

Skills Perception +4

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., blindsight 120 ft., passive Perception 11

Languages Vavalish

Challenge 12 (8,400 XP)

Aura of Despair. Enemies that begin their turn within 30 ft. of the charybdian are overcome with despair. They must succeed on a DC 15 Charisma saving throw or have disadvantage on all saving throws and ability checks until the end of the charybdian's next turn.

Destroy Hull. Charybdian's attacks always deal maximum damage to objects.

Innate Spellcasting. The charybdian's innate spellcasting ability is Charisma (spell save DC 15). The charybdian can innately cast the following spells, requiring no material components:

At will: *fog cloud*, *thunderwave*

3/day each: *control water*, *telekinesis*

ACTIONS

Multiattack. The charybdian makes two slam attacks.

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



CLOCKWORK GUARDIAN

ANATOMY AND PHYSIOLOGY

The clockwork guardians of Mythrayne are large rumbling machinations of stone, metal, and magic. While their forms often vary, they typically come outfitted with treads that allow them to move easily through rough underground tunnels. Their heavily armored torsos are well-equipped with large blades and picks used to fend off enemies and dig through earth and stone.

BEHAVIOR AND TACTICS

The clockwork guardians were created with a single purpose in mind, and this sole-minded focus varies from construct to construct. Their most common purpose is to defend something, whether that something be a tomb, a vault, or sometimes even a person. The guardian will unerringly follow its purpose until its destruction, using little discretion and heavy force if it feels its goals are threatened. If a clockwork guardian fails in its original purpose or remains inactive for too long it will fall inert, but can become active again if it perceives its purpose as attainable once more.

ECOLOGY AND HISTORY

These large constructs were created many centuries ago by long-forgotten dwarven empires. They were crafted using lost forms of arcane magic to bring complex conglomerates of gears and stone to life. The clockwork guardians clearly served the ancient dwarves in a militaristic capacity, but the true machinations of their construction and the ability to create them has been lost to time. Nowadays they are found wandering in the deep tunnels of the earth, often close to dwarven settlements.

MISCELLANEOUS

Though the knowledge behind creation of the clockwork guardians is now lost, many military leaders in Mythrayne seek to find the secrets of these beings in the hopes of making newer versions of them to bolster Mythrayne's military prowess. Strangely enough, while they are thought to be limited in number, rogue clockwork guardians continuously appear or are discovered. Some think that they are manufacturing themselves or being created by some other outside force far beneath the surface of Vathis.

CLOCKWORK GUARDIAN CR 5

Large construct, neutral

Armor Class 16 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR 20 (+5) **DEX** 12 (+1) **CON** 18 (+4) **INT** 2 (-4) **WIS** 10 (0) **CHA** 4 (-3)

Saving Throws Dex +8, Wis +5, Cha +6

Skills Acrobatics +8 Perception +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities poison

Condition Immunities poisoned, charmed, paralyzed, prone, exhaustion, blinded, deafened, frightened, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages understands Mythic but can't speak

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The clockwork guardian makes two attacks:

one with its heavy pick and one with its greatsword.

Heavy Pick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Crossbow. *Ranged Weapon Attack:* +4 to hit, range 90 ft. / 150 ft., one target. *Hit:* 12 (2d10 + 1) piercing damage.



CONSUMER

ANATOMY AND PHYSIOLOGY

The consumer is a gargantuan flowing ooze of shapeless dull shifting color that shimmers when exposed to the light. The ooze moves over and around nearly any obstacle, including houses, looking for objects and creatures to absorb.

BEHAVIOR AND TACTICS

To all but the most trained eye, the consumer roves around the countryside of Washu erratically and consumes creatures and objects with seemingly no purpose. In reality, the consumer seeks out lone creatures and areas with spare population, and in turn, danger. The consumer's method of combat is straightforward; it moves on top of its prey and the acids of its body destroys and dissolves organic and magical material. As the ooze absorbs energies from prey, it heals damage, making it an extremely challenging foe to fight.

ECOLOGY AND HISTORY

Consumers did not exist until the desolation of Washu during the Darkest War. Their original purpose and creator are entirely unknown. Consumers roam the bleak lands surrounding Washu, keeping far from centers of civilization. They only seek out foes they can easily overwhelm. Consumers themselves are largely solitary creatures, and they are never found gathered in one place.

MISCELLANEOUS

The successful destruction of a consumer is extremely rare, and it is significantly easier to avoid or flee this ooze rather than fight one. It is entirely unknown what happens to the material trapped within the body of a consumer that it cannot devour. Many theorize that within the encompassing bodies of consumers are items and artifacts of great importance that it was unable to devour. As such, many adventuring parties seek these creatures in the hills and ruins of Washu, but those who return are so far unable to fulfill their objective.

CONSUMER CR 8

Gargantuan ooze, neutral

Armor Class 8 (natural armor)

Hit Points 214 (15d20 + 60)

Speed 40 ft.

STR 22 (+6) **DEX** 3 (-4) **CON** 18 (+4) **INT** 0 (-5) **WIS** 14 (+2) **CHA** 1 (-5)

Damage Resistances bludgeoning, piercing and slashing

Damage Immunities acid

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

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

Languages —

Challenge 8 (3,900 XP)

Consume. Whenever a consumer reduces a medium sized or smaller creature or object to zero hit points it consumes the body or object utterly, leaving behind only a thin grey sludge. For every creature or object consumed in this way, the consumer regains 2d8 + 10 hit points. The consumer is unable to consume objects made of stone or metal.

ACTIONS

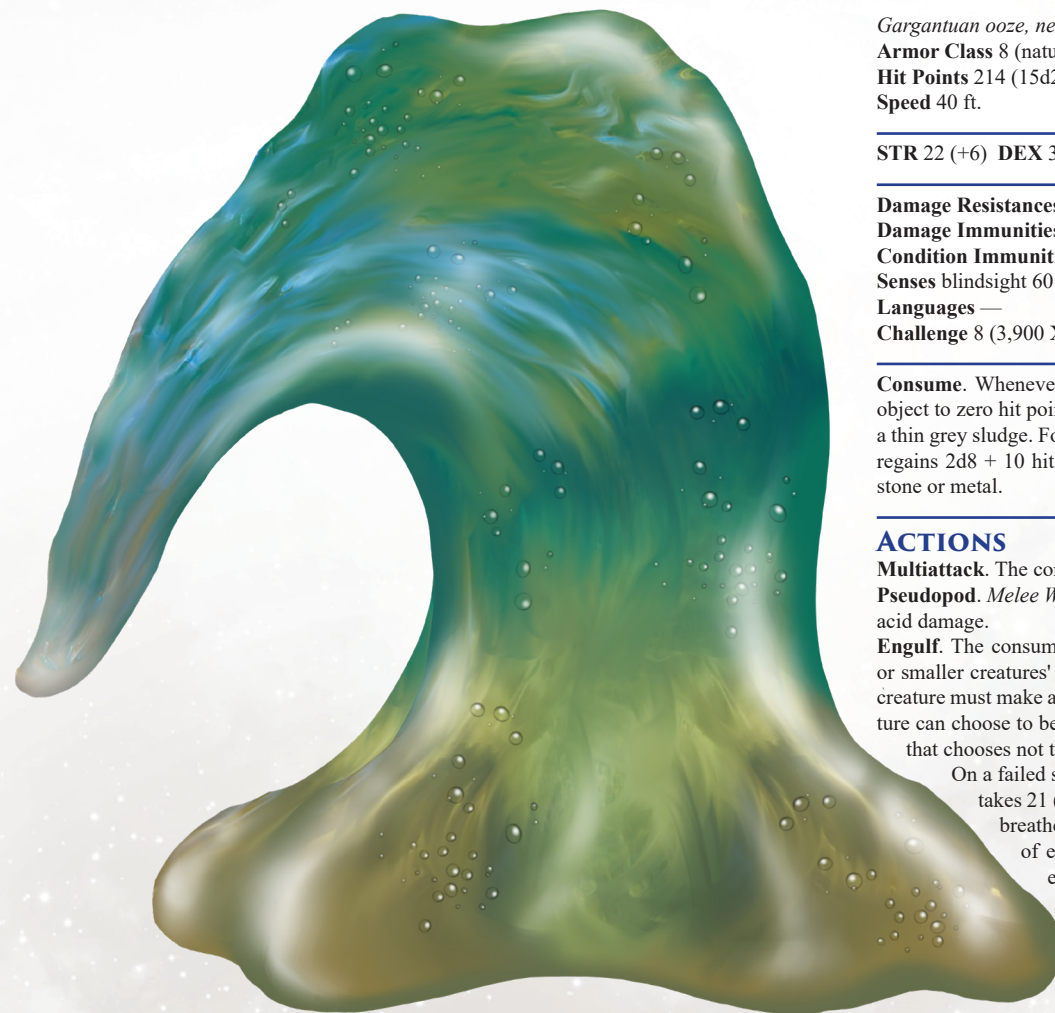
Multiattack. The consumer makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) acid damage.

Engulf. The consumer moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the consumer enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the consumer. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the consumer enters the creature's space, and the creature takes 21 (6d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 35 (10d6) acid damage at the start of each of the consumer's turns. When the consumer moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 13 Strength check.

On a success, the creature escapes and enters a space of its choice within 5 feet of the consumer.



CRAG LEAPER

ANATOMY AND PHYSIOLOGY

Crag leapers are large reptiles that walk upright on two large hind legs. They also use the exceptional muscles in their legs to leap from ledge to ledge with ease and fall from great heights without harm. They are covered in red-brown scales that allow them to blend into the sun-kissed rock formations they live atop. Their mouths are lined with sharp teeth which they use to tear into their prey. The hind legs of the crag leapers boast large dark claws that are often compared to daggers in both size and devastating sharpness.

BEHAVIOR AND TACTICS

Crag leapers primarily hunt by waiting for prey to present itself below their perches on the sides of cliffs and ledges. When they are confident they have the advantage they drop down on said prey. With their sharp claws the crag leapers end their foe's life before they are even aware of the leaper's existence. Crag leapers hunt in packs, which allows them to slaughter full groups of prey at once. After their kill, the leapers jump from ledge to ledge back up to their perches to await their next victim.

ECOLOGY AND HISTORY

These beasts have almost always inhabited the rocky crags found between the nations of Erygis and Osept. They are native only to this region, but similar species have been spotted in other areas of the world perched high upon rocky cliff faces that suit the crag leaper's hunting style. Crag leapers are the reason Erygan merchants teach their children to avoid the bases of cliffs and rocky outcroppings.

MISCELLANEOUS

Crag leapers do not have a consistent call. They all have unique calls that become longer and more complex the higher their standing in the pack is. Druids who have spoken with the crag leapers say that this phenomenon is akin to a game of who can yell the weirdest and longest thing before landing on their prey.

CRAG LEAPER CR 7

Medium beast, neutral

Armor Class 15 (natural armor)

Hit Points 143 (22d8 + 44)

Speed 40 ft., climb 40 ft.

STR 19 (+4) **DEX** 17 (+3) **CON** 14 (+2) **INT** 2 (-4) **WIS** 10 (0) **CHA** 10 (0)

Senses passive Perception 11

Languages —

Challenge 7 (2,900 XP)

Pounce. If the crag leaper moves at least 20 ft. straight toward a creature (this movement can be vertical) and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the crag leaper can make one bite attack against it as a bonus action.

Strong Legs. The crag leaper takes no damage from falling from long distances. The crag leaper can also jump five times as high and far as it normally could with its strength score.

ACTIONS

Multiattack. The crag leaper makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage.



CRYOLING

ANATOMY AND PHYSIOLOGY

Cryolings are humanoid fey forever bound to an ice witch. The only currently known active ice witch lives in the western reaches of Drakostigat. The cryoling's six-foot-tall forms appear to be chiseled entirely of snow and ice, and their bodies are clad in rimesteel armor and various accouterments of clothing. Their weapons of choice are their innate magical abilities and a rimesteel longsword.

BEHAVIOR AND TACTICS

Cryolings are inherently bound to an ice witch. While they possess their own free will when not following her orders, their purpose is to fulfill her wishes. Cryolings are very rarely discovered alone, preferring to work in well-trained concentrated efforts. Their capability to defend an ice witch's territory is bound by their precise military-like manner of dealing with threats and encroachments. They possess the ability to bend the magics of winter to their will and utilize the forces of the arcane to quickly overwhelm their foes while remaining unhindered by the magic's effects.

ECOLOGY AND HISTORY

The first sightings of cryolings date back centuries in Tristan's early history, always on the western reaches of Drakostigat. The secrets of how they are created are entirely unknown, but it is assumed that the ice witch they are bound to creates them utilizing her vast control over wintry elements. Outside of protecting her domain, cryolings have made no outward sign of aggression to those who reside in and around Drakostigat.

MISCELLANEOUS

The few cryolings that have been brought down dissolved almost immediately into a puddle of chilled water, leaving behind their equipment and belongings. Early cryoling kills accounted for a significant amount of available rimesteel before its creation process was first mastered. What binds the cryolings to the ice witches is unknown, and many ambitious adventurers seek to unravel these bindings.

CRYOLING CR 8

Medium fey, neutral

Armor Class 15 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR 21 (+5) **DEX** 12 (+1) **CON** 19 (+4) **INT** 12 (+1) **WIS** 16 (+3) **CHA** 12 (+1)

Saving Throws Str +8, Con +7

Skills Athletics +8, Perception +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities poison, cold

Condition Immunities poisoned, charmed, exhaustion, blinded, frightened, unconscious

Senses passive Perception 16

Languages Farlish

Challenge 8 (3,900 XP)

Icy Aura. As a bonus action a cryoling can force every creature within 20 ft. of it to make a DC 15 Constitution saving throw. On a failure the creature's movement speed is reduced by half until the beginning of the cryoling's next turn.

ACTIONS

Multiattack. The cryoling makes three attacks with its longsword.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if being wielded with two hands, plus 9 (2d8) cold damage.

Frost Bolt. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 18 (4d8) cold damage.



CURTAIN SPIRIT

ANATOMY AND PHYSIOLOGY

Curtain spirits are small mischievous creatures. Their bodies are brown balls of fur with little hands and feet attached to them. Their minor telekinetic abilities allow them to manipulate their surroundings and traverse the rafters of theaters effortlessly. Though little, their strength is surprising, and a punch from a curtain spirit can knock the wind out of those who underestimate their might.

BEHAVIOR AND TACTICS

The curtain spirits tend to favor the high ground. Their innate cunning mixed with their mischievous nature often puts them in situations where their preferred terrain gives them a significant tactical advantage over their enemies. Theaters in particular offer plenty of height in the form of rafters, as well as numerous counter weights and sandbags that curtain spirits enjoy dropping on unsuspecting victims below.

ECOLOGY AND HISTORY

While these mischievous spirits have found sanctuary in the complex rafters and curtains of the many large theaters in Cypress, they began as tree spirits. As the theater districts in Cypress flourished, an unprecedented amount of lumber was needed to construct stages and set pieces. The displaced spirits stayed with their trees until they found themselves in the theaters, where they quickly acclimated to cloth curtains somewhat resembling the leafy overgrowth of trees.

MISCELLANEOUS

Curtain spirits are not a desirable presence in theaters, as they are known to ruin performances with their pranks. One particular theater group, The Ladies of Light, had one of their legendary performances ruined by a curtain spirit when a sandbag startled their effects sorcerer who proceeded to freeze the actors in place on stage. Following this unfortunate incident, Cyprean theaters have moved to keep their establishments free of curtain spirits.

CURTAIN SPIRIT CR 2

Small celestial, chaotic neutral

Armor Class 13

Hit Points 45 (10d6 + 10)

Speed 30 ft., climb 30 ft.

STR 12 (+1) **DEX** 16 (+3) **CON** 12 (+1) **INT** 10 (0) **WIS** 10 (0)

CHA 12 (+1)

Skills Athletics +3, Perception +2, Stealth +5

Senses passive Perception 12

Languages Cypran, Vavalish

Challenge 2 (450 XP)

Rope Magic. A curtain spirit is able to tie or untie any knot in a rope within 10 ft. of it. They often use this ability to drop large sandbags and counterweights onto their targets.

ACTIONS

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

Rope Entangle. *Ranged Weapon Attack:* +5 to hit, range 80/100 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage and the target is grappled (escape DC 13).



DEEPSOUND TUNNELER

ANATOMY AND PHYSIOLOGY

The imposing presence of the Deepsound tunneler is usually felt before an adventurer actually sees one. Their bodies emanate immense heat and can tolerate an equal amount of heat in return. The red and orange fur on the tunneler's mole-like bodies is easily identifiable underground. The Deepsound tunneler's red claws carve through stone and soil, propelling them through the depths of the earth. They can increase the heat they emit to loosen up the stone around them, making it easier for them to traverse the rock and soil below the surface of Vathis.

BEHAVIOR AND TACTICS

The Deepsound tunneler has limited vision and relies heavily on its sense of smell to seek out food. They will protect themselves against threats they perceive as the same size or larger than them. They are also extremely territorial and will attack anyone that wanders into their dens. When engaged in combat, Deepsound tunnelers use their body heat to create unbearably hot terrain, giving them an advantage against their foes.

ECOLOGY AND HISTORY

Named after the mines they were found in, the Deepsound tunnelers were first discovered by miners who dug too far into the Deepsound mines. Now abandoned, the Deepsound mines have become a breeding ground for these creatures. They have also been discovered in other caverns across Vathis. Many believe that the deeper one goes, the more prevalent they are, as they seem to thrive in areas close to molten rock and magma.

MISCELLANEOUS

The claws of a Deepsound tunneler are a powerful magical resource. They are heat resistant and as strong as most metals. Smiths are in the process of figuring out a way to form their claws into a workable material to create weapons and armor. Their hopes are to create powerful fire-resistant equipment that would be useful in combating certain types of vastborn. This equipment could also be used in areas of great molten activity, such as the Ixen Caldera.

DEEPSOUND TUNNELER CR 8

Small monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 98 (15d6 + 15)

Speed 40 ft., burrow 40 ft.

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

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

Skill: Acrobatics +5, Perception +4

Damage Resistances cold, bludgeoning, piercing, and slashing damage from non-magical weapons.

Damage Immunities poison, fire

Condition Immunities poisoned, charmed

Senses blindsight 80 ft. (blind beyond this radius), passive Perception 14

Languages —

Challenge 8 (2,900 XP)

Body Heat. A Deepsound tunneler is surrounded by a magical aura of fire. Each round at the beginning of its turn, any creatures within 10 ft. of the deepsound tunneler suffer 7 (2d6) fire damage.

ACTIONS

Multiattack. The Deepsound tunneler makes three melee attacks with its claws.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 5) piercing damage, plus an additional 7 (2d6) fire damage.

Flame Burst. The Deepsound tunneler releases the body heat it contains in a wave of flame. All creatures within 20 ft. of the deepsound tunneler must make a DC 16 Dexterity saving throw. On a failed save they take 14 (4d6) fire damage. On a successful save they take half that damage.



DIRE BARNACLE

ANATOMY AND PHYSIOLOGY

Affixed to rocky outcroppings and ship hulls, dire barnacles resemble their much smaller marine brethren but at a size rivaling that of an adult human. They remain attached to their homes unless attacked, in which case they possess the ability to detach and swim freely. Their stone-like hides are composed of greys, blues, and greens, and they are often covered in algae.

BEHAVIOR AND TACTICS

Dire barnacles are filter feeders and pose no threat to most life forms unless provoked. However, their affixation to ships and docks cause a significant amount of structural damage and thus must be removed as soon as they are discovered. Once threatened dire barnacles begin to move freely, attacking enemies with long tendrils and a vicious beak. Foes at range are met with an acid spittle that is capable of burning through ship hulls.

ECOLOGY AND HISTORY

Dire barnacles are native to the marine waterways of Vathis found from Venoch to Aurezia. They typically reside in tidal areas along shorelines and can be found attached to most non-volatile landscapes that can support their weight. Venocian ships have been plagued with dire barnacles in recent years, as something has caused their population to explode within the Angylis Sea.

MISCELLANEOUS

While their stone-like hide and multiple attack forms deter most captains from removing dire barnacles without help, the recent discovery of barnacle pearls within larger specimens has sparked an intense interest in jewelry crafted from them all throughout Venoch. A significant push has been made to hunt the older barnacles within the Angylis Sea for their pearls. Due to the threat they pose, the price of barnacle pearls has risen dramatically in recent months.

DIRE BARNACLE CR 1

Medium beast, neutral

Armor Class 18 (natural armor)

Hit Points 38 (5d8 + 15)

Speed 0 ft., Swim 20 ft

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

Skills Perception +3

Senses passive Perception 13

Condition Immunities charmed, frightened, blinded

Blindsight 60 ft.

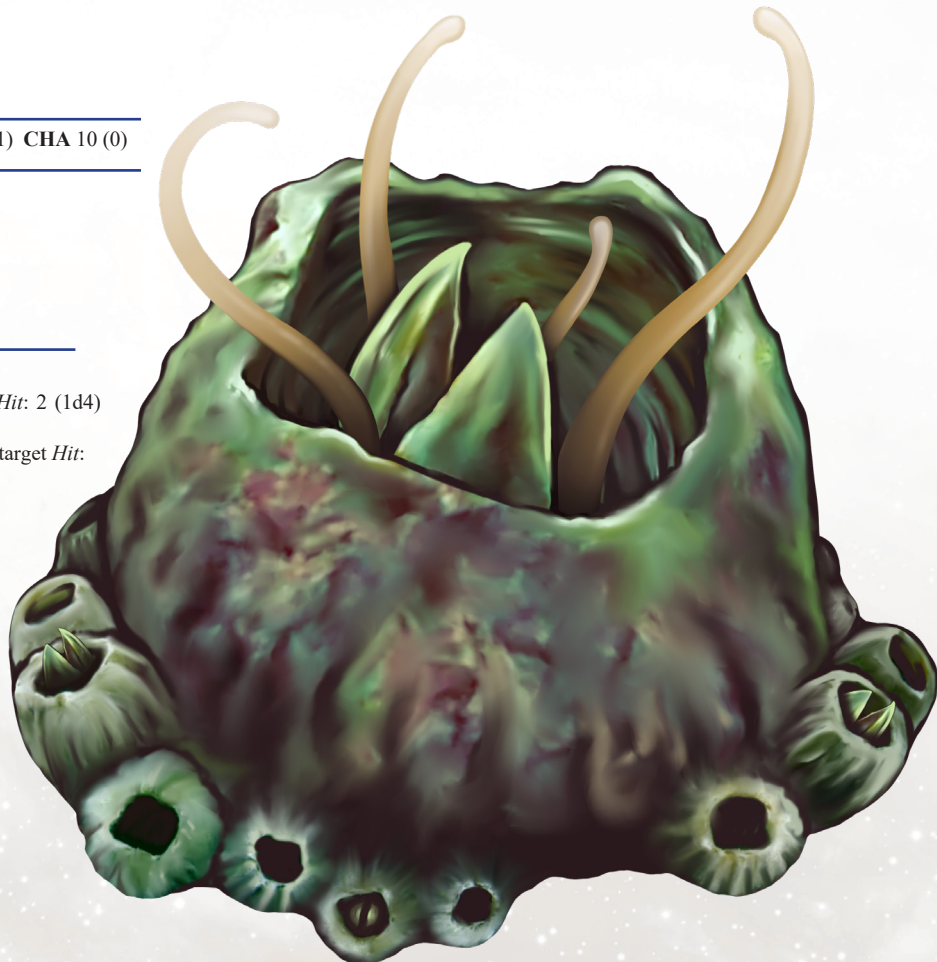
Languages —

Challenge 1 (200 XP)

ACTIONS

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

Acid Spit. *Ranged Weapon Attack:* +2 to hit, range 30/60 ft., one target *Hit:* 3 (1d6) acid damage.



DRAGONHEART WURM

ANATOMY AND PHYSIOLOGY

This shimmering blood-red colored creature has a worm-like body that is nearly ten feet in length. Dragonheart wurms are found only within the mountain ranges and tunnels of Mount Kurzen, in the nation of Isild. They hunt in swift moving packs of burrowing maws, seeking to attach themselves to any living prey they can find.

BEHAVIOR AND TACTICS

Dragonheart wurms are fierce predators that hunt in packs of five or more, burrowing through solid rock and dirt in search of their primary source of food: fresh blood. Once a chosen quarry has been discovered the Dragonheart wurms swarm en masse, attaching to their prey with a ring of razor-sharp teeth and leeching the blood from their target. They have been known to bring down herds of mountain goats in less than a few minutes when in a feeding frenzy.

ECOLOGY AND HISTORY

Dragonheart wurms are native only to the mountains of Mount Kurzen on the north shores of Dragonheart Lake. Even those captured and taken from the area perish within a few weeks and seem to lose all motivation to feed. Dragonheart wurms are one of the primary reasons why the depths of Mount Kurzen's tunnels have yet to be fully explored and mapped.

MISCELLANEOUS

The lifecycle of the Dragonheart worm remains a mystery, as it would stand to reason that by now all of their potential food sources would have been exploited long ago to support their population. The explored depths of Mount Kurzen seem to be choked with them, like a canine with a heartworm infestation. Something deep within the bowels of Mount Kurzen seems to give them sustenance and purpose, but for now it remains out of reach for even the most intrepid explorers.

DRAGONHEART WURM CR 8

Medium monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 166 (22d8 + 66)

Speed 30 ft., climb 30 ft., burrow 30 ft.

STR 22 (+6) **DEX** 13 (+1) **CON** 16 (+3) **INT** 8 (-1) **WIS** 13 (+1) **CHA** 14 (+2)

Saving Throws Str +9, Con +6

Skills Athletics +9, Perception +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., blindsight 30ft., passive Perception 14

Languages —

Challenge 8 (2,900 XP)

Blood Drain. At the beginning of its turn, the Dragonheart worm deals 28 (8d6) necrotic damage to any creature it is currently grappling. It then heals half the amount of damage it dealt.

ACTIONS

Multiattack. The Dragonheart worm makes two attacks, one with its tail and one with its bite if it is not grappling an opponent.

Tail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage. If the target is a living creature it is grappled (escape DC 16). Until this grapple ends, the target is restrained and the worm can't bite another target.



DRAGONS

PLACE IN THE WORLD

Throughout the vast lands of Vathis, Dragons remain one of the most revered creatures by nearly every culture, religion, and walk of life. Dragons claim large swaths of territory across the continent, though many of them choose to remain separate from the civilizations of humanoid. Some, however, integrate themselves into the modern world seamlessly, by utilizing their innate ability to assume humanoid forms. Many of their kind, regardless of color, seek to reclaim their once untested command of power throughout the world, either through fear and strife, or good deeds and by offering protection to the lesser mortals of the nations. One thing remains certain however, dragons believe themselves to be the greatest of the Zodiac creations that walk the multiverse, something that they often assert to what they consider to be lesser races.

HISTORY

During their pinnacle of dominance during the Age of Dragons, mortals across Asarus and beyond were their subjects. For some unknown reason to the current historians, dragons ended up locked in dragonstone forms in their last living moments for millennia afterward. During the fledgling years of the inevitable empires of humanoids, their bodies persisted untouched by time and were often worshipped by mortals during this time. At the end of the Darkest War, at the dissolution of the Etherward that had shielded the continent of Asarus, some of the dragonstone forms of the dragons rose from their endless slumber. In the intervening years, more and more of the dragons awoke in a world that possessed no knowledge of, lost in time. Their revival in recent years has sparked a renewed interest in the mighty creatures, though many fear the sweeping changes of their return.

PHYSIOLOGY

Dragons are unique in their forms, across all of the colors and variations of their kind, a few traits persist. Their natural command of arcane forces is rivaled only by the mage specialists of the Eldritch House and Synethil. Their ability of flight has granted them a significant separation from the world, as many of them lair in unclaimed floating motes throughout the skies of Vathis. The dragons of Vathis nest as most other dragons do, laying large nests of eggs to propagate their lineage. The eldest among their kind remain some of the largest creatures born within the realms of Vathis, unrivaled in strength. Few of these however, have awoken in recent years, leaving much of their previous territory to be claimed by the younger members of their kind. It is a widely held theory that dragons do not naturally die of old age, something that has yet to be proven otherwise since their recent reawakening.

OUTLOOK

Dragons have long been believed to be the direct progeny of the Zodiacs that created the multiverse, something they firmly believe as well. As such, their stone forms, and now their physical forms, are given a significant air of reverence by the mortal races of Vathis. Dragons in their natural forms are either given a wide berth if their intentions are unknown, or sought after for assistance and guidance if their benign nature is discovered. The vasar of Darastrix in particular possess a certain bloodline connection with these dragons, something the dragons have noticed as well. A significant percentage of the risen dragons in recent years reside in the Frostfire Mountains on the west side of Darastrix and are often seen in the skies of the region. Dragons that choose to reside in the cities of the humanoid races often remain hidden behind their humanoid facades, opting to remain unnoticed until some event or occurrence grabs their attention.

THE ORIGINAL STARCALLED

Dragons were the first beings born within the multiverse to possess the sigils of the Zodiacs. The Starcalled dragons that resided within dragonstone were noticed specifically by the early Starcalled members of the humanoid races, something they eventually shrouded in myths and legends, many of which turned out to be correct. Dragons possess a natural affinity for their Starcalled ability and the will of the Zodiacs, mastering a level of innate Starcalled capability eclipsing the abilities of the other mortal races. As fate would have it, many of the more attuned Starcalled dragons, remain bound within dragonstone. However, many Starcalled artifacts and impressive relics from the Age of Dragons remain, buried deep within the ancient hoards and residences of the dominant dragons from that era of time. These items were created with the bloodlines of the greatest Starcalled dragons during the Laniri, a time of great significance for the Zodiacs, and as such their creation and capability are unmatched and wondrous in comparison to the magical items of the current age.



RIME DRAGON

ANATOMY AND PHYSIOLOGY

A rime dragon is a majestic true dragon that appears to be crafted from semi-translucent ice with a slight blue tinge intermixed. The dragon's scales seem to reflect the sun's rays, giving it a faintly gleaming look, like freshly carved crystal. Atop its head are icicle-like horns jutting straight back within a jagged crown of crystalline growth. Its body radiates a fierce cold, especially at the later stages of its life, when it becomes imbued with pure frostfire.

BEHAVIOR AND TACTICS

Rime dragons hunt their prey silently for miles through the tundra, arctic, and winter environments, waiting for the opportune moment to strike. When a rime dragon has the drop on an enemy, it will usually wait for a bad turn in the weather, giving it an advantage against most land-borne creatures. The dragons' innate magic and mastery of the cold bear forth in its eventual ability to encase its enemies in ice with a mere gaze. The breath weapon of the rime dragon is a blue and white flame known as frostfire that simultaneously burns and freezes their opponents.

ECOLOGY AND HISTORY

The rime dragon usually makes its lairs within glaciers, deep caves in high mountains, or permafrost ground. This dragon is found everywhere in Vathis where the temperature seldom rises above freezing. This ranges from Glacyan in the north to the Frostfire Mountains of Darastrix to even some of the tallest, coldest peaks in tropical Washu. In more recent years, following the creation of the Rimelan during the Darkest War, many of these dragons have begun awakening within the area, as if they were naturally drawn to the Rimelan's perpetual winter in an otherwise temperate region. This poses a significant threat to the civilized nations of Aurezia and Cypress, who find themselves within the territorial range of quite a few of these powerful dragons.

MISCELLANEOUS

As a true dragon, the rime dragon creates a permanent lair and establishes a territorial hunting range equal to about a 5-mile radius per age category. Rime dragons are fairly menacing creatures with few social skills except when interacting with one another, and rime dragons often share territorial ranges with other members of their kind. Even so, they do not take lightly the advances of other dragon species. The humanoid form of a rime dragon is typically that of a vasar with blue or white scales, though they seldom use this ability, as they prefer their frozen lairs over infiltrating civilized areas.



WYRMLING

Small dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR 19 (+4) **DEX** 10 (0) **CON** 17 (+3) **INT** 12 (+1) **WIS** 11 (0)
CHA 15 (+2)

Saving Throws Dex +3, Con +6, Wis +3, Cha +5

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses passive Perception 13

Languages Draconic, Vavalish, and any 2 others

Challenge 5 (XP)

Rime Sight. The rime dragon can see perfectly in any cold weather conditions. In addition the rime dragon can see through solid ice as if it were transparent glass. The rime dragon can see through up to 10 ft. of ice. The dragon sees within the ice as if it were looking at the area in bright light.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) plus 3 (1d6) cold damage.

Rime Breath. The dragon exhales ice and sleet in a 20-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failed saving throw the target takes 36 (6d8) cold damage and has its movement speed halved until the beginning of the dragon's next turn. On a successful save the creature takes half the damage and does not have its movement speed reduced.



YOUNG

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR 21 (+5) **DEX** 12 (+1) **CON** 19 (+4) **INT** 13 (+1) **WIS** 12 (+1) **CHA** 16 (+3)

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

Skills Perception +5, Stealth +5

Damage Immunities cold

Senses passive Perception 15

Languages Draconic, Vavalish, and any 4 others

Challenge 10

Rime Sight. The rime dragon can see perfectly in any cold weather conditions. In addition the rime dragon can see through solid ice as if it were transparent glass. The rime dragon can see through up to 20 ft. of ice. The dragon see within the ice as if it were looking at the area in bright light.

Frostfire Aura. The rime dragon radiates a fierce aura of frostfire. All creatures within 10 feet of the dragon take 3 (1d6) cold damage and 3 (1d6) fire damage at the beginning of the dragon's turn. A rime dragon can suppress or activate this aura at will.

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 5) slashing damage plus 7 (2d6) cold damage.

Rime Breath (Recharge 5-6). The dragon exhales ice and sleet in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failed saving throw the target takes 45 (10d8) cold damage and has its movement speed halved until the beginning of the dragon's next turn. On a successful save the creature takes half the damage and does not have its movement speed reduced.





ADULT

Huge dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR 23 (+6) **DEX** 14 (+2) **CON** 21 (+5) **INT** 14 (+2) **WIS** 13 (+1) **CHA** 17 (+3)

Saving Throws Dex +3, Con +10, Wis +6, Cha +8

Skills Perception +6, Stealth +7

Damage Immunities cold

Senses passive Perception 16

Languages Draconic, Vavalish, and any 6 others

Challenge 16

Rime Sight. The rime dragon can see perfectly in any cold weather conditions. In addition the rime dragon can see through solid ice as if it were transparent glass. The rime dragon can see through up to 40 ft. of ice. The dragon see within the ice as if it were looking at the area in bright light.

Frostfire Aura. The rime dragon radiates a fierce aura of frostfire. All creatures within 10 feet of the dragon take 7 (2d6) cold damage and 7 (2d6) fire damage at the beginning of the dragon's turn. A rime dragon can suppress or activate this aura at will.

ACTIONS

Multiattack. The dragon can use its frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) cold damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 7 (2d6) cold damage.

Rime Breath (Recharge 5-6). The dragon exhales ice and sleet in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed saving throw the target takes 54 (12d8) cold damage and has its movement speed halved until the beginning of the dragon's next turn. On a successful save the creature takes half the damage and does not have its movement speed reduced.

Frightful Presences. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Whiteout Conditions (Recharge 5-6). The rime dragon summons up a squall of ice and snow around it. A 20 ft. radius area centered on the dragon becomes heavily obscured for 1d6 rounds. Creatures that begin their turns in this area must make a DC 20 Constitution saving throw. On a failed save they take 27 (6d8) cold damage. An area may not be effected by two instances of whiteout conditions.

LEGENDARY ACTIONS

The dragon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Frost Shift. The dragon moves up to its movement speed through solid ice and snow.





ANCIENT

Gargantuan dragon, neutral evil

Armor Class 21 (natural armor)

Hit Points 367 (21d12 + 147)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR 27 (+8) **DEX** 14 (+2) **CON** 25 (+4) **INT** 16 (+3) **WIS** 15 (+2) **CHA** 19 (+4)

Saving Throws Dex +9, Con +11, Wis +9, Cha +11

Skills Perception +9, Stealth +9

Damage Immunities cold

Senses passive Perception 19

Languages Draconic, Vavalish, and eight others

Challenge 21

Rime Sight. The rime dragon can see perfectly in any cold weather conditions. In addition the rime dragon can see through solid ice as if it were transparent glass. The rime dragon can see through up to 50 ft. of ice. The dragon see within the ice as if it were looking at the area in bright light.

Frostfire Aura. The rime dragon radiates a fierce aura of frostfire. All creatures within 10 feet of the dragon take 14 (4d6) cold damage and 14 (4d6) fire damage at the beginning of the dragon's turn. A rime dragon can suppress or activate this aura at will.

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

Glacial Exemplar (1/Day). As an action, the rime dragon creates a duplicate of itself that appears within 20 ft. of the rime dragon. The duplicate is a creature, partially real and formed from ice and snow. It can take actions and otherwise be affected as a normal creature. It appears to be the same shape and size as the rime dragon but it has half the remaining hit points of the rime dragon. The duplicate possesses the rime dragon's multiattack, bite and claw actions but none of the rime dragon's other abilities.

ACTIONS

Multiattack. The dragon can use its frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) cold damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) cold damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) cold damage.

Rime Breath (Recharge 5-6). The dragon exhales ice and sleet in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw. On a failed saving throw the target takes 72 (16d8) cold damage and has its movement speed halved until the beginning of the dragon's next turn. On a successful save the creature takes half the damage and does not have its movement speed reduced.

Frightful Presences. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Whiteout Conditions (Recharge 5-6). The rime dragon summons up a squall of ice and snow around it. A 20 ft. radius area centered on the dragon becomes heavily obscured for 1d6 rounds. Creatures that begin their turns in this area must make a DC 24 Constitution saving throw. On a failed save they take 36 (8d8) cold damage. An area may not be effected by two instances of Whiteout Conditions.

LEGENDARY ACTIONS

The dragon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Frost Shift. The dragon moves up to its movement speed through solid ice and snow.



SEISHIN DRAGON

ANATOMY AND PHYSIOLOGY

Seishin dragons are kami that in their natural form are long serpentine like dragons with, resembling Ryatta drakes but significantly larger. Their heads are flanked by a group of thick horns jutting backward, with two long black horns that go straight back at the ridges of their skulls. Their bodies are clad in shimmering scales, with a bright orange on their topside, with their undersides being jet black. In relation to other dragons, Seishin Dragons are significantly smaller, but possess a number of abilities to blend seamlessly into civilization, their chosen home. Their wings are larger than most dragons, allowing them to perform feats of flight unknown of in most other dragons.

BEHAVIOR AND TACTICS

Seishin dragons will utilize their powerful divine magic and innate illusion capability to put their enemies on the back foot, turning the battle to their advantage. Seishin dragons, especially older ones, use their ability to shapechange and turn invisible to keep the element of surprise on their side. For the most part, seishin dragons attempt to befriend and help most humanoids whenever possible. Their innate ability to interact with the spirit world as a kami allows them to assist with management of any incorporeal creatures that may reside near the sites in which they reside.

ECOLOGY AND HISTORY

Seishin dragons are some of the most powerful kami that walk the realms of Vathis. Their primary goal during thier life is the protection and caretaking of the various Shenami shrines throughout Washu. They spend most of their lives in thier humanoid forms acting as priests of Shenami, performing purification rites and acting as an intermediary between the faithful of Shenami and the kami they worship. Only during very tumultous times in Washu's history have seishin dragons taken their draconic forms to lash out at those who would defile their holy lands.

MISCELLANEOUS

Seishin dragons create their lair in extradimensional dwellings that are tied to a specific non-descript door that they create when they create their lair. The locations of these doors, and the true nature of the treasures that lie beyond, are some of the most well kept secrets by these dragons. These magical doorways exist long after the dragon has passed from Vathis, leaving behind all of their worldly possessions. These door cannot be located through magical means, leading to the significant number of legends surrounding their location.



Small dragon, neutral

Armor Class 18 (natural armor)

Hit Points 105 (14d6 + 56)

Speed 30 ft., fly 60 ft.

STR 15 (+2) **DEX** 20 (+5) **CON** 18 (+4) **INT** 15 (+2) **WIS** 17 (+3) **CHA** 12 (+1)

Saving Throws Dex +8, Con +7, Wis +6, Cha +4

Skills Perception +6, Stealth +8, History +5, Arcana +5, Religion +5, Nature +5

Damage Immunities lightning

Senses passive Perception 16

Languages Washun, Vavalish, Draconic, and any 2 others

Challenge 8 (3,900 XP)

Spirit Touch. A seishin dragon's attacks count as magical and deal an extra 5 (2d4) force damage (included in attack).

Innate Spellcasting. The dragon's spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

At will: *light, guidance*

5/day each: *bane, bless, command, protection from evil and good, guiding bolt*

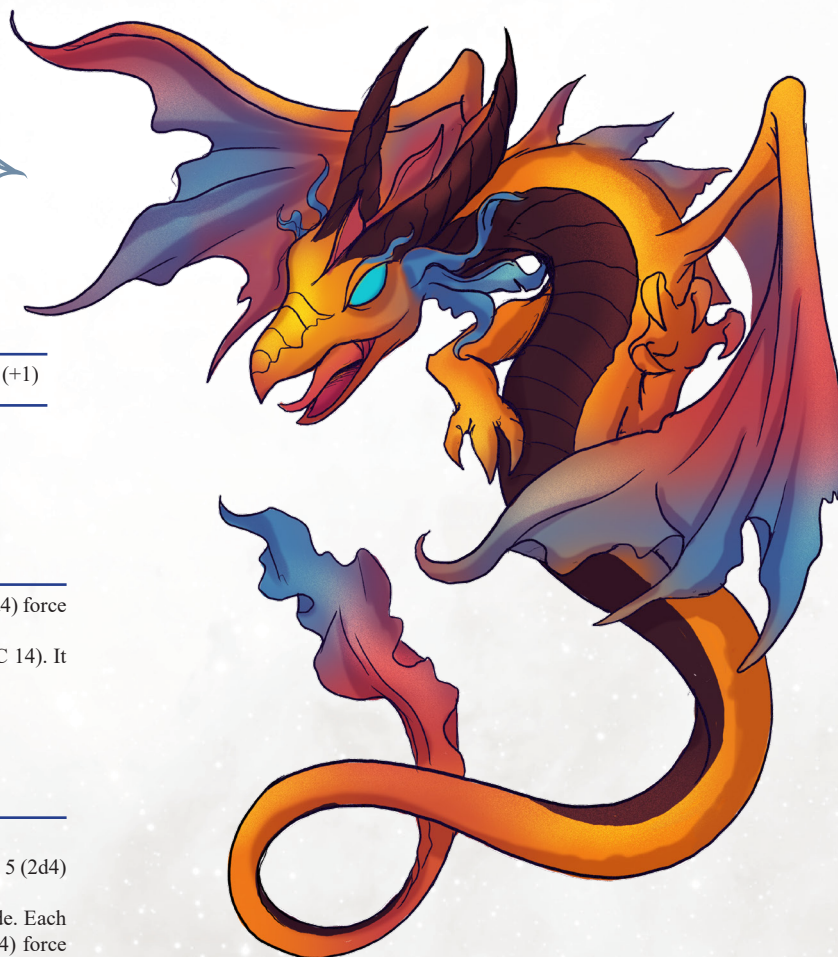
3/day each: *augury, hold person, silence*

1/day each: *dispel magic, spirit guardians*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 5) plus 5 (2d4) force damage.

Force Breath. The dragon exhales arcane energy in a 50 ft. line that is 5 ft. wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 12 (5d4) force damage on a failed save, or half as much damage on a successful one.



YOUNG

Medium dragon, neutral

Armor Class 19 (natural armor)

Hit Points 161 (17d8 + 85)

Speed 40 ft., fly 80 ft.

STR 17 (+3) **DEX** 23 (+6) **CON** 21 (+5) **INT** 16 (+3) **WIS** 21 (+5) **CHA** 14 (+1)

Saving Throws Dex +11, Con +10, Wis +10, Cha +7

Skills Perception +10, Stealth +11, History +8, Arcana +8, Religion +8, Nature +8

Damage Immunities lightning

Senses passive Perception 20

Languages Washun, Vavalish, Draconic, and any 4 others

Challenge 14 (11,500 XP)

Spirit Touch. A seishin dragon's attacks count as magical and deal an extra 7 (2d6) force damage (included in attacks).

Innate Spellcasting. The dragon's spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells, requiring only verbal components:

At will: *light, guidance*

7/day each: *bane, bless, command, protection from evil and good, guiding bolt*

5/day each: *augury, calm emotions, hold person, silence*

3/day each: *dispel magic, glyph of warding, spirit guardians*

1/day each: *divination, banishment*

ACTIONS

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 6) piercing damage plus 7 (2d6) force damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 6) slashing damage plus 7 (2d6) force damage.

Force Breath. The dragon exhales arcane energy in a 50 ft. line that is 5 ft. wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 22 (9d4) force damage on a failed save, or half as much damage on a successful one.

REACTIONS

Jundo Essence (3/Day) As a reaction the seishin dragon can cause any one attack roll against it to be made with disadvantage.





ADULT

Large dragon, neutral

Armor Class 21 (natural armor)

Hit Points 250 (17d8 + 85)

Speed 40 ft., fly 80 ft.

STR 18 (+4) **DEX** 27 (+8) **CON** 24 (+7) **INT** 17 (+3) **WIS** 25 (+7)

CHA 15 (+2)

Saving Throws Dex +14, Con +13, Wis +13, Cha +8

Skills Perception +13, Stealth +14, History +9, Arcana +9, Religion +9, Nature +9

Damage Immunities lightning

Senses passive Perception 23

Languages Washun, Vavalish, Draconic, and any 6 others

Challenge 18 (20,000 XP)

Spirit Touch. A seishin dragon's attacks count as magical and deal an extra 9 (2d8) force damage (included in attacks).

Innate Spellcasting. The dragon's spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells, requiring only verbal components:

At will: *light, guidance*

9/day each: *bane, bless, command, protection from evil and good, guiding bolt*

7/day each: *augury, calm emotions, hold person, silence*

5/day each: *dispel magic, glyph of warding, spirit guardians*

3/day each: *banishment, divination*

1/day each: *flame strike, legend lore*

ACTIONS

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) force damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (1d10 + 8) slashing damage plus 9 (2d8) force damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 9 (2d8) force damage.

Force Breath. The dragon exhales arcane energy in a 50 ft. line that is 5 ft wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 32 (13d4) force damage on a failed save, or half as much damage on a successful one.

REACTIONS

Jundo Essence (3/Day) As a reaction the seishin dragon can cause any one attack roll against it to be made with disadvantage.

LEGENDARY ACTIONS

The dragon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Tori Shift (Costs 2 Actions). The dragon creates a portal and jumps in. It reappears up to 60 ft. away. This movement does not provoke attacks of opportunity. All creatures within 10 ft. of where the dragon reappears take 20 (8d4) force damage from the shockwave of the closing portal.



ANCIENT

Huge dragon, neutral

Armor Class 23 (natural armor)

Hit Points 406 (28d12 + 224)

Speed 40 ft., fly 80 ft.

STR 19 (+4) **DEX** 30 (+10) **CON** 27 (+8) **INT** 17 (+3) **WIS** 29 (+9)

CHA 16 (+3)

Saving Throws Dex +17, Con +15, Wis +16, Cha +10

Skills Perception +16, Stealth +17, History +10, Arcana +10, Religion +10, Nature +10

Damage Immunities lightning

Senses passive Perception 26

Languages Washun, Vavalish, Draconic, and any 8 others

Challenge 23 (32,500 XP)

Spirit Touch. A seishin dragon's attacks count as magical and deal an extra 14 (4d6) force damage (included in attacks).

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

Kakusa Anima. A seishin dragon is incredibly difficult to find and detect through magical means. Any attempt to gather information about the seishin dragon through divination magic (such as locate creature, scry, and see invisibility) simply fails. In the case of scrying that scans an area the seishin dragon is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the seishin dragon do not work at all.

Unmei Soul (3/Day). A seishin dragon that lives long enough gains significant sway over the threads of fate. As a bonus action they may invoke their Unmei Soul. After doing so, they have advantage on all attacks, saving throws and ability checks for 1d10 rounds.

Innate Spellcasting. The dragon's spellcasting ability is Wisdom (spell save DC 21). It can innately cast the following spells, requiring only verbal components:

At will: *light, guidance*

9/day each: *bane, bless, command, protection from evil and good, guiding bolt*

7/day each: *augury, calm emotions, hold person, silence*

7/day each: *dispel magic, glyph of warding, spirit guardians*

5/day each: *banishment, divination, stone shape*

3/day each: *flame strike, legend lore, scrying*

1/day each: *forbiddance, true seeing*

ACTIONS

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage plus 14 (4d6) force damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage plus 14 (4d6) force damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage plus 14 (4d6) force damage.

Force Breath. The dragon exhales arcane energy in a 50 ft. line that is 5 ft wide. Each creature in that line must make a DC 26 Dexterity saving throw, taking 42 (17d4) force damage on a failed save, or half as much damage on a successful one.

REACTIONS

Jundo Essence (3/Day). As a reaction the seishin dragon can cause any one attack roll against it to be made with disadvantage.

LEGENDARY ACTIONS

The dragon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Tori Shift (Costs 2 Actions). The dragon creates a portal and jumps in. It reappears up to 60 ft. away. This movement does not provoke attacks of opportunity. All creatures within 10 ft. of where the dragon reappears take 35 (14d4) force damage from the shockwave of the closing portal.





WINSOR DRAGON

ANATOMY AND PHYSIOLOGY

The Winsor dragon is the epitome of the Naugrin dragon. The scales that cover their bodies possess a stone like appearance. Their sizable forms are covered in thick spines that are made of stone and rocks. Growing larger than the average dragon, Winsor dragons tower over other beings. They range in color but always appear similar to mountains and naturally occurring stones. Utilizing their scales, they are able to blend in among the rocks and crags of the mountains where they roost.

BEHAVIOR AND TACTICS

The Winsor dragon seldom travels far from the mountain caves they call home. When hunting they lie in wait, relying on their ability to blend into the rocks of the mountain until it's time to strike. Using their utterly overwhelming size and strength, they are able to overpower nearly any foe. Possessing an innate control over stone and earth, Winsor dragons are able to bend the terrain around them to whatever they want. Their rubble breath can ravage their foes with sonic vibrations and the crushing rubble it creates. These massive beasts are unrelenting at any age, always standing against any foe that encroaches on their territory or what they possess.



ECOLOGY AND HISTORY

The Winsor dragon primarily dwells in the mountain ranges around Winsor Valley. They carve vast tunnels where they make their lairs and remain hidden deep beneath the mountains. Their ability to bend the earth makes it so their lairs are sealed off and hidden from the world. Of all the dragons of Vathis, the Winsor dragons were the first to awaken from their dragon stone prisons. Ever since they have lain in wait, observing the world as it recovers from the Darkest War. Now that more of their brethren have begun to emerge, the Winsor dragons have become more active. Their goals are yet unknown, but they don't seem to care about the comings and goings of the rest of civilization.

MISCELLANEOUS

There are many dwarves and vasar who believe the Winsor dragons are created in Naugrix's image. There have even been a few cases where devout Naugrins have seen an adult Winsor dragon and thought they were viewing the dragon god himself. The Winsor dragons seem to have come to understand the reverence that the two cultures have for their kind. This may explain why they have taken up Winsor Valley as their chosen place of rest and waiting. Some Winsor dragons have even begun to reach out and contact the dwarves and vasar of the area in an attempt to begin gathering personal followers and servants.



Medium dragon, lawful neutral
Armor Class 18 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +4, Con +7, Wis +3, Cha +3

Skills Perception +3, Stealth +4

Damage Resistances acid

Senses blindsight 10 ft., darkvision 60ft., passive Perception 13

Languages Aurish, Trist, Vavalish

Challenge 8 (2,900 XP)

Shattering Strike. Once per turn when a Winsor dragon hits with a melee weapon attack, it may deal an additional 7 (2d6) force damage with that attack.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) damage.

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

Rubble Breath (Recharge 5-6). The dragon exhales buffeting force and rubble in a 20-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failed saving throw the target takes 14 (3d8) force damage and 14 (3d8) bludgeoning damage. This damage counts as magical. On a successful save the creature takes half the damage.



YOUNG

Medium dragon, lawful neutral

Armor Class 20 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft., fly 80 ft.

STR 22 (+6) **DEX** 12 (+1) **CON** 22 (+6) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 12 (+1)

Saving Throws Dex +6, Con +11, Wis +6, Cha +6

Skills Perception +6, Stealth +6

Damage Resistances bludgeoning, slashing and piercing from non-magical weapons

Damage Immunities acid

Senses blindsight 30ft., darkvision 120 ft., passive Perception 16

Languages Aurish, Trist, Vavalish, any 2 others

Challenge 13

Shattering Strike. Once per turn when a Winsor dragon hits with a melee weapon attack, it may deal an additional 14 (4d6) force damage with that attack.

ACTIONS

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) damage.

Rubble Breath (Recharge 5-6). The dragon exhales buffetting force and rubble in a 40-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failed saving throw the target takes 23 (5d8) force damage and 23 (5d8) bludgeoning damage. This damage counts as magical. On a successful save the creature takes half the damage.

Earth Shaping. The dragon alters and shapes a 50 ft. cube that contains earth as it sees fit. This occurs as one of the following effects:

- The creation or removal of solid walls or blocks of stone to block passages, entrap areas, create platforms or any other physical movement of earth to create solid barriers or elevation changes.
- Turn the earth into difficult terrain by making it cracked, jagged and uneven
- Cause any creature that moves over the earth to take 3 (1d6) piercing damage, for every 5 ft. of earth they move over.





ADULT

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 351 (19d20 + 152)

Speed 40 ft., fly 80 ft.

STR 26 (+8) **DEX** 12 (+1) **CON** 26 (+8) **INT** 13 (+1) **WIS** 13 (+1) **CHA** 13 (+1)

Saving Throws Dex +7, Con +14, Wis +7, Cha +7

Skills Perception +7, Stealth +7

Damage Resistances bludgeoning, slashing and piercing from non-magical weapons

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Aurish, Trist, Vavalish, any 4 others

Challenge 17

Shattering Strike. Once per turn when a Winsor dragon hits with a melee weapon attack, it may deal an additional 21 (6d6) force damage with that attack.

Form Mote. Once per year, the Winsor dragon can create floating mass of land roughly 200 ft. in radius. This floating mass of land is composed of natural stone, dirt, sand, and other natural materials in a general natural shape of its choosing. Many such floating motes reside within the dragon's territory and remain aloft indefinitely, drifting slowly through the air in a direction of the dragons choosing. A Winsor dragon can choose to utilize a use of this ability to instead add other features to an already existing mote, such as a natural water spring, change the climate, or to add additional mass to an existing mote. These floating motes typically become the Winsor dragon's primary lair and their territory is based off of their location. Motes that remain after the dragon's death retain their features and can either drift endlessly with seemingly no direction or can remain aloft in place.

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

ACTIONS

Multiattack. The dragon can use its frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

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

Tail. *Melee Weapon Attack:* + 14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Rubble Breath (Recharge 5-6). The dragon exhales buffeting force and rubble in a 40-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed saving throw the target takes 32 (7d8) force damage and 32 (7d8) bludgeoning damage. This damage counts as magical. On a successful save the creature takes half the damage.

Earth Shaping. The dragon alters and shapes a 75 ft. cube that contains earth as it sees fit. This occurs as one of the following effects:

- The creation or removal of solid walls or blocks of stone to block passages, entrap areas, create platforms or any other physical movement of earth to create solid barriers or elevation changes.
- Turn the earth into difficult terrain by making it cracked, jagged and uneven

Cause any creature that moves over the earth to take 3 (1d6) piercing damage, for every 5 ft. of earth they move over.

Frightful Presences. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours

LEGENDARY ACTIONS

The dragon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Earthen Spike (costs 2). The dragon summons a great stone spike to shoot out from the earth in a 5 ft. by 5 ft. square within 60 ft. of it. Any creature in that square must succeed on a DC 19 Dexterity save or take 18 (4d8) piercing damage. They are then moved to an open adjacent space of their choosing. If no such space exists, they are moved to the closest open space.





ANCIENT

Gargantuan (30 ft. x 30 ft.) dragon, lawful neutral

Armor Class 24 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 40 ft., fly 100 ft.

STR 30 (+10) **DEX** 12 (+1) **CON** 30 (+10) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 14 (+2)

Saving Throws Dex +8, Con +17, Wis +9, Cha +9

Skills Perception +9, Stealth +8

Damage Resistances bludgeoning, slashing and piercing

Damage Immunities acid

Senses blindsight 80 ft., darkvision 160 ft., passive Perception 16

Languages Aurish, Trist, Vavalish, any 6 others

Challenge 24

Shattering Strike. Once per turn when a Winsor dragon hits with a melee weapon attack, it may deal an additional 28 (8d6) force damage with that attack.

Form Mote. Once per year, the Winsor dragon can create floating mass of land roughly 500 ft. in radius. This floating mass of land is composed of natural stone, dirt, sand, and other natural materials in a general natural shape of its choosing. Many such floating motes reside within the dragon's territory and remain aloft indefinitely, drifting slowly through the air in a direction of the dragons choosing. A Winsor dragon can choose to utilize a use of this ability to instead add other features to an already existing mote, such as a natural water spring, change the climate, or to add additional mass to an existing mote. These floating motes typically become the winsor dragon's primary lair and their territory is based off of their location. Motes that remain after the dragon's death retain their features and can either drift endlessly with seemingly no direction or can remain aloft in place.

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

Dragon Stone Paragon. An ancient Winsor dragon gains various abilities to become one with the mountains in which they reside. First, they gain the ability to transform materials into dragonstone using their Earth Shaping ability. Secondly, they may use their bonus action to grant themselves resistance to all damage for 1d4 rounds. They regain usage of this ability on a short rest. Finally, the Winsor dragon can also enter a state of hibernation by transforming themselves into a statue of solid dragonstone, for every year spent in such a state the Winsor dragon gains four additional years to its lifespan. During this hibernation the Winsor dragon is aware of its surroundings and can end the hibernation at any time.

ACTIONS

Multiattack. The dragon can use its frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 27 (3d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 21 (3d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 24 (3d8 + 10) bludgeoning damage.

Rubble Breath (Recharge 5-6). The dragon exhales buffeting force and rubble in a 40-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed saving throw the target takes 41 (9d8) force damage and 41 (9d8) bludgeoning damage. This damage counts as magical. On a successful save the creature takes half the damage.

Earth Shaping. The dragon alters and shapes a 100 ft cube that contains earth as it sees fit. This occurs as one of the following effects:

- The creation or removal of solid walls or blocks of stone to block passages, entrap areas, create platforms or any other physical movement of earth to create solid barriers or elevation changes.
- Turn the earth into difficult terrain by making it cracked, jagged and uneven
- Cause any creature that moves over the earth to take 3(1d6) piercing damage, for every 5 ft. of earth they move over.

All the earth effected by this ability may become dragonstone, making it significantly harder to destroy. (AC 25, 50 HP per 5 cubic feet)

Frightful Presences. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The dragon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Earthen Spike (costs 2). The dragon summons a great stone spike to shoot out from the earth in a 5 ft. by 5 ft. square within 60 ft. of it. Any creature in that square must succeed on a DC 22 Dexterity save or take 27 (6d8) piercing damage. They are then moved to an open adjacent space of their choosing. If no such space exists, they are moved to the closest open space.





DRAKES

PLACES IN THE WORLD

Drakes are found all across the known world. Their breed, color, size, and demeanor varies drastically dependent on a number of factors. They can be seen both roaming the skies, wild and majestic, and spotted within the capital city of the world's great nations, laboring alongside other beasts of burden. They are most frequently seen by citizens of Vathis carrying large and heavy items across sizable distances. Drakes are prized for their powerful wings, which they use to fly items from place to place in lieu of airships. Their abilities are not infinite, however, and traveling by drake may be slower than other modes of transportation when one takes into account the time a working drake will need to rest properly. While most drakes are used for transport purposes, they can also be found throughout the world fighting within many of the world's militaries, working alongside horses in farming communities, and acting as friends and companions in households with (or without) cats and dogs. Their role within society is truly as nuanced and multi-faceted as the impressive creature itself.

HISTORY

Drakes are believed to be descended from the dragons of old. For centuries only the vasar of Darastrix showed a collective interest in drakes, and they were the first to ride them as mounts and in battle. Domesticating drakes expanded their dominion over the skies and made the lives of the winged vasar significantly easier. As a prized possession of the Daras people, domesticated drakes are invaluable allies, and also thought to be distant cousins of the vasar themselves. Drakes have long been used for travel, war, and companionship, and they are featured in countless folk tales and historical accounts stretching throughout the world's many ages. Current drake usage and systematic breeding only began a few generations ago by the zi'Snorap family of Darastrix. Under their new standards, drakes are well cared for, properly placed, and generally live long, healthy lives. Current ongoing drake research and careful breeding is leading to new discoveries daily, and there is truly no telling what the future holds for this utilitarian species.

PHYSIOLOGY

While several breeds of drakes exist, their personalities, intelligence, and physical forms vary significantly. However, all drakes have four legs, two wings, and a tail. Their forms are typically quite large and muscular, but a few breeds are known for their small and slight statures. It is assumed that the species as a whole descended from dragons and eventually developed their various breeds by adapting to the world's many environments and cross-breeding for millennia. One can find and acquire just about any attribute desired in a drake through the purchase of a specific breed or crossbreed. As a note: regardless of breed, wild drakes should be considered extremely dangerous. They are large and innately territorial. Many average citizens are uninformed of the dangers of wild drakes, incorrectly thinking they have all been tamed; this lack of education leads to several tragic deaths annually.

OUTLOOK

A societal need for drakes is growing. The skies have always been a dangerous place to roam, and lingering winged horrors left over from the Darkest War continue to threaten those who dare travel along the world's winds. People are enamored by the great, beautiful beasts, and the drake trade is booming as a result. While the zi'Snoraps maintain a firm grasp on the domesticated drake market, there are some drake breeds that still elude the family. With more breeds making their way into domestication and with the need for drakes on the rise, their population will surely continue to increase, and soon a majority of Vathis citizens could own a drake (or several) of their own, should they so choose.

DOMESTICATION

Drake breeding and domestication began with the zi'Snorap family, and to this day the zi'Snoraps remain the oldest and most renowned drake-breeding family in the entire world. Their operation is currently ran by the head of the Snorap family, Yelsha zi'Snorap. Yelsha has raised the standard of drake breeding to new heights, rearing her drakes with advanced care, comprehensive training, and a rigorous owner selection process. She encourages careful ownership and handling of drakes, and insists that drakes be provided with enough space to fly and hunt. Occasionally, a company or home will have a need for several drakes. These owners are held to the same high standards as those with fewer drakes. Though drakes typically get along with one another, Yelsha will not allow multiple to go to one home until they have interacted with one another in her presence, or the presence of a trusted adviser. She also screens the drakes' potential owner and ensures that they have ample space to house the beasts. If the drakes are hostile when they interact, they must be properly sectioned away from one another. Yelsha believes that drake ownership is the future—and she seeks to protect the species and educate the world about drakes.



BOSGLE DRAKE

ANATOMY AND PHYSIOLOGY

Bosgle drakes are large creatures that stand on four thin, elongated legs and possess two large delicately elegant wings. Their green color helps them blend into the trees that they call home. While large, they are not overly muscular, making them better flyers than workers. Their frail-looking wings are more than strong enough to navigate through the most dangerous of obstacles with graceful ease.

BEHAVIOR AND TACTICS

Bosgles are a shy and observant breed of drake. Though most are timid and prefer to hide in trees while watching the forests around them, some find themselves happy with masters living in various parts of the world. Bosgles use their speed to out-range opponents when fighting and then swoop in with fire to burn their enemies alive. These drakes generally do not instigate battle on their own.

ECOLOGY AND HISTORY

Bosgle drakes call Leyathar home. When Synethil was first shunted to the Vibrant, the disappearance of strong magic in the region made it difficult for these drakes to breed, and they were frequently crossbred with other breeds of drake to maintain their species. However, with the return of Synethil, bosgles are slowly but surely coming back from the brink of extinction.

MISCELLANEOUS

Bosgle drakes are considered rare, and they are quite valuable. Those who wish to travel well and often purchase these drakes to efficiently get from place to place. There are rumors that in certain parts of Cypress, illegal drake racing takes place, and bosgles are a crowd favorite that can easily make their owner and those betting quite rich. A bosgle drake can be purchased for 6,500 gold.



BOSGLE DRAKE CR 8

Large dragon, neutral

Armor Class 16 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 40 ft., fly 120 ft.

STR 16 (+3) **DEX** 16 (+3) **CON** 16 (+3) **INT** 6 (-2) **WIS** 12 (+1)

CHA 18 (+4)

Saving Throws Dex +6, Wis +4, Cha +7

Skills Insight +4, Perception +4, Stealth +6

Damage Resistances acid, lightning, bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities fire

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 8 (3,900 XP)

Innate Spellcasting The bosgle drake's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components.

At will: *blur*

3/day: *haste*

ACTIONS

Multiattack. The bosgle drake attacks three times: once with its bite, and twice with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

Fire Breath (Recharge 5-6). The drake exhales fire in a 20-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.



CERULAC DRAKE

ANATOMY AND PHYSIOLOGY

Cerulac drakes are large creatures with a stout, muscular body, and a wide neck and tail. They stand on four brawny legs ending with five digits and sharp claws on each foot. They have two impressively robust wings. The colors of a cerulac drake vary, but all are cool colors, such as the blues and greens one would find in the sea. These drakes are a versatile species well-equipped for both flying and carrying a heavy load.

BEHAVIOR AND TACTICS

Cerulacs are friendly drakes that are comfortable living almost anywhere. Their body type makes them balanced workers and fighters. While they only fight to protect or when ordered to by their owners or riders, they are skilled at evasion, fire attacks, and brute force.

ECOLOGY AND HISTORY

Cerulac drakes have a long history of being some of the most reliable mounts for long distance travel. As time passes, Cypress's once-prized mount is becoming harder to breed true due to an infertility issue found in this sub-species. Cerulac drakes are often crossbred with other drakes, and any offspring that inherits the cerulac traits will fetch a hefty sum of gold at market.

MISCELLANEOUS

Cerulac drakes are the standard when it comes to drake mounts and companions. They were the first domesticated breed of drake outside of Darastrix and they have a long history of being a friend to the people. They are credited with being the breed of drake that popularized the species and created a demand for trained drake mounts. To own a cerulac drake, one must be ready to spend around 2,000 gold.



Large dragon, neutral

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft., fly 120 ft.

STR 18 (+4) **DEX** 13 (+1) **CON** 16 (+3) **INT** 6 (-2)

WIS 12 (+1) **CHA** 13 (+1)

Saving Throws Str +7, Dex +4, Wis +3

Skills Perception +3, Survival +3

Damage Resistances cold, lightning,

Damage Immunities fire

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The cerulac drake 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:* 10 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) slashing damage.

Fire Breath (Recharge 5-6). The cerulac drake exhales fire in a 20-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.



CHESET DRAKE

ANATOMY AND PHYSIOLOGY

The beefy cheset drakes are large creatures with four strapping legs and powerfully built wings. They come in earthen colors that are typically rich browns and beiges, with brilliant grassy-green offspring only produced on rare occasion. Taking in the structure of these magnificent drakes is taking in a glimpse of unfettered physical power.

BEHAVIOR AND TACTICS

Cheset drakes are naturally aggressive and ill-tempered, but good behavior can be taught to these creatures; current drake breeders are hoping to slowly instill better temperament in the breed. When attacking, a cheset drake will not hold back. They use their quick anger and raw strength to rip their opponents apart. If a foe of a cheset is still living after its first attack, the creature will then be roasted with the cheset's fiery breath weapon. Encountering an agitated cheset drake in the wild spells death and destruction for most animals, and even unprepared adventurers.

ECOLOGY AND HISTORY

Chesets enjoy living among the scattered motes of Darastrix and are usually the preferred mounts of the vasar who live there. Permanently removing cheset drakes from Daras territory can sometimes cause them to become unmanageable and hostile. Those unwilling to follow expert advice on the care of these drakes are often surprised to find themselves soon missing limbs, or in some cases, the lives of those around them. This is due to the proud and easily agitated nature of these drakes. Despite their temperament, chesets were among the first species of drakes to be bred in captivity, and they have always been highly revered by vasar who brought drake taming to prominence in the world of Vathis.

MISCELLANEOUS

Long ago, an Isril noble demanded to have a cheset drake of his own and had one imported. He disregarded warnings concerning the creatures sensitive temperament and lack of training. It took less than two weeks for the drake to free itself and eat several servants before making its way to the noble himself and mauling his arm. The noble barely survived and the drake was put down. The breeders of Darastrix now use this tale as a forewarning to all potential cheset drake buyers, especially those who wish to relocate the drakes to drastically different environments without forming a bond of trust. This tale can even be purchased as a coloring book. A cheset drake can be bought for 3,000 gold.



Large dragon, neutral

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 40 ft., 120 ft.

STR 20 (+5) **DEX** 8 (-1) **CON** 16 (+3) **INT** 6 (-2) **WIS** 12 (+1) **CHA** 12 (+1)

Saving Throws Str +6, Dex +4, Wis +3

Skills Perception +3, Survival +3

Damage Resistances cold, lightning

Damage Immunities fire

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The cheset drake two attacks one with its bite, one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 5) slashing damage.

Fire Breath (Recharge 5-6). The drake exhales fire in a 20-foot cone.

Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (5d6) fire damage on a failed save, or half as much damage on a successful one



CLYDANG DRAKE

ANATOMY AND PHYSIOLOGY

Clydang drakes are a sturdy species of drake featuring four well-toned legs, two large wings, and a lean yet muscular body. These drakes can be found in varying combinations of black, white, brown, and blonde colors, much like that of a cow. Clydangs fly a bit slower than some other breeds of drakes, but they make up for their flight speed with their impressive land speed. They are vocal creatures and are not advised to be kept in densely populated areas due to their loudness.

BEHAVIOR AND TACTICS

Clydang drakes are hesitant to get to know people, but when in a stable environment they are very sweet. When they feel safe, clydang drakes are brave and fearless, but adding new variables to their life causes them to easily scare. When scared, clydangs have two modes: hide or attack. They are quite sufficient hiders and are the drake most likely to become 'lost'. When attacking, clydangs utilize their swift mobility to dart around their foes. They will charge a foe and can strike at their enemies with electricity.

ECOLOGY AND HISTORY

Clydang drakes call Erygis home. They are well-known for their ability to work side by side with farm animals such as horses. Drakes of this species are often used on farms or are adopted as large companion pets, typically by those in possession of a lot of land. While the clydangs are naturally found in Erygis, they are regularly sold to farmers in other nations.

MISCELLANEOUS

Clydangs are not the best mounts for overland travel. They are somewhat unreliable in the air, and maneuver better on land. They can scare when exposed to new stimuli, and there are accounts of riders who were injured or killed when a clydang drake became spooked and bucked their rider much like a horse may do. One rider who was injured by a clydang noted that her drake is significantly calmer when around her farm animals, and she started a petition to stop the use of these drakes as mounts, calling the practice unsafe for both drake and rider. With awareness raised, the number of incidents related to their unreliability has decreased. Clydangs can be purchased for 2,000 gold.



CLYDANG DRAKE CR 5

Large dragon, neutral

Armor Class 16 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 60 ft., fly 50 ft.

STR 14 (+2) **DEX** 16 (+3) **CON** 15 (+2) **INT** 6 (-2)

WIS 12 (+1) **CHA** 12 (+1)

Saving Throws Str +4, Dex +5, Wis +3

Skills Perception +3, Survival +3

Damage Resistances fire, acid

Damage Immunities lightning

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Draconic but can't speak

Challenge 5 (1,800 XP)

Charge. If the clydang drake moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage.

If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The clydang drake makes two attacks: one with its bite or horn and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). The drake exhales lightning in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (5d6) lightning damage on a failed save, or half as much damage on a successful one.

Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 5) bludgeoning damage.



DUSATE DRAKE

ANATOMY AND PHYSIOLOGY

Dusate drakes are large creatures found in blackened shades of every color. They seem to embody the very essence of shadow. Their agile bodies are supported by four sprightly legs, two thin membranous wings, and a long and nimble tail. The darkened coloring and agility of the dusate drakes allow them to hide easily and sneak in the shadows and under the cover of darkness. Their lithe stature makes them best for short trips and journeys without a heavy burden.

BEHAVIOR AND TACTICS

Dusates can be difficult to manage when in the wrong hands. In general they are well-mannered drakes, but they can quickly snap and leave a path of destruction in their wake. When challenged, dusates use their shadowy nature to evade their aggressors. They like to hide from a foe before springing forth and attacking, surprising their prey and ripping apart their enemy with claws and teeth. The dusate drakes can move between areas of shadow instantaneously, startling any who witness this.

ECOLOGY AND HISTORY

Dusate drakes hail from the northern nation of Tristan. While the majority of wild dusates do reside in Tristan, they can be purchased and moved to any area of the world and thrive without effort. These drakes prefer darkness and handle better when being rode under the cover of the stars. When they are ridden in bright daylight they may become agitated.

MISCELLANEOUS

Preferring to live in the shadows makes the dusate drake a prime mount for organizations and individuals of a more shady nature. Nearly two years ago a sophisticated heist involving the theft of important Aurezian religious texts was thwarted when a Vathis Sentinel noticed the tail of a dusate drake sticking out from where it was hiding in an alley, ready to be used as a getaway mount. The perpetrator, a thief performing notorious nighttime heists across the western coast of Asarus, was apprehended and brought to justice. For 3,000 gold, you can purchase a dusate drake to help you with your nefarious deeds!



Large dragon, neutral

Armor Class 16 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 40 ft., 90 ft.

STR 13 (+1) **DEX** 19 (+4) **CON** 14 (+2) **INT** 6 (-2) **WIS** 13 (+1)

CHA 14 (+2)

Saving Throws Dex +7, Cha +5

Skills Perception +4, Stealth +7, Survival +4

Damage Resistances lightning

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

Shadow Step. As a move action a dusate drake can teleport from one area of dim light or darkness, to another. The range of the shadow step is equal to the dusate drake's base speed.

ACTIONS

Multiattack. The dusate drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) necrotic damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) necrotic damage.

Shadow Ball (Recharge 5-6). The drake exhales a ball of shadows. This ball can be expelled to a point 80 ft. within range. Once it lands it explodes in a 20 ft. radius. Each creature within that area must make a DC 15 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one. The lighting of the area effected by the Shadow Ball becomes dark for 3 rounds.



GINLET DRAKE

ANATOMY AND PHYSIOLOGY

Ginlet drakes are large, dazzling creatures with two beautiful wings, four strong legs, and an impressively formidable tail that acts as a dangerous weapon when embroiled in combat. The brilliant red, gold, and earthen brown coloring of the ginlet drakes allows them to blend in effortlessly with the landscapes of Mythrayne.

BEHAVIOR AND TACTICS

The headstrong ginlet drakes are superb fighters both in air and on land. They dive into battle head first, quickly turning as they reach target in an attempt to land a deadly blow with their tail. If their tail attack fails to knock their opponent out of the area, the ginlet will attempt to impede their foes with a toxic poison breath. After their enemy is distracted, they attack with their claws and teeth. Ginlet drakes fight like they have nothing left to lose, and they have no problem putting themselves in harm's way if they think their risky actions may earn them a win.

ECOLOGY AND HISTORY

The ginlet drakes of Mythrayne are highly sought after due to their deep, beautiful colors, and impressive fighting strength. However, owning a ginlet is not for the faint of heart, as they are stubborn and make risky moves in combat that many would consider unnecessarily risky. For optimal results, it is recommended that a ginlet pick its owner.

MISCELLANEOUS

Ginlet drakes and their riders have been used as front line infantry in battles for centuries. Ginlets that are sold to armies, primarily to Mythrayne's, train and live with their rider. When well matched, ginlets will have an exceptionally deep bond with their owner and will become extremely protective of them. Many pairs of bonded drakes and their riders are vividly remembered as celebrated war heroes. You can purchase a ginlet drake for 3,000 gold.

GINLET DRAKE CR 5

Large dragon, neutral

Armor Class 15 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 40 ft., fly 80 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 15 (+2) **INT** 6 (-2) **WIS** 13 (+1)
CHA 12 (+1)

Saving Throws Con +5, Wis +4

Skills Perception +4, Insight +4, Stealth +5

Damage Resistances lightning

Damage Immunities acid, poison

Condition Immunities petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The ginlet drake makes three attacks: one with its bite, one with its claws and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) poison damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 son damage.

Poison Burst (Recharge 5-6). The drake exhales a ball of poison. This ball can be expelled to a point 80ft. within range. Once it lands it explodes in a 20ft. radius. Each creature within that area must make a DC 14 Dexterity saving throw, taking 31(9d6) poison damage on a failed save, or half as much damage on a successful one. For the next 3 rounds, any creature that begins its turn in the area of the poison ball must also make the save or become poisoned.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.



GRASA DRAKE

ANATOMY AND PHYSIOLOGY

Due to their desert tan and orange coloring, the sand-dwelling grasa drakes are able to completely bury their large bodies in their favored terrain and blend in almost seamlessly with their surroundings. Overall, their structure is quite average for a drake, including the shape and size of their four legs, two wings, and tail. Grasa drakes are notable for their innate comfort in temperatures of extreme heat. They like to sleep while covered in the hot sand, or stretched out on sun-warmed rocks and clifftops.

BEHAVIOR AND TACTICS

A grasa drake will submerge itself in sand to lay a trap for its foe. When prey is near, a grasa drake will strike with an electric breath and follow with a poisonous bite to the the unfortunate soul who wandered across its path. If the target of the grasa drake is still alive after this brutal assault, it will be clawed until finished. Domesticated grasas are unlike their wild brethren and have an agreeable, even temperament. This can be attributed to generations of successful breeding for desirable qualities.

ECOLOGY AND HISTORY

The grasa drakes of Osept do well in excessive heat and prefer to avoid cooler climates. If not acclimated correctly to cooler weather, they can become ill and lethargic. The wild grasa drakes in Osept pose a serious threat to travelers who are unaware of their existence, as wandering too close to a grasa laying in wait of prey quickly leads to a fight. The vast majority of grasas sold at market are individuals who were carefully bred and raised in captivity. They sometimes have their venom removed before maturity, and as a breed they are the favored mount of many merchants traversing Osept due to their low maintenance in the hot and dry nation.

MISCELLANEOUS

Wild grasas are generally loners, or travel in small packs, but they have been spotted deep within the Oseptian deserts in large herds. These herds are deadly, hiding much like land mines and striking down caravans and bands of travelers. Only a few people have made it out of these attacks alive. One should definitely think about flying over the areas marked as dangerous rather than traveling by land. You can purchase a grasa drake for 3,000 gold.



Large dragon, neutral

Armor Class 16 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 40 ft., fly 90 ft., burrow 40 ft.

STR 18 (+4) **DEX** 15 (+2) **CON** 14 (+2) **INT** 6 (-2)

WIS 13 (+1) **CHA** 12 (+1)

Saving Throws Con +5, Wis +4

Skills Perception +4, Insight +4, Stealth +5

Damage Resistances fire

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The grasa drake three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. On a successful hit the target must make a DC 13 Constitution saving throw or take 4 (1d8) poison damage and become poisoned for 1d4 rounds.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) lightning damage.

Lightning Breath (Recharge 5-6). The drake exhales lightning in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.



ORNAUBLE DRAKE

ANATOMY AND PHYSIOLOGY

Shining like a gem in the sun, ornauble drakes are rare jewels found in shimmering colors of teal, pink, purple, and orange. Their bodies are large and well-built. Though their size and strength is apparent, they carry themselves with a graceful ease. Ornauble drakes possess four powerful legs, two large mighty wings, and a thick tail. When first encountering this drake most are extremely intimidated.

BEHAVIOR AND TACTICS

One of the more intelligent breeds of drake, ornaubles like to keep to themselves and are not commonly bred due to their shy nature. Though skittish, they are nosy and will closely follow travelers and attempt to listen to their thoughts. If approached aggressively or too quickly, an ornauble drake will blast its assailant with psychic damage and then try to escape. It is rare for an ornauble drake to fatally injure anything, as they attempt to flee combat before resorting to force. Ornaubles are the only breed of drake that are herbivores, preferring to eat flowers, berries, and small trees.

ECOLOGY AND HISTORY

Most ornauble drakes that are bred and sold find themselves staying in their natural home of Sillirai. They are sometimes sold or loaned to others, but seem most at home with amari owners. Ornauble drake research began within the last century, and the capacity in which ornaubles are used stretches far beyond that of other drakes. The depth of their intelligence, like that of other Sillirian creatures, is still somewhat shrouded in mystery.

MISCELLANEOUS

Ornauble drakes were used to great effect during the Darkest War by those fighting the Shattered Hand. Their psychic abilities and capacity to detect thoughts and feel empathy were extremely useful tools on the battlefields of war. The vastborn were often unaware of the ornauble drake's unique talents and would discard them as non-threatening while the drake was able to assess the foe in detail. Today, many of the ornauble drakes that are purchased are used as large service animals and are a calming force for those in need. Due to their rarity, these drakes are sold for 5,000 gold and are typically only used as companions or service creatures.



ORNAUBLE DRAKE CR 5

Large dragon, neutral

Armor Class 14 (natural armor)

Hit Points 117 (18d10 + 18)

Speed 40 ft., 80 ft.

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

Saving Throws Int +1, Wis +5, Cha +6

Skills Insight +4, Perception +4

Damage Resistances cold, poison, bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities psychic

Condition Immunities poisoned, charmed, frightened

Senses darkvision 120 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 5 (1,800 XP)

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

At will: *detect thoughts*

ACTIONS

Multiattack. The ornauble drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Mind Break Breath (Recharge 5-6). The drake exhales psychic energy in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.



PEDUGE DRAKE

ANATOMY AND PHYSIOLOGY

Those who encounter peduge drakes usually find them plain, dull, and overall unremarkable. Their dry gray scales leave much to desire when compared to more striking variants of drake breeds. Though they are generally unexceptional to behold, the peduge drakes have a secret: they can camouflage themselves to match their surroundings much like a chameleon. The peduge drakes are large creatures with four long legs, two short but strong wings, and an oddly flat tail.

BEHAVIOR AND TACTICS

Peduge drakes are known for their feral-like nature to defend first and then run away. They will bite, claw, and set fire to anything that stands between them and freedom. Once free of their adversary, peduge drakes will fly a short distance away and blend in with their surroundings to hide. While they can camouflage themselves, they generally only do this when threatened, or when explicitly told to do so by a rider they are sufficiently bonded to.

ECOLOGY AND HISTORY

Peduge drakes were originally found by the zi'Snorap family of Darastrix while traveling the world looking for new drakes they could breed. For a while, the peduge drake eluded the family, but they were able to bring other drake breeds to Aurezia to lure the peduge drakes out of hiding. Peduge drakes thoroughly enjoy the company of other drakes, regardless of breed, considering them all friends. This agreeable trait makes the peduge drake one of the best candidates for successful crossbreeding.

MISCELLANEOUS

A surprising fact about peduge drakes is that they like to hide in cities. City-dwelling peduge drakes, primarily in Aurez City, eat garbage due to its easy availability. There are even certain drake breeders that sell these drakes to the city itself in order to dispose of non-threatening organic garbage items. You can purchase your very own garbage eating, drake-loving peduge for a mere 3,000 gold.

PEDUGE DRAKE CR 6

Large dragon, neutral

Armor Class 15 (natural armor)

Hit Points 123 (19d10 + 19)

Speed 40 ft., fly 80 ft., climb 40ft.

STR 14 (+2) **DEX** 19 (+4) **CON** 12 (+1) **INT** 6 (-2)

WIS 12 (+1) **CHA** 13 (+1)

Saving Throws Dex +7, Wis +4

Skills Perception +4, Investigation +4, Stealth +5

Damage Resistances acid

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The peduge drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The drake exhales flames in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.



RAYATTA DRAKE

ANATOMY AND PHYSIOLOGY

Significantly different from other breeds of drakes, rayatta drakes are small and have long, almost serpentine bodies, with four short slender limbs and two small wings extending from behind their uppermost legs. Their bodies are generally pastel variants of red, orange, yellow, and pink. Rare rayatta drakes are found in hues of blues and purples. Rayatta drake bodies have a slight sheen to them that glitters in the sunlight.

BEHAVIOR AND TACTICS

Rayatta drakes are often docile and are said to grant boons to those worthy of their blessing. However, if provoked or moved unwillingly from their homes, they will attack. Rayatta drakes have a malicious fire breath attack and much like other drakes, will fiercely combat their foes by clawing and biting until they're free. If one successfully captures a wild rayatta drake there is a good chance their luck will forever change for the worse.

ECOLOGY AND HISTORY

For the most part, rayatta drakes are wild and live near remote shrines found throughout Washu. These highly magical drakes thrive on sacred ground. Occasionally, they will grant boons to those fate has smiled upon. The presence of rayatta drakes within Washu boosts the nation's tourism industry, as people often flock to remote shrines in the hopes of being blessed by these creatures. Many wish to own these drakes, but they are not easily bred in captivity and they are rarely sold.

MISCELLANEOUS

While most view the rayatta drake as lucky, some view these drakes as unlucky. Those who capture wild rayatta often find that they quickly meet misfortune that may or may not go away upon the release of the drake. Those wishing to purchase a rayatta drake can do so through a licensed drake breeder. However, the rayatta sold from breeders are offspring from a long line of rayatta drakes that have been bred in captivity and sadly are unaware of how their wild brethren live. Rayatta drakes can be purchased for 6,500 gold.



RAYATTA DRAKE CR 8

Small dragon, neutral

Armor Class 16 (natural armor)

Hit Points 126 (23d6 + 46)

Speed 20 ft., fly 40 ft.

STR 14 (+2) **DEX** 19 (+4) **CON** 14 (+2) **INT** 6 (-2) **WIS** 19 (+4) **CHA** 15 (+2)

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

Skills Perception +7, Insight +7, Stealth +7

Damage Resistances cold, lightning, acid, fire

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages understands Draconic but can't speak

Challenge 8 (3,900 XP)

Grant Boon. A rayatta drake, if it finds a suitable person, can impart a certain amount of luck onto the creature. Once per week, a rayatta drake can imbue one creature with a measure of fate guidance, granting a +1 bonus to all attack rolls, saving throws, and ability checks for the next week.

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

At will: *mage armor*

3/day each: *gust of wind*

1/day each: *haste*

ACTIONS

Multiattack. The rayatta drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The drake exhales fire in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.



STESIA DRAKE

ANATOMY AND PHYSIOLOGY

Stesia drakes are medium-sized drakes with four gangling legs, two dragon-like wings, and an elegant flowing tail that has a strange, almost fluffy appearance. Their scales are often solid white, black, or gray, or they can be found in any combination of the three colors with various patterns. Their scales are soft and fur-like in several areas, which makes them a more cuddly breed of drake.

BEHAVIOR AND TACTICS

With temperamental demeanors similar to that of a house cat, stesia drakes are harmless when properly trained. However, feral stesia drakes can be a problem when in packs. When grouped up they are relentless and will play games with their prey until finally closing in and attacking. These drakes have an unmatched ability to track prey, and they will use their sonic breath on enemies before striking with their claws and biting.

ECOLOGY AND HISTORY

Stesia drakes are commonplace in homes throughout Vavaire as companion animals. They are considered a mix of a cat and dog, with the behavior of a cat but in a dog-sized body. Stesia drakes are also bred and used as mounts for halflings, gnomes, and the occasional kobold.

MISCELLANEOUS

In Vavaire, stesia drakes are used in place of dogs as hunting companions. Their uncanny ability to track on any terrain make them an asset. A fabled childhood tale sprouted from this ability of theirs in the form of Ceelaz, a story of a stesia drake who found a lost party of children in the woods and helped them find their way home. Stesia drakes can be purchased as a companion or mount for 2,000 gold.



Medium dragon, neutral

Armor Class 16 (natural armor)

Hit Points 81 (18d8)

Speed 50 ft., fly 90 ft.

STR 12 (+1) **DEX** 20 (+5) **CON** 11 (+0) **INT** 6 (-2) **WIS** 12 (+1) **CHA** 12 (+1)

Saving Throws Dex +8, Wis +4

Skills Perception +4, Stealth +8, Survival +4

Damage Resistances cold, acid

Damage Immunities thunder

Condition Immunities deafened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Draconic but can't speak

Challenge 4 (1,100 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 5) slashing damage.

Sonic Breath (Recharge 5-6). The drake exhales waves of sonic energy in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one.



XEYST DRAKE

ANATOMY AND PHYSIOLOGY

Xeyst drakes are large drakes whose four robust legs, two fierce wings, and wide tail are the definition of power. These drakes are generally a variation of white, sometimes featuring hints of pink, blue, and purple in their coloration. Their light coloring makes it easy for them to hide in snow and rain.

BEHAVIOR AND TACTICS

Xeyst drakes have a mild temperament and are generally patient, but they become angry if overheated. They're relatively unique among drake breeds in that they are able to attack with cold damage, hide in snow, and predict certain weather types. Xeysts will only attack if angry or threatened. Wild xeyst drakes normally live in nests with 5-10 other drakes and avoid humanoid contact.

ECOLOGY AND HISTORY

This breed of drake is best acclimated to cool temperatures, making the nation of Isild the perfect home for them. It is best to not overheat xeysts, as it can make them ill. One can tell if your drake is becoming overheated if it becomes weak and hostile. Xeysts can determine weather patterns for the upcoming week or so, predicting if there will be rainfall, snow, blizzards, or fog. This trait is vital in traversing the oftentimes volatile weather of Isild.

MISCELLANEOUS

Pivotal during Kurzen's Beckoning, xeyst drakes are able to navigate strange weather and have the ability to camouflage themselves in their surroundings. Warriors using xeyst drakes as their mount often perch in trees and charge at enemies either above or below. You can own a xeyst for the low, low price of 3,000 gold.

XEYST DRAKE CR 6

Large dragon, neutral

Armor Class 15 (natural armor)

Hit Points 127 (17d10 + 34)

Speed 40 ft., fly 80 ft.

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

CHA 13 (+1)

Saving Throws Dex +6, Con +5

Skills Perception +4, Stealth +5

Damage Resistances acid, lightning

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

Icewalk. A xeyst drake ignores the effect of difficult terrain created by ice and snow.

Weatherborn. A xeyst drake is able to determine the natural weather patterns of the surrounding area of five miles within the next week with near perfect precision. A xeyst drake ignores the penalties related to inclement weather natural to the terrain in which it resides. Such as those from heavy rainfall, snow, blizzards, and fog; but not from weather such as dust storms, hurricanes, tornadoes and the like.

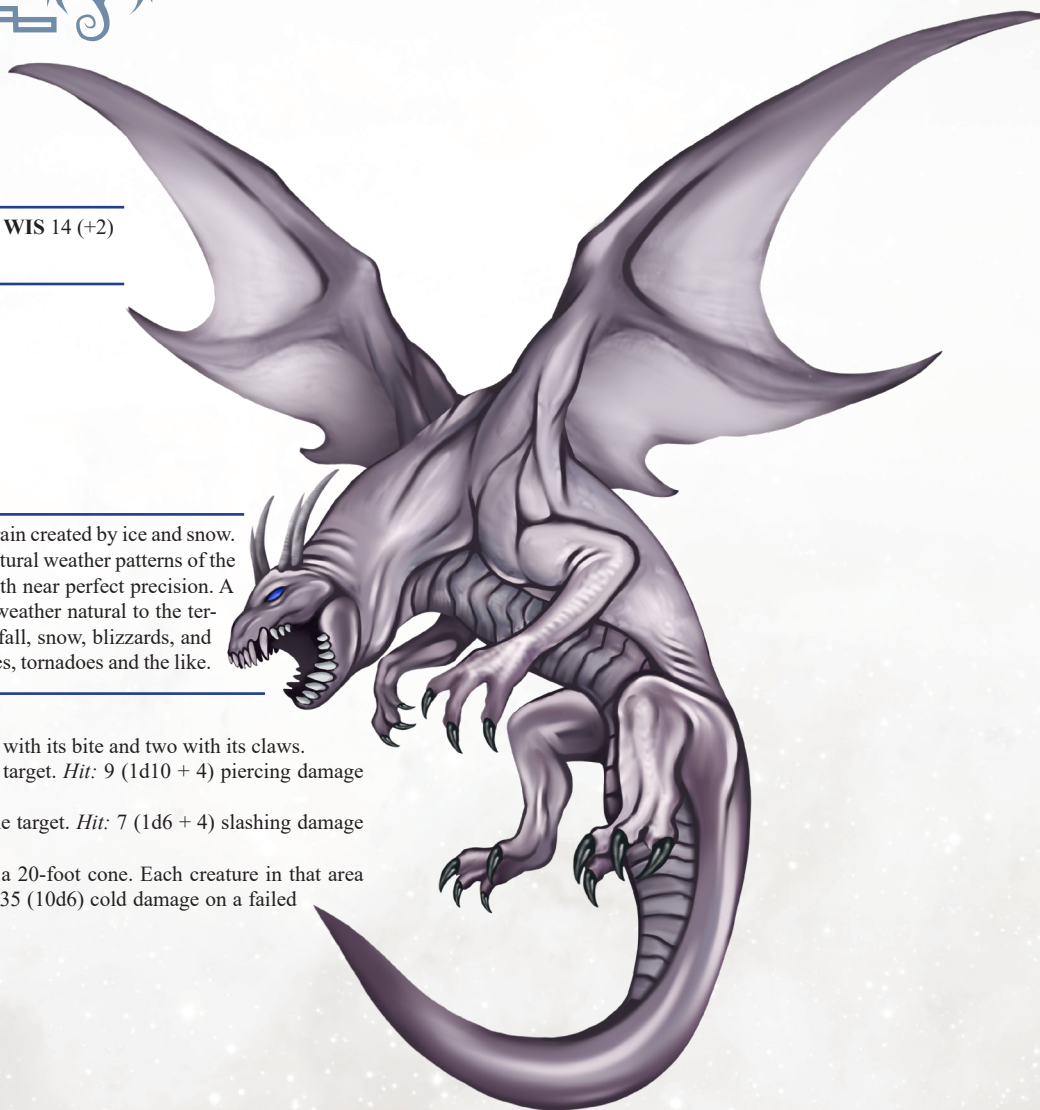
ACTIONS

Multiattack. The xeyst drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) cold damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Ice Breath (Recharge 5-6). The drake exhales ice in a 20-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.



ZEHAV DRAKE

ANATOMY AND PHYSIOLOGY

Zehav drakes are beautiful blue and green creatures who blend in effortlessly with both the sea and the sky. They are equally comfortable flying and swimming. The thin body of the zehav drake is capable of moving nimbly through clouds before dipping gracefully into the water below. They are supported by four legs ending in flipper-like feet, two webbed fin-like wings, and a finned tail.

BEHAVIOR AND TACTICS

Zehav drakes are well behaved and extremely friendly. They do not fight outside of necessary combat or when their lives are in danger. They are able to blast their enemies with sonic damage, and their signature move is to grab enemies and pull them onto land or into water. This practice sometimes results in them flying into the air and dropping a grabbed foe from a great height, preferably into the ocean below.

ECOLOGY AND HISTORY

Zehav drakes hail from Venoch. They are amphibious but can live on land indefinitely as long as there is a water source nearby, making most nations a suitable home for their breed. Zehavs are preferred by seafarers and fishermen for their ability to go between land and sea. Zehav drakes have even been known to save fishing vessels from horrendous attacks from other ships and large sea creatures.

MISCELLANEOUS

The naturally docile nature of the zehav drake makes them a great breed to have around children. Many Venocian festivals use zehav drakes as a form of amusement, with trained drakes taking children on short rides over land and sea (with supervision, of course). Zehav drakes are also capable of taking thrillseekers on a twisting high-speed adventure, if one wishes. To own a zehav drake, one should be prepared to spend a minimum of 3,000 gold.



ZEHAV DRAKE CR 6

Large dragon, neutral

Armor Class 15 (natural armor)

Hit Points 127 (17d10 + 34)

Speed 40 ft., fly 80 ft., swim 80 ft.

STR 18 (+4) **DEX** 16 (+3) **CON** 14 (+2) **INT** 6 (-2) **WIS** 14 (+2) **CHA** 13 (+1)

Saving Throws Dex +6, Con +5

Skills Perception +4, Stealth +5

Damage Resistances acid, lightning, cold, thunder

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

Amphibious. The zehav drake can breathe air and water.

ACTIONS

Multiattack. The zehav drake makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage and the target is grappled (escape DC 14). Until the grapple ends, the target is restrained, and the drake can't bite another target. The target also automatically fails any save it makes to resist the drake's sonic breath.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Sonic Breath (Recharge 5-6). The drake exhales sonic waves in a 20-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 35 (10d6) thunder damage on a failed save, or half as much damage on a successful one.



ERYGAN BABY PHOENIX

ANATOMY AND PHYSIOLOGY

The Erygan phoenix is rather docile as a chick. Their feathers are a beautiful flame red with orange highlights. Due to their small size during infancy, they are quite fragile. Even so, these younger phoenixes still possess many of the fire-based abilities that their adult brethren are known for. The most notable ability belonging to the Erygan phoenix is its capability of being reborn in a fiery plume if it perishes.

BEHAVIOR AND TACTICS

During its infant state, the Erygan phoenix tends to be docile and easy to approach. They'll often form strong bonds with individuals who care for them at this age. As they get older, they maintain these bonds, but it becomes increasingly more difficult to form new bonds. When they feel threatened they let loose whatever means of attack they can to defend themselves. This often involves large amounts of flame that they are not reserved with. This display is typically meant to draw the attention of whatever entity is caring for the phoenix so it can get help.

ECOLOGY AND HISTORY

The Erygan phoenix was thought to be extinct for a long time. An adult has not been spotted since before the First Empire War. It was after the Darkest War that travelers and merchants began finding eggs of these magnificent birds in the heat of the Erygan landscape. They have slowly become a staple in Erygan marketplaces, but only the babies are widespread. The fate of the adults is unknown, though it is not likely that there are more than a dozen still alive in the wild.

MISCELLANEOUS

The price of phoenix eggs and hatchlings varies wildly depending on the market one is in. In a typical Erygan market one might be able to acquire an Erygan phoenix hatchling for five or six thousand gold pieces. Elsewhere in the world they are worth even more. Their exotic plumage and magical abilities are quite desirable. Many alchemical recipes call for adult phoenix feathers or tears from the beasts. This has sparked a surge from the alchemical community to start purchasing these creatures young in hopes of raising them for ingredients later on.



ERYGAN BABY PHOENIX CR 1

Tiny monstrosity, lawful good

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 10 ft., fly 60 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Immunities fire

Languages Erygan

Challenge 1 (200 XP)

Keen Sight. The Erygan baby phoenix has advantage on Wisdom (Perception) checks that rely on sight.

Fiery Rebirth. When the phoenix dies it bursts into flames. Any creature within 5 feet of the phoenix must succeed on a DC 14 Dexterity saving throw or take 11 (3d6) fire damage or half as much on a success. After the explosion an egg that hatches a new Erygan phoenix is left where the phoenix was.

This egg hatches in 3d12 days

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

Fiery Wingbeat (Recharge 6). The Erygan baby phoenix beats its wings in a method that flares the fiery plumes in the phoenix's feathers, which launches a 15-foot cone of fire outward. Creatures within the cone must make a DC 14 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.



ETERNAL CULTIST

ANATOMY AND PHYSIOLOGY

Intricately embroidered robes flow around this creature as it glides along the ground, appearing to move with thought instead of motion. The hooded figure stands roughly the height of a human. The features of eternal cultists are hidden behind a veil of pierceless shadow, unable to be discerned by even the most powerful magic, as if they have been purposefully erased from existence. Arcane magic crackles in the air around them.

BEHAVIOR AND TACTICS

Eternal cultists are purposeful creatures, never taking action that would put their immortal bodies in direct danger. The sheer power of the arcane projected by the cultists is incredible, rivaling even the Archfaer of Synethil. Layers of protective enchantments prevent most damage to their bodies. When faced with a disadvantage eternal cultists will flee, typically using teleportation. They tend to utilize the most powerful advantage they have over their foes: time.

ECOLOGY AND HISTORY

Eternal cultists are humanoids of Oseptian descent, forever bound to the Anuald they served millennia ago. Sewn into their robes are runes and inscriptions that forever tie their mortal shells to the robes that tie them to the Anuald. As long as the Anuald live, so do the eternal cultists. While few in number and solitary individuals, eternal cultists all possess the same goal: to reawaken the devastation and might of the Anuald, bringing order to this chaotic world.

MISCELLANEOUS

While unable to be properly destroyed, eternal cultists can be defeated in combat. Upon their dissolution, their items of immense capability are left behind, including an empty husk of a robe. This garment itself cannot be contained or controlled in any way and will eventually dissolve into raw ether, reforming elsewhere to continue the cultist's endless campaign.

ETERNAL CULTIST CR 13

Medium undead, neutral evil

Armor Class 13 (15 with mage armor)

Hit Points 98 (28d8 + 28)

Speed 30 ft.

STR 13 (+1) **DEX** 20 (+5) **CON** 8 (-1) **INT** 20 (+5) **WIS** 17 (+3) **CHA** 18 (+4)

Saving Throws Dex +8, Wis +8

Skills Perception +8

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities poison

Condition Immunities poisoned, charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 18

Languages Any 5 languages

Challenge 13 (10,000 XP)

Charming Gaze. When a creature that can see the eternal cultist's eyes starts its turn within 30 feet of the eternal cultist, the eternal cultist can force it to make a DC 16 Wisdom saving throw if the eternal cultist isn't incapacitated and can see the creature. On a failure the creature is charmed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once a creature successfully saves against the eternal cultist's Charming Gaze, they are immune to its effects for 24 hours. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the eternal cultist until the start of its next turn, when it can avert its eyes again. If the creature looks at the eternal cultist in the meantime, it must immediately make the save.

Spellcasting. The eternal cultist is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The eternal cultist can cast *nondetection* and *tongues* at will and has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *light*, *mending*, *shocking grasp*

1st level (4 slots): *color spray*, *mage armor*, *magic missile*, *false life*

2nd level (3 slots): *acid arrow*, *blindness/deafness*, *ray of enfeeblement*

3rd level (3 slots): *haste*, *lightning bolt*, *major image*

4th level (3 slots): *confusion*, *dimension door*, *fire shield*

5th level (2 slots): *cone of cold*, *hold monster*

6th level (1 slot): *chain lightning*

7th level (1 slot): *finger of death*

ACTIONS

Aura of Menace. A menacing aura surrounds an eternal cultist. Any creature the eternal cultist chooses within a 20-foot radius must succeed on a DC 16 Wisdom saving throw. On a failure a creature has disadvantage on attacks and saving throws for 24 hours. This effect can be removed using a *greater restoration* spell or similar effect. On a success or after the effect has been removed a creature is immune to the eternal cultist's Aura of Menace for 24 hours.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 5) piercing damage.



FORGE SPRITE

ANATOMY AND PHYSIOLOGY

The shifting ashes and fire that composes the body of a forge sprite resemble the slag and refuse of forges, the creature's primary residence. Forge sprites typically take the form of humanoids much like the smiths they live among. Their inner heat can fuel a forge without the need for fuel for quite some time, and most smiths consider them blessings and good omens.

BEHAVIOR AND TACTICS

Forge sprites utilize their internal temperature to their advantage, burning creatures with their strikes. Forge sprites that are in proximity to one another and overwhelmed will combine into a larger and more powerful forge sprite at the cost of their individual actions. Forge sprites almost always rely on group tactics and will typically flee if faced alone, usually setting whatever they touch on fire to ensure their escape.

ECOLOGY AND HISTORY

Forge sprites are creatures native to Vathis, but their origins appear to be otherworldly in nature. They reside in forges, smithies, and furnaces; anywhere heat is generated by civilization. They prefer the intense heat of metallurgy and large numbers of them can be found in manufacturing centers across Vathis, especially in Mythrayne. They are almost never viewed as pests, though some do not take kindly to what can be perceived as outside influence in their work.

MISCELLANEOUS

Due to the inhospitable intense heat they like to call home, little is known about the existence and reproduction method of the forge sprites. Large numbers of them have been spotted in the recent decades following the discovery of eldria and adoption of mass manufacturing processes. Dwarves of Mythrayne tell tales of dozens of forge sprites swimming in molten metal in foundries. Upon further inspecting the end product of that metal, it would appear that a significant number of the impurities in the metal have been removed.

FORGE SPRITE CR 1

Small elemental, neutral

Armor Class 14 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 20 ft.

STR 16 (+3) **DEX** 10 (0) **CON** 14 (+2) **INT** 7 (-2) **WIS** 12 (+1) **CHA** 10 (0)

Skills Athletics +5, Perception +3

Damage Resistances fire, lightning

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Mythic

Challenge 1 (200 XP)

Combine. As an action, two small forge sprites can meld together to form a medium forge sprite. The medium forge sprites hit points are equal to the current hit points of both forge sprites added together. All slam attacks from the medium forge sprite deal an additional 2 (1d4) fire damage. The medium forge sprite maintains all other statistics of the smaller forge sprite.

Sweltering Body. Whenever a creature successfully hits a forge sprite with a melee weapon attack, the creature takes 1d4 fire damage.

ACTIONS

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



FORSAKEN

PLACE IN THE WORLD

Hidden away deep in forgotten ruins, the forsaken guard some of the most powerful relics and secrets of Vathis' past. While they are primarily located in the sandy dunes of the Nashendasorn Desert, and the harsh terrain south of the Angylis, there are rumors of these strange and dangerous constructs popping up in other parts of the world. The forsaken lie in old tombs, temples, and crypts from a time long forgotten. There they rest guarding and watching the many treasures of their ancient masters. The average Vathis citizen likely knows very little about the forsaken, nor will they ever encounter one of these creations unless they go looking for them. Due to their nature, the forsaken are relatively stationary beings that do not seek to leave the area in which where they are stationed. Upon creation they are given tasks, and they keep to those tasks for as long as they are able. Should their task be something more sinister than guarding the dark places they reside, or should one be released upon the world in any other capacity, then there is cause for alarm, for the forsaken stop for nothing. They only seek to do their masters bidding to whatever end, be it good or ill.

HISTORY

Long before the scope of most modern history, the beings known as the Anuald waged a terrible war against the gods. The Anuald were powerful magic users who rose in power enough to combat the deities directly. In response, the deities rallied their followers against the Anuald. To meet this holy army of mortals, the Anuald erected an army of their own. Their forces consisted primarily of arcane constructs armored in metal, stone, and magic. These innately magical and ever obedient creatures have come to be known collectively as the forsaken. While most of the constructs were wiped out in the lengthy conflict known as The Divine Sands War, many of the constructs lingered on long after the fall of the Anuald. Hidden away in secret tombs and ruins, the remaining forsaken were lost to the annals of time until more recent history. The Darkest War shifted the sands of the world both figuratively and literally and unearthed many forgotten Anuald temples where the forsaken reside.

PHYSIOLOGY

The forsaken are found in a number of differing forms, and they vary drastically in size and construction. Their physical forms largely depend on the purpose for which they were constructed. Ranging from human-like entities wielding weapons as foot soldiers to huge hovering metallic masses with twisting tentacles, the shapes the forsaken take were limited only by the diabolical imaginations of their creators. However, they share a few key similarities due to the very nature of their construction. The first is an outer layer of formidable armor. All forsaken are covered in thick, metallic armor, making them durable and physically imposing foes. Secondly, all forsaken are powered and sustained by the same dark arcane energy of their creators. These everlasting enchantments ensure that unless completely dispelled or destroyed—both tasks

easier said than done—a forsaken will linger on doing their master's bidding, even long after their masters have perished.

OUTLOOK

The people of Vathis have largely forgotten the true might of the Anuald and their forsaken constructs, as the Divine Sands War occurred hundreds of years ago and left a curse of oblivion in its wake. What knowledge remains of the Anuald and the forsaken is hidden in old dusty tomes and documents from ages long past, buried in the dark forgotten corners of the libraries of Vathis. Tales of these metal and stone guardians and their nightmarish arcane master are akin to fairy tales told to the children of Vathis to exemplify the glory of the gods who defeat all opposition. Only those brave or foolish enough to journey into the ancient tombs of the Anuald have witnessed the forsaken firsthand and can attest to the lingering magics of a foe once thought extinguished.

RELICS OF THE ANUALD

The majority of the forsaken were created to fight in the Divine Sands War and were destroyed in that very same combat. As such, most of the remaining forsaken are not true combatants bequeathed with missions to attack or destroy foes. Instead, the bulk of these remaining constructs have been commanded to guard various relics and items of power that the Anuald used, or had planned to use, in their nefarious plots. The forsaken will go to whatever end to protect these artifacts, but those skilled enough to defeat the forsaken and other defenses placed before these treasures are almost guaranteed untold power. Eyes of Vathis agents know the forsaken better than most, as they are occasionally tasked with venturing into Anuald tombs and temples to find these relics and return them to the safety of the Eyes where they won't cause harm to the modern world.



FORSAKEN CRASHER

ANATOMY AND PHYSIOLOGY

This brassy colored ancient stone construct prowls the Angylis Sea searching for enemies of a bygone age. The forsaken crasher is a massive squid-like barnacle-encrusted construct who wanders the depths of the sea, revealed only by the inner glow of the magic propelling it ever onward. The crasher is known to occasionally ascend to the surface, latching onto seafaring vessels and dragging the sailors aboard to a dark, watery grave.

BEHAVIOR AND TACTICS

Upon discovering a target the forsaken crasher will rapidly attack its foe with tentacles, pulling the unfortunate creature or vessel straight into a maw of whirring stone teeth. These teeth possess the ability to burrow through even the toughest of hulls as the crasher's tentacles fend off swimming enemies and emit electricity and paralysis unto foes. These forsaken are indisputably some of the most dangerous beings lurking in the Angylis Sea.

ECOLOGY AND HISTORY

The precise number of forsaken crashers remaining in the world is unknown, but the sea floor of the Angylis is littered with their corpses. What seafaring entity they were originally designed to combat is unknown, and the Angylis Sea can sometimes go years without facing an attack from one. As soon as captains begin to discount their ferocity, dozens will simultaneously attack ships across the entire breadth of the Angylis, reinvigorating the age-old hunt for them.

MISCELLANEOUS

The remains of forsaken crashers are hard to locate and recover, but every so often a partially intact one will wash ashore in Osept, Erygis, or Venoach. The metals found within their stonework that grant them mobility are intricately carved, and many have attempted to recreate a whole crasher from the pieces left behind. It is widely believed that if any single military could construct their own crashers, it would forever change the power dynamic of the Angylis Sea.



Huge construct, neutral

Armor Class 16 (natural armor)

Hit Points 196 (17d12 + 85)

Speed 50 ft., climb 50 ft., swim 100 ft.

STR 25 (+7) **DEX** 14 (+2) **CON** 20 (+5) **INT** 1 (-5) **WIS** 20 (+5)
CHA 2 (-4)

Saving Throws Dex +7

Skills Athletics +12, Perception +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 20

Languages —

Challenge 16 (15,000 XP)

Innate Spellcasting. The forsaken crasher's innate spellcasting ability is Wisdom (spell save DC 18). The forsaken crasher can innately cast the following spells, requiring no material components.

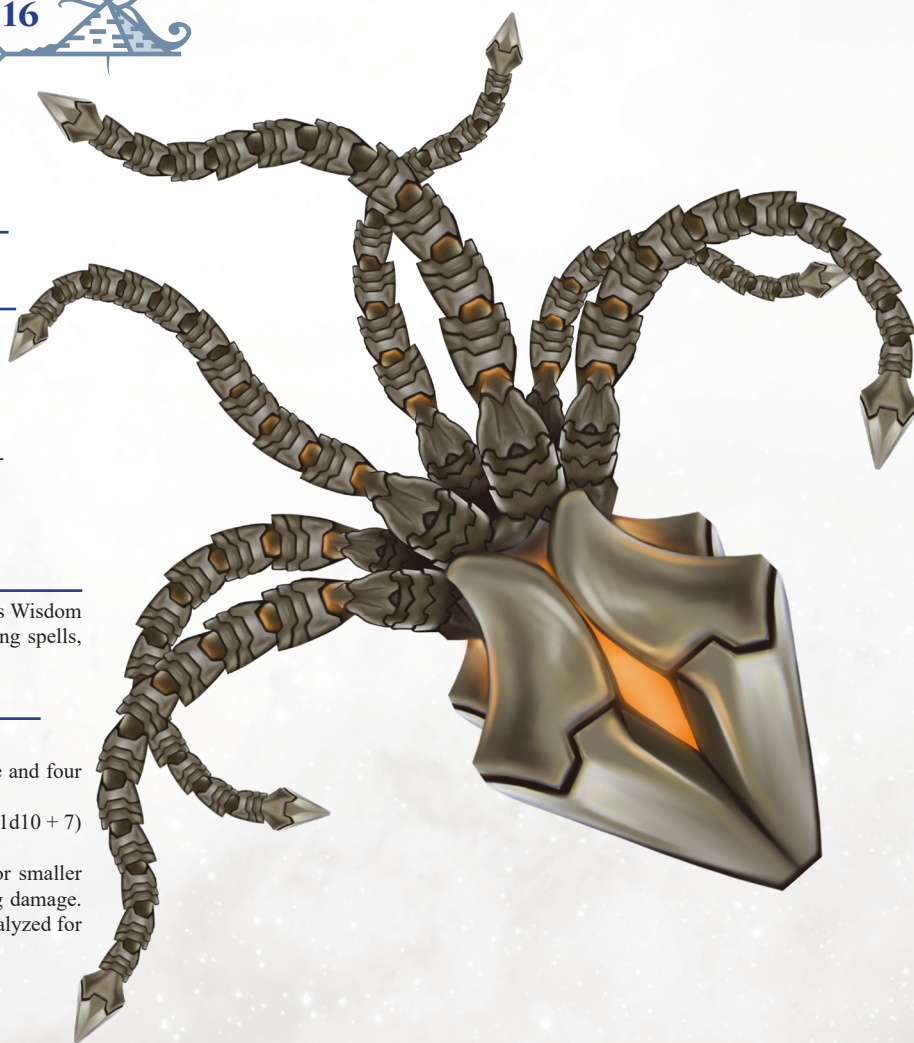
3/day: *hold monster*, *lightning bolt*

ACTIONS

Multiattack. The forsaken crasher makes five attacks, one with its bite and four with its tentacles.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one Large or smaller creature. *Hit:* 14 (2d6 + 7) bludgeoning damage plus 4 (1d6) lightning damage. The target must also make a DC 17 Constitution saving throw or be paralyzed for 1 round.



FORSAKEN PROTECTOR

ANATOMY AND PHYSIOLOGY

A swiveling lensed ball rotates freely upon the shoulders of this dark, hulking humanoid. This construct, the infamous forsaken protector, carries a large tower shield and a halberd. As a defensive construct designed with protection in mind, it looks ready to react immediately to any perceived threat.

BEHAVIOR AND TACTICS

The forsaken protector is bound to a single arcane mage until the mage's life comes to an end, something the forsaken protector wishes to prevent at all costs. Magical assaults against the protector seem to roll right off of its shield, leaving both the chassis of protector and the body of the person it's defending completely unharmed.

ECOLOGY AND HISTORY

Like all forsaken constructs, forsaken protectors are remnants from the heights of the Anuald Empire that once covered the lands of Osept and Erygis. Legends state that the forsaken protectors originally defended some of the most powerful mages of the ancient world, and they were the initial inspiration for the samurai legions of Washu. In today's day and age, the world's remaining forsaken protectors are closely guarded by the mages to which they are bound.

MISCELLANEOUS

Credible rumors of unbound forsaken protectors sell for a high price, especially in the mage lands of Washu. While most rumors end up fruitless, every so often a new forsaken protector is discovered. Even so, destroying these powerful constructs is no easy task, and it is typically easier to kill those they are bound to rather than the construct itself, freeing the forsaken protector from its arcane bond. Actively circulating reports claim that the secret of their creation is being traded across the less savory areas of Washu for a monumental sum.



FORSAKEN PROTECTOR CR 5

Medium construct, neutral

Armor Class 18 (breast plate, shield)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 2 (-4)

Saving Throws Con +6, Dex +5

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Understands the language of its bound mage, but cannot speak

Challenge 5 (1,800 XP)

Magebound. A forsaken protector is bound to a single spellcaster. It can only be bound to one such spellcaster at a time. If the spellcaster it is bound to dies, it is possible to bind a new spellcaster to the forsaken protector. In which case, the effects of the binding transfer. This bound spellcaster is referred to as the Mage.

Bound Defenses. As long as the Mage is within 5 ft. of the bound forsaken protector, the Mage gains significant defensive bonuses. At the start of his turn, as a free action, the Mage may choose to gain either a +2 bonus to their AC, gain resistance to bludgeoning, piercing and slashing damage, or gain advantage on any saving throw imposed by a spell. This bonus applies until the beginning of the Mage's next turn. The Mage may choose a new defensive bonus at the beginning of her turn.

Hinder Spellcasting. Whenever a creature attempts to cast a spell within 10 ft. of a forsaken protector, the caster must make a Constitution save DC 15 + spell level. On a failure, the spell is cast but has no discernible effect. This ability does not affect the Mage the forsaken protector is bound to.

ACTIONS

Multiattack. The forsaken protector makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) damage.

REACTIONS

Sword Deflection. As long as the Mage is adjacent to the forsaken protector, any time a ranged attack is made that targets the Mage, the forsaken protector will make an attack roll with its longsword. If the attack roll meets or exceeds the attack roll of the ranged attack, the attack misses the Mage.



FORSAKEN SEEKER

ANATOMY AND PHYSIOLOGY

The forsaken seeker is an airborne diamond-shaped stone construct that flies close to the ground at high rates of speed. It possesses eight tentacle-like appendages that wave in the air, constantly seeking out its chosen targets. A visible arc of blue electricity flows around the tips of the seeker's tentacles. The inner core of the forsaken seeker's body cycles through various colors of illumination, as if the creature is cycling through different lenses.

BEHAVIOR AND TACTICS

The forsaken seeker appears to specifically target those who gain power from the deities, particularly clerics of the world's major religions. It will capture and swiftly flee with its prey, however, if the target puts up a daunting fight, the forsaken seeker will attack its enemy with tentacles and darts of arcane force. After defeating its foe, the forsaken seeker will drag the corpse away to a secure location.

ECOLOGY AND HISTORY

The forsaken seeker has terrorized the populaces of southern Vavaire, Osept, Rancagesh, and Erygis for centuries. Though seemingly few in number, attacks by forsaken seekers never seem to abate, regardless of how many of them are destroyed. Carvings of ancient temples and structures in Osept and Erygis have made mention of the forsaken seekers, noting how they specifically target those of religious significance to the deities.

MISCELLANEOUS

Forsaken seekers will ignore all non-divine creatures unless they pose a real, tangible threat to the seeker's livelihood. Vandiel and Crystal Watcher cultists seem to be completely immune to their tracking abilities and are largely disregarded by the forsaken seekers, as well as those of martial or other spellcasting sources. The reason behind their singular purpose is up for fierce debate, but regardless of why, the outcome is the same: those who end up in the clutches of a forsaken seeker are never heard from again. It is said that those stolen away by the seekers are brought to a place that even the deities themselves cannot see.



FORSAKEN SEEKER CR 5

Medium construct, neutral

Armor Class 14 (natural armor)

Hit Points 105 (14d8 + 42)

Speed fly 30 ft.

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

CHA 2 (-4)

Saving Throws Dex +4, Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Detect Faith The forsaken seeker knows which deities are worshipped by each creature within 60 ft. of it, as well as if they are capable of casting divine magic.

Mark Prey. A target currently under the effect of a mark from arcane dart by this forsaken seeker is capable of being tracked across any distance on the same plane. The forsaken seeker knows the precise location, distance, and direction of the marked target. The creature also takes an additional 3 (1d6) force damage whenever the forsaken protector hits the marked creature with an attack.

ACTIONS

Multiattack. The forsaken seeker makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) damage.

Arcane Dart. *Ranged Weapon Attack:* +3 to hit, range 60/100 ft., one target. *Hit:* 6 (2d4 + 1) A creature struck with this is considered marked for purposes of mark prey. The forsaken seeker may only mark one target at a time.



FORSAKEN TEMPLE GUARDIAN

ANATOMY AND PHYSIOLOGY

This massive stone scorpion skitters through the thick and cloying jungle ruins of Rancagesh. A large tail dripping with acidic venom rests upon the back of the temple guardian, poised to strike at any moment. Two serrated claws work in tandem to snap at hapless intruders who wander into their territories. Arcane runes and ancient markings grant the scorpion construct vision, even though the temple guardian possesses no physical eye structure.

BEHAVIOR AND TACTICS

The forsaken temple guardians were created by the Anuald to protect and defend temples, shrines, and fortifications integral to the Anuald's efforts. They remain lying in wait for potential raiders and looters centuries after their masters have fallen. The forsaken temple guardians blend in effortlessly with the ruins in which they reside, appearing almost out of thin air to quickly dispatch intruders with claws capable of tearing giants in half. The vast majority of those strung by the venomous tail of the forsaken temple guardian die in agonizing pain.

ECOLOGY AND HISTORY

Certain locations spread throughout the expansive Anuald Empire were utilized in ancient rituals and magical experimentation which allowed the Anuald their rapid rise to power. The forsaken temple guardians were created to protect these locations and remain within them for all time, forever executing the will of their creators. Forsaken temple guardians are rarely found alone, and they have never been found outside of an Anuald ruin.

MISCELLANEOUS

While many intrepid and brave adventurers have attempted to delve into these ruins to discover the lost secrets of the Anuald, they almost always meet the forsaken temple guardians in their attempts. Very few have returned with their lives, and even fewer have returned with anything of value. During the Darkest War the Eyes of Vathis placed a bounty on artifacts related to the Anuald in an attempt to turn the tide of war against the invading hordes of fiends. This incentive remains active to this day, driving treasure seekers from across the world to Anuald ruins in search of riches and glory.



FORSAKEN TEMPLE GUARDIAN CR 7

Gargantuan construct, neutral

Armor Class 15 (natural armor)

Hit Points 155 (10d20 + 38)

Speed 20 ft.

STR 22 (+7) **DEX** 6 (-2) **CON** 20 (+5) **INT** 2 (-4) **WIS** 10 (0) **CHA** 4 (-3)

Saving Throws Str +10, Con +8

Skills Athletics +10, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses tremorsense 120 ft., passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Death Throes. When reduced to 0 hit points, the forsaken temple guardian explodes in a fiery blaze. Any creature within 10 ft. of the forsaken temple guardian must make a DC 13 Dexterity saving throw. On a failure a creature takes 5d6 fire damage. On a success a creature takes half as much damage.

Phasing Sentinel. The temple guardian can move through solid objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The forsaken temple guardian makes three attacks: two with its claws and one with its tail.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft. one target. *Hit:* 16 (2d8 + 7) slashing damage. The target is grappled (escape DC 15). A creature grappled in the way is also restrained. The forsaken temple guardian can only grapple two creatures at a time.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft. one target. *Hit:* 21 (4d6 + 7) piercing damage. The target must succeed on a DC 16 Con save or become poisoned for 1d6 rounds.



FORSAKEN WURM

ANATOMY AND PHYSIOLOGY

The sand rolls like an ocean wave as this massive one-hundred-foot-long stone worm burrows through the sand dunes of Osept at a startling speed. The forsaken wurm possesses a twenty-foot-wide gaping maw ringed with razor sharp adamantine teeth. This ancient construct moves with an innate fluidity a creature of its size should not possess, passing through loose sand and rock as if it were water.

BEHAVIOR AND TACTICS

The forsaken wurm consumes travelers and caravans passing through the Nashendasorn Desert. It seeks to swallow its prey whole, devouring even the largest creatures with ease. When faced with more difficult prey, the forsaken wurm constricts its body around them, slicing through flesh, armor, steel, and bone without discretion. The forsaken wurm's toughened hide prevents most magical assaults and physical attacks, leaving only the strongest metals capable of passing through its defenses.

ECOLOGY AND HISTORY

The role of the forsaken wurm in the Anuald's arsenal is widely debated by specialists in that era of history. This construct's size implies that an incredible amount of resources went into its construction, and sightings have confirmed at least five different specimens of forsaken worms in the deserts of Osept and Erygis. The remains of travelers and caravans caught by forsaken worms are never found. Current theories claim that the forsaken wurm deposits its victims in some hidden lair deep within the sands.

MISCELLANEOUS

Only once in the written history of Vathis was a forsaken wurm defeated, and this monumental occasion occurred at the height of the Darkest War. Much of the wurm's body was lost in the ever-shifting sands of the Nashendasorn Desert, but recovered portions contained powerful magical artifacts from the age of the Anuald Empire. Adventurers continue to scour the sands of the Nashendasorn to this day, focusing on the region where the great construct was destroyed and searching the sands for hidden loot and secrets beyond their wildest dreams.



FORSAKEN WURM CR 16

Gargantuan construct, neutral

Armor Class 13 (natural armor)

Hit Points 279 (18d20 + 90)

Speed 60 ft., burrow 60ft., climb 60 ft.

STR 26 (+8) **DEX** 13 (+1) **CON** 20 (+5) **INT** 1 (-5) **WIS** 20 (+5) **CHA** 2 (-4)

Saving Throws Wis +10, Cha +1

Damage Resistances bludgeoning, fire, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses tremorsense 60 ft., passive Perception 15

Languages —

Challenge 16 (15,000 XP)

Innate Spellcasting. The forsaken wurm's innate spellcasting ability is Wisdom (spell save DC 18). The forsaken wurm can innately cast the following spells, requiring no material components

At will: *scorching ray*

3/day each: *disintegrate*, *antimagic field*

1/day each: *sunburst*

ACTIONS

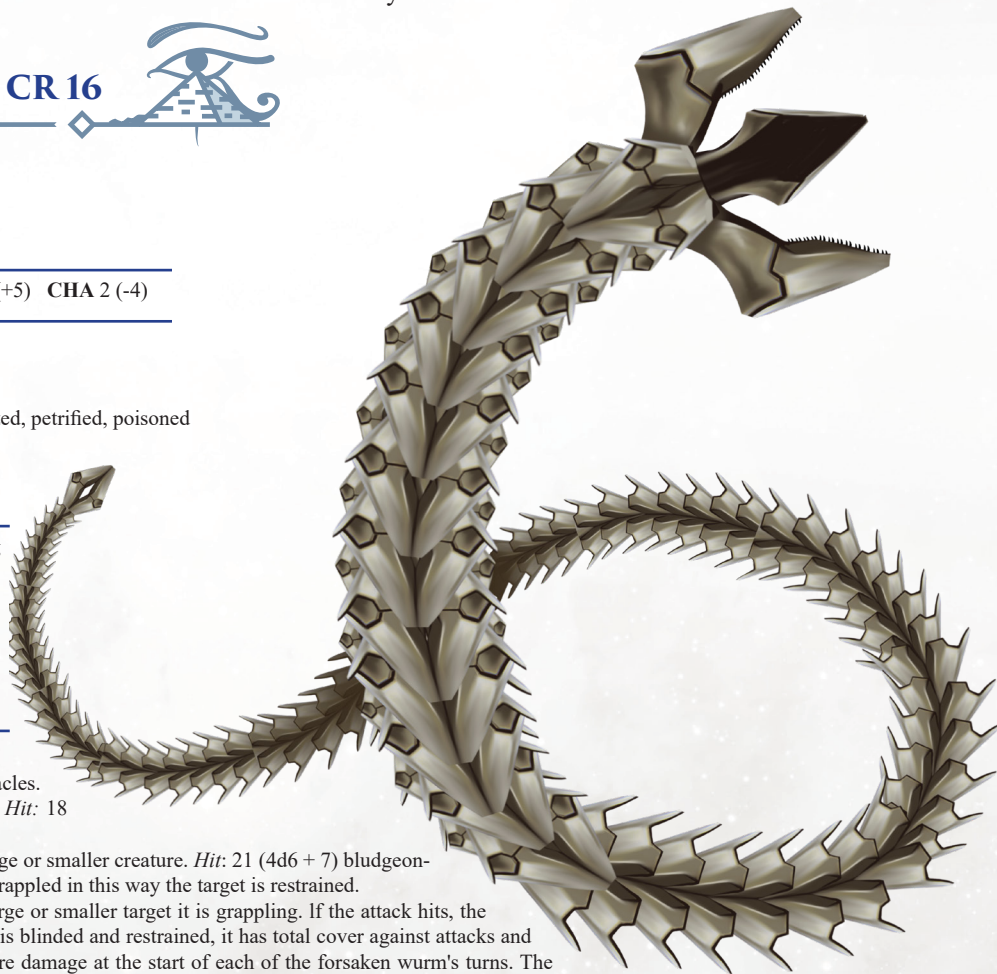
Multiattack. The forsaken wurm makes four attacks with its tentacles.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one large or smaller creature. *Hit:* 21 (4d6 + 7) bludgeoning damage. The target is also grappled (escape DC 18). While grappled in this way the target is restrained.

Swallow. The forsaken wurm makes one bite attack against a large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the forsaken wurm, and it takes 14 (4d6) fire damage at the start of each of the forsaken wurm's turns. The forsaken wurm can have only one target swallowed at a time. If the forsaken wurm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Sandstorm. A forsaken wurm can create a sandstorm centered on itself with a radius of 1,000 feet. Creatures other than the forsaken wurm inside the storm take 17 (5d6) fire damage at the beginning of the forsaken wurm's turn. The area inside the storm counts as heavily obscured and difficult terrain. This sandstorm lasts for up to ten minutes, but can be dismissed by the forsaken wurm a free action. A forsaken wurm can always see through its own sandstorm.



FROST BOAR

ANATOMY AND PHYSIOLOGY

The frost boars of Isild grow to be larger than the average pig or boar in Vathis. They can grow to be as large as twelve feet long, standing at a full six feet tall. They sport white fur featuring the occasional grey or black pattern of spots. This grants the boars great camouflage in the icy terrain of Isild, as well as a thick coat of insulation to protect them from the cold. The most identifying feature of the frost boars is the pair of deadly tusks they grow on the front of their face. These piercing protrusions appear to be made entirely of a translucent blue ice, and act as the boar's main line of defense against attackers.

BEHAVIOR AND TACTICS

The frost boars tend to be extremely irritable. Anything they perceive as a threat or even a nuisance they'll attack outright. They will charge their targets with no hesitation, goring them with their tusks. If this assault does not finish off their foe, the boars continue to stomp and gore the enemy before letting loose a damaging breath of frost and cold. Often seen as relentless and almost cruel, the frost boars will continue to attack downed foes to ensure that the threat is completely eliminated. They will even chase targets to a point, but only for so long.

ECOLOGY AND HISTORY

Living primarily in Isild, the frost boars have become a common threat and source of food for the Isril people. Guards for trade caravans carry long pikes for the sole purpose of dealing with these beasts. The boars have lived in Isild for as long as anyone can remember. They typically travel in packs of a dozen or so, though it is not uncommon to find a singular male boar alone during the mating season. The male frost boars will seek out food to bring back to their pregnant mates as well as to newborn boars. Since they travel in small packs, the children of any boars who are killed are often adopted and cared for by the rest of the pack.

MISCELLANEOUS

The frost boars are some of the first creatures to be effected by the event known as Kurzen's Beckoning in Isild. The boars tend to be drawn to a similar spot near the western base of Mount Kurzen, where their cacophonous squeals can be heard for miles. Those who have witnessed this gathering have stated that thousands upon thousands of boars come during the Beckoning, with some theorizing that every single frost boar in Isild is effected and drawn to that spot. Many rangers and hunters have begun to observe boars during times close to the Beckoning in an attempt to ascertain an early warning that the catastrophe is going to occur again.

FROST BOAR CR 7

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 50 ft.

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

Skills Athletics +7, Perception +3

Senses darkvision 60 ft., passive Perception 11

Damage Immunities cold

Damage Vulnerabilities fire

Languages Isril

Challenge 7 (2,900 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage plus 7 (2d6) cold damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The frost boar attacks three times, once with its tusk and twice with its hooves.

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

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Frost Breath (Recharge 5-6). The frost boar exhales ice and frost in a 40-foot radius cone. Each creature in that line must make a DC 15 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.



FROSTFIRE PHOENIX

ANATOMY AND PHYSIOLOGY

The Frostfire phoenix is a legendary gargantuan avian creature with plumage of majestic blues and whites. These birds resemble massive eagles and hawks, with a sharp hooked beak and radiant eyes, both of which appear to be made of ice. The feathers atop their heads and at the end of its tail resemble those of birds of paradise in both startling color and length. Its wingtips appear to be covered in blue fire, while its body gives off a fierce chill radiance.

BEHAVIOR AND TACTICS

A Frostfire phoenix is an apex predator, fearing very little from other creatures, including full grown dragons. Their rimesteel talons can pierce even the stoutest armor with ease, while its innate magic peppers foes with powerful arcane spells. The fire that erupts from a Frostfire phoenix in combat does not burn foes, but rather freezes them with intense cold.

ECOLOGY AND HISTORY

Frostfire phoenixes primarily reside atop the tallest peaks and ranges of the Frostfire Mountains in eastern Darastrix, which are named after the phoenix. Phoenixes, unlike most other predatory birds, typically live in groups of up to six in a large area. Every so often the Frostfire phoenixes will flock together for social reasons, or to fight off a threat to their native lands.

MISCELLANEOUS

Frostfire phoenix hatchlings are fairly rare, with most mated couples only having a handful of chicks over the course of their entire lives. The natural lifespan of the Frostfire phoenix is unknown to the current naturalists of Vathis, as they tend to avoid and discourage humanoid contact and study, preferring impossible peaks and nooks in which to rest. The eggshells of Frostfire phoenixes never break down over time and are incredibly rare, fetching a large sum on the open market due to the natural magics bound within.





FROSTFIRE PHOENIX CR 18

Gargantuan monstrosity, neutral good

Armor Class 20 (natural armor)

Hit Points 261 (18d20 + 72)

Speed 50 ft., fly 120 ft.

STR 24 (+7) **DEX** 22 (+6) **CON** 19 (+4) **INT** 17 (+3) **WIS** 17 (+3)
CHA 20 (+5)

Saving Throws Dex +12, Cha +11

Skills Insight +9, Perception +9

Senses passive Perception 19

Damage Resistances bludgeoning, piercing, and slashing from magic weapons

Damage Immunities cold, fire

Condition Immunities charmed, frightened, petrified, poisoned

Languages All

Challenge 18 (20,000 XP)

Self Resurrection. A slain frostfire phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as disintegrate. Otherwise, a fully healed frostfire phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via resurrection. A frostfire phoenix can self-resurrect only once per year. If a frostfire phoenix dies a second time before that year passes, its death is permanent.

Shroud of Frostfire (Recharge 5-6). A frostfire phoenix can cause its feathers to burst into frostfire for 1d4 rounds as a bonus action. As long as its feathers are burning, it inflicts an additional 3 (1d6) points of fire damage and 3 (1d6) points of cold damage with each weapon attack. In addition any creature who starts its turn within 20 ft. of the frostfire phoenix must make a DC 22 Dexterity save. On a failure they take 7 (2d6) points of fire damage and 7 (2d6) points of cold damage. A creature within 5 ft. of the frostfire phoenix that attacks while the phoenix's feathers are covered in frostfire, takes 3 (1d6) points of fire damage and 3 (1d6) points of cold damage with each successful hit. The phoenix may recharge this ability even while it is still covered in frostfire.

ACTIONS

Multiattack. The phoenix makes three attacks. One with its beak and two with its talons

Talons. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage.

Wing. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Frostfire Breath (Recharge 5-6). The phoenix exhales frostfire in a 30-foot radius cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

Ice Mastery (Recharge 5-6). The frostfire phoenix alters up to 100 cubic feet of ice as it sees fit. This occurs as one of the following effects:

- Solid walls of ice to block passages or entrap areas.
 - Turn the ice into difficult terrain by making it cracked, jagged and uneven
 - Cause any creature that moves over the ice to take 6 (1d10) piercing damage, for every 5 ft. of ice they move over.
- This effect lasts for 1d6 rounds.

LEGENDARY ACTIONS

The phoenix can take three 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 phoenix regains spent legendary actions at the start of its turn

Soaring Phoenix. The phoenix moves up to its fly speed. It may only take this legendary action if it moved during its turn and is still airborne.

Wing Attack. The phoenix dragon makes a wing attack.

Frostfire Pyre (Costs 2 Actions). The phoenix summons a pyre of frostfire in a 5 ft. by 5 ft. square that burns for 2d4 rounds. Any creature within 5 ft. of one of these pyres at the beginning of their turn takes 3 (1d6) fire damage and 3 (1d6) cold damage.



FROST STRIDER

ANATOMY AND PHYSIOLOGY

The frost strider is a medium-sized magical beast that looks similar to an overgrown water strider, but is a pure, frosty white in color. It is covered in icy chitinous plates that serve as natural armor. The frost strider creates ice as its three sets of legs walk across water. The heads of frost striders are adorned with a set of antennae, which can shoot forth magical icicles. They communicate with one another by using their legs to vibrate the water.

BEHAVIOR AND TACTICS

Frost striders are unexpectedly territorial towards others of their species. This is especially true during mating season. They are not known to be outwardly aggressive towards travelers who wander into their domain, but the chances of incident sharply increase during the aforementioned seasons. Even so, they live in large groups, which typically form in non-mating seasons. When these groups become too large to sustain they will break up and separate, but if they run out of territory to do so, they will cannibalize members of their group.

ECOLOGY AND HISTORY

Frost striders can be found living along the cold coasts of Isild and within the Whitecrest Sea region. They do not survive long when brought into warmer climates, but occasionally a family is spotted erring uncomfortably close to Isril coastal towns. Coast-dwelling Isril natives consider the species a nuisance only worth noticing when they come too close to society. They have little history or impact upon the world to note, save for the occasional oddball mage who manages to form a bond with one of these strange magical insectoids.

MISCELLANEOUS

Strange fringe groups native to the harsh Whitecrest region have managed to tame frost striders and hook sleds and other small implements to their carapaces. These communities of northerners are usually closed off to outsiders, if not entirely hostile. If instructed to do so, the tamed frost striders will shoot their sharp icicle spears at those who dare come too close.

FROST STRIDER CR 4

Medium monstrosity, neutral
Armor Class 16 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR 12 (+1) **DEX** 18 (+4) **CON** 15 (+2) **INT** 10 (0) **WIS** 12 (+1) **CHA** 8 (-1)

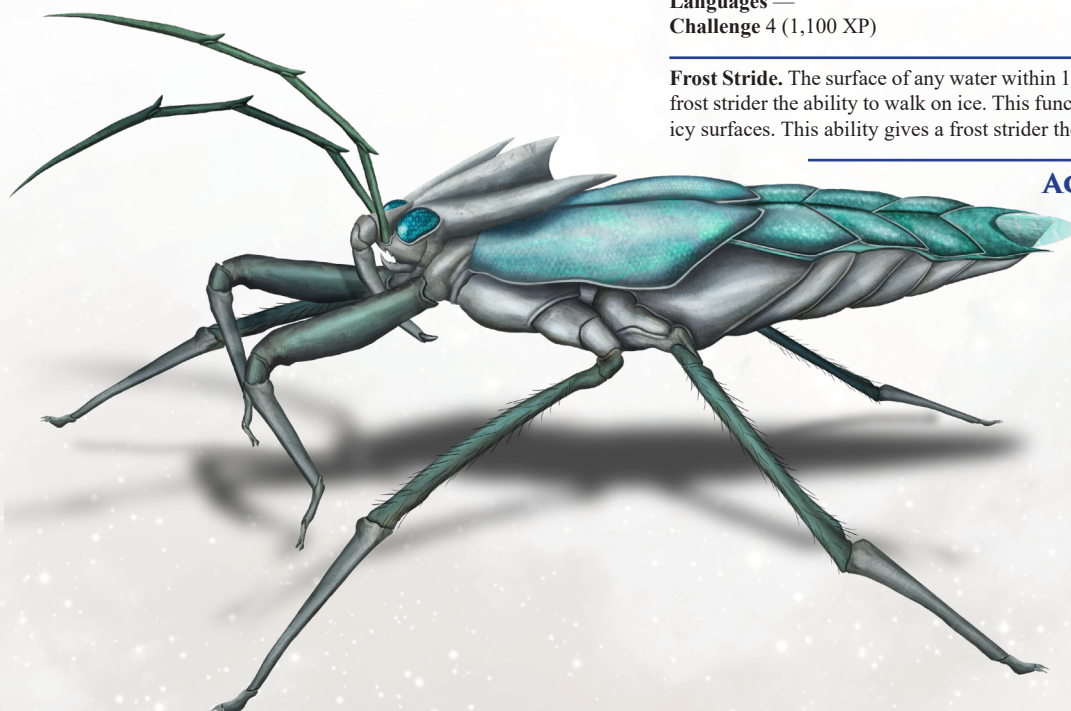
Skills Acrobatics +7
Senses darkvision 60 ft., passive Perception 11
Damage Immunities cold
Damage Vulnerabilities fire
Languages —
Challenge 4 (1,100 XP)

Frost Stride. The surface of any water within 10 ft. of a frost strider instantly freezes. Also, this gives the frost strider the ability to walk on ice. This functions as *spider climb* but only adhering the frost strider to icy surfaces. This ability gives a frost strider the capability to cross bodies of water with ease.

ACTIONS

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

icicles. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 10 (3d6) cold damage.



GEM CRAB

ANATOMY AND PHYSIOLOGY

Gem crabs are jewel-encrusted crabs that are usually found in varying shades of blues. They are covered in a thick chitin that appears gem-like and lustrous in the sunlight. Other color variations of gem crabs exist, but they are considered rare, and sell for high prices to collectors and biology enthusiasts. The gems that adorn the gem crabs are known to be all shapes, sizes, and colors. These gems are a vital part of the gem crab shell, and removing them from the creature can cause serious injury. The only safe way of acquiring a crab gem, or pieced of jeweled chitin, is finding a recently molted or currently molting specimen.

BEHAVIOR AND TACTICS

Gem crabs are of no particular note or nuisance to all but sailors. Their thick claws can snap even the toughest of ropes with little effort, making them an annoying presence around docks. Gem crabs mostly keep to themselves and wander the shorelines. When threatened, they wield their claws in a hostile manner and attempt to retreat, but they will defend themselves if attacked. They work as a family to provide food and protection for their relatives, as traditional crab species do.

ECOLOGY AND HISTORY

Gem crabs are found along the coasts of Sillirai and western Aurezia. In the past, alternate color variations were as common as blue gem crabs, but they were nearly hunted to extinction, leaving blue as the dominant coloring of the species. These creatures like to live in secret seaside grottoes and underwater caves. Many amari believe that finding a grotto or cave belonging to a family of gem crabs is a good omen. Ancient rumors and stories featuring gem crabs are omens of luck are thought to have popularized the animal and led, in part, to their unfortunate demise.

MISCELLANEOUS

Seleia zi'Alik is a famous Sillirian biologist who catalogs strange and interesting color variations of gem crab carapaces. A conservationist at heart, she hopes to see alternate colors bred back into the species' population, and she advocates for gem crab protection whenever possible. She first started collecting carapaces when she was just a girl by scouring the nation's beaches for deceased gem crabs. She is somewhat of a local legend on Sillirai's small Larimaar Islands, and she excitedly shows off her carapace collection to all who wish to see. Greedy adventurers beware: her collection is magically protected, and Seleia has fought off would-be thieves in the past, much to her dismay.

GEM CRAB CR 2

Medium beast, neutral

Armor Class 14 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft., swim 30 ft.

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

Skills Stealth +2

Senses passive Perception 12

Languages —

Challenge 2 (450 XP)

Amphibious. The gem crab can breathe air and water.

Rending Claws. When a gem crab hits the same target with both of its claw attacks when using multiattack, it deals an additional 3 (1d6) piercing damage to that target.

ACTIONS

Multiattack. The gem crab makes two claw attacks.

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



GEM TORTOISE

ANATOMY AND PHYSIOLOGY

Gem tortoises are small to medium-sized tortoises. They are named for their shells, which mimic all sorts of gemstones and come in a variety of geometric shapes. The heads and feet of a gem tortoise are usually the same color as their shell. Members of this species are accustomed to living deep within forests that receive little light, and as such, they can see well in dim areas. Their thick jaws give them a formidable bite.

BEHAVIOR AND TACTICS

Gem tortoises are relatively docile creatures. When provoked or attacked, they will merely retreat into their shell and wait out their opponents futile assault. When circumstance seems too dire, however, they will run away. Gem tortoises move faster than one might expect. Their reflexes are fast, and they tend to be perceptive, noticing everything that is happening around them even when they appear to be calm and unobservant.

ECOLOGY AND HISTORY

These reptiles are safest in the laris forests of Sillirai where they do not stand out amid the jewel-studded bark of laris trees. Many outsiders travelling through Sillirai mistake these tortoises for whole gemstones and are extremely disappointed to pick one up and realize it is, in fact, an animal. They are not a disruptive species, and sometimes they are kept in Sillarian homes as pets or companions.

MISCELLANEOUS

An old Sillarian folk tale tells of an enormous gem tortoise living deep within the heart of the Gemwood forest. It is said that this tortoise, the king of the gem tortoises, is the keeper and protector of the forest. In artistic depictions this gem tortoise has a clear shell that resembles a diamond, and smooth, silver skin. Occasionally an adventurer will go hunting after this creature in an attempt to gain its favor. It has never been found.

GEM TORTOISE CR 4

Medium beast, neutral

Armor Class 18 (natural armor)

Hit Points 97 (13d8 + 32)

Speed 40 ft.

STR 18 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 2 (-4)

WIS 12 (+1) **CHA** 10 (0)

Saving Throws Con +5, Cha +3

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The gem tortoise makes two bite attacks.

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



GLAYCIAN LYNX

ANATOMY AND PHYSIOLOGY

The Glaycian lynx is a white-and-grey speckled cat that prowls the hills, forests, and mountains of northern Tristan and Drakostigat. The beast's large claws, savage maw, and mastery of wintery magic grant it the drop on its prey and the ability to bring down its quarry swiftly and efficiently. These lynxes are astute magical creatures capable of speech, which sometimes startles adventurers ignorant of their skills.

BEHAVIOR AND TACTICS

The Glaycian lynx is a pack hunter made dangerous by its natural intelligence, innate magical prowess, and ability to glide across snow and ice with gravity-defying ease. These lynxes prowl the deep icy reaches of world, tracking their prey for miles while preparing a lightning-fast coordinated ambush to decimate their foes. Glaycian lynxes lash out without hesitation, but when they feel overwhelmed they flee long before allowing one of their pack to fall in battle.

ECOLOGY AND HISTORY

The natural habitat of the Glaycian lynx stretches across the northern reaches of Tristan, Drakostigat, and Glaycian. Some have even been spotted on the far northern islands of Isild. These cats create community burrows deep within the ice and snow, utilizing natural caves whenever possible. The lynxes keep the locations of their burrow a secret, even when pressed for information. It is not unusual for differing tribes of Glaycian lynxes to war with one another for supremacy and resources.

MISCELLANEOUS

While the intelligence of the Glaycian lynx is widely known, it has not stopped the fur trade surrounding their skins. Glaycian lynx hides are used to create a number of enhanced gear types that retain some of the natural abilities of the lynx. A typical Glaycian lynx pelt can fetch upwards of 5,000 gp on the open market. Some organizations have moved towards protecting these beautiful creatures, but so far no major legislation has been passed protecting their lives, and the Vathis Sentinels have not yet begun confiscating their pelts.

GLAYCIAN LYNX CR 7

Large monstrosity, neutral

Armor Class 14

Hit Points 135 (18d10 + 36)

Speed 50 ft.

STR 18 (+4) **DEX** 19 (+4) **CON** 14 (+2) **INT** 14 (+2)

WIS 12 (+1) **CHA** 15 (+2)

Saving Throws Dex +7

Skills Athletics +7, Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Damage Immunities cold

Damage Vulnerabilities fire

Languages Trist

Challenge 7 (2,900 XP)

Snow Camouflage. The lynx has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Glaycian Walk. A Glaycian lynx possess the ability to walk on ice and snow as if it were solid terrain and ignore all effects of difficult terrain due to these conditions. For purposes of this effect, a Glaycian lynx can climb sheer surfaces and terrain as though by a *spider climb* spell.

ACTIONS

Multiattack. The Glaycian lynx attacks three times. Once with its bite, and twice with its claws.

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) cold damage.



GLAYCIAN YETI

ANATOMY AND PHYSIOLOGY

Standing nearly twenty feet tall and covered in thick, white fur, the Glaycian yeti is a sight to behold. They have a mouth full of razor sharp teeth and sport two horns on the top of their heads. Their lumbering gait is fast and surprisingly quiet in the snow. The roars of the Glaycian yeti are said to be loud enough to cause avalanches and chill even the most seasoned guides in the Glaycian tundra.

BEHAVIOR AND TACTICS

The Glaycian yetis are cruel and cunning hunters who use their inherent power over frost to slow and weaken their opponents. They will lie in wait and use their magical abilities to batter their prey with all manner of natural-appearing ice and snow. This soon-to-be victim may not even know they are being actively hunted by a yeti. Once sufficiently frosted, the prey of the Glaycian yeti falls victim to the beast's two massive claws that can rend through even plate mail.

ECOLOGY AND HISTORY

Glaycian is a tundra full of terrible creatures lying in wait, and the yetis that call this vast frozen wasteland home have adapted to surviving among such creatures. Their thick fur and ability to thrive in the cold allows them to walk through even the worst blizzards with ease. Little is known about where the yetis permanently rest, but guides are constantly on the lookout for these creatures when trekking through Glaycian.

MISCELLANEOUS

For a long time the Glaycian yeti was thought to be a mere myth. This was disproved when researcher Fely zi'Ericson ventured out into Glaycian to find one. Fely unfortunately passed away in the cold and was never heard from again, but the search parties went to find him stumbled across his journal that detailed many facts about these creatures. The yetis he was studying were likely the cause of his untimely demise. Subsequent expeditions seeking the yetis finally revealed their existence to the world.

GLAYCIAN YETI CR 13

Huge monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 50 ft., Climb 50 ft.

STR 22 (+6) **DEX** 12 (+1) **CON** 20 (+5) **INT** 12 (+1) **WIS** 20 (+5) **CHA** 12 (+1)

Skills Stealth +6

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons.

Damage Immunities cold

Damage Vulnerabilities fire

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages Trist

Challenge 13 (10,000 XP)

Cold Aura. A Glaycian yeti radiates intense cold in a 10-foot radius. Any creature within 10 feet of the yeti takes 7 (2d6) points of cold damage at the beginning of its turn.

Rake. When a Glaycian yeti hits with two claw attacks on the same turn against the same target, that target takes an additional 9 (2d8) slashing damage.

Innate Spellcasting. The Glaycian yeti's spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

At will: *fog cloud*, *wind wall*

1/day each: *ice storm*, *cone of cold*, *control weather*, *wall of ice*

ACTIONS

Multiattack. The Glaycian yeti makes three attacks. One with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) cold damage.

Frozen Breath (Recharge 5-6). The Glaycian yeti exhales frost and ice in a 30-

foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 63 (18d6) cold damage on a failed save, or half as much damage on a successful one.

Frozen Stare. A Glaycian yeti can use its frozen stare to turn a creature within 30 ft. to ice permanently with a look. On a successful attack, the target must make a DC 12 Constitution Saving throw or be petrified. This effect can only be reversed by a greater restoration spell or similar effect.



ICE WITCH

ANATOMY AND PHYSIOLOGY

The ice witch is a member of a race of powerful fey creatures that seemingly possess mastery over the cold and vicious weather of the frozen north, their lands perpetually shrouded in ice and snow. Her skin is pale blue, and her angled features leave her startlingly beautiful to those who have beheld her. Her luxuriously elegant clothing and accoutrements seem to be composed entirely of ice and snow, with gaps and translucent pieces that leave little to the imagination.

BEHAVIOR AND TACTICS

The ice witch employs her cryolings to deal with most intruders and brigands on her territory. When those warriors have failed, and she must utilize her own capabilities, she turns towards her impressive arcane repertoire and her innate prowess at manipulating vast areas of weather, turning the very nature of the region against her foes.

ECOLOGY AND HISTORY

Other ice witches have existed, and more may be found in the vast, frigid wastelands of the world, but only known is currently known. The ice witch resides to the west of Drakostigat in a citadel known as Frozenheart. While the difficult weather of the area leaves travelers dismayed during their approach, peaceful diplomacy has occurred with the ice witch. Goods are traded back and forth to those that reside within her domain, which mostly seem to be some local fey humanoids that are well adapted to the treacherous weather patterns.

MISCELLANEOUS

One of the primary reasons Frozenheart is sought as a port of trade is due to the prevalence of rimesteel and the ice witch's partiality to mortal goods such as strong wines and liquors. Those who are willing to deal with the chill-hearted ice witch have the wealth to back up their adventures. However, her mood has been known to turn suddenly, trapping those in port with inclement weather and frozen sails.



ICE WITCH CR 17

*Medium fey, neutral***Armor Class** 15**Hit Points** 153 (18d8 + 72)**Speed** 30 ft.**STR** 10 (0) **DEX** 20 (+5) **CON** 19 (+4) **INT** 20 (+5) **WIS** 16 (+3) **CHA** 18 (+4)**Saving Throws** Dex +11, Wis +9, Cha +10**Skills** Deception +10, Insight +9, Perception +9**Damage Immunities** cold, poison**Condition Immunities** poisoned, charmed, exhaustion, frightened**Senses** darkvision 60 ft., passive Perception 19**Languages** Draconic, Isril, Leyarish, Trist, Vavalish**Challenge** 17 (18,000 XP)**Magic Resistance.** The ice witch has advantage on saving throws against spells and other magical effects.**Shapechanger.** The ice witch can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.**Spellcasting.** The ice witch is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The ice witch can cast *detect thoughts* at will and has the following wizard spells prepared:Cantrips (at will): *chill touch, light, mending, ray of frost, shocking grasp*1st level (4 slots): *false life, magic missile, shield, thunderwave*2nd level (3 slots): *blindness/deafness, ray of enfeeblement, shatter*3rd level (3 slots): *lightning bolt, sleet storm, vampiric touch*4th level (3 slots): *black tentacles, ice storm, phantasmal killer*5th level (3 slots): *cone of cold, dominate person, hold monster*6th level (1 slot): *freezing sphere*7th level (1 slot): *finger of death*8th level (1 slot): *control weather*9th level (1 slot): *weird***ACTIONS****Multiattack.** The ice witch makes four attacks with either her longsword or her frost ray.**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage or 5 (1d10) slashing damage if used with two hands, plus 9 (2d8) cold damage.**Frost Ray.** *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one target. *Hit:* 11 (3d6) cold damage.

IRIDESCENT WARRIOR

ANATOMY AND PHYSIOLOGY

Iridescent warriors are lizard-like humanoids clad in glimmering scales that reside in villages and tribes deep within marshes and swamps. The bodies of the iridescent warriors are toned and lithe, allowing them to move swiftly through their native terrain. Their slitted eyes are orbs of color, and they usually carry an assortment of stolen equipment while wielding well-made spears.

BEHAVIOR AND TACTICS

Iridescent warriors are warriors who fight as a single tribe. More often than not, groups of no more than eight are encountered while on patrol. If met with hostile behavior and able to escape, they rush back to their village and rally the rest of their kind in retaliation. The iridescent warriors' ability to telepathically communicate with one another grants them significant advantage when ambushing foes, which they utilize whenever possible. It is not uncommon to hear of an adventurer chasing a fleeing iridescent warrior only to find themselves surrounded by an armed patrol that rises out of the water behind them, armed to the teeth.

ECOLOGY AND HISTORY

Iridescent warriors are native to the swamps and marshes of Aurezia, and their presence has long been a thorn in the kingdom's side. Despite numerous attempts spanning decades, Aurezia has never been able to fully eradicate these native swamp tribes. In the wake of the Darkest War, and due to increasing political pressure, Aurezia has given up on the crusade against their kind.

MISCELLANEOUS

The Aurezian forces attempting to exterminate the iridescents have yet to realize they create two separate home structures. One of these structures resides on the surface of the swamp, and the iridescents have no emotional ties to this decoy. The true homes of the iridescent warriors are actually constructed in underwater burrows and buildings beneath the water's surface, safely tucked out of sight from invaders.

IRIDESCENT WARRIOR CR 5

Medium humanoid, neutral
Armor Class 15 (hide, shield)
Hit Points 93 (17d8 + 17)
Speed 30 ft.

STR 16 (+3) **DEX** 14 (+2) **CON** 12 (+1) **INT** 8 (-1) **WIS** 13 (+1) **CHA** 12 (+1)

Saving Throws Dex +5
Skills Perception +4, Stealth +5, Survival +4
Damage Resistances acid, cold, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 14
Languages Aurish, telepathy 100 ft.
Challenge 5 (1,800 XP)

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

Innate Spellcasting. The iridescent warrior's spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring only verbal components:

At will: *minor illusion*
 3/day each: *color spray*

ACTIONS

Multiattack. The warrior makes three attacks with its spear.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft. One target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.



ISRIL ELK

ANATOMY AND PHYSIOLOGY

Isril elk are a large, broad-chested species of elk native to the cold northern lands of Isild. They are the largest species of elk in the known world, standing nearly seven feet tall at the shoulder. Their antlers have been known to span twelve feet from tip to tip, and they mercilessly gore when they strike an opponent after a charge. Isril elk produce one to two offspring in a mating cycle. Their hide is somewhat thick, and prized by hunters for its versatility and warmth. In the wild they live for ten to fifteen years, but when traveling with an experienced owner their lifespan often stretches to twenty years or more.

BEHAVIOR AND TACTICS

The Isril elk is notoriously difficult to tame and train. They are rather headstrong, and their great antlers scare away many would-be riders. When in the wild they travel in small to medium-sized herds, and their greatest natural threats are direwolves and other ambitious or particularly cunning predators. These creatures are not truly domesticated, but with enough time and patience that are capable of being tamed and taught. All in all, they are not a practical mount for the average adventurer. They require great sources of food and fare poorly in the world's warmer climates.

ECOLOGY AND HISTORY

Members of this species prefer meadows and open woodlands, choosing to stay within the low-lying forests of Isild and away from the treacherous slopes of mountains. They are herbivores who subsist on tough natural grasses year-round, but they supplement their winter diet with dry bark and their summer diet with tree sprouts. It is rare to see them outside of Isild.

MISCELLANEOUS

Some of Isild's fiercest warriors ride into battle upon the backs of Isril elk. When trained for combat these gentle giants are nigh-unstoppable, trampling straight through advancing enemy lines with minimal effort. Their antlers maul and maim flesh with ease, and most lesser armors are useless against the brute force of their hooves. Many warriors decorate the horns of their war mounts with sharp objects meant to pierce and slice enemy flesh in a gore.



ISRIL ELK CR 3

Large beast, neutral

Armor Class 13

Hit Points 52 (8d10 + 8)

Speed 50 ft.

STR 10 (0) **DEX** 20 (+5) **CON** 10 (0) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 17 (+3)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

Charge. If the Isril elk moves at least 20 feet straight toward a target and then hits it with an antler attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The Isril elk makes one antlers attack and one hooves attack.

Antler. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 10 (2d4 + 5) bludgeoning damage.



ISRIL SEAL

ANATOMY AND PHYSIOLOGY

Isril seals resemble large fluffy mounds moving through the snow. On land these creatures are relatively slow, and their only defense is their sharp teeth. Where the Isril seal truly shines is in the frigid waters of the north, as the seal's sleek undercoat protects it from the sub-zero temperatures of the frozen seas it calls home. Maneuvering masterfully through the water with its powerful tail and flippers, Isril seals prove difficult and far too crafty for most predators to catch.

BEHAVIOR AND TACTICS

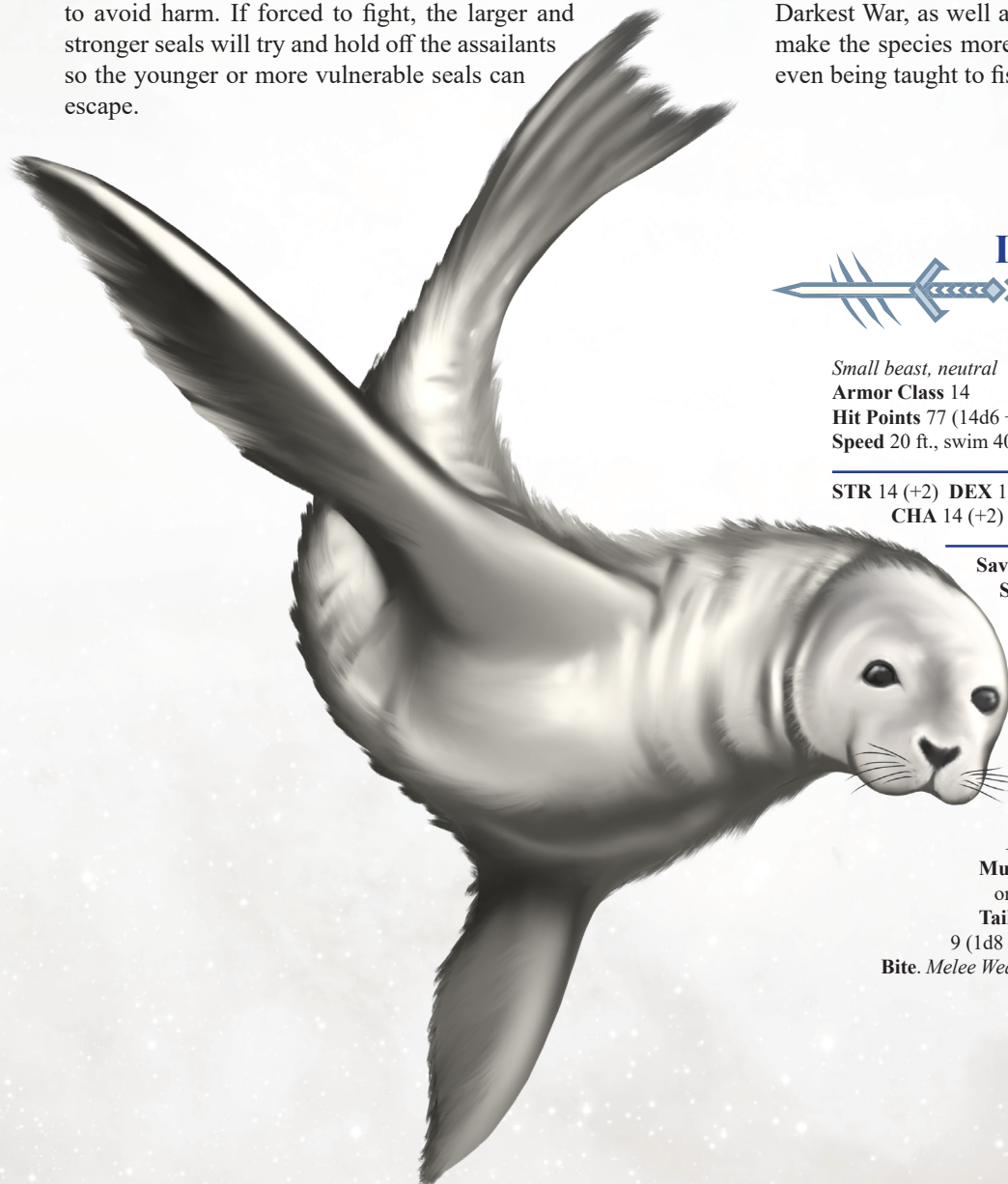
Though Isril seals are mammals and tend to sleep and seek shelter on land, they spend much of their waking time fishing in the water. They live together in large groups and alert one another when they sense danger. When faced with a threat the Isril seal's primary tactic is to flee into the water where they can utilize their speed to avoid harm. If forced to fight, the larger and stronger seals will try and hold off the assailants so the younger or more vulnerable seals can escape.

ECOLOGY AND HISTORY

The Isril seals have lived off the coast of Isild for as long as anyone can remember. Found up and down both the eastern and western shores of the country, they are a familiar sight to sailors coming into port at Isril docks. They are also well-known abroad for the controversial trade of their meat and fur. Recently, however, their numbers have greatly increased, as the reduced humanoid population from the Darkest War has given the Isril seals time to flourish and replenish their numbers.

MISCELLANEOUS

Isril seals are extremely impressionable when they're young. Occasionally, orphaned seals are even raised by humans and become loyal and loving pets. There are several groups in Isild working on creating small farms to both preserve the seals population, in the event that their numbers begin to dwindle again like before the Darkest War, as well as breed and socialize them with humans to make the species more docile and friendly. In some cases they're even being taught to fish and help sailors.



ISRIL SEAL CR 3

Small beast, neutral

Armor Class 14

Hit Points 77 (14d6 + 28)

Speed 20 ft., swim 40 ft.

STR 14 (+2) **DEX** 18 (+4) **CON** 15 (+2) **INT** 2 (-2) **WIS** 12 (+1)
CHA 14 (+2)

Saving Throws Cha +4

Skills Perception +3, Stealth +6

Conditioned Immunities Prone

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

Natural Camouflage. The Isril seal can hide in any snowy terrain and gets advantage on Dexterity (Stealth) checks when doing so.

ACTIONS

Multiattack. The seal makes two attacks, one with its bite and one with its tail.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4)

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4)



JAUSH AXOLOTL

ANATOMY AND PHYSIOLOGY

The Jaush axolotl are amphibious creatures with long, salamander-like bodies. Their gills appear similar to antennae or horns and sprout from the sides of their heads. The Jaush axolotl stands on four legs ending in webbed feet that makes swimming through the water easy. Their squishy bodies vary in appearance, but they are usually bright and neon-like in color. This vivid coloration serves as a warning to predators, which, if not heeded, will result in the axolotl using its primary defense mechanism: a channeled electric attack delivered through the creature's gills.

BEHAVIOR AND TACTICS

Due to their electric capabilities, the Jaush axolotl are generally left alone by predators. For this reason they tend to exhibit an aloof and ambivalent demeanor. They are solitary creatures that spend much of their time ambling through the jungle looking for food. If a Jaush axolotl does come across a threat, it wastes no time letting loose its electric powers until the threat has been driven away.

ECOLOGY AND HISTORY

The Jaush axolotl lives near its namesake of Jaush, Rancagesh. As naturally aquatic creatures, they stay near bodies of water and tend to avoid highly trodden paths or areas of high humanoid activity. The Rancar know the Jaush axolotl by its Rancan name which directly translates to "Happy Land Fish", a name it gets from the strange smile it always has on its face. The axolotl's role in Rancan folk tales vary, but they are usually portrayed and thought of as jovial, but lazy.

MISCELLANEOUS

Due to their happy demeanor, the Jaush axolotl is seen as one of the cutest creatures in the jungle. In fact, they are quite popular among toy makers in Rancagesh. The children of Rancagesh can often be seen carrying stuffed axolotls of every color and size, similar to the stuffed bears beloved by children in other nations.



JAUSH AXOLOTL CR 4

Small monstrosity, neutral

Armor Class 13

Hit Points 56 (16d6)

Speed 30 ft., Swim 60 ft.

STR 10 (0) **DEX** 20 (+5) **CON** 10 (0) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 17 (+3)

Skills Perception +4

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

Damage Immunities lightning

Condition Immunities charmed, frightened, paralyzed

Senses passive Perception 14

Languages understands Rancan but can't speak

Challenge 4 (1,100 XP)

Innate Spellcasting. The Jaush axolotl's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring only verbal components:

At will: *light*, *charm person*

3/day each: *suggestion*

1/day each: *dominate person*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Shocking Gills (Recharge 5-6). A Jaush axolotl holds an electric charge within its gills which allows it to discharge the energy against would be attackers. A Jaush axolotl can expel an electrical charge at all enemies within a 30-foot cone in front of it. All creatures within the cone must make a DC 15 Dexterity save or take 17 (5d6) lightning damage, and half as much on a successful save.



KAMI

PLACE IN THE WORLD

Across the hills, rivers, valleys, mountains, cities, and skies of Washu exist the natural spirits of the kami. Largely confined to the islands and area of Washu, some kami can be found elsewhere throughout the world, typically in places of strong spiritual power or near the latent energies of bygone eras of Vathis' history. Kami are often seen as guiding entities or mischievous forces that exert their influence upon a facet of life specific to the sphere of the kami itself. They possess a unique ability to grant boons to individuals whom they have chosen to favor.

HISTORY

As far back as the tomes of Washu's history stretch, the kami have always resided among the island natives, perpetually remaining at the forefront of ancient texts and tales. While their true origin is unknown, many have pursued the eldest of these spirits for the answer to that question and none have received a direct answer. However, newly born kami are often found in areas of either magnificent latent power, or significant strife and loss of life. It is a widely held belief that the kami are essence given life as the physical embodiment of ideals, energies, and lifeforces intermixed in areas of divine significance. As such, they have become the main focus of the native beliefs known as Shenami, a mythology unique to the realms of Washu and her people.

PHYSIOLOGY

As the circumstances of their creation are wholly unique, so are the physical forms of the countless kami that reside across the breadth of Washu. Wings, claws, scales, glowing skin, beautiful forms, terrifying visages, elemental traits, innate flight, and physical manifestations of magic can all be found in the various embodiments of the kami. Common kami share physical traits but different personalities, such as the multitudes of fire entities known as everburning that light the fires of Shenami shrines. Those kami who possess more unique traits, or even an unshared physical form, are typically either the eldest of their kind or are in possession of inconceivable influence. These authoritative kami are often sought out by individuals with great spiritual aspirations, as these kami are known to grant boons whose magic is unrivaled, and they are sometimes even capable of altering events in a favorable way.

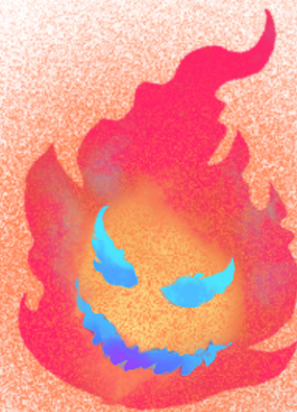
OUTLOOK

Kami look upon humanoids and other creatures not so much as lesser creatures, but as spirits trapped within their mortal coils. A wide variety of personalities exist among the kami, both good or evil, depending on their method of creation. Natives of Washu are ultimately wary of the less commonly known kami, as their intentions are yet to be determined. Many of the more common kami are either sought after for their boons, or avoided entirely due to their malevolent purposes. However, it is not unknown for kami to bind themselves to an individual, either through magical forces or through partnership and companionship for the lifetime of the

creature, even traveling with them outside of their homeland. Natives of Washu hold a firm belief that kami are the spirits of the land and their ancestors, and due to this they often give the kami a great deal of reverence, even the evil ones among their kind. Travelers within Washu who are not native to the culture often give the kami a wide berth and seek to avoid them, viewing them in a fashion similar to other extraplanar creatures in the wake of the Darkest War.

SHENAMI TIES

Shenami shrines are constructed in areas of kami influence, and offerings are left for them in the hopes of acquiring the divine guidance and benevolence of a kami. The presence of kami on mainland Asarus is something of a recent development, as more and more Washun natives are traveling abroad and spreading the mythology of Shenami to other far away lands. In recent years Shenami shrines have been erected in a variety of foreign places, all in conjunction with either the presence of a kami or the relocation of one from Washu. In addition, nearly all kami possess the ability to grant a boon upon those who have somehow gained their favor. However, the curses the kami bestow for disrespecting them are widely known to be incredibly detrimental, lasting for a significant amount of time, unless, of course, the kami in question is destroyed.



KAMI RITES, BOONS, AND CURSES

KAMI IN THE WORLD

As eternal creatures bound intrinsically to the Shenami beliefs of Washu, kami exert an incredible influence on the mortal world. Individuals that interact with kami usually seek to gain some measure of boon from them by various types of offerings and rites. However, those that displease the kami they encounter can find themselves overcome with a curse. Each type of kami has specific rites and offerings that usually gain some measure of influence with the kami, though many types of oblation exist. In addition, there are certain acts that can bring the ire of the kami that are generally specific to the type of kami encountered.

BASAN RITES AND OFFERINGS

- Burn the seeds of the plants you wish to grow, and some of the soil from the area you want to become fertile in a small pot at the shrine. Then scatter the ashes over the plants and soil.
- Return to the same shrine over a course of nine days, offering a series of home goods for offering with a mix of food, burnable material, and copper.
- burn the effigy of a cradle, or swaddled child but have a stone statue of a baby inside. Then after it's cooled you take the stone baby for good luck/ hopes of receiving the blessing.
- Offer a lit candle embossed with the name of your future child.

BASAN TRANSGRESSIONS

- Abuse of a child.
- Beseeking a basan while in poor health.
- Not taking measures to prevent the spread of a sickness that may have befallen you.
- Harming a caregiver, healer, or physician.

BASAN BOON

Fertility Rite. The basan can increase the fertility of plants and animals. The basan can choose to target a single individual or all plants and animals in a 60 ft. radius of a point. The effected plants and animals in the area receive advantage on saving throws against poisons and diseases, and the growth rate and yield of all effected plants and animals is doubled for 6 months.

BASAN CURSE

Cankerous Deformity. The basan curses the target with a supernatural rot that leaves the victim appearing twisted and deformed with weeping ulcerous sores though otherwise whole of body. The Subject has disadvantage on Persuasion and Deception, and automatically is viewed with disdain by animals and people they meet. Cankerous deformity lasts for 6 months.

BASAN KAMISHARD

Once attuned to the kamishard, the bearer of a basan kamishard gains a +2 bonus to Deception and Persuasion checks. In addition, they can cast the following spells each day without material components:

- At Will: *Speak with animals*
- 2/day: *animal growth*
- 1/day: *plant growth*

DANCING BLADES RITES AND OFFERINGS

- Honorable combat.
- Weapons or trophies of your defeated opponents.
- Training to increase your discipline in martial combat.
- Bladed weaponry of great craftsmanship forged by your hand.

DANCING BLADE TRANSGRESSIONS

- Dishonorable Acts.
- Assassinations.
- Vaedricarms (Guns)
- Allowing yourself to be captured.
- Betraying your comrades in arms.

DANCING BLADES BOON

Cruellest Cut. The dancing blade can bless a creature with unerring accuracy and the insight to deliver vicious blows. The creature may reroll all damage dice that have a result of 1 or 2 when rolling damage for melee weapon attacks. In addition the creature deals an extra 1d6 damage on critical hits. This blessing lasts for 1 month.

DANCING BLADES CURSE

Wreck and Ruin. The dancing blade can curse a creature or Object with ruinous misfortune. If the target is a creature, their armor suffers a -2 penalty to the AC it provides and their weapons suffer a -2 penalty on damage rolls. If the curse targets an object its AC is reduced by 4 and it immediately sustains 4d6 damage. In addition the object takes a further 2d6 damage per day while the curse is in effect. This curse lasts for 1 week..

DANCING BLADES KAMISHARD

Requires Attunement. The dancing blade kamishard takes the form of a bladed weapons, most commonly a greatsword, that retains a small piece of the animating spirit of the kami itself. The weapon grants a +1 bonus to attack and damage rolls. The wielder may also use their bonus action to toss the weapon in the air and have it attack on its own. The wielder must use their bonus action to command the weapon to make an attack using the user's attack bonus and damage as if they were wielding the weapon themselves. Because the spirit in the weapon is intelligent, it does have a conscious of its own. The weapon is generally happy to go along with what the bearer wishes; however it will argue with the bearer and potentially refuse to function if the bearer ever intentionally turns down a challenge to combat or attempts to flee from combat.

EVERBURNING RITES AND OFFERINGS

- Uncooked meats.
- Practicing Arcane magic.
- Containers of oil and other flammable liquids.
- Intricate fire containing devices such as floating lanterns, braziers, or candles.

EVERBURNING TRANSGRESSIONS

- Knocking over lanterns, candles, or other fire containing devices or smothering their flames.
- Offering water.
- Hiding in the dark and not revealing yourself in the light.



- Lying to your comrades.

EVERBURNING BOON

Hearth Ward. The everburning can bless a creature with a supernatural resistance to fire and heat. The blessed creature gains fire resistance. This resistance lasts until it has prevented 30 hp worth of fire damage. In addition, the warded creature is immune to the effects of extreme heat while the ward is intact. The blessed creature can end the ward to deliver a blast of flame as a melee attack that deals damage equal to the amount of damage that has been reduced by the ward. The ward is dispelled even if the attack misses.

EVERBURNING CURSE

Enkindle. The everburning curses a susceptibility to take flame. The creature gains vulnerability to fire and must succeed on a DC 15 Dexterity saving throw whenever it sustains fire damage or catch fire. While on fire the creature takes 1d6 fire damage at the start of its turn. This curse persists for 1 week.

EVERBURNING KAMISHARD

The everburning kamishard bestows fire resistance on the bearer, increased the damage of all attacks that deal fire damage by +1 per damage die rolled, and the bearer can cast *produce flame* at will.

KAISUNE RITES AND OFFERINGS

- Taking responsibility for one's actions.
- Furthering one's community.
- Items retrieved from other countries.
- Exposing falsehoods and wrong doings.

KAISUNE TRANSGRESSIONS

- Littering and tainting your environment.
- Willingly breaking a promise.
- Taking advantage of someone in a weaker position than yourself.
- Speaking ill of someone behind their back.

KAISUNE BOON

Blessing of the Zodiac. The kaisune enhances target creatures connection to the Zodiac, if the target is already Starcalled they treat their level as three higher when determining the effects of their sigil. If the subject is not Starcalled then they gain a random sigil for the duration of the blessing. This blessing lasts for one month. Determine the element of the sigil by rolling 2d4 and referencing the following table:

D4	Element	D4	Sigil
1	Earth	1	Genrae
		2	Atashin
		3	Isto
		4	Srinax
2	Air	1	Ermin
		2	Lorton
		3	Assaria
		4	Garahn
3	Fire	1	Enolar
		2	Olath
		3	Hezin
		4	Menki
4	Water	1	Kaijin
		2	Eyrtaseri
		3	Zerutu
		4	Arllis

KAISUNE CURSE

Ether Push. The kaisune pushes the target briefly into the Ether, teleporting them 4d6 miles in a random direction unless they succeed on a DC 17 Wisdom saving throw. Regardless of whether or not the target succeeds that this save, they are plagued with Etheric disruption for 2 weeks, causing them to be effected by another ether push anytime a teleportation effect targets them, includes them, or is used within 30 ft. of them.

KAISUNE KAMISHARD

Requires attunement. The kaisune kamishard allows the bearer to treat all divination spells as if they were being cast using a spell slot two levels higher than the one the caster expends. Spells cast in this manner have their save DCs increased by 4. In addition the bearer can cast the following spells without needing material components:

3/day each: *augury*

1/day each: *legend lore*, *find the path*

1/week each: *foresight*

OKAMI RITES AND OFFERINGS

- Relics or trinkets from far off lands, the further the better.
- Rare and sought after knowledge.
- Uncommon and Rare texts.
- Spending the evening outside, under the stars in silent prayer, with little or no cover.

OKAMI TRANSGRESSIONS

- Unprovoked Aggression
- Excessive Pride.
- Hoarding Knowledge.
- Ignoring the plight of your neighbors.

OKAMI BOON

Guided Step. The okami blesses the target with prescient agility and surefootedness granting the target a +3 bonus to Dexterity saves and a +10 ft. bonus to its movement speed. The bless-



ing also gives the target advantage on Athletics and Acrobatics checks against being grappled. This blessing lasts for 1 hours.

OKAMI CURSE

Oafish Confidence. The okami clouds the target's judgement causing them to become overconfident and foolhardy. The target takes a -3 penalty on Dexterity saves, Insight and Persuasion checks for 1 hour from when the okami that bestowed the curse.

OKAMI KAMISHARD

Requires attunement. The okami kamishard grants the supernatural insight into the world around them. The bearer gains a +2 bonus on Insight, Perception, and Survival checks and always knows the direction of true north. In addition, the bearer can cast the following spells requiring no material components:

3/day: *locate object, locate animals or plants*

1/day: *clairvoyance*

jewelry and continues to accumulate until it is removed from the extra dimensional space or the shard is no longer in the possession of a living creature.

SEISHIN DRAGON RITES AND OFFERINGS

- Outwitting and trapping your opponents.
- Unique, uncopied pieces of art.
- Respecting your ancestors and the dead.
- Rising above your station and pursuing great ambitions

SEISHIN DRAGON TRANSGRESSIONS

- Disrespecting your elders.
- Defacing or desecrating any shrines of the Shenami.
- Stealing, especially one of their previous offerings.
- Claiming any being is stronger than a seishin dragon.

SEISHIN DRAGON BOON

Fortuitous Windfall. The seishin dragon blesses the subject with prosperity. Whenever the target attempts a roll that results in them gaining gold from work or selling items, they have advantage. In addition, whenever the subject attempts to sell items or barter services they sell for 20% more than normal and pay 10% less than listed costs. This blessing lasts for 2 months..

SEISHIN DRAGON CURSE

Destitution. The seishin dragon curses the subject with misfortune in its finances. Whenever the target attempts a roll that results in them gaining gold from work or selling items, they have disadvantage. In addition, increase the cost of services by 20% and the price of all purchased goods and items by 10% of what they'd normally cost. This curse lasts for 2 months.

SEISHIN DRAGON KAMISHARD

Requires attunement. The seishin kamishard functions as a link to an extradimensional space created by the dragon the shard was derived from. As an action, the owner of the shard can cause the portal to the extradimensional space to open within 30 ft. of them for as long as they possess the kamishard. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. The creature and any other creature they designate can enter the extradimensional dwelling as long as the portal remains open. A creature can open or close the portal if you are within 30 feet of it. While closed, the portal is invisible. The inside of the space varies depending on the dragon that created it, but is generally lavish and well furnished. The extradimensional space also retains some of the seishin dragon's propensity for wealth. Each week while the shard is in the possession of a living creature the space generates 5d10 gp worth of wealth. This wealth consists of a mix of coinage, jewels, and



BASAN

ANATOMY AND PHYSIOLOGY

Basan are large fowl-like birds roughly the size of a human. The color of a basan's plumage ranges from oranges and reds on top, to blues and whites along the underside of its wings and belly. A basan appears unable to fly, but with a few beats of its wings it can remain aloft as if magically lifted from the ground. While flying or enraged, the feathers of the basan seem to radiate heat as if it were aflame.

BEHAVIOR AND TACTICS

When provoked or otherwise forced to defend itself, this docile kami launches itself at opponents, typically opening combat with a potent fire breath. The claws and beak of the basan are laced with intense heat, searing the flesh and clothing of those who dare attack. Basan will often attempt to persuade their assailants to choose a wiser course of action.

ECOLOGY AND HISTORY

Basan are native to the forests of Washu located at the base of the nation's mountain ranges. Basan, like most other kami, are typically friendly towards individuals and are often sought out for their believed ability to impart familial boons aiding relationships and fertility. Basan, of course, will never confirm or deny their ability to influence lives in such a way.

MISCELLANEOUS

Basan very rarely visit the Shenami shrines of Washu, instead preferring that aspirants wishing to converse with them take it upon themselves to discover them in the wilderness. It is not strange to find both fathers and mothers seeking out basan for assistance in bearing children. Their kamishards are highly sought, as they grant their wielders significant advantage in social encounters, as well as the ability to control their own fertility.



Medium celestial, neutral

Armor Class 14

Hit Points 99 (18d8 + 18)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +7

Skills Deception +5, Perception +3

Damage Immunities fire

Damage Vulnerabilities cold

Condition Immunities charmed, frightened, poisoned.

Senses darkvision 60 ft., passive Perception 13

Languages Washun

Challenge 5 (1,800 XP)

Combustive End. When the basan dies, it immediately combusts in a fiery burst. Any creature within a 10 foot radius of the basan must make a DC 15 Dexterity saving throw. On a failure the creature takes 10 (3d6) fire damage. On a success they take half as much.

ACTIONS

Multiattack. The basan makes two attacks with its talons.

Fire Breath (Recharge 5-6). The basan 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.

Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage plus 7 (2d6) fire damage.



DANCING BLADES

ANATOMY AND PHYSIOLOGY

Dancing blades are a whirlwind of various bladed instruments. These range from longswords, bastard swords, and katanas, to more obscure forms of sharp weaponry. Dancing blades are bound to a small glowing orb of energy, which is the inner spirit of the kami. The rapid approach of this kami has been known to surprise and overwhelm foes.

BEHAVIOR AND TACTICS

Dancing blades swarm towards their opponents with fearless abandon, cutting most swordsmen to ribbons within seconds. These kami seek out only those they deem worthy of their blades, ignoring less-qualified aspirants as they wander. As such, dancing blades typically pose no threat to common people or even basic rank and file soldiers of Washu.

ECOLOGY AND HISTORY

Dancing blades have roamed the lands of Washu for countless centuries, wandering the sparsely populated mountains and deep forests. Their numbers increased significantly following the First Empire Wars, and even more began to appear during the Darkest War. These kami remain in seclusion even now, awaiting the arrival of worthy opponents.

MISCELLANEOUS

It is a widely held belief in Washu that the dancing blades kami are created from the spirits of fallen Washun warriors. This coincides with a recent uptick in their numbers following the Darkest War. The theory is further solidified when centuries-old weapons are discovered within the forms of dancing blades, having been held by the kami for an untold amount of time. Dancing blades are widely sought by samurai of Washu due to legends of them holding ancient and magical weaponry, which are left behind upon the kami's defeat.



Large elemental, neutral

Armor Class 16 (natural armor)

Hit Points 181 (18d10 + 90)

Speed 30 ft., fly 60 ft.

STR 0 (-5) **DEX** 18 (+4) **CON** 20 (+5) **INT** 14 (+2) **WIS** 13 (+1)

CHA 18 (+4)

Skills Acrobatics +8, Perception +5, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing damage from non-magical weapons.

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses blindsight 30 ft., passive Perception 15

Languages Washun

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The dancing blades make six katana attacks.

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

10 (1d10 + 4) slashing damage.

Whirlwind (Recharge 5-6). The dancing blades spin rapidly in a whirlwind of death. Every creature within 10 ft. of the dancing blades must make a DC 16 Dexterity save. On a fail they take 44 (8d10) slashing damage. On a success they take half as much damage.



EVERBURNING

ANATOMY AND PHYSIOLOGY

Roughly the size of a hearthfire, everburning are relatively small and weak kami that reside in the nation of Washu. Everburning appear as blazing spheres with a face of blue fire bound within their orange and yellow flames. They possess the capability to brighten and dull their fires at will, allowing them to hide among ordinary flames, or to pronounce their presence in an attempt at intimidation.

BEHAVIOR AND TACTICS

Everburning are attracted to areas of spiritual importance throughout Washu, and sometimes bind themselves to Starcalled individuals. Everburning utilize their body's inner fire to ward away foes and cause destructive violence when the mood strikes. Attacking an everburning is a dangerous notion, as their flaming forms cause waves of heat to smite attackers within melee. Their ability to fly and incredible speed allow them to flee from encounters they feel are futile.

ECOLOGY AND HISTORY

Everburning are weaker kami that naturally reside only within the confines of the islands of Washu. They are typically found among Shenami shrines. Many of the eternal flames touted among shrines in Washu are actually everburning who wish to serve some religious purpose. Everburning sometimes choose masters and companions to travel with, and most everburning found outside Washu are bound to adventurers and Starcalled individuals.

MISCELLANEOUS

While widely considered fairly rude and heretical to attack and kill an everburning, once defeated they leave behind a kamishard that grants the wielder significant sway over fire, magical or otherwise. Everburning that extinguish on their own, due to either time or fulfillment of purpose, also leave behind these kamishards, which are seen as offerings at Shenami shrines throughout Washu. Everburning kamishards can be found for sale as tokens of luck and influence at Shenami shrines, but are usually outside of the price realm within reach of the average citizen.



Small elemental, neutral

Armor Class 16 (natural armor)

Hit Points 98 (28d6)

Speed 20 ft., fly 40 ft.

STR 12 (+1) **DEX** 19 (+4) **CON** 10 (0) **INT** 11 (0) **WIS** 13 (+1) **CHA** 18 (+4)

Saving Throws Dex +7

Skills Deception +5, Persuasion +5

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Washun, telepathy 100 ft.

Challenge 5 (1,800 XP)

Fire Form. The everburning can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the everburning or hits it with a melee attack while within 5 feet of it takes 5 (1d8) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d8) fire damage at the start of each of its turns.

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

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

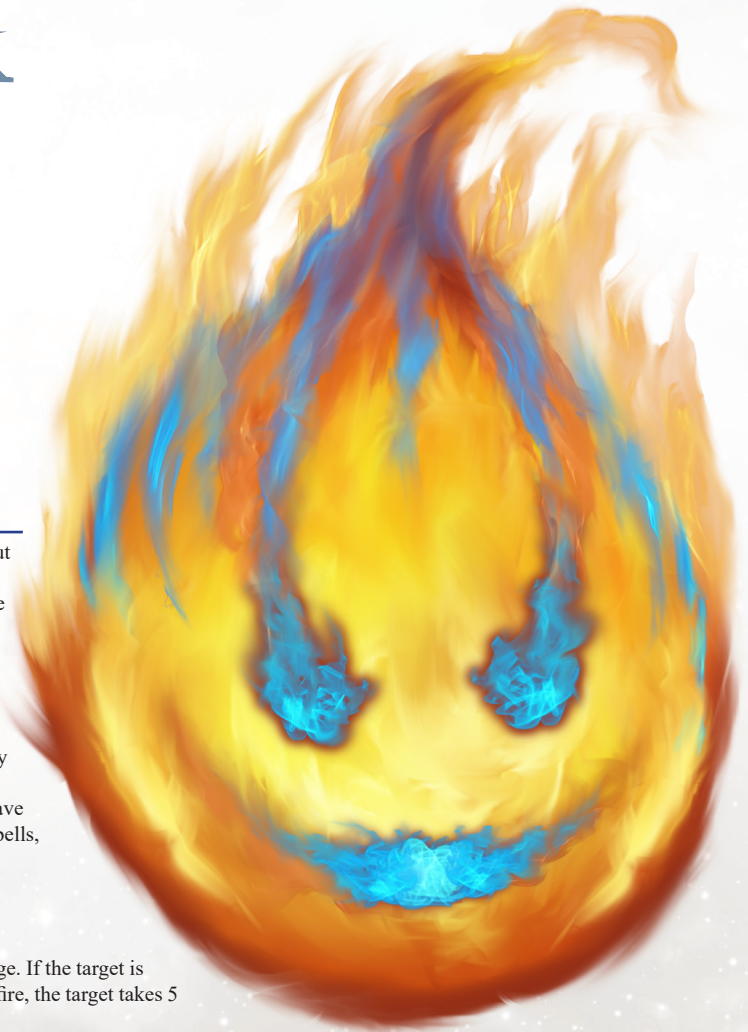
Innate Spellcasting. The everburning's innate spellcasting ability is Charisma (spell save DC 5, +7 to hit with spell attacks). The everburning can innately cast the following spells, requiring no material components:

At will: fire bolt, fairie fire

3/day each: burning hands

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.



KAISUNE

ANATOMY AND PHYSIOLOGY

A kaisune is a fox-like kami that prowls the deep forests and unmapped wilderness of Washu. Its white fur is marked with constantly moving swatches of reds and oranges that seem to give the impression of flames dancing in the wind. Their darting grey eyes possess the spark of intelligence, while the kaisune's overall movement seems to impart comprehension of events far outside of their immediate knowledge.

BEHAVIOR AND TACTICS

Kaisune are kami that possess the ability to avoid most, if not all, danger to themselves through clever use of impressive innate divination magic. When threatened, a kaisune will utilize fire magic and swift strikes to deal significant damage and ward off predators. If cornered, or if all else seems to fail, a kaisune will utilize its ability to teleport from one fire to another, avoiding the threat of death altogether.

ECOLOGY AND HISTORY

Kaisune are more commonly referred to as oracles or seers, as they possess the ability to divine the future and impart this knowledge to supplicants who seek their assistance. In return for answering a few questions, these kami will set the petitioner on a quest related to what the kaisune believes to be its overall role to play in the strings of fate.

MISCELLANEOUS

Kaisune are some of the rarest of all of the kami, and one of the most widely sought after. Kaisune are one of the few creatures known to successfully divine Starcalled who have yet to be imprinted, many of which even gain their sigils upon being kissed by the kaisune. As with all kami, kaisune leave behind kamishards upon their departure from this world, and legend states that kaisune kamishards impart their portents and omens to their wielder. These kamishards are incredibly rare, and kaisune typically grant them to specific individuals when they come to understand their time in mortal form is short.



Medium celestial, neutral

Armor Class 15

Hit Points 130 (20d8 + 30)

Speed 30 ft.

STR 12 (+1) **DEX** 20 (+5) **CON** 14 (+2) **INT** 10 (0) **WIS** 10 (0) **CHA** 18 (+4)

Skills Insight +3, Persuasion +7, Stealth +8

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Washu and any other 5

Challenge 8 (3,900 XP)

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

Firesight. A kaisune knows the precise location of all fires, natural or otherwise, within 100 miles of its currently location. A kaisune can detect the heat of living creatures as well, as though it had blindsight 100 ft.

Innate Spellcasting. The kaisune's innate spell-casting ability is Charisma (spell save DC 17, +7 to hit with spell attacks). It can innately cast the following spells requiring no material components.

At will: *burning hands*, *scorching ray*

3/day each: *wall of fire*, *clairvoyance*, *fireball*

1/day each: *geas*, *legend lore*

ACTIONS

Multiattack. The kaisune makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) fire damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 7 (2d6) fire damage.



OKAMI

ANATOMY AND PHYSIOLOGY

The partially translucent fur of this huge wolfish kami reflects a night sky regardless of the time of day. Stars and nebula adorn the fur of the okami as it prowls the forests and mountains in areas dense with spiritual energies. The striking silver-lined eyes of the okami seem to pierce the inner thoughts of creatures it encounters.

BEHAVIOR AND TACTICS

For the most part, the okami will attempt to avoid any hostile creatures that it encounters during its travels through the wilds of Washu. When cornered, it relies heavily on its natural ability to become invisible to either take down its foe, or flee; utilizing its freedom of movement to avoid any traps and effects that may prevent this.



Huge celestial, neutral good

Armor Class 14 (natural)

Hit Points 170 (20d12 + 40)

Speed 80 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 15 (+2) **INT** 12 (+2) **WIS** 17 (+3) **CHA** 14 (+2)

Saving Throws Dex +5

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

Senses passive Perception 16

Languages Washun, telepathy 100 ft.

Challenge 8 (3,900 XP)

Natural Invisibility. An okami is constantly invisible at all times, even when attacking. An okami may end and resume this ability as a free action on its turn.

Detect Intention. As a bonus action an okami can detect the alignment of a creature within 60 ft. The okami knows the exact alignment of the creature. This ability also tells the okami the attitude of the creature it targets.

Innate Spellcasting. The okami's innate spellcasting ability is Wisdom. It can cast the following spells without components:

At will: *freedom of movement*

ACTIONS

Multiattack. The makes three attacks, two with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

ECOLOGY AND HISTORY

The okami, also known as the guiding wolves, are kami found in some of the deepest reaches of the eastern islands of Washu, prowling endlessly in search of those they might assist. Okami possess the ability to peer into the inner souls of most creatures, determining their morality and thoughts with nothing more than a glance. Those they deem worthy, they aid; especially those who are lost and have little hope of surviving the wilderness.

MISCELLANEOUS

Okami have been known to guide disoriented wanderers back to their homes, as well as protect children and those in need against the hostile elements of nature. During the Darkest War, a significant number of the okami banded together to assist in the evacuation and salvation of many citizens of Washu facing the forces of the Shattered Hand. The kamishards left behind by the okami aren't necessarily all that rare, as many show up in the offering plates of Shenami shrines mysteriously. These kamishards have been known to impart knowledge pertaining to terrain and the physical features of the world, preventing one from ever getting lost, and or providing one with innate insight into the motives of other creatures.



KENESTRAL EMBER

ANATOMY AND PHYSIOLOGY

The Kenestral ember is a quadrupedal creature possessing a body that resembles a mix between a bear and a large cat. Its thick, black-sooted fur looks as if waves of heat are rolling off of it, bending the light around its body slightly. Fiery red eyes glow from behind its dark furred face, reflecting some sort of light one cannot see.

BEHAVIOR AND TACTICS

Kenestral embers are natural pack hunters that leap from tree to tree as they carefully stalk their prey. Their bodies erupt into flames when they finally attack a victim, and their sharp claws turn molten. Kenestral embers can also utilize their inner flames to launch a powerful fire breath towards their enemies, overwhelming the surrounding area with scorching heat and flames to which the embers are immune.

ECOLOGY AND HISTORY

Kenestral embers hunt in the rainforests of southern Cypress, and they are one of the many reasons the rapid exploitation of the Cy-prean jungles has not occurred in the current industrial age. Previous attempts to eradicate the embers caused a number of forest fires, one of which led to the destruction of an entire city. While many experts believe that their hides could be utilized in magical applications, Cypress has enacted a number of laws protecting the Kenestral embers.

MISCELLANEOUS

Kenestral embers live socially in groups with up to sixty members, though differing between these groups has proved impossible for naturalists. Kenestral ember groups do commit war-like excursions against one another, typically over issues related to breeding groups, territory, and influence. Kenestral ember groups have been known to become a cohesive force when threatened by outsiders, particularly what we consider to be civilized forces. The Shattered Hand mostly ignored them during the Darkest War, and rumors persist of powerful Kenestral embers who became agents of the Shattered Hand.

KENESTRAL EMBER CR 7

Small monstrosity, neutral

Armor Class 15

Hit Points 143 (26d6 + 52)

Speed 30 ft., climb 30 ft.

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

Skills Athletics +6, Stealth +8

Damage Immunities fire

Vulnerabilities cold

Senses passive Perception 11

Languages Cypran

Challenge 7 (2,900 XP)

Heat Sense. The Kenestral ember can detect a source of heat, living or non-living, and determine its exact location and movements within 60 ft. of itself.

Fiery Aura. As a bonus action the Kenestral ember begins to emit an aura of flames and heat. Any creature that begins its turn or moves within a 5 feet of the Kenestral ember takes 7 (2d6) fire damage. The Kenestral ember is unable to stealth while this ability is active. It may turn off this ability as a move action on its turn.

ACTIONS

Multiattack. The Kenestral ember makes 3 attacks. One with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The Kenestral ember exhales fire in a 20-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.



KERALYR

ANATOMY AND PHYSIOLOGY

Keralyr are large, multi-hued creatures that originate from the Vibrant plane. Though described as panther-like, keralyr have three tails, and six legs. They tend to be violet in color, but they can be nearly any shade of the rainbow. They are known for their shimmering tails, ears, and coats. Their hides are tough, which grant them a form of natural armor. When in combat the keralyr pin their enemies down with their front paws and use their middle legs to rake their foes. The hind legs are often planted on the ground, or whatever surface they may be on, for ensured stability and strength.

BEHAVIOR AND TACTICS

Keralyr are quite stealthy, and they utilize a form of natural camouflage to remain hidden. They avoid vocalization by using their leylights to communicate. The six legs and three tails of the keralyr affords this species a great deal of speed, balance, and grace. When alarmed or threatened, they throw bright, flashing leylights in the face of their foe, hoping to confuse them long enough to either pounce or escape.

ECOLOGY AND HISTORY

Keralyr are found primarily within Leyathar, and they're the preferred mount of Leyarish warriors. In the wild, keralyr form extensive matriarchal societies under a single leader. They prowl across extremely wide stretches of land and form packs which can number well over fifty individuals. A pack of keralyr tends to be migratory, but they return to one spot every year. They seem to be family-driven, and observers have even noted the keralyr covering their dead in foliage and substrate, effectively forming graveyards for their family groups. Keralyr packs are extremely protective of the young and elderly.

MISCELLANEOUS

Keralyr are a rare and prized mount. They are attracted to those boasting Vibrant bloodlines, such as ele'rin and inuzen. Individuals of those races tend to make the best keralyr handlers. The keralyr are typically raised from birth and form long-lasting bonds with their riders. As such, impressionable younglings fetch a high price. These mounts are both intelligent and fiercely loyal, and they can pose quite a challenge to rear.

KERALYR CR 5



Large monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 110 (17d10 + 17)

Speed 60 ft.

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

Saving Throws Dex +7

Skills Deception +5, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Leyarish, telepathy (empathy) 100 ft.

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The keralyr makes four attacks with its claws. If all 4 attacks hit, the keralyr may use its bonus action to perform a bite attack.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target *Hit:* 7 (1d8 + 3) piercing damage.



KOALARI

ANATOMY AND PHYSIOLOGY

Koalari are small psionic creatures with brilliant, jewel-toned fur and bright, glassy eyes, granting this species the ability to see in darkness. They have sharp claws that aid in gripping and climbing. The koalari can psionically change the hue of their fur to appear in all shades of vivid, jewel-like colors. They are known to use crude tools with their opposable thumbs. As a species, they seem capable of making sound, but they use a form of telepathy to communicate and are verbally silent otherwise unless in mortal danger.

BEHAVIOR AND TACTICS

Peaceful, easygoing, and curious are all words that can be used to describe the personality of the koalari. They stay high within their treetop homes and away from the regions of Sillirai that are more civilized and populated. Amari and other magically-endowed individuals who have attempted to speak with the koalari telepathically find that they use an animalistic mental speech which has not yet been deciphered as a language. The koalari species is innately psionic, and they can cast a number of interesting psionic spells. When threatened, they lash out mentally and attempt to retreat. However, the koalari are fast to war and defending other members of their species should another be in grave or mortal danger. They can climb as fast as they can walk, and they use this ability to their advantage while in combat, gaining the high ground over their enemies before dropping on them, claws and teeth bared.

ECOLOGY AND HISTORY

The forested nation of Sillirai is the ancient home of the koalari. They are rarely found abroad unless traveling with an amari companion. There is, however, a koalari family of note living within the laris groves of Castle Saneri, an Aurezian fortification. Koalari are not a new species or recent discovery, but they have been garnering attention in nations abroad in recent years due to the popularity of a play called "Oh my, Koalari!" being performed in the nations along the western shores of Vathis.

MISCELLANEOUS

The theatrical performance titled "Oh my, Koalari!", performed by the troupe called The Ladies of Light, follows a koalari named Sai as he adventures across the continent. Sai repeatedly finds himself in bizzare and comical situations.



KOALARI CR 4

Small monstrosity, neutral

Armor Class 13

Hit Points 44 (8d6 + 16)

Speed 20 ft., climb 30 ft.

STR 12 (+1) **DEX** 16 (+3) **CON** 14 (+2) **INT** 18 (+4) **WIS** 12 (+1)
CHA 13 (+1)

Skills Arcana +6, Insight +3, Stealth +5

Condition Immunities charmed

Senses passive Perception 12

Languages Sillirian, telepathy 100 ft.

Challenge 4 (1,100 XP)

Empathy. The koalari can telepathically communicate with any creature within 60 ft. of it using only emotions.

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

At will: *detect thoughts*, *minor illusion*, *chill touch*, *light*

3/day each: *expeditious retreat*, *blur*, *thunderwave*

ACTIONS

Multiattack. The koalari makes three attacks. One with its bite and two with its claws.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target *Hit:* 6 (1d4 + 3) piercing damage.



LANSONER

ANATOMY AND PHYSIOLOGY

Lansoners are all that remain of an amalgamation of humanoids who were experimented on with fiendish blood. The form of lansoners vary from being to being; some have horns protruding from their head at odd angles, some have eyes dripping with blood, and others have appendages growing in unlikely places. No two are physically the same, but they all share an insatiable thirst for destruction.

BEHAVIOR AND TACTICS

The humanoids known as lansoners are incredibly hostile towards all living creatures unlike themselves. They treat vastborn with significant respect and deference, primarily due to their creation at the hands of the Shattered Hand. Otherwise, lansoners will rush opponents in large groups, seeking to overwhelm them with sheer numbers. They radiate an unnatural aura that strikes fear into the hearts of those who seek to destroy them.

ECOLOGY AND HISTORY

Lansoners were created in the later years of the Second Empire Wars by the Vandiel of the Shattered Hand as they masqueraded as influential citizens in the nation of Vavaire. Deep within the bowels of the Lanson Mines, the destitute, the homeless, life-term prisoners, traitors, and visitors were stolen away and experimented on by those loyal to the Shattered Hand under the cloak of official medical research. The beings spawned from these trials became the mad lansoners that were sealed away in the mines.

MISCELLANEOUS

Lansoners were the first attempt by the Shattered Hand to create mortal servitors. These monstrous humanoids still exhibit loyalty to the vastborn and the Shattered Hand, a trait that was eventually passed on to members of the noir race. Lansoners were originally sealed deep within the Lanson Mines to ensure their non-discovery by the world's citizens before the revelation of the Shattered Hand. In the later years of the Darkest War they were released as a last ditch effort to undermine the progress that the organization Legion made fighting the Shattered Hand. Unlike the noir, lansoners were never freed from their innate binding to the agents of the Shattered Hand.

LANSONER CR 6

Medium humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft., fly 60

STR 19 (+4) **DEX** 12 (+1) **CON** 12 (+1) **INT** 10 (0) **WIS** 15 (+2) **CHA** 18 (+4)

Saving Throws Dex +4, Wis +5, Cha +7

Skills Perception +5, Persuasion +7

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Vavalish

ACTIONS

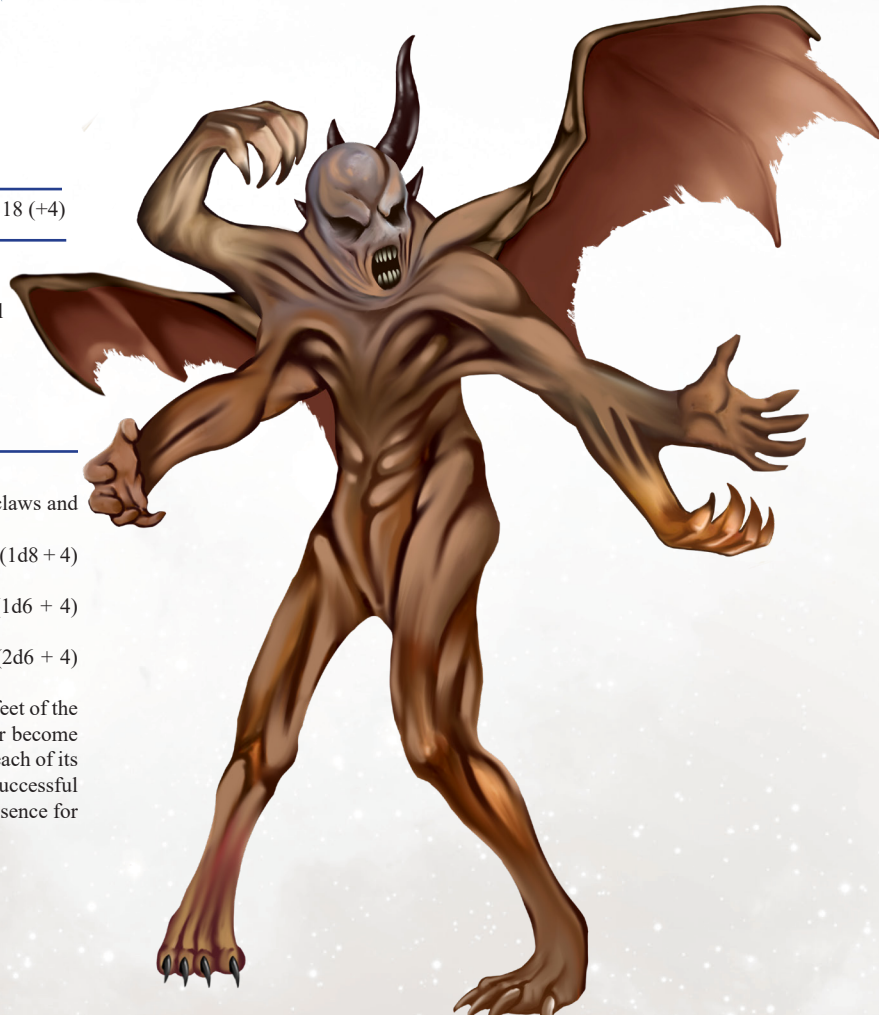
Multiattack. The lansoner makes three attacks, two with its longsword or claws and one with its wings.

Longsword. *Melee weapon attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Claws. *Melee weapon attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage.

Wings. *Melee weapon attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Frightful Presence. Each creature of the lansoner's choice that is within 30 feet of the lansoner and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the lansoner's frightful presence for the next 24 hours.



LARIS TREE

ANATOMY AND PHYSIOLOGY

Laris trees are large sentient trees with jewel-studded bark. They generally look similar to large, leafy oaks, and they can grow to an immense size. The gems embedded in their bark can be of any combination. Some laris trees may have a single sort of gemstone sprouting from their trunk and branches, while others may sport a variation. Their growth of a laris tree can be driven and shaped psionically over time by the tree's bonded amari, should they have one.

BEHAVIOR AND TACTICS

Laris trees are sentient plants capable of great magic. They are empathic beings with incredibly long lifespans, and they share a general psionic bond with others of their kind, and sometimes a specific partnership with a chosen amari. They rarely attack or display their magical capabilities unless threatened. They are able to read the thoughts of travelers who wander into their groves, and they may judge and lend or deny aid to individuals based on what they find.

ECOLOGY AND HISTORY

Native to the nation of Sillirai, this species of trees has difficulty thriving in other locations. One famous grove was cultivated successfully in Aurezia, but they rarely take hold and thrive when separated from others of their kind. The laris trees of Sillirai have always been sacred to the amari, and harm to them is a crime akin to harming a humanoid.

MISCELLANEOUS

Like other tree species, laris trees can live for an incredibly long time. In millennia past, members of the amari race lived for a number of years similar to that of other humanoids. Their lifespan was not extended until the great psionists of the ancient age learned how to bond with laris trees. The traditional bonds formed over the ages following have led the amari to possess the lifespan they have now, which often reaches eight to ten centuries.



LARIS TREE CR 14

Gargantuan plant, neutral good

Armor Class 23 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 0 ft.

STR 18 (+4) **DEX** 1 (-4) **CON** 20 (+5) **INT** 22 (+6) **WIS** 18 (+4) **CHA** 18 (+4)

Saving Throws Con +10, Int +11, Wis +9, Cha +9

Skills Arcana +11, Insight +9, Nature +11, Perception +9, Religion +11

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities psychic

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, deafened, frightened, incapacitated, petrified, poisoned, prone, restrained.

Senses blindsight 300 ft., passive Perception 19

Languages All languages, telepathy 600 ft.

Challenge 14 (11,500 XP)

Amari Bond. Laris trees have the capability to form close bonds with one amari. Amari that have undergone the bonding process gain a permanent empathic link with the tree itself over any distance. In addition, the laris tree can channel its innate spellcasting through its bonded amari as an action. Doing so requires the bonded amari to open their mind fully to the laris tree which takes an action. Keeping their mind open requires the amari's concentration.

Sculpted Growth. Laris trees can control the growth of their bodies psionically, allowing specific growth patterns, often sculpting their bodies to accommodate the bonded amari that reside within them.

Essence Sense. Laris trees and their bonded amaris can perceive the true essence of creatures within 600 ft. of the laris tree. Creatures in this aura must succeed at a DC 18 Wisdom saving throw upon entering the aura. Failure means the laris tree and their bonded amari become aware of the presence, power, and school of any magical affects present on the creature, whether or not the creature is under any polymorph effects, and knows whether or not the creature is speaking the truth. This effect does not reveal the true form of creatures that have failed their saves, nor does it force the creatures to speak the truth. Bonded amari can use their bond to focus on any creature they can see regardless of distance from the laris tree as an action. When used in this manner the effect lasts as long as the bonded amari concentrates on it, but only effects a single creature.

Innate Spellcasting (Psionics). The laris tree's innate spellcasting ability is Intelligence (spell save DC 19). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, levitate, minor illusion*

9/day each: *clairvoyance, hypnotic pattern, remove curse*

7/day each: *confusion, dream, hallucinatory terrain, locate creature, telekinesis*

5/day each: *dominate person, geas, scrying, telepathic bond*

3/day each: *legend lore, sunbeam*

1/day: *disintegrate*

REACTIONS

Confounding Presence. Anytime a divination spell or similar ability would have an effect on the laris tree, the caster must succeed on a DC 18 Intelligence (Arcana) check. If the check fails the ability triggers as normal but the laris tree can redirect it to a target of its choosing within range as a free action. In addition the laris tree is immediately aware of any divination spells or affects that it is in the area of effect of.



LEAHCAR

ANATOMY AND PHYSIOLOGY

Moving swiftly through the rivers and shores of Osept is a tentacle monster known as the leahcar. The leahcar is an incredibly large squid-like creature with grasping suction-cupped tentacles that ravage the shipping lanes of Osept. The body of the leahcar is covered in thick, shimmering, and slimy blue-and-green flesh that turns aside most blades as sailors attempt to hack off the creature's tentacles while being dragged underwater. A leahcar's tentacles are incredibly long (over a score of feet in length) that end in viciously barbed appendages that wrap easily around those unlucky enough to be grabbed by one.

BEHAVIOR AND TACTICS

A leahcar will spend most of its days in the deeper portions of the waters of Osept, biding its time as it remains hidden from view of the surface. It will strike suddenly with its tentacles as they spring forth from the water, spraying their hapless prey with droplets as the tentacles stretch towards them. A leahcar seeks to pull its prey down into the water, drowning it with ease and consuming it later. Leahcars frequently capsize smaller vessels, but they will also latch onto larger vessels, slowing down the ship's escape.

ECOLOGY AND HISTORY

Leahcars have always terrorized the shores of Osept, though specimens were significantly smaller in the years prior to the Darkest War. It is unknown if the larger sizes are attributable to some sort of influence by the Shattered Hand, but following the end of the Darkest War a large number of ships had been capsized by these monsters. Prior to the Darkest War, the leahcar was a solitary predator that only sought out other members of its species during peak breeding season. However, in recent years leahcar have been spotted in groups attacking some of the greatest vessels that sail the Angylis Sea.

MISCELLANEOUS

The leahcar is the source of many ancient Oseptian legends and myths pertaining to the dangers of the open waters of the Nashendasorn Desert. Researchers and experts have long since proven their existence, but they continue to seek knowledge on the breeding habits and hunting methods of these great beasts. A current bounty is being offered by the Eyes of Vathis for any and all information leading to the location of the leahcar's breeding grounds, as well as intact specimens to be utilized for study.

LEAHCAR CR 9

Gargantuan monstrosity, neutral
Armor Class 14 (natural armor)
Hit Points 174 (12d20 + 48)
Speed 15 ft., swim 40 ft.

STR 22 (+6) **DEX** 6 (-2) **CON** 19 (+4) **INT** 10 (0) **WIS** 13 (+1) **CHA** 11 (0)

Saving Throws Dex +2

Skills Perception +5, Stealth +2

Senses darkvision 60 ft., passive Perception 15

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons

Languages Oseptian

Challenge 9 (5,000 XP)

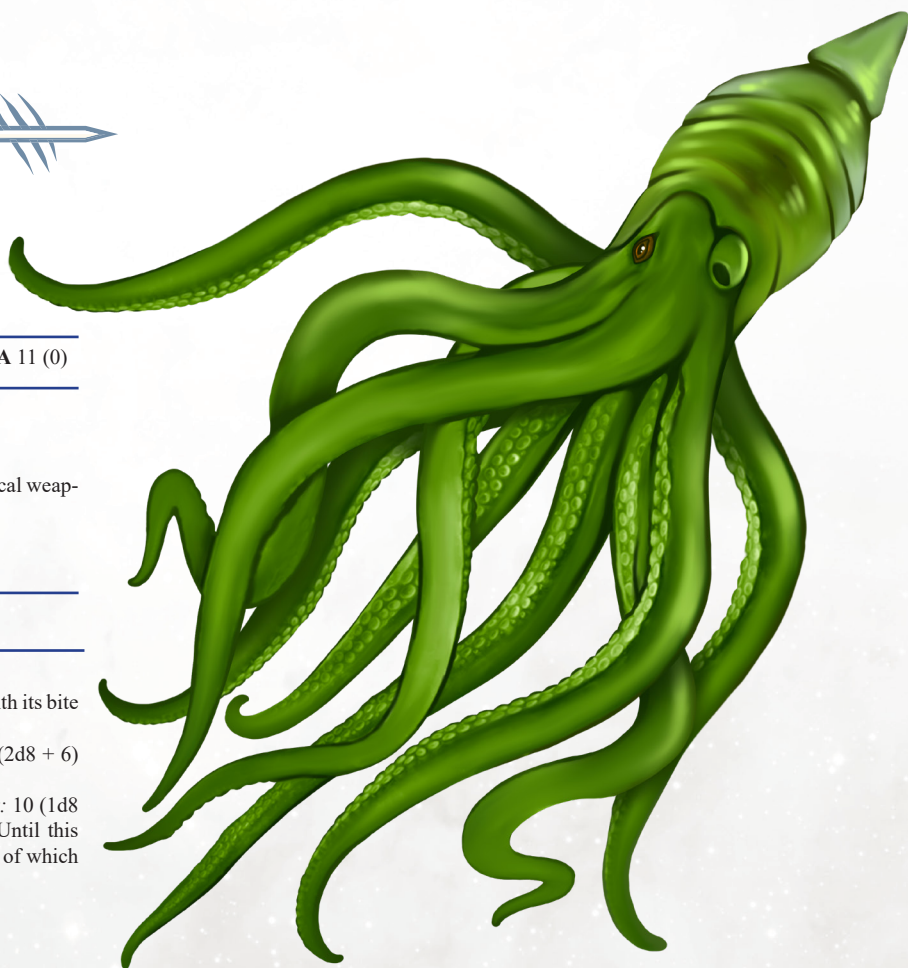
Amphibious. The leahcar can breathe air and water.

ACTIONS

Multiattack. The leahcar attacks four times with its tentacles and once with its bite if there is a target in range of its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The leahcar has ten tentacles, each of which can grapple one target.



LEYARISH WALKER

ANATOMY AND PHYSIOLOGY

This towering, bulbous construct known as the Leyarish walker stands on four gangly legs that shake the ground as the armored construct moves across the land. Six long eyestalks ending in crystal extend upwards from the construct's body into the air, giving the Leyarish walker a wide view of the surrounding area. The metal plates that contain its body are engraved with ancient arcane runes and designs depicting the rich culture of ancient Leyathar.

BEHAVIOR AND TACTICS

The Leyarish walker was constructed as a defense mechanism during the height of the Empire of Leyathar to ward off foes and enemies of the empire. They move through the luki'taer trees of Leyathar prowling for foes to unleash their powerful rays of magic on. When an enemy has been detected, the Leyarish walker follows it ceaselessly, firing beams of various energy types until one pierces the flesh of the foe. Leyarish walkers hunt their prey until its demise, overwhelming them with powerful magic and energy.

ECOLOGY AND HISTORY

The city of Synethil has been searching for any and all remaining Leyarish walkers since returning to the Material Plane. The successful reclamation of these incredible constructs has placed Synethil in an advantageous position, allowing the Leyarish to restore the former holdings of the Empire. After being restored, the Leyarish walkers follow the orders they are given by Archfaer Kernaroth. The walkers protect the city of Synethil against outside invaders while he focuses on reestablishing the Empire of Leyathar.

MISCELLANEOUS

The design and construction of Leyarish walkers is an art that has long since been lost to time. While Synethil may reclaim and repurpose existing walkers, no new ones can be created. Archfaer Kernaroth is utilizing the expertise of the Fae'ranore to hunt for any lost documentation and designs pertaining to the Leyarish walkers throughout the ruins of the Empire of Leyathar. So far, they have been unsuccessful.

LEYARISH WALKER CR 14

Huge construct, Neutral

Armor Class 14 (natural armor)

Hit Points 158 (15d12 + 60)

Speed 60 ft.

STR 24 (+7) **DEX** 18 (+4) **CON** 18 (+4) **INT** 3 (+4) **WIS** 20 (+5) **CHA** 1 (-5)

Saving Throws. Dex +8, Wis +5, Cha +6

Skills Acrobatics +8 Perception +5

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damaged Immunities poison

Condition Immunities poisoned, charmed, paralyzed, prone, exhaustion, blinded, deafened, frightened, unconscious

Senses darkvision 60 ft., passive Perception 15

Languages understands Leyarish, but can't speak

Challenge 14 (11,500 XP)

Innate Spellcasting. The Leyarish walker's innate spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells requiring no material components:

3/day each: *disintegrate*, *true seeing*

ACTIONS

Multiattack. The Leyarish walker makes three attacks with three rays or makes four leg attacks.

Leg. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning

Energy Ray. *Ranged Weapon Attack:* +9 to hit, range 90ft / 150ft., one target. *Hit:* 28 (8d6) damage of one of the following types of the walker's choice: acid, cold, fire, lightning, thunder.

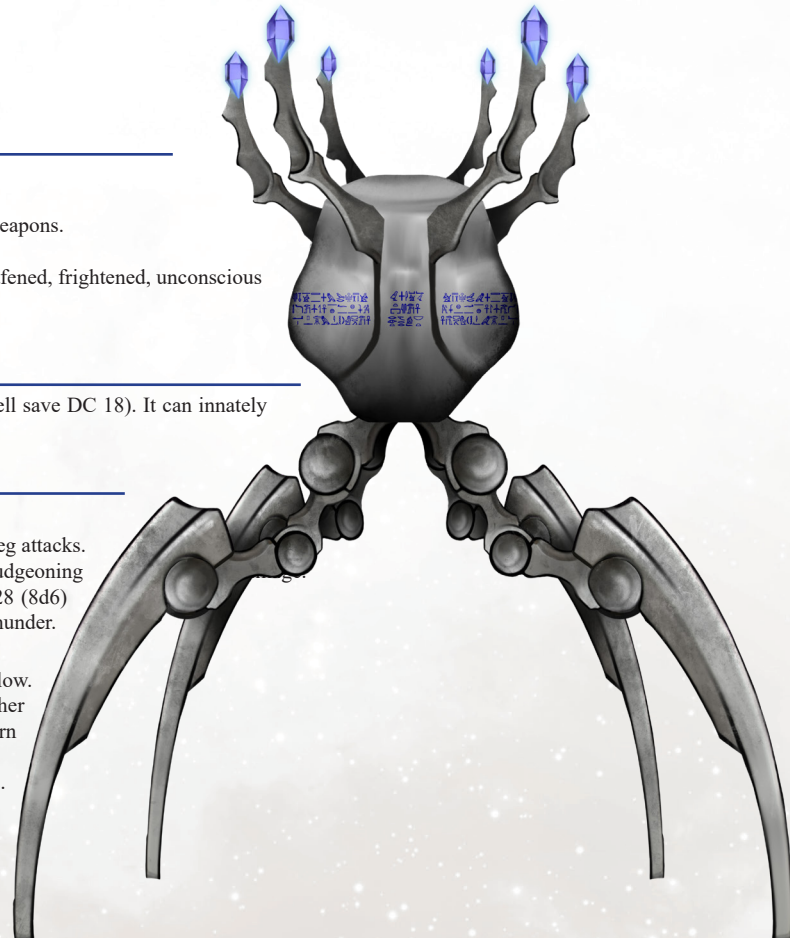
LEGENDARY ACTIONS

The Leyarish walker can take two 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 Leyarish walker regains spent legendary actions at the start of its turn

Stomp. The Leyarish walker makes a leg attack.

Ray Blast (Costs 2 Actions). The Leyarish walker fires two rays at two different targets.



LIVING ELDRIA

PLACE IN THE WORLD

For centuries untold the ildera crafted from eldria walked the face of Vathis, but it wasn't until the eventual discovery of natural eldria in 3689 AG that living eldria creatures began to make themselves known. Eldric creatures typically remain in areas permeated with the magical crystals in their natural state, stalking the areas of the Shardlands and fallen eldria refinement facilities in the wake of the Darkest War. Their innate hunger and intelligence makes them deadly encounters for the citizens of Vathis, and their numbers have exploded in recent years following the creation of the Shardlands. Some creatures composed of living eldria, such as the ildera, show innate intelligence and reason, making them even more dangerous than their more instinct-driven counterparts.

HISTORY

Though ildera were discovered in the early years of Vavaire's expansion, the crystals that composed their bodies and their true method of creation were still largely unknown. The eventual discovery of natural eldria changed everything. Rapid, eldric-based technological advancements followed quickly, and soon researchers discovered the ildera's creation process and successfully replicated the effects on other creatures. As CORE scientists led experiments studying the interaction between eldria crystals and natural creatures, they discovered that many lifeforms quickly integrated eldria crystals into their forms, becoming new species in the process. At that time, it was unknown if these transformations could occur naturally in eldria-infused areas. Scientists speculated that eldria could force the evolution of creatures in the natural world, which was shortly confirmed in the Darkest War as eldria refinement facilities fell to the Shattered Hand and eldria swept rampant and unchecked across great swaths of land. Since then, nearly an endless number of living eldria species have been discovered. They exhibit a wide variety of forms and functions, much to the dismay of unconverted lifeforms.

PHYSIOLOGY

Living eldria creatures all share the same crystalline characteristic of eldria existing within their forms in one method or another. The similarity ends there, as lifeforms have adapted in very peculiar ways to the introduction of eldria. From eldric oozes with crystal cores, to the humanoid ildera, to the soaring sky whales, the forms that living eldria take are endless, sometimes even creating entirely new lifeforms as the innate latent magic of eldria gives birth to incredible beings. Living eldria creatures typically possess magical abilities, rapid regeneration in areas of natural eldria, and boundless energy and sustenance in areas of natural eldria growth. The intelligence of living eldria also cannot be underestimated, as many of these forms possess a level of cunning and reason that few other natural creatures possess.

OUTLOOK

In general, the populace of Vathis is quite fond of the living eldria creatures that they have come to know. The ildera, eldricorn, and sky whales are all numerous and common in most areas of Vathis. The more feral living eldria creatures are commonly feared by the general populace, and CORE itself has begun research efforts to categorize and document any other living eldria discovered. Significant efforts have been made on behalf of most nations, and especially the Vathis Sentinels, to contain the expansion of both natural eldria and living eldria creatures in the wild places of the world. The Shardlands, however, is a unique problem, as both the largest area of natural eldria expansion and living eldria infestations. Fortifications and lookouts have been constructed all along the borders of the Shardlands in Leyathar, Vavaire, and Darastrix, with the hope that the vast seas will also assist with their containment.

LIFECYCLE

Living eldria comes into being in one of two ways. The most common method is the evolution of natural creatures to the presence of eldria, either through forced introduction by means of experimentation, or exposure to radiating ambient energies from the presence of nearby eldria. The second method typically takes more time, but gives rise to some of the most magnificent living eldria specimens in the world: natural propagation. The powerful interacting eldric energies found within vast domains of natural eldria are capable of producing magnificent and sophisticated living eldria lifeforms. These creatures often possess a substantial amount of eldria in their makeup, and they are sometimes even composed of naturally occurring eldricsteel. The ildera are an example of such a creature. Even if a living eldria creature spontaneously manifests, an artificial method of their creation may still exist or be invented, such as the eldric reactors that were used until Operation Eldric Crash to artificially create the ildera.



AVERAL

ANATOMY AND PHYSIOLOGY

The majestic azure-and-black feathered averal is roughly the same size as a standard falcon, but features significant changes in its physiology. An iridescent blue glow shines from wings that glitter in the sunlight. Studs of eldria crystals cover the averal's back, while keen eyes of molten azure search for prey from miles above. Light glints off of the averals razor-sharp eldricsteel claws and beak, leaving a faint shimmer as it glides through the air.

BEHAVIOR AND TACTICS

Averals prefer to ambush prey with a screeching dive from on high. Their eldricsteel claws tear through and grip flesh with ease, while the sheen of the averals beak passes through skin like a hot knife through butter. The averal's inner electricity overwhelms prey as it courses outward from the beak and claws of the bird.

ECOLOGY AND HISTORY

The averal is a fairly recent discovery from the eldria-infested territories within the Shardlands. These creatures only roost in areas of eldria concentration. Though they do not require a close proximity to eldria to live, they prefer to hunt in these areas. Recent sightings of this magnificent bird of prey have come from nearly every eldria refinement facility throughout the world.

MISCELLANEOUS

More recently, it has become known that the averal can be tamed by those brave enough to make the attempt. Most of their current handlers are ildera, but some other races have taken up the hobby as well. A typical tamed averal will fetch anywhere from 1,000 to 5,000 gold on an open market, depending on the specimen. Once tamed, averals make very loyal and watchful companions, often alerting their handlers to danger and protecting them from attack.



AVERAL CR 2



Small monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 5 ft., Fly 30 ft.

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

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Immunities poison

Condition Immunities poisoned

Languages understands Vavalish but can't speak

Challenge 2 (450 XP)

Living Eldria Traits. The averal is immune to the effects of poison, disease and the negative effects of natural eldria

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

Finishing Peck. If the averal hits with its claws, it may make a beak attack as a bonus action. If it does, it may not move for the rest of its turn.

ACTIONS

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 3 (1d6) lightning damage.



AZAMI

ANATOMY AND PHYSIOLOGY

The azami is characterized by the many long spines of eldria protruding from its eldricsteel body. Its four stubby legs keep it low to the ground, but its spines let it appear much larger than it actually is, oftentimes taller than most humanoid. Due to the weight of their spines and relatively short legs they are confined to the ground and have difficulty traversing ledges and awkward terrain. When threatened, the azami will pull its small, snubbed-nosed head down closer to its body and roll up into a ball. Their eyes, like most eldric creatures, are glowing blue gems on the front of their face.

BEHAVIOR AND TACTICS

The azami often wander around areas of raw eldria as the crystal in its raw form is what causes their spines to grow. These spines are the basis of the azami's natural defenses. They are able to fire these spines toward potential threats at alarming speeds and ranges. Azami are generally not hostile unless they feel threatened. Unfortunately, the majority of adventurers and explorers who have encountered these beasts have found that they are threatened by even the slightest misstep.

ECOLOGY AND HISTORY

The azami are found primarily in the Shardlands and other places of naturally occurring Eldria deposits. They were first discovered in south eastern Darastrix when some vasar scouts feared they saw some natural eldria expanding into their territory. Luckily for them, it was just a small group of azami who had wandered over the mountains. Unluckily for them, the azami had never seen a vasar before, and thought the flying dragon-like beings to be hostile.

MISCELLANEOUS

Many scholars believe that azami are the key to figuring out the secrets of how eldria spreads. They way azami expel their spines is similar to how eldria itself naturally expands. CORE researchers believe that an azami with no spines could be altered to grow refined eldria out of its back. They currently have placed a bounty for adventurers to capture a live azami that has expelled all of its spines.



AZAMI CR 8



Medium monstrosity, neutral
Armor Class 16 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 40 ft., burrow 40 ft.

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

Saving Throws Con +5
Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Damage Resistances lightning
Immunities poison
Condition Immunities poisoned
Languages understands Vavalish but can't speak
Challenge 8 (3,900 XP)

Living Eldria Traits. The azami is immune to the effects of poison, disease and the negative effects of natural eldria.

Charging Rend. If the azami moves at least 20 feet straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The azami makes three attacks with either its claws or its spines.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* +7 (1d6 + 4) slashing damage plus 7 (2d6) lightning damage.

Spines. *Ranged Weapon Attack:* +7 to hit, range 60 ft. /120 ft., one target.

Hit: 8 (1d8 + 4) piercing damage plus 7 (2d6) lightning damage, and the target creature must make a DC 16 Wisdom saving throw. On a failure the creature is paralyzed and can attempt the saving throw again at the end of each of its turns, ending the effect on a success.

Spine Wave (Recharge 6). An azami can expel a 30 ft. radius wave of electric spines around itself. Each creature within 30 ft. must make a DC 15 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.



ELDRICORN

ANATOMY AND PHYSIOLOGY

The eldricorn is a large equine creature made of living eldria. Their bodies are composed of eldricsteel and a crystalline lattice, and small clusters of eldria resembling a horse's mane can be found running down their necks. A pure spire of eldria sprouts from the eldricorn's head in a fashion similar to that of a unicorn's horn.

BEHAVIOR AND TACTICS

Eldricorns are generally harmless and good-natured, but they tend to be skittish around the flesh and blood races of Vathis. They can be somewhat uncomfortable to ride for long periods of time if not properly saddled. As a species, they tend to respond best to ildera handlers, but anyone with enough perseverance and know-how could easily train one. When threatened, the eldricorn projects a ray of magical force from its horn, startling their would-be foes. Eldricorns enjoy treats such as carrots or sugar cubes and react with mannerisms that one would expect of a horse. Though they run at a steady pace, they have not been bred for speed, and are instead primarily used for trips and duties requiring long, steady pacing.

ECOLOGY AND HISTORY

This species was first discovered in the Shardlands, but in recent years they've spread to the four corners of Vathis as an alternate choice of tireless mount. They are especially popular within the nation of Vavaire, and other places that have adopted eldria technology with open arms. Some speculate that they were once horses, or even unicorns, that became warped by the eldria that overtook the Shardlands.

MISCELLANEOUS

The magic of an eldricorn's horn sometimes causes strange magical effects centered around the eldricorn in question. Clever spellcasters have found ways to store their spells and incantations within the horn of an eldricorn, which they can unleash quite unexpectedly. Though not insanely powerful, this is known to be useful, and one should never attempt to harm an eldricorn or steal it from a spellcaster, lest they be blasted with a prepared fireball erupting outwards from the eldricorn's horn. A trained eldricorn sells for around 1,500 gold.



ELDRICORN CR 4

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 60 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Immunities poison

Condition Immunities poisoned

Languages understands Vavalish but cannot speak

Challenge 4 (1,100 XP)

Living Eldria Traits. The eldricorn is immune to the effects of poison, disease and the negative effects of natural eldria.

ACTIONS

Multiaction. The eldricorn makes three attacks: two with its hooves and one with its horn.

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

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Corelight. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 7 (2d4 + 3) force damage.



ELDRILIS

ANATOMY AND PHYSIOLOGY

Found throughout the Shardlands, eldrilis are groupings of large clusters of eldria held together by raw magical energy. The large eldria shards will often form themselves into a rough bipedal shape that roam areas of eldria-infested landscapes. Their floating forms drift around the region of their creation effortlessly, posing no threat to other creatures of living eldria.

BEHAVIOR AND TACTICS

The mysterious eldrilis possess all manner of energy attacks and magical abilities. They utilize these abilities to protect and patrol domains of eldria, striking down creatures who would seek to exploit and remove the native crystal. Their dynamic forms and energy cycles give them some semblance of spellcasting ability, utilizing impressive arcane magic to overwhelm and defeat those who would seek to destroy them.

ECOLOGY AND HISTORY

An eldrilis occurs when large geodes that contain eldria end up in close proximity to one another. Due to the eldria being contained within stones it is unable to manifest as a regular eldric creature or ildera. Instead, the stones slowly become infused with eldric energies and eventually develop a sentience of their own. Over time the stones dissolve, leaving only the eldria cores, which are held together in a humanoid shape by pure energy.

MISCELLANEOUS

Expeditions sponsored by CORE to document the effects of the Shardlands have run into quite a few eldrilis throughout their exploration efforts. Of those encountered, many have been contained and returned to various laboratories in Alear, Tristan, and have been found to exhibit some form of intelligence and reasoning. One expedition in particular, having destroyed a particularly large eldrilis, found its core to contain a condensed form of eldria that possessed the ability to grant magical abilities to the wielder.



ELDRILIS CR 7



Medium elemental, neutral

Armor Class 13

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 60 ft.

STR 10 (0) **DEX** 16 (+3) **CON** 14 (+2) **INT** 13 (+1) **WIS** 13 (+1) **CHA** 19 (+4)

Saving Throws Con +5, Wis, +4, Cha +7

Skills Deception +7, Persuasion +7

Senses darkvision 60 ft., passive Perception 14

Damage Resistances bludgeoning, slashing and piercing from non-magical weapons.

Damage Immunities poison

Condition Immunities charmed, deafened, frightened, paralyzed, poisoned

Languages understands Valavish but cannot speak

Challenge 7 (2,900 XP)

Living Eldria Traits. The eldrilis is immune to the effects of poison, disease and the negative effects of natural eldria.

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

Magic Weapons. The eldrilis' weapon attacks are magical.

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

At will: *magic missile*, *color spray*

3/day each: *mirror image*, *shatter*, *blur*

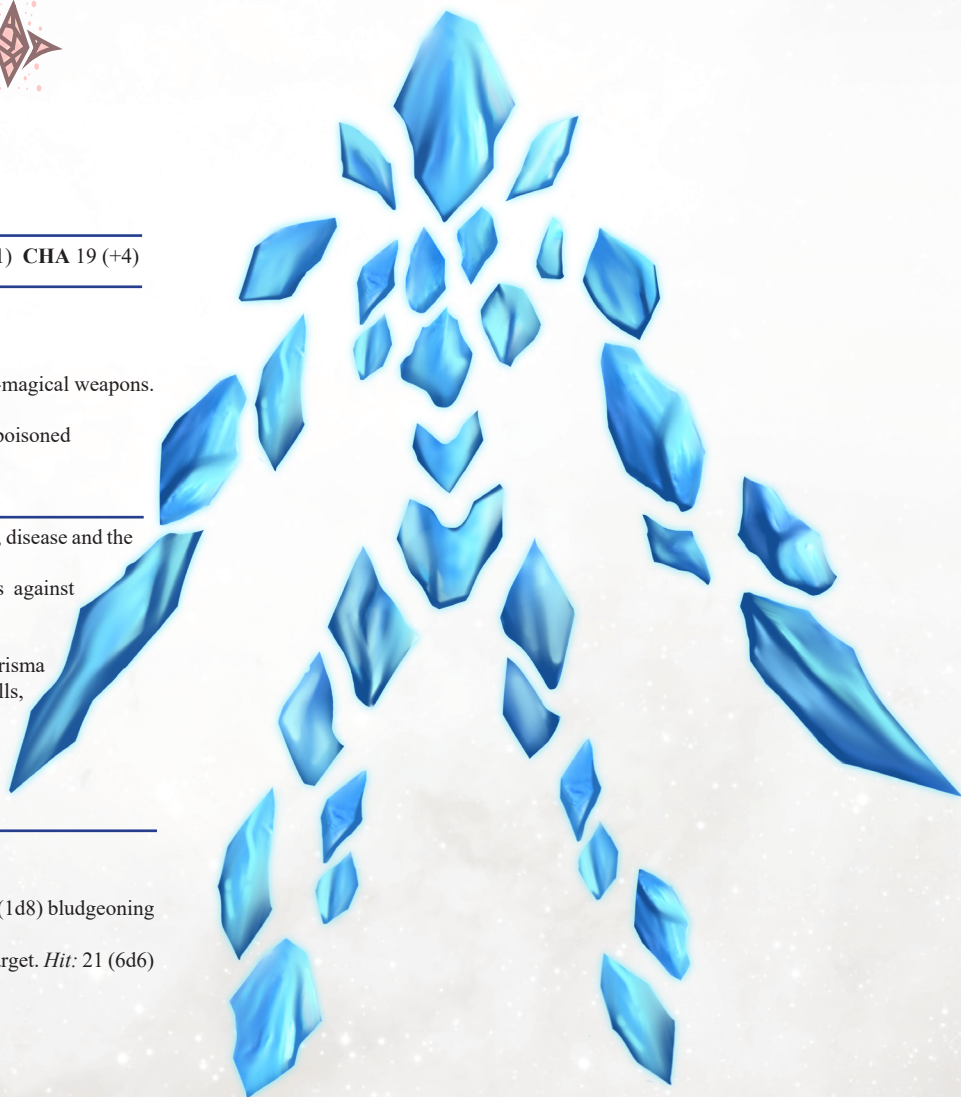
1/day each: *fireball*, *lightning bolt*

ACTIONS

Multiattack. The eldrilis makes three attacks with its slam.

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 4 (1d8) force damage.

Eldric Ray. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 21 (6d6) force damage.



ESSENCE EATER

ANATOMY AND PHYSIOLOGY

Essence eaters are eldria-infused oozes with faceted sides like that of the eldria crystals embedded in their bodies. Their translucent forms glide across the ground unhindered, appearing as eldria suspended in midair until the side of the ooze comes in contact with prey and draws it into itself.

BEHAVIOR AND TACTICS

Essence eaters seek out areas of intense magic, especially that of permanent magical items, making them especially dangerous to adventurers. Their bodies appear to be armored by a protective barrier of force, while damaging any portion of their mass immediately causes it to fire shards of eldria at the attacker. Their body boasts the capability to dissolve most magical gear, and it is this gear that they seek out.

ECOLOGY AND HISTORY

Essence eaters primarily roam the eldria-infested Shardlands and must remain in areas of natural eldria concentration to survive. Essence eaters who have been captured and removed fade away almost immediately, and thus they never roam outside of those areas willingly. They appear to subsist primarily on naturally occurring magical emanations and concentrate in those areas until they have been depleted.

MISCELLANEOUS

Every so often essence eaters consume items and material they are unable to dissolve, forever carrying them in their forms until they are defeated or die of other causes. A small cache of zodi'ite was recently discovered in the body of an essence eater slain by an expedition from Synethil. This tale has caused a significant rise in groups hunting essence eaters, heedless of the danger.

ESSENCE EATER CR 9

Large ooze, neutral

Armor Class 8

Hit Points 184 (16d10 + 96)

Speed 30 ft.

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

CHA 10 (0)

Damage Immunities acid

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

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

Languages —

Challenge 9 (5,000 XP)

Living Eldria Traits. The essence eater is immune to the effects of poison, disease and the negative effects of natural eldria.

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

At will: *detect magic, light, mage hand, mending*

5/day each: *shield, magic missile, color spray, ray of enfeeblement*

3/day each: *blindness/deafness, acid arrow, hold person, blink*

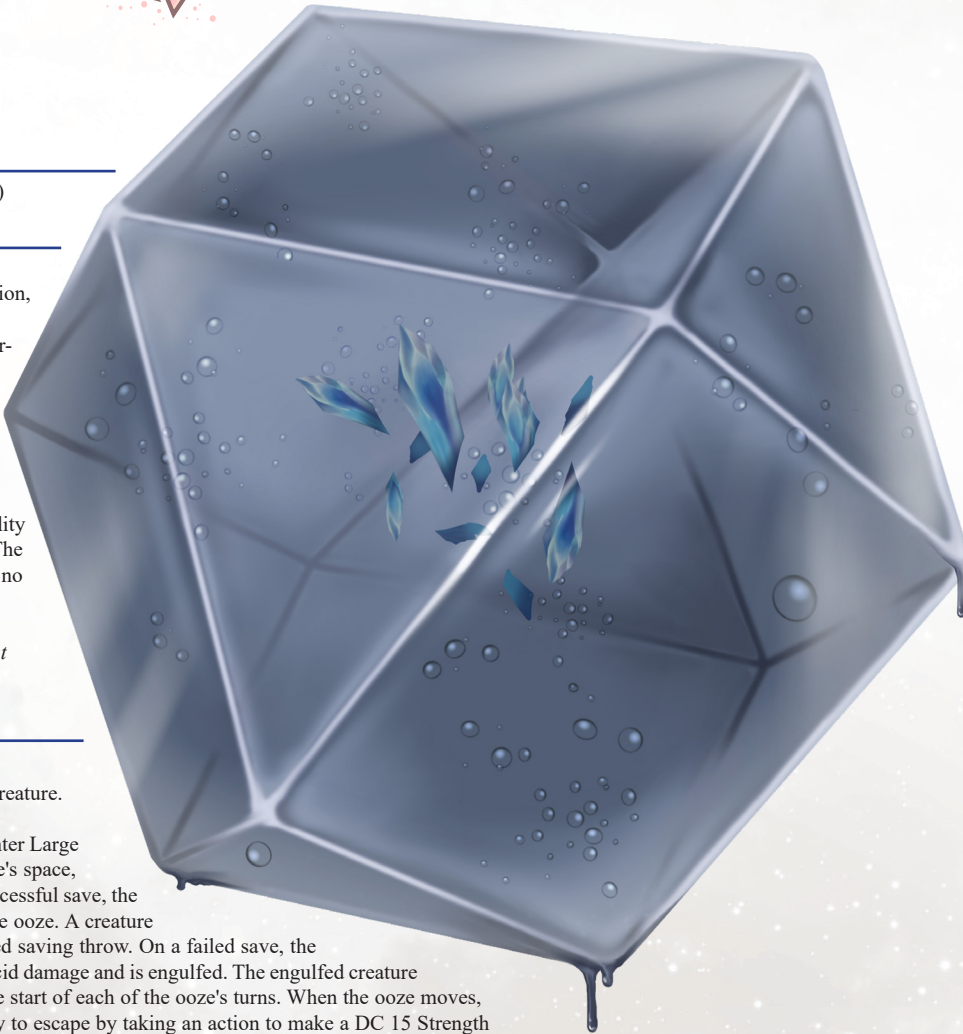
1/day each: *fire ball, hallucinatory terrain, resilient sphere*

ACTIONS

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature.

Hit: 14 (4d6) acid damage.

Engulf. The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 15 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the ooze enters the creature's space, and the creature takes 14 (4d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 28 (8d6) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.



FACETED ONE

ANATOMY AND PHYSIOLOGY

Any humanoid who is vulnerable to the effects of eldria can become a faceted one. These mutated husks come about when an individual has their body infected by unrefined eldria crystals. When the body tries to adapt to the crystal's presence and fails, a mutation occurs. Much of the faceted one's body stays intact with the key change of crystals protruding from random points on their body. The mind of a faceted one is often warped beyond recognition, straying towards violent and chaotic tendencies.

BEHAVIOR AND TACTICS

The eldria coursing through the body of a faceted one grants them immense magical abilities that they utilize without discretion. They often are intelligent enough to work in groups and have their own unique goals and desires as any person would. Faceted ones tend to exhibit instability and are prone to fits of rage and violent outbursts. The longer one has been infected by eldria, the more often and severe these outbursts are.

ECOLOGY AND HISTORY

The first account of a faceted one occurred in the modern day Shardlands, at Silverwalls. A scouting party returned with an infected individual who eventually awoke and went on a small killing spree before being put down by several Vathis Sentinels. The existence of faceted ones has greatly increased with the continued spread and growth of eldric technology. CORE has not released an official stance on these beings to the public.

MISCELLANEOUS

The religious cult known as the Church of the Crystal Watcher is one of several groups known to afflict themselves with eldric infections in order to become faceted ones. They believe that they become closer to their one true god in this way. They attribute the fits of violence and magical abilities granted by the infection as "the will of the faceted one".



FACETED ONE CR 8

Medium humanoid, neutral

Armor Class 16 (natural armor)

Hit Points 128 (17d8 + 51)

Speed 30 ft.

STR 8 (-1) **DEX** 19 (+4) **CON** 16 (+3) **INT** 13 (+1) **WIS** 12 (+1) **CHA** 22 (+6)

Saving Throws Con +6, Cha +9

Senses darkvision 60 ft., passive Perception 14

Damage Resistances bludgeoning, slashing and piercing from non-magical weapons.

Damage Immunities poison

Condition Immunities poisoned

Languages Vavalish

Challenge 8 (3,900 XP)

Living Eldria Traits. The faceted one is immune to the effects of poison, disease and the negative effects of natural eldria.

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

Magic Weapons. The faceted one's weapon attacks are magical.

Spellcasting. The faceted one is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +9 to hit with spell attacks). The faceted one can innately cast the following spells, requiring no material components: Cantrips (at will) *dancing lights, light, ray of frost, shocking grasp*

1st level (4 slots) *color spray, magic missile, shield*

2nd level (3 slots) *invisibility, scorching ray, see invisibility*

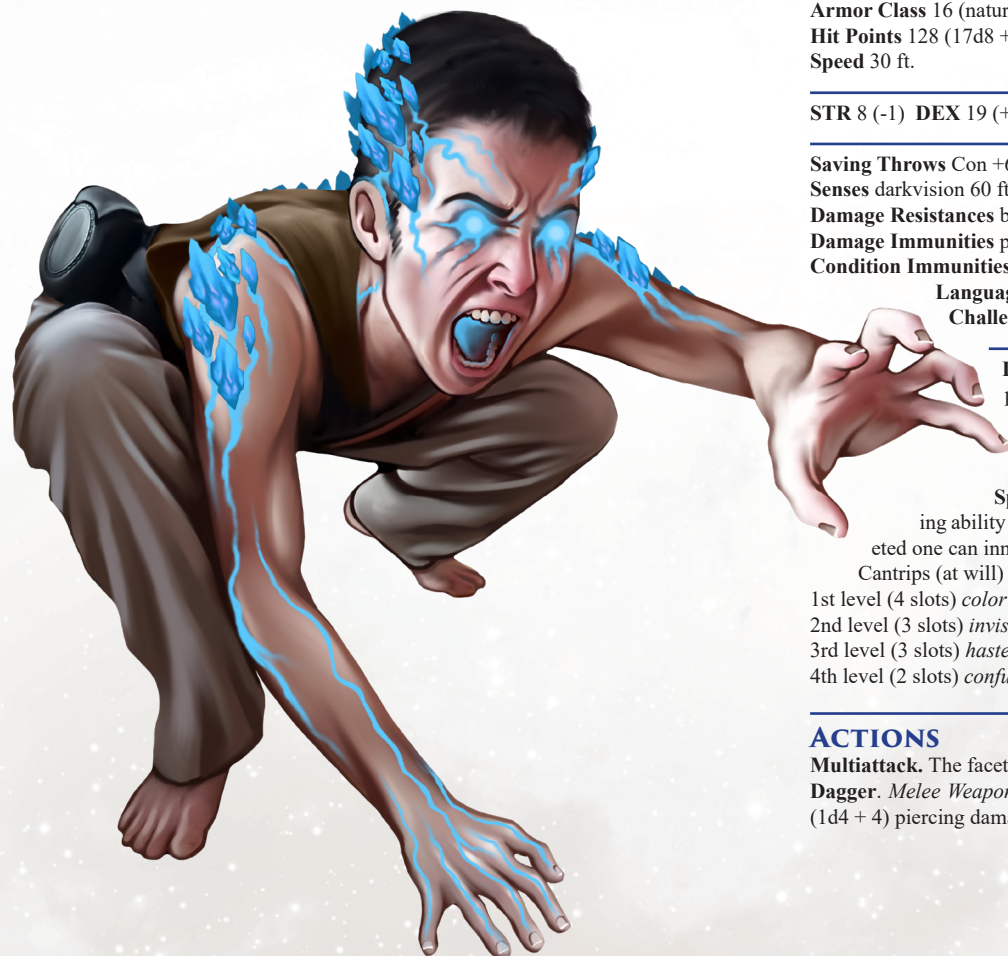
3rd level (3 slots) *haste, lightning bolt*

4th level (2 slots) *confusion, polymorph*

ACTIONS

Multiattack. The faceted one makes three dagger attacks.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and 7 (2d6) lightning damage.



KELDRITE SWARM

ANATOMY AND PHYSIOLOGY

Keldrites are commonly found in swarms of glittering eldric-steel-plated coin-sized creatures. These mites possess hungry blue eyes that appear devoid of all intelligent thought. The sound of metallic skittering is all that can be heard as they ceaselessly look for living prey to overrun and consume.

BEHAVIOR AND TACTICS

Keldrite swarms manifest as waves of endless mites that easily crawl and overtake even the largest of foes, devouring their flesh and magical gear with hundreds of razor-sharp eldricsteel mandibles. The swarm is fearless and hunts prey with no thought for its own survival, as the species repopulates within the bodies of the fallen.

ECOLOGY AND HISTORY

Keldrites inhabit tunnels, caverns, and canopied areas flush with eldria, almost never roaming outside of areas dense with eldric influence. Many adventurers are told that if they ever run into swarms of these creatures they should attempt to flee the area rather than attempt to fend off the swarm.

MISCELLANEOUS

As with most swarms, fire and area effects seem to be the best deterrent to a keldrite swarm. However, there is one thing to note: keldrite swarms absorb the essence of magic if spells fail to penetrate their natural resistance, multiplying and increasing the size of the swarm itself. Explorers must strike swiftly and decisively, or they suffer a greater chance of making a bad situation much, much worse.

KELDRITE SWARM CR 3

Medium swarm of monstrosities, neutral

Armor Class 14

Hit Points 50 (11d8)

Speed 30 ft.

STR 10 (0) **DEX** 18 (+4) **CON** 11 (0) **INT** 7 (-2) **WIS** 12 (+1) **CHA** 13 (+1)

Senses darkvision 60 ft., passive Perception 13

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Languages —

Challenge 3 (700 XP)

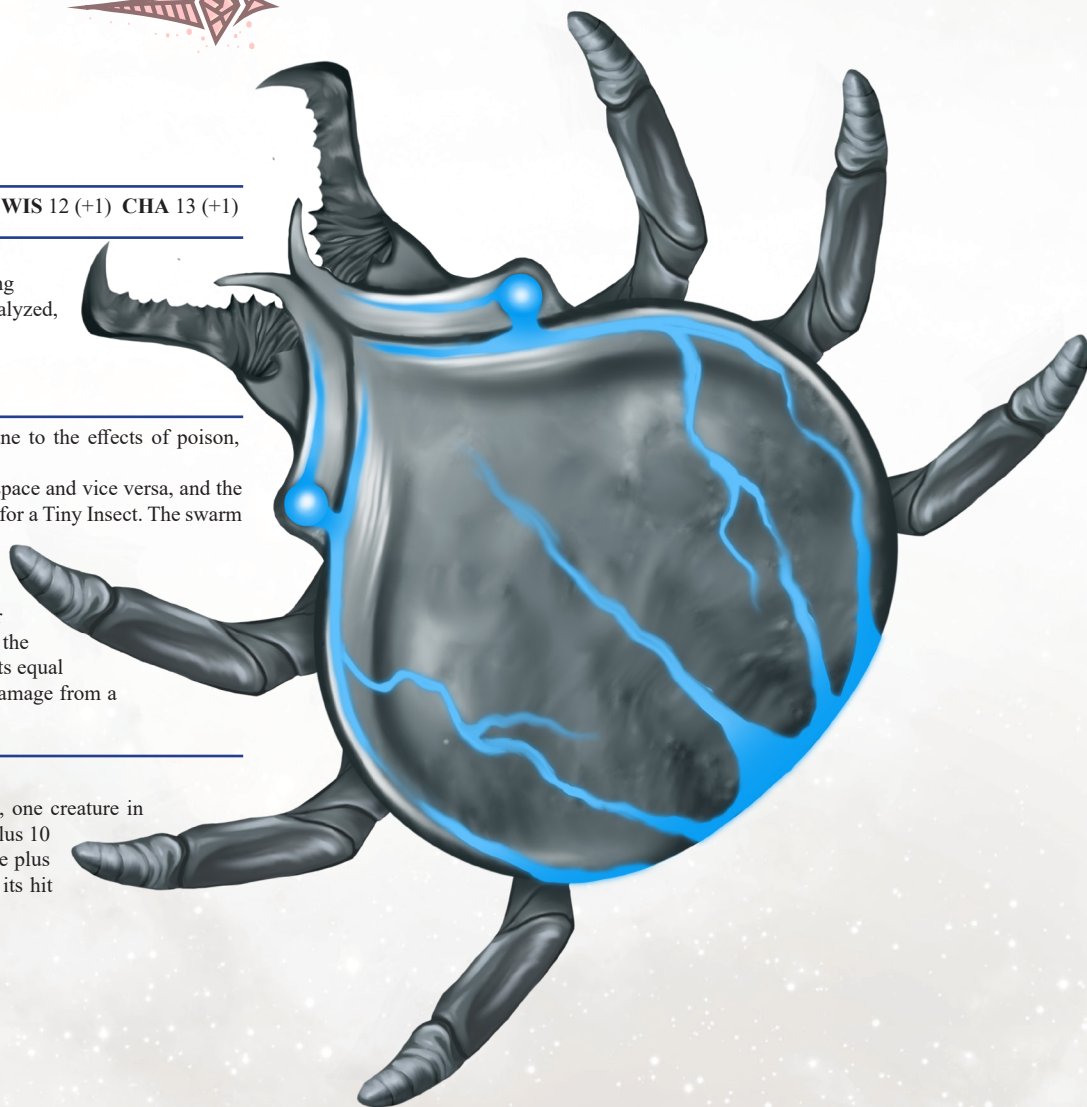
Living Eldria Traits. The keldrite warm is immune to the effects of poison, disease and the negative effects of natural eldria.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Insect. The swarm can't regain hit points or gain temporary hit points.

Consume Magic. Whenever the swarm takes damage from a spell, roll a d20. On the result of 10 or higher the spell triggers as normal. On a 9 or lower, the spell deals no damage and the swarm gains hit points equal to the level of the spell. If the swarm negates the damage from a cantrip in this way they regain 1 hit point.

ACTIONS

Bites. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* +7 (2d6) piercing damage plus 10 (3d6) lightning damage, or 3 (1d6) piercing damage plus 7 (2d6) lightning damage if the swarm has half of its hit points or fewer.



SKY WHALE

ANATOMY AND PHYSIOLOGY

These colossal, eldria imbued, grey and blue whales drift lazily through the skies of Vathis. Their enormous size is kept aloft by something similar to an organic EDS, also known as the Ether Drive Systems that are utilized to keep airships aloft. Sky whales radiate an intense magical aura that is palpable to those nearby and their bodies are sought after for the powerful eldric materials found within their bodies.

BEHAVIOR AND TACTICS

Sky whales are incredibly intelligent and wield very powerful magic against any foes that would seek to do them harm. Their propensity to remain in pods of multiple individuals makes the task that much more dangerous. Sky whales will typically use their massive bodies to ram airships and to crush foes beneath their weight, if their natural magic doesn't overcome their enemies directly. Sky whales possess inner layers of enchantments that prevent them from being found through magical means.

ECOLOGY AND HISTORY

Sky whales were some of the first natural Eldric creatures to appear shortly after the discovery of eldria. Their numbers have swelled significantly since then, and they can be found nearly everywhere in the world. Their forms were studied intensively by members of CORE, the Corporate Operations for the Refinement of Eldria. It is within their bodies that the idea for the first EDS was ascertained, granting the grace of airship flight to the civilizations of Vathis.

MISCELLANEOUS

Since their discovery sky whales have been actively hunted by the various airship groups of Vathis, as their bodies fetch an enormous price if captured intact. Nearly every piece of a sky whale can be utilized in some form or another, from eldric perfumes, to emergency airship fuel. A crew that is successful in bringing a Sky Whale down and returning it for processing can expect a payload in the hundreds of thousands to millions of gold. As such, it is a rapidly expanding industry, with CORE leading the forefront of the processing industry. A rumor has been spreading recently that a new concentrated type of eldria has been found within some of the older and larger sky whales that grants the wielder direct access to arcane magic, even if the user wasn't acclimated to do so before.

SKY WHALE CR 14

Gargantuan monstrosity, neutral

Armor Class 12 (natural armor)

Hit Points 279 (18d20 + 90)

Speed fly 100 ft.

STR 24 (+7) **DEX** 4 (-3) **CON** 20 (+5) **INT** 14 (+2) **WIS** 14 (+2) **CHA** 21 (+5)

Skills Perception +3

Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Arkkar, Farlish, Vavalish

Challenge 14 (11,500 XP)

Living Eldria Traits. The sky whale is immune to the effects of poison, disease and the negative effects of natural eldria.

Powerful Charge. If the sky whale moves at least 30 ft. and then hits with its slam attack, it deals an extra 33 (6d10) bludgeoning damage.

Innate Spellcasting. The sky whale's innate spellcasting ability is Charisma (spell save DC 18, +10 to spell attacks). It can innately cast the following spells, requiring no material components:

At will: *color spray*, *invisibility*, *magic missile*, *nondetection*, *scorching ray*

7/day each: *lightning bolt*, *haste*

5/day each: *ice storm*, *locate creature*

3/day each: *cone of cold*, *telekinesis*

1/day each: *chain lightning*, *arcane sword*

ACTIONS

Multiattack. The skywhale makes two slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (4d10+7) bludgeoning damage.



VALI

ANATOMY AND PHYSIOLOGY

Vali are large feline predators that prowl the areas of the Shardlands and beyond. Four powerful legs ending in wicked crystal claws support an eldricsteel and eldria-encrusted muscular frame. Their glowing blue eyes track prey easily, while their sabretooth mouth tears through flesh and bone. The body of the vali is covered in a fine azure and black fur that seems to shift and meld as the vali stalks in search of food.

BEHAVIOR AND TACTICS

Larger than tigers, vali are expert hunters possessing traits reminiscent of other powerful felines. They stalk through familiar terrain silently and attack when they gain advantage over a foe, latching onto prey with their powerful claws and saber teeth, while their inner mandible continues to tear into the flesh of the fallen. For foes out of reach, vali have the ability to utilize magical energy to create a sort of a ranged claw swipe composed of raw magical energy that harries enemies at a distance.

ECOLOGY AND HISTORY

Vali are some of the oldest eldric creatures to roam eldria-infested territory. They hunt throughout the Shardlands in matriarchal prides spanning hundreds of miles. Vali are capable of roaming beyond eldria-infested areas, allowing them to increase the range of their territory, but they always return to a central area of eldric influence after a hunt. Vali themselves are relatively intelligent beasts, and wild vali avoid civilized areas that pose a danger to them at all costs.

MISCELLANEOUS

Vali that are caught young or bred by ildera can be tamed and kept as mounts and companions, and when properly handled, they take to these roles easily. Their young fetch a price of nearly 6,000 gp, and fully trained vali can go for nearly double that when trained by specialized breeders. Their fur is widely sought after throughout the world for its iridescent and shifting properties, which has sparked an intense fur trade. Pelts of adult females can go for 10,000 gp or more on the open market.



VALI CR 4



Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 50 ft.

STR 12 (+1) **DEX** 16 (+3) **CON** 15 (+2) **INT** 8 (-1) **WIS** 12 (+1) **CHA** 10 (0)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Immunities poison

Condition Immunities poisoned

Languages understands Vavalish but cannot speak

Challenge 4 (1,100 XP)

Living Eldria Traits. The vali is immune to the effects of poison, disease and the negative effects of natural eldria.

Pounce. If the vali 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 vali can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The vali 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 (1d10 + 3) piercing damage

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

Eldric Force Swipe. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 10 (2d6 + 3) force damage.



VESPILIA

ANATOMY AND PHYSIOLOGY

Vespilia are large insectoid creatures with beautiful blue crystalline wings. Six legs extend outward from the vespilia's body, ending in deadly eldricsteel talons that rake and rend foes. The vespilia's fierce mandibles are capable of crushing bone, and they are matched in peril only by the crystal stinger found at the end of the creature's bulbous tail. Vespilia are sometimes called eldric hornets.

BEHAVIOR AND TACTICS

Vespilia attack in flights of five or more, firing their crystal stingers at foes when they feel threatened. These stingers combust and burn the target from within the inflicted wounds. What makes these creature particularly dangerous is how they never seem to run out of stingers, as the sack responsible for stinger production quickly replaces any that are expelled.

ECOLOGY AND HISTORY

Vespilia primarily inhabit the Shardlands, creating crystal hives nestled deep in the ground from which to spawn their brood. No central queen exists for the vespilia, as all possess the ability to create additional larvae. They hunt and fend off predators in droves. Vespilia appear to be relegated to areas of intense eldria concentration, as if their survival depends on it.

MISCELLANEOUS

Scientists across the world have studied the vespilia in the hopes of artificially synthesizing their stinger production. Unfortunately, dead vespilia stop producing stingers, making this research difficult at best, and frequently deadly. No small number of lives have been lost while attempting to capture vespilia alive and collect unexploded stingers.

VESPILIA CR 6



Small monstrosity, neutral

Armor Class 14

Hit Points 111 (17d6 +51)

Speed 20 ft., Fly 40 ft.

STR 10 (0) **DEX** 20 (+5) **CON** 16 (+3) **INT** 9 (-1) **WIS** 12 (+1) **CHA** 12 (+1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Immunities poison

Condition Immunities poisoned

Languages understands Vavalish but can't speak

Challenge 6 (2,300 XP)

Living Eldria Traits. The vespilia is immune to the effects of poison, disease and the negative effects of natural eldria.

ACTIONS

Multiattack. The vespilia makes four claw attacks.

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

Stinger. *Ranged Weapon Attack:* +8 to hit, range 30/ 60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 14 (4d6) fire damage.



LIVING SONG

ANATOMY AND PHYSIOLOGY

The living song is a bizarre being with a consistency similar to that of an ooze. Its gelatinous body possesses no color, and it is completely translucent. The living song tends to stretch upwards and gesticulate in rhythm with the songs it emits. As it moves around, the living song projects a wide variety of tones that can be both beautiful and deadly. Scholars have concluded that this creature is sonic energy given a physical form.

BEHAVIOR AND TACTICS

Living songs tend to manifest in areas of high magical concentration and venture towards areas of music or large amounts of sound. It is arguable whether or not these beings are sentient at all. Their musical emanations vary from damaging sonic waves to lulling dulcet tones.

ECOLOGY AND HISTORY

Though they have the capacity to manifest anywhere, living songs usually appear in large echoing caverns with good natural acoustics. Living songs are considered naturally-occurring dangers that very few people understand or are able to handle. As such, they are feared by the common folk of the world.

MISCELLANEOUS

Due to the high concentration of living songs that appear near Mythrayne, the Jordensang have taken it upon themselves to help get rid of the unwanted creatures. The bardic college is easily able to attract living songs with their music, and they've become quite proficient in dealing with the various effects caused by the beings. Even still, only the most experienced members of Jordensang are dispatched for such jobs.

LIVING SONG CR 12

Medium ooze, neutral

Armor Class 11

Hit Points 168 (16d8 + 96)

Speed 40 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 22 (+6) **INT** 0 (-5) **WIS** 20 (+5) **CHA** 1 (-5)

Damage Resistances. fire, cold, acid, lightning, bludgeoning, piercing and slashing

Damage Immunities thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, incapacitated, prone

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

Languages —

Challenge 12 (8,400 XP)

Innate Spellcasting. The living song's innate spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following spells requiring no material components:

At will: *sleep, charm person, hideous laughter*

3/day each: *shatter, dominate person, telekinesis*

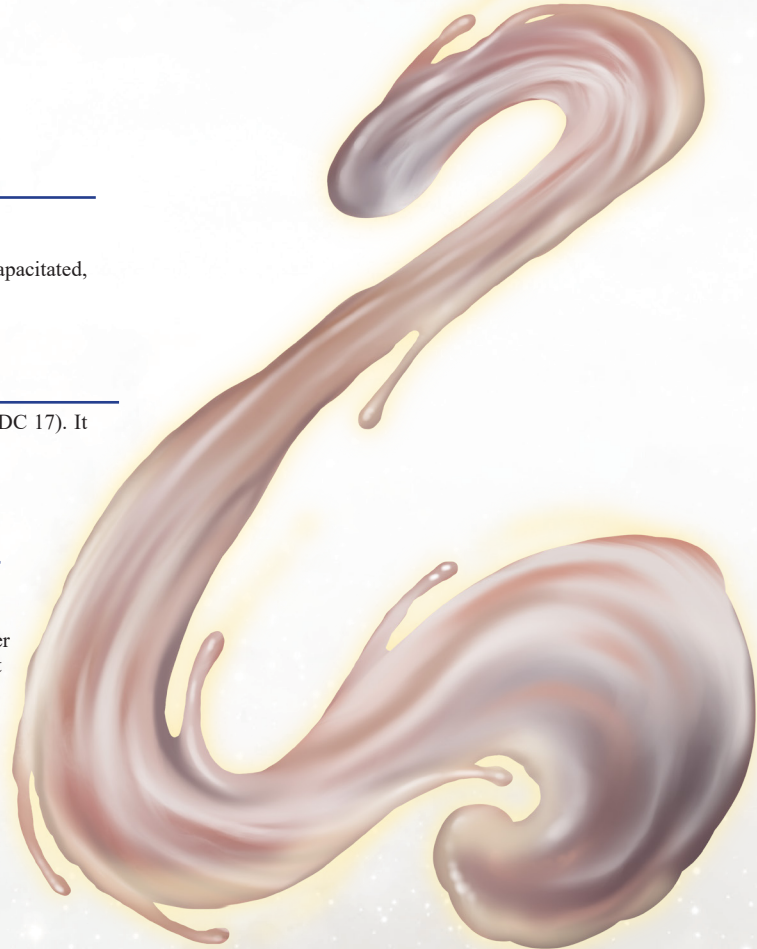
1/day each: *dominate monster, irresistible dance*

ACTIONS

Multiattack. The consumer makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 28 (8d6) thunder damage and the target must make a DC 15 Constitution saving throw. On a failure the target is stunned for 1 round.

Sonic Wave (Recharge 6). A living song can cause a 30 ft. radius around itself to vibrate with a damaging sonic wave. Every creature within the radius must make a DC 15 Constitution saving throw. On a failure they take 42 (12d6) thunder damage. On a success they take half as much damage.



LOST GLADIATOR

ANATOMY AND PHYSIOLOGY

Lost gladiators are ghostly figures clad in traditional Cyprean armor. Their form is translucent and incorporeal, and they seem to manifest out of mid-air. Always appearing as humanoids dressed for battle, lost gladiators are covered in all manner of weapons and equipment. An ornate helmet covers the head of the spectral figure, concealing its face and intimidating its foes. A lost gladiator always possesses a fatal-looking wound on their body. This is the wound that killed them.

BEHAVIOR AND TACTICS

Lost gladiators seek out powerful foes to challenge and prove their strength against. They are relentless fighters, and they take pride in defeating those they perceive as worthy opponents. To weed out the weak the lost gladiator employs all sorts of fear-inducing effects. Those who are able to withstand its auras and abilities become its prime targets, and the gladiator is compelled to defeat them.

ECOLOGY AND HISTORY

While most modern coliseums are Essel Tournament stadiums, there was a time where the Cyprean engaged in actual gladiatorial combat. Lost gladiators are the souls and spirits of warriors who fell in battle and chose not to retire to their next destination. Instead, their souls linger on in the long-abandoned gladiatorial arenas of old where they met their demise.

MISCELLANEOUS

In recent times, lost gladiators have actually interrupted several Essel Tournament matches. They've appeared in the middle of the arena on more than one occasion and attacked its participants. While no one was killed, several combatants were alarmed to find that they were actually injured after being pulled out of the Essel technology that projects their forms onto the arena. The lost gladiators were dealt with quickly, and Lurien Industries is still trying to assess the implications of these events.

LOST GLADIATOR CR 10



Medium undead, neutral evil

Armor Class 16 (natural)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

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

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Cypran, Vavalish

Challenge 10 (5,900 XP)

Curse. As a bonus action, the lost gladiator bestows a curse upon an enemy it can see within 30 ft. The lost gladiator has advantage on all attacks against cursed creatures, and deals an extra 9 (2d8) necrotic damage to cursed creatures with melee weapon attacks.

Spirit Sense. A lost gladiator notices, locates, and can distinguish between living and undead creatures within 60 feet.

Innate Spellcasting. The lost gladiator's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring only verbal components:

At will: *heroism*

3/day each: *hold monster*

1/day each: *globe of invulnerability*

ACTIONS

Multiattack. The lost gladiator makes three attacks with its longsword.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 9 (2d8) cold damage.

Cry of the Fallen. The lost gladiator projects a 30 ft. cone of wailing negative energy. Every creature caught in the area must make a DC 15 Wisdom saving throw. On a failure the creature is frightened. They may repeat this saving throw at the end of each of their turns, ending the effect on a success.



MARBLE ELEMENTAL

ANATOMY AND PHYSIOLOGY

Standing between nine and ten feet tall, these massive elementals sometimes appear reminiscent of statues. Comprised entirely of marble and earth, these hulking masses of soil and polished stone are resilient and unrelenting. Marble elementals use their ability to shape stone to disguise themselves among the multitude of statues erected within the nation of Cypress.

BEHAVIOR AND TACTICS

Marble elementals are masters at ambushing foes and pummeling them into the ground. To ensure their enemies do not escape, these elementals will summon walls of stone to function as holding cells. They are naturally aggressive creatures, but will cease their assaults if they are sure a threat is neutralized or not worth pursuing.

ECOLOGY AND HISTORY

Marble elementals are most at home in the statue-ridden ruins of destroyed Cyprean cities. They also can be found in rocky and mountainous areas in the eastern regions of Vathis. Many who study marble elementals believe them to be an offshoot of common earth elementals. Over time, these elementals adapted to resemble the finely-carved marble statues observed within the Cyprean region. The creature's marble exterior serves as both a disguise and a defense mechanism.

MISCELLANEOUS

There are rumors of a sculptor in Cypress who communes with marble elementals. His name is Argo Delmocles, and his works are renowned throughout Vathis. Rumor has it that some of his pieces are collaborations between himself and marble elementals. Experts on these creatures say the notion is ridiculous, but eyewitnesses have seen Argo speaking to statues that reportedly moved.

MARBLE ELEMENTAL CR 4

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., burrow 30 ft.

STR 20 (+5) **DEX** 12 (+1) **CON** 14 (+2) **INT** 10 (0) **WIS** 10 (0) **CHA** 12 (+1)

Saving Throws Con +5

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 30 ft., passive Perception 11

Languages Arkkar

Challenge 4 (1,100 XP)

Statuesque. While the marble elemental remains motionless, it is indistinguishable from a marble statue.

Innate Spellcasting. The marble elemental's spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring only verbal components:

At will: *stone shape*

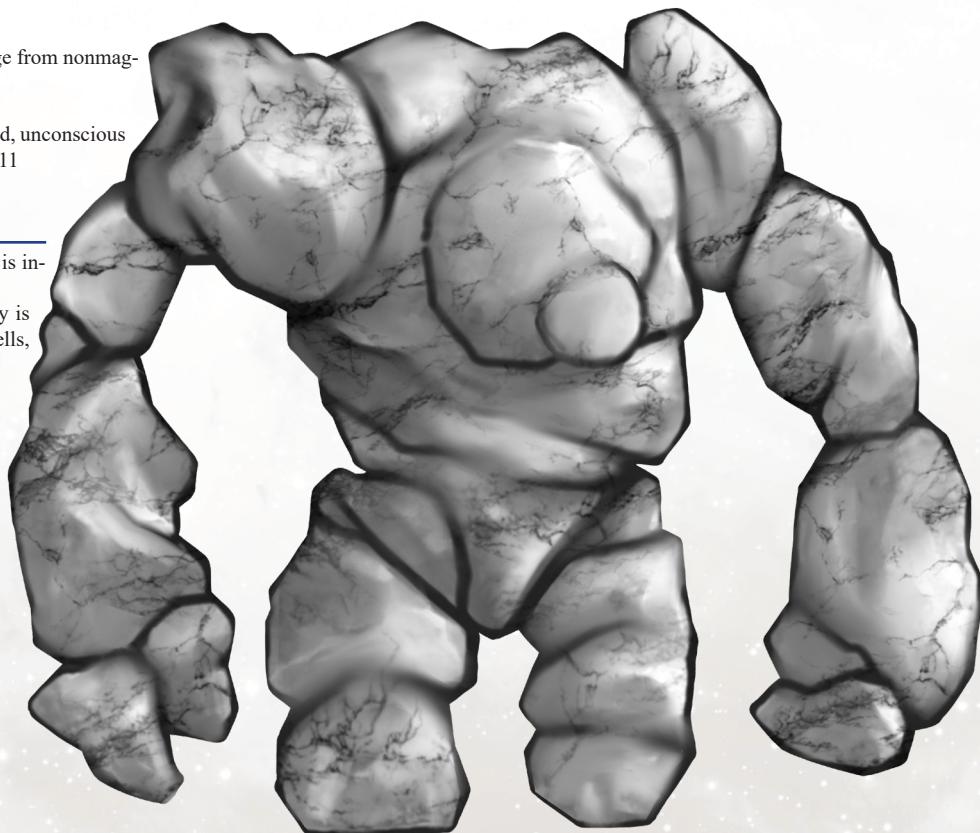
3/day each: *wall of stone*

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

Hit: 10 (1d10 + 5) bludgeoning damage



MARKET MIMIC

ANATOMY AND PHYSIOLOGY

While the true form of the market mimic is unknown, it commonly adopts the appearance of small mundane objects. The creature's form ranges from crates and barrels to smaller things like teapots or lampshades. Market mimics skitter about on spider-like legs they can retract into their body. When a market mimic is eventually discovered they sport sharp teeth and a nasty bite.

BEHAVIOR AND TACTICS

Market mimics often disguise themselves in busy marketplaces where they can easily go unnoticed. During the day's hustle and bustle they sneak around grabbing food and stray shiny objects. When threatened, market mimics attempt to flee and hide. If cornered they will lash out with their teeth, but only until they can escape and find another good hiding place.

ECOLOGY AND HISTORY

No one is sure where the market mimics originated. They are quite common in Erygis and were most commonly found in Osept and Vnoch before. For this reason, experts have narrowed their origins to the Angylis Sea region. Market mimics have never been seen in the wild, and their true form has never been discerned, as they maintain the form of the last object they transformed upon death.

MISCELLANEOUS

A market mimic once infiltrated the estate of the zi'Jassynder family. The creature proceeded to eat and steal a ridiculous amount of gold, heirlooms, and expensive foods over the course of three months. When the creature was finally captured it was in the shape of a jewelry box in one of the maid's rooms. Market mimics now have a price on their corpses in most Erygan cities, and they are considered a national nuisance in the country.

MARKET MIMIC CR 2

Small aberration, neutral

Armor Class 13 (natural armor)

Hit Points 46 (7d8 + 14)

Speed 20 ft.

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

WIS 12 (+1) **CHA** 8 (-1)

Skills Stealth +3, Sleight of Hand +3

Senses darkvision 60 ft., passive Perception 11

Condition Immunities prone

Languages Oseptian

Challenge 2 (450 XP)

Emmulate. Market mimics have the ability to appear as everyday objects that are small sized or smaller. While the mimic remains motionless, it is indistinguishable from an ordinary object of an appearance of its choosing.

ACTIONS

Multiattack. The market mimic makes two attacks, one with its bite and one with its claw.

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target *Hit:* 6 (1d6 + 3) slashing damage. The target must succeed on a DC 13 Dexterity saving throw or the market mimic grabs one random object on their person.



MIRAGE SPIRIT

ANATOMY AND PHYSIOLOGY

Also known as the oasis assassin, the mirage spirit is an incorporeal aberration that uses elaborate illusions to convince travelers of an impending storm. It then leads the travelers to safety and kills them after they fall asleep. When the mirage spirit reveals itself to enemies it appears as a barely visible humanoid that wears the features and clothing of those it has killed in the past.

BEHAVIOR AND TACTICS

The mirage spirit stalks the reaches of the Nashendasorn Desert seeking out lost travelers, wanderers, and even whole caravans it can lure into its mischievous traps. The mirage spirit's first action is to build a convincingly ruined empty settlement for its prey to take refuge. Once the travelers enter the area, the mirage spirit takes the form of someone it has killed previously, convincing them that the camp is safe. When the travelers fall asleep the mirage spirit kills them and adds them to its repertoire of faces.

ECOLOGY AND HISTORY

No one knows where the mirage spirit originated, but legends and myths surrounding them extend into the far reaches of Oseptian lore. Those possessing knowledge of the creatures are those who have narrowly escaped their clutches. While some go out of their way to hunt these strange beings, the endeavor proves fruitless every time. These creatures leave no trace of their existence behind - upon death their bodies become inorganic puddles of water.

MISCELLANEOUS

While little is known of their true nature, the mirage spirit always seems to hunt in one particular region, never wandering from a central point. What significance this has is completely unknown, as it is difficult to ascertain a mirage spirit's location. It is a long-held belief that the mirage spirit does not actually die upon destruction, but merely dissolves and is reformed again later.

MIRAGE SPIRIT CR 7

Medium aberration, chaotic evil

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 20 ft.

STR 0 (-5) **DEX** 18 (+4) **CON** 14 (+2) **INT** 10 (0) **WIS** 15 (+2) **CHA** 22 (+6)

Skills Deception +9, Insight +5 Perception +5, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Oseptian

Challenge 7 (2,900 XP)

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

At will: *minor illusion*, *ray of frost*, *sleep*

5/day each: *charm person*, *silent image*, *disguise self*

3/day each: *alter self*, *gust of wind*, *mirror image*

1/day each: *hypnotic patter*, *major image*

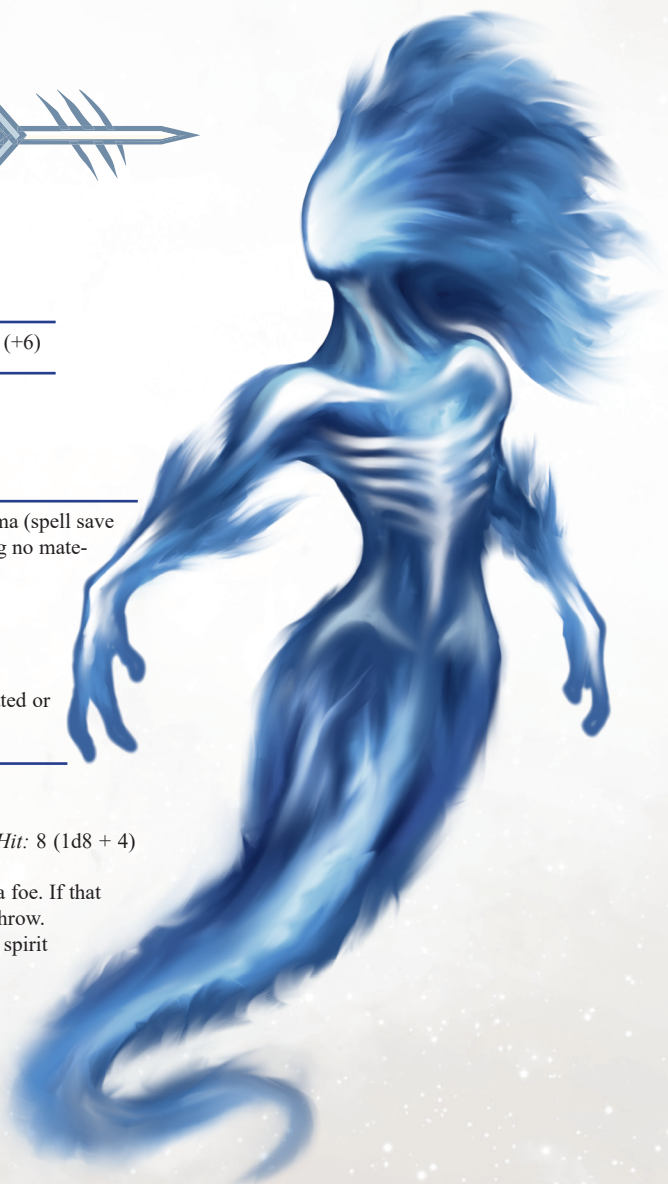
Illusionary Execution. Any attack the mirage spirit makes on an incapacitated or charmed creature is automatically a critical hit if the attack hits.

ACTIONS

Multiattack. The mirage spirit makes three phantom rapier attacks.

Phantom Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Consume Soul. The mirage spirit makes one phantom rapier attack against a foe. If that attack scores a critical hit, the target must make a DC 13 Constitution saving throw. On a failure the target dies. The target cannot be resurrected unless the mirage spirit is killed.



MOORLING

ANATOMY AND PHYSIOLOGY

Moorlings are a savage humanoid race residing within the swamps in southern Aurezia and the Borderlands. These mud-colored creatures live beneath the waters of fetid swamps, always seeking gold but never understanding its wealth. Their thin fingers and long arms are used to pull prey beneath the water. Eye slits reside on their noseless faces, and gills can be found on the sides of their head where the ears of a human would be.

BEHAVIOR AND TACTICS

Moorlings wield rudimentary weapons and armor crafted from natural materials or stolen from victims of their malicious nature. Once a threat or a potential mark has been spotted, moorlings will gather together and sink into the waters of their swamp. There they lie in wait before ambushing their foes, utterly unhindered by the swampy waters. When engaged in combat, moorlings simply pull their air-breathing quarry into the water, dispatching them with little effort.

ECOLOGY AND HISTORY

Moorlings once consisted of tribes scattered throughout southern Aurezia, the Borderlands, and western Vavaire. Since the creation and expansion of the Jing Chao Swamp, the once-scattered moorlings have now banded together in loose knit communities, increasing their overall territorial power a hundredfold. In recent years, large groups of moorlings have been spotted making concentrated assaults against caravans and large groups of travelers passing through their territory. The Vathis Sentinels have made a number of attempts to cower the moorlings and reduce their numbers, but these efforts seem to merely incense the creatures.

MISCELLANEOUS

Moorlings love to collect and hoard shiny baubles, gold most of all. However, they possess no knowledge of the intrinsic value of these goods, seeking only to hoard them, never to trade. Moorling villages are famously hard to locate, but when found, they've been laden with currency and jewels the likes of which can be compared to dragon hoards. Moorlings are so enamored with shininess and rare items that they would rather take a magical sword that sheds light back to their treasure trove rather than utilize its power in combat.

MOORLING CR 4

Medium humanoid, neutral evil

Armor Class 14 (Natural Armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., swim 60 ft.

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

Saving Throws Str +3, Dex +6

Skills Athletics +3, Perception +2, Stealth +6

Senses darkvision 120 ft., passive Perception 13

Languages Vavalish

Challenge 4 (1,100 XP)

Amphibious. The moorling can breathe air and water.

ACTIONS

Grappling Claws. The moorling makes two attacks with its claws against the same target. If both attacks hit, the target is grappled (escape DC 15). Until this grapple ends, the target is restrained. The moorling may then use its bonus action to dash.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target *Hit:* 9 (2d4 + 4) piercing damage.



MOTELING

ANATOMY AND PHYSIOLOGY

Motelings are small elemental creatures that resemble smaller versions of the floating motes of Vathis. They usually possess two tiny gems that serve as eyes, and a little opening for a mouth. They come in many variations, but are always comprised of earth, water, and air. They happily float around and defend themselves with a molten spittle.

BEHAVIOR AND TACTICS

These creatures are curious and often befriended by humans. When in danger, a moteling is far more likely to fly away and hide than they are to fight. They rely on the larger creatures they befriend for protection. When a moteling finds a creature it trusts, it will begin orbiting and following that creature around like a moon orbiting a planet. Motelings are reliable and loyal, and many wizards choose to implore them as familiars.

ECOLOGY AND HISTORY

Motelings are located all across Vathis, but they are found in higher concentrations around floating motes. The nation of Washu is also home to an unusually high concentration of these creatures. Many believe that the kami spirits of Washu have something to do with the dense local population of motelings, but no one knows for sure. It wasn't until after the First Empire War that people began befriending motelings and keeping them as companions and pets.

MISCELLANEOUS

Motelings are capable of growing plants on their bodies. This unique ability has led to people cultivating all manner of plant life on their motelings to make them stand out in a crowd. In Washu they are typically tended in the style of bonsai gardens. In Vavaire, they are decorated in a manner similar to topiaries. The motelings do not seem to mind, and they appear to enjoy the colorful and fun looks they can achieve with the right plants or flowers planted into them.

MOTELING CR 4

Small elemental, neutral

Armor Class 14 (Natural Armor)

Hit Points 78 (12d6 + 36)

Speed 30ft., fly 60 ft.

STR 9 (-1) **DEX** 20 (+5) **CON** 16 (+3) **INT** 10 (0)

WIS 10 (0) **CHA** 14 (+2)

Skills Athletics +1, Perception +2, Stealth +7

Damage Resistances cold, lightning

Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages Arkkar

Challenge 4 (1,100 XP)

Air Buffet. Ranged attacks against a moteling are made at disadvantage as long as no enemy creatures are within 5 ft. of it.

ACTIONS

Multiattack. The moteling makes either three slam attacks or two molten spittle attacks.

Slam. *Melee weapon attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3(1d8-1) bludgeoning damage.

Molten Spit. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 10 (3d6) fire damage.



MOTE SNAIL

ANATOMY AND PHYSIOLOGY

Mote snails are incredibly large snails that vary in color and shape. Their squishy bodies are protected by hard shells that take on the appearance of rock or stone, the color and luster of which tends to match the mote on which they were born. These creatures are thought to have a form of natural adaptive camouflage which causes their shells to grow to match their surroundings. Mote snails use their adhesive secretions to stick to the bottom of motes, where they feed off of vines, moss, and other vegetation. The secretions of the mote snails are highly acidic and dangerous to the touch of an average person.

BEHAVIOR AND TACTICS

Mote snails are typically solitary creatures who use their shells to stay hidden from most predators and hunters. When approached in the wild, they will remain still until they know for a fact they are in danger. They will then attempt to run away, shielding themselves with their acidic secretions, or stand and fight if they have no other option.

ECOLOGY AND HISTORY

Mote snails spend nearly their entire lives upside down. Thriving on the various floating motes found throughout the skies of Vathis, they spend their days scavenging and scouring for food. The heaviest population of mote snails is found in the nation of Darastrix. For some mote cities, the mote snails can prove to be a problem. Overpopulation of these creatures can actually weigh down small motes, causing them to lose altitude or drift away from cities. While not a glamorous job, dispatching mote snails is often a common job for vasar living on floating motes.

MISCELLANEOUS

There are rumors of a rare breed of mote snail with shells made of pure diamond rather than rock. This legend led to a large rush of snail hunters just before the First Empire Wars. Men and women of all races came from far and wide to search for these legendary snails. Unique sets of climbing gear were even developed to scale the underside of floating motes to hunt the snails and find the diamond shells. Unfortunately, no such snails were ever found.

MOTE SNAIL CR 1

Medium monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 20 ft., climb 20 ft.

STR 15 (+2) **DEX** 10 (0) **CON** 16 (+3) **INT** 6 (-2) **WIS** 13 (+1) **CHA** 10 (0)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 11

Damage Immunities acid

Condition Immunities prone

Languages understands Draconic, but can't speak

Challenge 1 (200 XP)

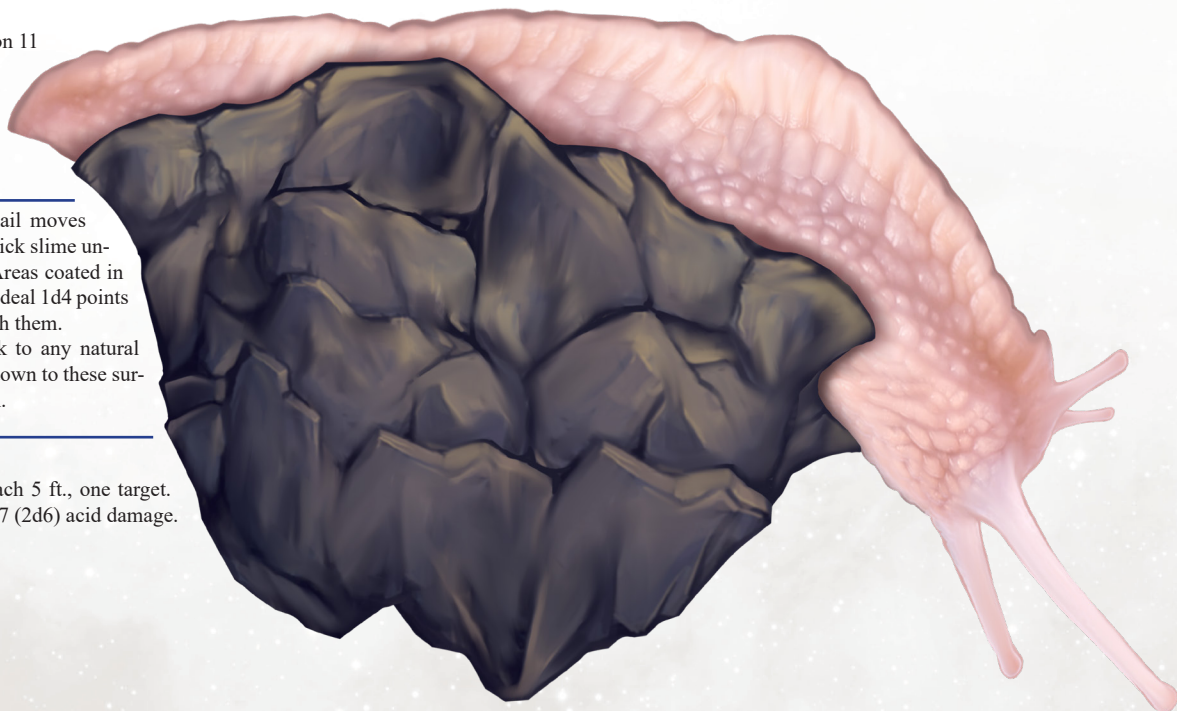
Caustic Slime. Any area that a mote snail moves through on its turn, becomes coated in a thick slime until the beginning of the snail's next turn. Areas coated in the slime are treated as difficult terrain and deal 1d4 points of acid damage to any creature that through them.

Adhesive Grip. The mote snail can stick to any natural surface. This allows them to cling upside down to these surfaces as well as a part of their move action.

ACTIONS

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

Hit: 6 (1d8 + 2) bludgeoning damage and 7 (2d6) acid damage.



MOUNTAIN KING'S GUARD

ANATOMY AND PHYSIOLOGY

The mountain king's guards appear as dwarven corpses wrapped and covered in ancient brass armors that have long since chipped away, revealing bits of the ghastly husks inside. The fragmented armor remaining on their bodies is ancient and reminiscent of dwarven kingdoms long forgotten. Their eyes shine a menacing red from within their decayed skulls. While better preserved than most bodies as long dead as they are, they still show signs of withering and decay. The parts of their body and armor that have fallen away are often supplemented with large clods of earth and soil. With sword and shield in hand, they stand fearless and ready for battle.

BEHAVIOR AND TACTICS

The mountain king's guard appear in groups and fight as a singular unit. Using phalanx-like tactics, they are most threatening when in formation. They are not easily provoked, though, as they generally stay close to where they were originally entombed. They are fearless and will fight until there are none of their ilk left standing.

ECOLOGY AND HISTORY

These undead dwarven sentinels are thought to be the heroes, generals, and royal guards of ancient dwarven kings. Upon their deaths they were mummified and entombed near their king where they would forever guard him in the afterlife. They are generally found deep within dwarven tombs and ruins where they continue to guard their king's treasures and valuables.

MISCELLANEOUS

While no one knows for sure why the mountain king's guard animates, an old Mythic legend speaks of a king who was fascinated with necromancy and dark magics. He was said to possess a crown allowing him to animate the dead. The legend goes on to say that his tomb is located deep beneath Mythrayne, where his body remains guarded by hundreds of undead servants who keep his crown safe.

MOUNTAIN KING'S GUARD CR 8

Medium undead, neutral

Armor Class 16 (shield, natural armor)

Hit Points 98 (13d8 + 39)

Speed 30 ft.

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

Saving Throws Dex +6

Damage Immunities poison

Condition Immunities poisoned, charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 16

Languages Mythic

Challenge 8 (3,900 XP)

Mountain Kings Formation. Mountain kings' guards are very good at fighting in conjunction with one another. As long as a mountain king's guard is within 5 ft. of another mountain king's guard, they have a +2 bonus to AC. A mountain king's guard also gains advantage on any attack against a creature that is within 5 ft. of another mountain king's guard.

Mountain King's Barrage. Whenever a mountain king's guard deals damage with a melee weapon attack, they deal an additional 4 (1d8) damage for each other mountain king's guard within 5 ft. of their target.

ACTIONS

Multiattack. The mountain king's guard makes three attacks with its long sword.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.



MOURNER

ANATOMY AND PHYSIOLOGY

The undead known as mourners may look like average citizens, but the secret behind their commonplace appearance is far more sinister. Mourners look like standard residents of Aurezia and Vavaire whose undead bodies have been warped by time and magic. Strange, glowing green eyes appear from beneath their slightly out-of-fashion hats. Their attire is only marginally outdated, and in poorer parts of the region they blend in almost seamlessly with the common folk.

BEHAVIOR AND TACTICS

Mourners are swarmers. As soon as one detects the scent of prey it attacks and all mourners in the area are drawn by the cries of the victim who is soon lost in a sea of undead. Mourners possess strange magical capabilities, superhuman strength, and incredibly resilient bodies. Those who fall to mourners wake up shortly after death as mourners themselves, being infected with the undead condition as if it were a disease or curse. Very little is known about the mourners and the transmittance of their affliction.

ECOLOGY AND HISTORY

Mourners were created in the city of Mourning in eastern Aurezia, which seems to have been influenced by the vile magic of the Shattered Hand in the last few years of the Darkest War. Their ultimate goal is unknown, as the Shattered Hand swiftly departed the area after the tides of war turned against them. Mourners, for all intents and purposes, seem immune to the ravages of time. Their inner magic fuels their reckless abandon.

MISCELLANEOUS

The city of Mourning has long been the seat of some of the most powerful nobility found within Aurezia. Multiple attempts have been made to gain entrance into the city's noble estates, and few intrepid explorers return to tell their tale. The goal of the remaining Mourners is unknown, but they do seem to be driven by some group instinct and desire, and they seem to have lost all sense of individuality.

MOURNER CR 7

Medium undead, chaotic evil

Armor Class 15 (Studded Leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +4

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned, charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Aurish, Vavalish, Cypran

Challenge 7 (2,900 XP)

Heretical Soul. The mourner has advantage on saving throws against spells or effects from a divine source such as spells cast by clerics or paladins.

ACTIONS

Multiattack. The mourner makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands plus 14 (4d6) necrotic damage. The target must also make a DC 14 Wisdom saving throw or become unable to cast divine powered spells for 1 round. Once a creature makes this save, it is immune to this effect from that particular mourner for 24 hours.

Frightful Presence. Each creature of the mourner's choice that is within 30 feet of the mourner and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the mourner's frightful presence for the next 24 hours.



MYTHRIC RAM

ANATOMY AND PHYSIOLOGY

The Mythic ram is a unique breed of mountain goat. Larger than the average goat, they are suitable mounts for dwarves and are commonly ridden in Mythrayne. Their thick brown and wooly coats keep them warm on the cold peaks of mountains. The ram's cloven hooves provide excellent balance, allowing them to climb nearly vertical surfaces with only the smallest of footholds. Their defining feature is the pair of curved horns atop their head that they use to batter foes with unerring strength.

BEHAVIOR AND TACTICS

While they are temperamental at times, Mythic rams are relatively docile creatures. They are easily domesticated and serve as loyal pets and mounts. In the wild their natural instinct in dealing with danger is to outrun and out-manuever their foes. This is made easier by their expert rock-climbing abilities, and with their horns, which they use to knock pursuing foes down high ledges to give them time to escape.

ECOLOGY AND HISTORY

The dwarves of Mythrayne have been domesticating the Mythic ram for as long as anyone can remember. The horned mammals are found all over the high rocky peaks of Mythrayne. The tunnels inhabited by the dwarves of Mythrayne are a suitable and familiar home for the creature, as wild Mythic rams tend to make their dens in caves on cliffsides and mountain faces. The majority of Mythic citizens have displaced horses in favor of rams, choosing their apt maneuverability over a horse's speed.

MISCELLANEOUS

While Mythic rams are traditionally brown, there is a popular folk tale in Naugrix's Perch of an ancient immortal ram named Old Grey Cloak. This ram is said to be as tall as a house with horns the size of battering rams. The tales go on to tell of how this ram can be seen roaming around the tallest peaks of the Enzeru Crests. Old Grey Cloak acts as a guardian of the mountains and it is said that he has been blessed with immortality by Naugrix himself due to his noble station.

MYTHRIC RAM CR 4

Large beast, neutral

Armor Class 15 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 60 ft., climb 60 ft.

STR 20 (+5) **DEX** 12 (+1) **CON** 12 (+1) **INT** 2 (-4) **WIS** 10 (0) **CHA** 10 (0)

Skills. Perception +3

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Charge. If the Mythic ram moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The ram makes two attacks, one with its horns and one with its hooves.

Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.



ORAVA

ANATOMY AND PHYSIOLOGY

The orava are tiny, squirrel-like creatures hailing from the plane of the Vibrant. Their fur is a colorful swirl of cerulean blue and forest green. A small set of baby blue gossamer wings jut outward from the orava's mid-upper back, but they are not strong enough to functionally provide independent flight - only elongate the orava's gliding jumps and fey steps between the tops of trees. Their eyes are brightly colored orbs of blue, green, or violet, and they have long, tufted ears.

BEHAVIOR AND TACTICS

The orava are fragile and skittish creatures. When nervous or scared, they use their fey step to quickly dart away from perceived enemies or threats. They blend in with the thick foliage found on the Vibrant and within Leyathar's immense forests. They are curious and inquisitive when comfortable and in their natural habitat, or with someone they trust. When put in combat situations, the orava will try to quickly dart away, using their innate prowess in climbing and jumping to vault their tiny bodies out of harm's way. The orava speak in Vavalish, but in a strange, almost musical dialect distinctly belonging to the fey.

ECOLOGY AND HISTORY

Orava are local to the lush forests of Leyathar and wherever a plane-fall between the Material Plane and Vibrant might be found. They've stayed relatively unknown to citizens of Vathis, only appearing in large numbers again in recent years when Synethil returned to the Material Plane after an extended stay on the Vibrant. Orava feel most at home in fey-touched forests filled with tall, many-branched trees.

MISCELLANEOUS

The King of Sillirai, Couric zi'Laristha, was willingly stuck in the form of an orava for over eight hundred years. This strange and incredulous tale has spread far and wide, increasing the popularity and notoriety of the orava as a result. Many roam the forests near Leyathar and other fey-touched places seeking out these creatures to befriend.

ORAVA CR 2



Tiny monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 18 (7d4 + 7)

Speed 30 ft.

STR 8 (-1) **DEX** 16 (+3) **CON** 12 (+1) **INT** 9 (-1) **WIS** 16 (+3) **CHA** 14 (+2)

Skills Perception +5, Stealth +5, Insight +5

Senses darkvision 60 ft., passive Perception 15

Languages Farlish

Challenge 2 (450 XP)

Fey Step. The orava may teleport to a point it can see at a distance up to its movement speed as a move action.

Gliding. As a free action the orava can gain a flying speed equal to its base movement speed. It must land at the end of its turn when using this movement or it will fall.

ACTIONS

Multiattack. The orava makes two bite attacks.

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

Fey Energy Bolt. *Ranged Weapon Attack:* +5 to hit, range 60/90 ft., one target. *Hit:* 9 (2d8) force damage.



ORNITHOMIMUS

ANATOMY AND PHYSIOLOGY

The ornithomimus of Rancagesh is a large reptilian creature standing over nine feet tall on its hind legs. Their powerful legs make them ideal mounts, as they can quickly traverse jungle terrain with little resistance. Their sharp reptilian claws and mouthful of razor teeth make them fierce combatants as well.

BEHAVIOR AND TACTICS

The ornithomimus primarily act as mounts for rancar warriors. To best take advantage of their natural abilities, the rancar have developed tactics similar to how the ornithomimus behave in the wild. Hunting in packs, they tend to surround their prey and strike unseen at vital areas, retreating after dealing heavy blows. When working together as a team there are few large natural predators they are unable to bring down.

ECOLOGY AND HISTORY

Found primarily in Rancagesh, the ornithomimus live within an unique ecosystem of dinosaurs and oversized mammalian predators. As such, they rely on one another to watch for danger. Predators are always a threat in the jungles, and the pack needs to remain alert in order to survive. The ornithomimus was one of the first dinosaurs to be ridden by the rancar, and they have become a staple in the rancar's mounted divisions.

MISCELLANEOUS

The markings on a ornithomimus vary per individual. As a species, they are carefully bred to promote complex and colorful markings. Earthy tones like brown or green are common, but some mounts with blue or red can be found and are highly sought after. Very rare breeds of ornithomimus featuring vibrant and colorful patterns fetch a high price among the wealthy in Rancagesh.

ORNITHOMIMUS CR 3

Large beast, neutral

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 50 ft.

STR 18 (+4) **DEX** 16 (+3) **CON** 15 (+2) **INT** 6 (-2) **WIS** 12 (+1)
CHA 8 (-1)

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Snapping Jaw. If the ornithomimus moves at least 20 feet toward a creature and then hits it with a Bite attack on the same turn, the attack deals an additional 5 (1d8) piercing damage.

ACTIONS

Multiattack. The ornithomimus makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) piercing damage.



PRETENDER

ANATOMY AND PHYSIOLOGY

The face worn by the shapechanger known as the pretender could be anyone you know. These Washun creatures have stolen the faces of their victims for countless years, reveling in the misery and emotional damage they cause. In their natural form, pretenders appear as humanoids composed of melting wax, as if their skin is slowly collapsing under its own weight. While wearing the face of a victim, the pretender is capable of emulating the stolen form flawlessly.

BEHAVIOR AND TACTICS

The pretender gains strength and sustenance from the pain and strife they inflict upon the families and friends of their victims. The modus operandi of the pretender is to utilize a face they've taken, drive a new victim into a state of confusion, and then take the new victim's life, adding the form of the freshly deceased to their repertoire of appearances. Upon consuming the body of a victim the pretender gains knowledge of their memories and uses these to cause confusion, suffering, and grief. Eventually they kill those suffering as well, keeping the circle of strife going forever.

ECOLOGY AND HISTORY

Pretenders reside solely on the islands of Washu, though none can say where they truly originate. Written and oral lore within Washu attributes the creation of the pretenders to angered ancestors and murdered kami who sought vengeance against the families that allowed their deaths to come to pass. The number of pretenders on the islands are few, but they have increased in number as the population of Washu has increased over the last century. Many believe that some patient pretenders have been hiding within society for generations, undiscovered.

MISCELLANEOUS

In the early years of the Darkest War Washun citizens believed that the actions of the undiscovered noir were actually elaborate plots designed by pretenders, who they assumed left the islands for the larger populace abroad. When the existence of the noir became public knowledge, many in Washu wrongfully believed the actions of previous pretenders were attributed to the noir, and it was not until after the noir were freed that the confusing rumors were laid to rest. During the Darkest War some pretenders did actually assist the Shattered Hand in assassinations, and a few retain loyalty to the Vandiel to this day.

PRETENDER CR 7

Medium aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR 10 (0) **DEX** 16 (+3) **CON** 14 (+2) **INT** 13 (+1) **WIS** 11 (0) **CHA** 20 (+5)

Saving Throws Wis +3, Cha +8

Skills Deception +8, Insight +3, Perception +3, Stealth +6

Damage Resistances bludgeoning, piercing and slashing damage

Condition Immunities blinded, deafened, petrified, restrained

Senses darkvision 60 ft., passive Perception 13

Languages All

Challenge 7 (2,900 XP)

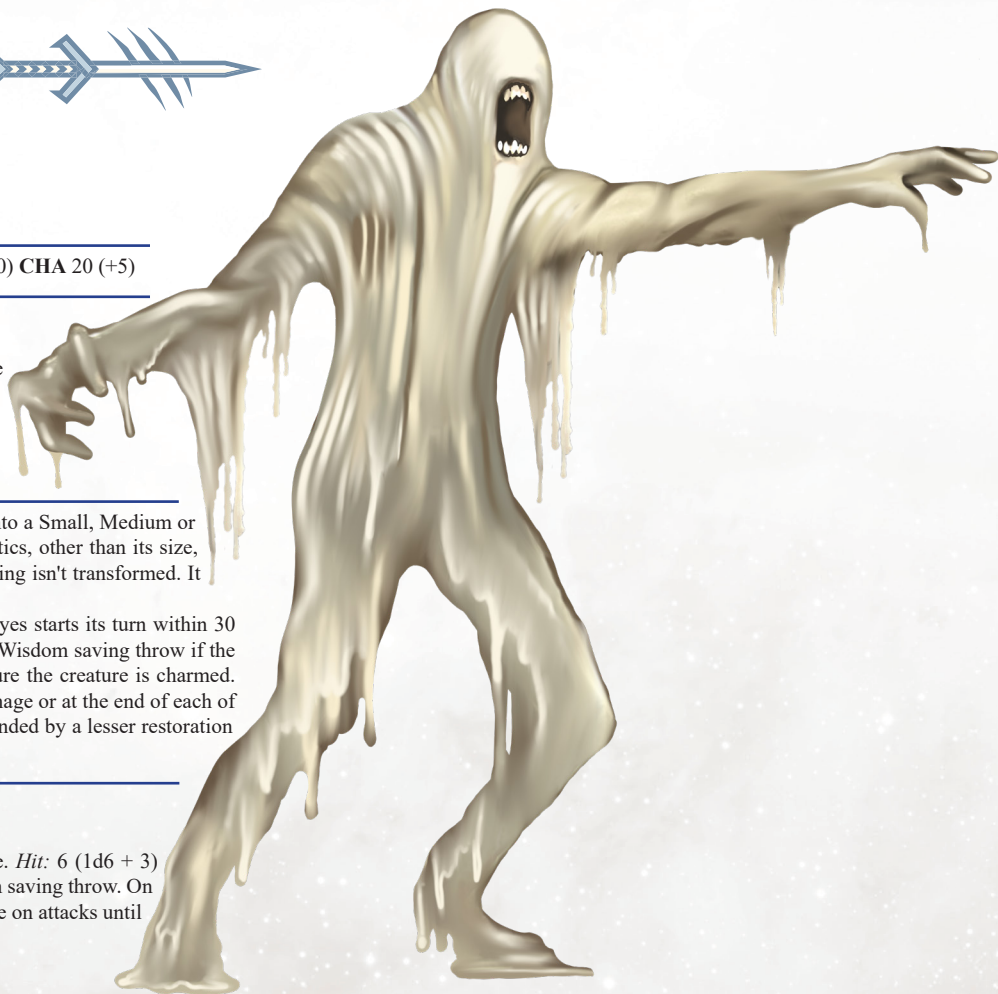
Change Shape. The pretender can use its action to polymorph into a Small, Medium or Large humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charming Gaze. When a creature that can see the pretender's eyes starts its turn within 30 feet of the pretender, the pretender can force it to make a DC 15 Wisdom saving throw if the pretender isn't incapacitated and can see the creature. On a failure the creature is charmed. The charmed creature may repeat the saving throw if it takes damage or at the end of each of its turns, ending the effect on a success. The effect may also be ended by a lesser restoration spell or other magic.

ACTIONS

Multiattack. The pretender makes three attacks with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage. The target must also make a DC 15 Constitution saving throw. On a failure the creature's speed is halved and they have disadvantage on attacks until their next turn.



PYRACHNID

ANATOMY AND PHYSIOLOGY

Pyrachnids are spider-like creatures with bodies composed of flame and molten material. They have eight spindly legs that leave fire and ash in their wake. These spiders can grow to enormous sizes, but stand three to four feet tall on average. Pyrachnids have the ability to produce webs, and they use them to capture their prey much like a spider does. Pyrachnid webs are made up of extremely hot magma-like strands that burn creatures who become entangled.

BEHAVIOR AND TACTICS

Pyrachnids are cunning and ruthless hunters. They possess acute tactical acumen and often work together to bring down large threats. They are extremely territorial and do not take kindly to those who stumble into their domain, even if by accident. In battle pyrachnids lead by shooting their web, then jump on their restrained foes to finish them off. They attempt to stay in melee during combat where the heat of their form will weaken and discomfort enemies.

ECOLOGY AND HISTORY

Pyrachnids feel most at home in scorching heat and humidity. Volcanoes and hot springs are particularly rife with these creatures, and the largest reported concentration of pyrachnids is located in the Ixen Caldera. It is believed that pyrachnids spawn from lava and magma exposed to excess arcane energy. They are comfortable in lava, and they enjoy resting beneath molten rock where they are safe from the rest of the world.

MISCELLANEOUS

In recent years a massive version of the pyrachnid has been sighted around the Ixen Caldera. Vathis Sentinel scouts are assuring people that these sightings are unfounded, and there is nothing to worry about. The eyewitness accounts describe a massive lava spider larger than an entire building comprised rising up out of a pool of lava and later sinking back down into it. Whether this creature is real or not has yet to be determined.

PYRACHNID CR 9



Large monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 30 ft., climb 30 ft., burrow 30 ft. .

STR 20 (+5) **DEX** 15 (+2) **CON** 17 (+3) **INT** 15 (+2) **WIS** 12 (+1) **CHA** 14 (+2)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Damage Resistances bludgeoning, piercing and slashing from non-magical weapons

Damage Immunities fire

Damage Vulnerabilities cold

Languages Draconic

Challenge 9 (5,000 XP)

Spider Climb. The pyrachnid can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The pyrachnid ignores movement restrictions caused by webbing.

Burning Body. Any creature that begins its turn within 5 ft. of the pyrachnid or makes a melee attack against the pyrachnid takes 7 (2d6) fire damage.

ACTIONS

Multiattack. The pyrachnid attacks three times, once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) fire damage

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage plus 7 (2d6) fire damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one creature.

Hit: The target is restrained by webbing. A creature restrained by a pyrachnid's web takes 7 (2d6) damage at the beginning of each of its turns. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 15; immunity to bludgeoning, fire, poison, and psychic damage).



RANCAN FLESH MITE

ANATOMY AND PHYSIOLOGY

The oversized insect known as the Rancan flesh mite grows to be anywhere from one to three feet long. Their bodies are covered in a rusty red chitin that protects their soft, squishy underbellies from harm, and they possess powerful legs which they use to propel themselves toward their targets. The teeth belonging to the Rancan flesh mites are a ring of hook-like protrusions that masterfully grip flesh, allowing the mites to feed.

BEHAVIOR AND TACTICS

Rancan flesh mites are aggressive parasites that feed upon anything with cardiovascular circulation. When one locates prey, it springs forth and latches onto its target with its hooked mouth. The mite then uses its chitinous legs to hold down and subvert the struggle of its foe while it feasts upon its lifeblood.

ECOLOGY AND HISTORY

The Rancan flesh mites dwell deep within the jungles of Rancagesh. Generally thriving on the forest floor, they hide within thick brush and wait for passing denizens to feed upon. While the jungles themselves house any number of ways a traveler might meet their end, death by flesh mite is by far one of the most harrowing demises one can imagine. Warnings of these creatures are widespread due to their visceral and deadly hunting methods. Even the rancar know better than to trifle with these insects.

MISCELLANEOUS

While terrifying in their own right, the Rancan flesh mites are even more deadly when working in groups. Some jungle guides have reported seeing a dozen flesh mites latch on to a T-Rex and bring it down within seconds. No one knows how these insects communicate with one another, but they are expertly coordinated and extremely deadly.

RANCAN FLESH MITE CR 4

Small beast, neutral

Armor Class 16 (natural armor)

Hit Points 66 (12d6 + 24)

Speed 15 ft., burrow 15 ft.

STR 10 (0) **DEX** 16 (+3) **CON** 14 (+2) **INT** 1 (-5) **WIS** 10 (0) **CHA** 1 (-5)

Skills Athletics +3, Acrobatics +6 Perception +3

Senses darkvision 60 ft., passive Perception 13

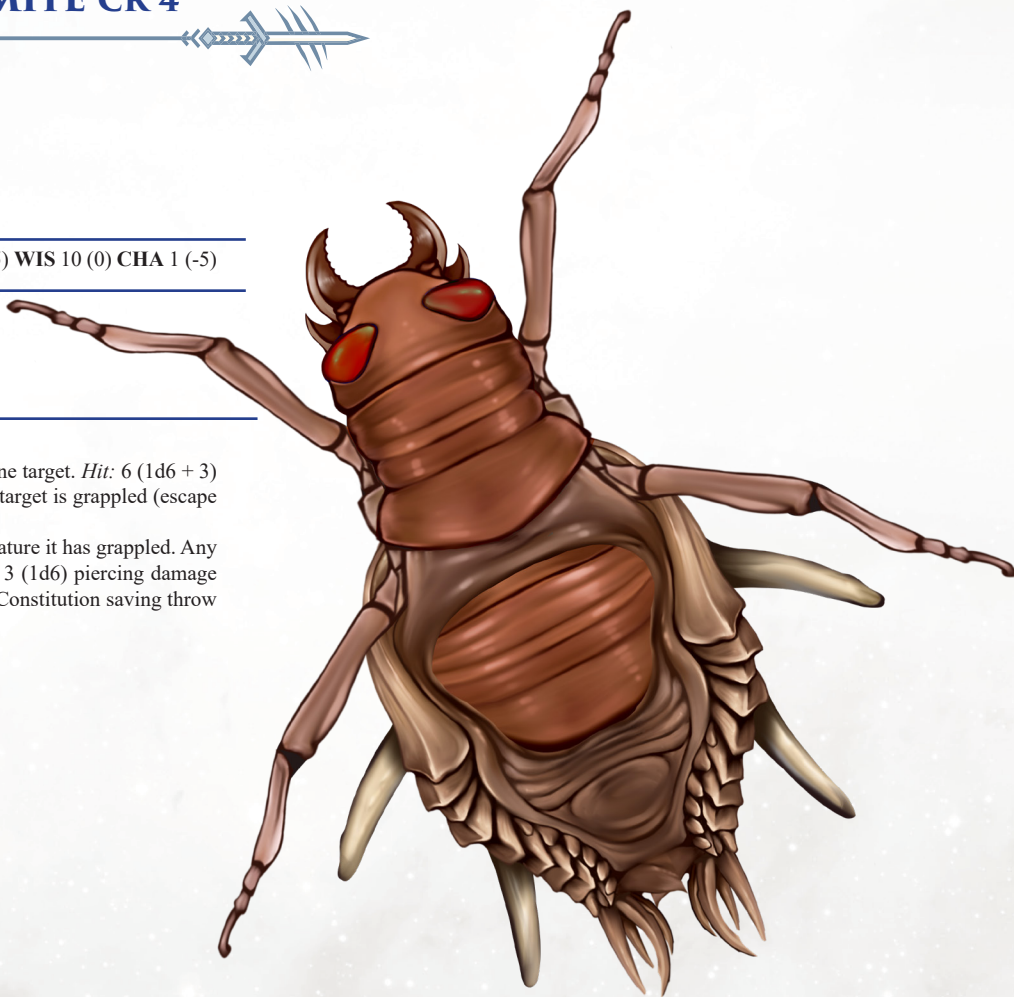
Languages —

Challenge 4 (1,100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft. One target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) acid damage and the target is grappled (escape DC 14).

Blood Drain. A flesh mite drains the blood of a creature it has grappled. Any creature the flesh mite is currently grappling takes 3 (1d6) piercing damage plus 3 (1d6) acid damage and must make a DC 14 Constitution saving throw or gain 1 level of exhaustion.



ROYAL PEGASUS

ANATOMY AND PHYSIOLOGY

Royal pegasi are majestic winged steeds that share traits with the base pegasus species. Members of this particular breed are differentiated primarily by their coloration, which features underlying violets, blues, blacks, and reds underpinning their feathers. The fur on the rest of their bodies shimmers brilliantly in the sunlight. The hue of the shimmer reflects the unique coloration of their wings.

BEHAVIOR AND TACTICS

The royal pegasus is typically associated with Vavaire's Pegasus Knights, an elite pegasus-mounted military order with small membership. Most royal pegasi that one will encounter will be accompanied by a Pegasus Knight rider. When in combat, a royal pegasus will utilize its ability to fly to overcome and defeat foes from the air, striking with their hooves in fly-by attacks to remain out of reach of their ground-based enemies.

ECOLOGY AND HISTORY

The royal pegasi were first discovered in the early years of Vavaire's expansion. Their numbers and natural range dwindled over time due to both territory loss and merciless hunting by the savage races living in the southeastern lands of Vavaire. The Stardragon family eventually intervened, offering the Royal pegasi refuge within the areas they settled, and they eventually formed the elite Pegasus Knights. Royal pegasi now reside in a number of closely guarded areas, and their numbers have swelled far beyond their pre-hunting population.

MISCELLANEOUS

Royal pegasi are incredibly intelligent, and they possess the magical capability of determining one's outlook. They are quite picky regarding who they choose as riders, as the bond is usually permanent. As such, gaining one of these creatures as a mount is an incredibly difficult task. While black markets and poachers have attempted to sell their young and eggs for exorbitant prices, the transaction almost never works out in the buyer's favor. Such markets are illegal within Vavaire and heavily prosecuted when discovered, typically resulting in death for all involved.

ROYAL PEGASUS CR 4

Large celestial, neutral good

Armor Class 14 (natural)

Hit Points 85 (10d10 + 30)

Speed 60 ft., fly 90 ft

STR 20 (+5) **DEX** 15 (+2) **CON** 17 (+3) **INT** 10 (0) **WIS** 12 (+1) **CHA** 12 (+1)

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Vavalish

Challenge 4 (1,100 XP)

Pegasus Knight Imprint. A royal pegasus will imprint with a chosen rider. They can only imprint with one rider at a time. At the rider's death a royal pegasus can imprint on a new rider. The Imprint is permanent and can only be removed by the death of the rider or extremely powerful magical effects. Once the imprint is complete, the royal pegasus and their rider form an empathic link, allowing them to empathically communicate while within 500 ft. of one another. When under the effects of this ability and mounted on their royal pegasus, the rider receives a +10 bonus to Wisdom (Animal Handling) checks for riding the pegasus. Both the royal pegasus and the imprinted rider receive a +2 bonus to saving throws against any effect that would cause them to bring harm to the other.

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

At will: *detect evil and good*

ACTIONS

Multiattack. The royal pegasus makes two attacks with its hooves.

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



SALT BRINE OOOZE

ANATOMY AND PHYSIOLOGY

Salt brine oozes are pure white oozes with interesting crystalline abilities. Their amorphous forms act as liquids, filling whatever holds their volume. Their white bodies shimmer with traces of the salt crystals found floating in their form. Salt brine oozes are capable of hardening and creating a shell of thick crystals around their ooze-like bodies.

BEHAVIOR AND TACTICS

Salt brine oozes lie in wait in areas where they easily blend in. They wait for food to cross their paths and then quickly attempt to engulf and imprison their prey. The hardened shells of the salt brine oozes are difficult to penetrate once created, often granting the ooze a good measure of protection. If something does manage to break its shell, the salt brine ooze will instinctually try to run away, knowing that it cannot contain whatever it is fighting.

ECOLOGY AND HISTORY

The salt brine ooze makes its home deep within the salt mines and natural salt deposits beneath the nation of Darastrix. These creatures have become something of a nuisance for the miners of Darastrix, and most mining companies now send warriors and mercenaries to accompany their workers and dispatch these creatures.

MISCELLANEOUS

There are old miner's tales of salt brine oozes using their hardening ability to take the form of humanoids. Walking upright, these oozes would fool miners into thinking someone was in danger deeper within the mines. When the miners would come close the salt brine ooze would attack and eat the unsuspecting victims. This story has been used to account for several missing persons cases in various salt mines from decades ago.

SALT BRINE OOOZE CR 5

Large ooze, neutral

Armor Class 8

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR 17 (+3) **DEX** 7 (-2) **CON** 18 (+4) **INT** 1 (-5) **WIS** 10 (0) **CHA** 1 (-5)

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone, stunned

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

Languages —

Challenge 5 (1,800 XP)

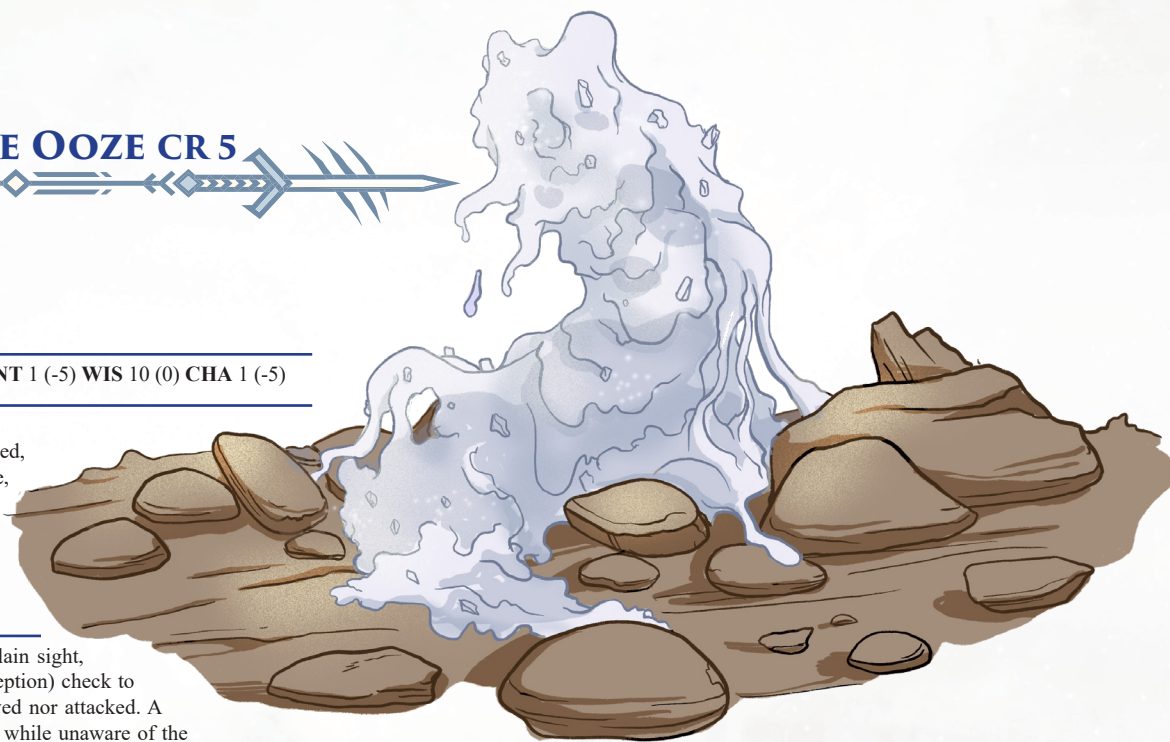
Transparent. Even when the ooze is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a salt brine ooze that has neither moved nor attacked. A creature that tries to enter the ooze's space while unaware of the ooze is surprised by the ooze.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage.

Engulf. The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 13 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the ooze enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

Entomb (recharge 5-6): The salt brine ooze solidifies around its prey. The ooze gains a +10 bonus to its AC and 20 temporary hit points. The DC of the Strength check that a creature engulfed by the ooze must make to escape is increased to 18. The ooze retains its bonus AC, its increased escape DC and loses its pseudopod attack until it loses all of its temporary hit points or an engulfed creature escapes. The ooze may choose to lose all of the temporary hit points it gains from this ability at will.



SAND SPRITE

ANATOMY AND PHYSIOLOGY

The small elementals known as sand sprites are whirling dervishes of sand and dust that reside primarily in the lands of Osept. Their bodies are composed of fine materials native to the deserts in which they reside. Sand sprites wander the dunes drifting lazily through the air, and travelers frequently mistake them for small tornadoes or whirlwinds. When unmoving, their internal forms look like small cloaked figures.

BEHAVIOR AND TACTICS

Sand sprites hunt small creatures such as rats. As an elemental, sand sprites take advantage of their ability to arrest their movement and camouflage themselves as an unmoving pile of sand, dust, and debris. When cornered by larger creatures, or when a sand sprite feels particularly overwhelmed, it will rapidly spin, throwing all sorts of small objects and sand at nearby enemies.



ECOLOGY AND HISTORY

Sand sprites have lived within the bounds of the Nashendasorn Desert for as long as history knows. They appear to be a natural phenomenon of the area, though if they are taken in as pets or companions sand sprites have no qualms traveling abroad. Oseptian mages and others capable of taming the sprites have a long-established history of seeking their company. Some sand sprites willingly befriend humanoids, and some even live in their homes. Oseptian citizens believe that having a sand sprite as a resident in town is a divine blessing.

MISCELLANEOUS

The proliferation of sand sprites is a hotly debated topic among experts and ecologists in the area. As the cities of Osept expanded, so too did the number of sand sprites living in the region. If this increase was a direct result of the expansion of civilization, or from a cause altogether, is unknown. Markets selling sand sprites can be found in Oseptian cities, with many of them fetching 3,000 gold or more depending on their size and friendliness. Sand sprites seem unfazed by the trade, as they enjoy having a home all to themselves in which to hunt and prowl.

SAND SPRITE CR 1

Small elemental, neutral

Armor Class 13

Hit Points 27 (6d6 + 6)

Speed fly 60 ft.,

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

Skills Perception +3

Damage Resistances fire, lightning

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Oseptian

Challenge 1 (200 XP)

Sand 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.

Camouflage. While the sand sprite remains motionless, it is indistinguishable from a pile of sand or dust.

ACTIONS

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

Cyclone (Recharge 5-6). The sand sprite becomes a cyclone of wind and sand, churning particles and loose objects in a dangerous circle. Any creature within 5 ft. of the sand sprite must make a DC 13 Dexterity saving throw taking 12 (5d4) fire damage on a failed save, or half as much damage on a successful one.

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



SAPPHIRE OTTER

ANATOMY AND PHYSIOLOGY

Sapphire otters stand about two feet tall and almost five feet long. Their long builds are similar to that of a normal otter, sleek and furry. They have sharp teeth and claws and powerful tails they use in conjunction with their lithe bodies to speed through the water. The sapphire otter's most identifying trait is the azure blue fur that covers them from head to toe.

BEHAVIOR AND TACTICS

Generally peaceful, sapphire otters are not prone to violence, and they can be befriended easily. They rely on their speed and their expert swimming ability to avoid falling into the grasp of predators. When cornered, sapphire otters rely on their sharp teeth to deliver a nasty bite to their foe, but they first look for a means of escape. When not in mortal danger the otters hunt for fish and use their innate ability to find gems to dig up sapphires, emeralds, and other valuable jewels.

ECOLOGY AND HISTORY

Sapphire otters live in the riverbeds of the widespread countryside of Aurezia. They make their nests in hidden coves beneath the surface of the water, unseen from above. They enter these nests through small alcoves nestled below the waves. Here they keep all manner of gems and trinkets, making these nests prime targets for thieves, hunters, and those looking for easy money.

MISCELLANEOUS

The gentle sapphire otter will often present those they deem trustworthy with gifts. These gifts are typically jewels and other trinkets found by the otter in question. It has been reported that the bluer a sapphire otter's coat, the better presents they can bring. Killing a sapphire otter is taboo and considered bad luck, especially if one is killing the otter to loot the trinkets from its nest. Receiving a gem as a gift from a sapphire otter is a sign that the benevolent goddess Astea is smiling upon you.

SAPPHIRE OTTER CR 3

Small monstrosity, neutral

Armor Class 13

Hit Points 66 (12d6 + 24)

Speed 30 ft., swim 30 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (200 XP)

Find Gem Sapphire otters have the ability to detect gems within 60 ft. This ability is not blocked by anything short of lead.

Sleek Swimmers. If the otter hits with a successful tail attack it may move the rest of its turn without provoking attacks of opportunity. This ability can only be used if the otter is in water.

ACTIONS

Multiattack. The otter makes two attacks, one with its tail and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature *Hit:* 7 (1d8 + 3) piercing damage.



SCROUNGER

ANATOMY AND PHYSIOLOGY

Scroungers are long-armed mammals similar in appearance to ring-tailed lemurs, save for their hands, which are remarkably humanoid. Their thick fur is a dark brown in color, allowing their kind to easily blend in with forest foliage. Two oval yellow eyes stand in stark contrast to the white of their distinct faces.

BEHAVIOR AND TACTICS

Scroungers are territorial herbivores with a strong attraction to anything glimmering and shiny. These creatures are best known for breaking into Washun households and stealing all kinds of objects, from silverware, to pots and pans, to even jewelry. When face to face with a threatening foe a scrounger will flee, utilizing their ability to quickly scale walls and barriers to remain out of reach, their hands clutching whatever prize they've most recently managed to pilfer.

ECOLOGY AND HISTORY

Scroungers are an expensive annoyance to tourists and adventurers visiting Washu. While locals know to keep a small copper piece on their person to offer any scroungers who come to burden them, tourists often become victims of a scrounger's greed before the locals are able to intervene on their behalf. These mischievous little creatures are herd-like mammals who live within structured familial groups, but they only perform acts of thievery alone, as to not share their hard-won spoils with others.

MISCELLANEOUS

While usually docile, scroungers will attack those who trespass upon the dens they construct high in the trees of Washu. It is within these dens that scroungers prefer to arrange their loot. They collect and hoard, arranging coins and trinkets in a decorative fashion they find pleasing. Scroungers can be tamed and are sometimes kept as pets. Aspiring and professional thieves alike will even teach their scroungers specific tasks, enlisting them to assist in their heists. Tamed scroungers can be found on the open market of Washu fetching prices as high as 5,000 gp.

SCROUNGER CR 3

Small fey, neutral

Armor Class 15 (natural armor)

Hit Points 44 (8d6 + 16)

Speed 40 ft., climb 40 ft.

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

Skills Perception +2, Sleight of Hand +6

Condition Immunities charmed, grappled

Senses darkvision 60 ft., passive Perception 14

Languages understands Washun, but can't speak

Challenge 3 (200 XP)

Swift Theft. If the scrounger successfully hits a creature with its claws it may attempt to steal an object that said creature possesses. The Scrounger makes a Dexterity (Sleight of Hand) check opposed by the creature's Strength (Athletics) check. If the scrounger is successful it takes the object from the creature. If it fails the creature manages to keep the object away from the scrounger. The scrounger can use this ability once per turn and cannot take an item the creature has in their hands.

ACTIONS

Multiattack. The scrounger makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage.



SEKOIS DIVER

ANATOMY AND PHYSIOLOGY

Standing on two long, spindly legs and sporting a massive wingspan, the sekois diver often grows to be as large as a human. This bird's feathers are primarily grey on top with a white underbelly and some bright red highlights around their eyes. They use their spear-like beaks to skewer fish and defend themselves from harm.

BEHAVIOR AND TACTICS

The sekois diver primarily eats fish and hunts for meals from the tops of rocky cliffs overlooking the surf. With their keen vision they wait until they spot something edible below and then proceed to dive straight down into the water to catch their next meal. They implore the same tactic when defending their nests. Being a communal species, the sekois divers live in groups and coordinate their dives when hunting or defending their homes.

ECOLOGY AND HISTORY

The sekois diver makes its home on the coast of the Angylis Sea. Favoring high rocky crags overlooking the water, much of their population can be found near the nation of Mythrayne. Their nests are almost always located on the coast, resting on small ledges high above the churning waves below. They have lived like this for as long as anyone can remember, and they are a regular sight on the Mythic shores of the Angylis.

MISCELLANEOUS

There was once a dwarven inventor who sought to replicate and weaponize the sekois diver's unique form of hunting. After months of studying the birds, he developed a complex glider with several long lances attached to its front. He hoped his invention would become a first line of defense against any attackers upon Mythrayne's shores. Unfortunately, this inventor's name is lost to time, as he did not survive the first test of his glider.



SEKOIS DIVER CR 6

Medium beast, neutral

Armor Class 14

Hit Points 82 (15d8 + 15)

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

STR 14 (+2) **DEX** 19 (+4) **CON** 12 (+1) **INT** 2 (-4) **WIS** 14 (+2) **CHA** 11 (0)

Skills Perception +5

Senses passive Perception +15

Languages —

Challenge 6 (2,300 XP)

Dive Bomb. If the sekois diver moves at least 20 feet straight toward a target and then hits it with a Beak attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

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

ACTIONS

Multiattack. The sekois diver makes three attacks. One with its beak and two with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.



SHADOWSTREAM EEL

ANATOMY AND PHYSIOLOGY

The Shadowstream eel is an enormous black eel named for the Shadowstreams River that stretches across the nation of Tristan, cutting its way from the Night Lake to the cities of Vanya and Uryllgrad before crossing Drakostigat and reaching the sea. The Shadowstream eel exudes shadow, allowing it to remain undetected in the river's depths. Despite their impressive size, the sight of a Shadowstream eel is extremely rare.

BEHAVIOR AND TACTICS

A Shadowstream eel only hunts creatures smaller than itself, giving it a wide range of prey to choose from. Shadowstream eels are able to glide from shadow to shadow through some connection to the plane of the Gloom, they utilize this ability to sneak up on their prey and quickly ravage their bodies. The eels can use their massive bodies to constrict prey, and they finish off their meals with a paralyzing bite. These eels also possess an eerie innate intelligence, and they avoid contact with most humans unless threatened or targeted by hunters.

ECOLOGY AND HISTORY

The Shadowstream eels are a well-documented presence throughout Tristan, and native Trisviets usually warn travelers not to disturb them, as they are seen as a sign of Uryll's grace and devotion. They reside in great numbers along darkened coves and deep water, remaining out of sight until nightfall when they become most active. During the Darkest War, the Shadowstream eels seemed to specifically target the vastborn of the Shattered Hand, assisting native Trisviets with holding river crossings. The largest concentration of Shadowstream eels are found within the Night Lake and the section of river directly surrounding Uryllgrad.

MISCELLANEOUS

The locals of Tristan use the scales of the Shadowstream eels as a malleable source of armor and clothing. Wearing these garments is viewed as a sign of both Uryll's favor and a measure of one's station among the Trisviets. The Shadowstream eels seem to be aware of this, as they often head to shallow waters to die when their time is near, typically around the date of the Laniri. Uryll's clergy choose this time to perform divine rites as they gather the hides of these great beasts to create their holy garments. Buying suits of armor or entire outfits composed of Shadowstream scales is an incredibly expensive venture typically reserved for the wealthy and influential of Tristan.

SHADOWSTREAM EEL CR 9

Huge monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 127 (17d10 + 34)

Speed swim 30 ft.

STR 18 (+4) **DEX** 21 (+5) **CON** 15 (+2) **INT** 11 (0)

WIS 14 (+2) **CHA** 13 (+1)

Skills Perception +6, Stealth +9

Senses darkvision 60 ft., passive Perception 16

Damage Resistances Cold

Languages Trist, Vavalish

Challenge 9 (5,000 XP)

Underwater Camouflage. The eel has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The eel can breathe only underwater.

Shadow Step. As a move action, the Shadowstream eel may teleport up to its movement speed to an area of dim light or darkness.

ACTIONS

Multiaction. The Shadowstream eel attacks three times, twice with its bite and once with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage and the target must make a DC 14 Constitution saving throw. On a failure the target is paralyzed. They may repeat this saving throw at the end of their turn ending the effect on a success.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and the eel can't use its tail on another target.



SOLAR SKYWING

ANATOMY AND PHYSIOLOGY

These magical birds soar over the wide open fields of Aurezia. Identified by their magical glowing feathers, the solar skywing leaves behind a trail of glinting golden yellow light while it flies under sunlight. Their feathers are strong and lustrous, and they glow when exposed to the direct rays of the sun. Using solar energy they store in their feathers, the solar skywing is able to drastically increase its speed and unleash rays of immense fire and heat.

BEHAVIOR AND TACTICS

The solar skywing flies above open plains during the daytime searching for prey. When it finds a suitable target, the large solar skywing swoops in towards the creature using its increased speed to snatch up its foe and feast upon it. To defend itself against attackers, the solar skywing soars upwards closer to the sun and launches rays of fire from its beak towards its opponents.

ECOLOGY AND HISTORY

Thriving in open sunlight, the solar skywing generally roosts at the highest open points it can find in Aurezia. This is usually the treetops of forests near sprawling plains. Solar skywings favor the plains as their hunting grounds, since there are fewer places for their prey to hide. This makes Aurezia ideal for them and explains why they have called the kingdom home for as long as anyone can remember.

MISCELLANEOUS

The solar skywing has become somewhat of a symbol of hope in Aurezia. The birds went almost completely missing during the Darkest War and people had thought they were extinct. When they began returning, many people thought their glinting golden feathers in the sunlight was a sign that there are brighter days to come. Their numbers have since flourished as well have the number of sunny days on the fields of Aurezia.

SOLAR SKYWING CR 5

Medium monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 72 (16d8)

Speed 20 ft., fly 90 ft.

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

Saving Throws Dex +7

Skills Athletics +4, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Vavalish but can't speak

Challenge 5 (1,800 XP)

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

Solar Absorbion. As long as the solar skywing is exposed to direct sunlight its fly speed is increased by 10 ft. It also leaves a trail of bright yellow light behind it as it flies. The solar skywing can only use its fire ray attack while in direct sunlight.

ACTIONS

Multiattack. The solar skywing makes two talon attacks.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) slashing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the solar skywing can't use its talons on another target.

Fire Ray. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 28 (8d6) fire damage.



STARDRAGON FISH

ANATOMY AND PHYSIOLOGY

These beautiful freshwater fish are covered in thick scales in a multitude of colors, and they have long, graceful fins. The slow-moving swimming style of the stardragon fish is suited to the wide, slow rivers of Vavaire. From the side, their bodies appear arrow-shaped. Long fins extend off of the top and bottom of their bodies, and there is a short and bright tailfin between them. Hidden beneath these flowing fins are an array of sharp deadly barbs.

BEHAVIOR AND TACTICS

The arrow-shaped bodies of the stardragon fish allow them to strike swiftly at opponents with a gaping maw of sharp teeth, even those outside of the water. Enemies are met with their hidden barbs almost immediately, which embed themselves in the bodies of those unlucky enough to come in contact with one. Stardragon fish can be tamed, and those destined for the aquarium trade as ornamental fish often have their barbs removed when they are young.

ECOLOGY AND HISTORY

Stardragon fish are a schooling fish and are comfortable in groups of six or more. Adult stardragon fish usually grow to be the length of a man's outstretched arm, while their fins add significant length to their body. In their natural habitat the schools of the stardragon fish alight the waters of Vavaire with their natural brilliance. During the nighttime the fins of these fish seem to catch the latent starlight, causing the water to glisten in color like the constellations of the Zodiacs, thus giving them their names.

MISCELLANEOUS

The stardragon fish is a prized fish kept in ornamental tanks throughout Vavaire, and with the introduction of eldric technology into the aquarium trade this large fish has spread throughout the world. Various attempts at breeding a spineless type have been made, but offspring usually lose the docile traits they would otherwise want in pets. Their large size prevents most home aquarists from keeping them, but many extensive aquariums exist around the world that house them successfully.

STARDRAGON FISH CR 4

Small beast, neutral

Armor Class 16 (natural armor)

Hit Points 88 (16d6 + 32)

Speed swim 30 ft.

STR 13 (+1) **DEX** 20 (+5) **CON** 14 (+2) **INT** 2 (-4) **WIS** 16 (+3)

CHA 10 (0)

Skills Acrobatics +7

Senses passive Perception 13

Condition Immunities exhaustion, grappled, prone

Languages —

Challenge 4 (1,100 XP)

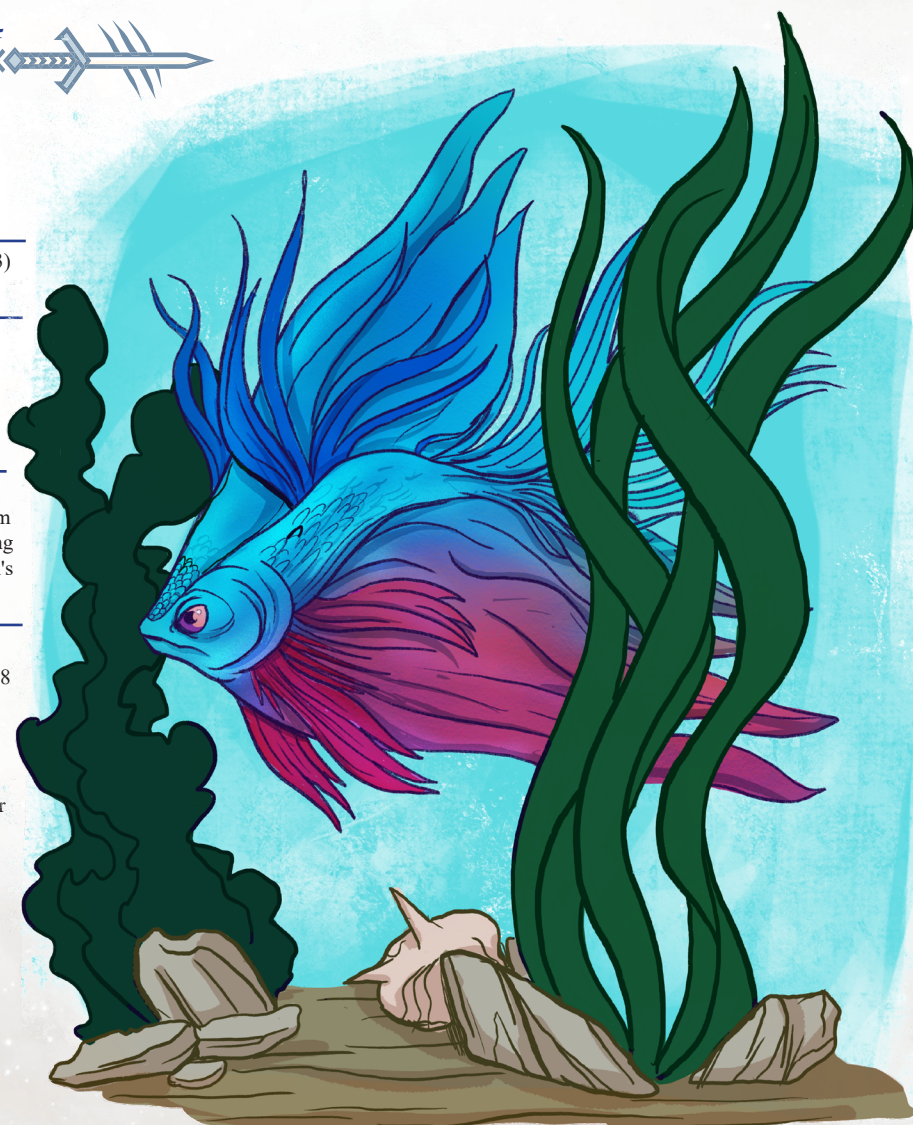
Water Breathing. The Stardragon fish can breathe only underwater.

Sharp Barbs. Anytime a Stardragon fish is hit with a melee attack from a creature within 5 ft., the attacking creature takes 4 (1d6 + 1) piercing damage from the sharp barbs that line the outside of the Stardragon fish's body.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Leaping Strike. The Stardragon fish may move up to its swim speed onto dry land and make a bite attack against one target. They may then disengage as a bonus action and move back into the water. The Stardragon fish must have enough movement to get back into the water when it makes its bite attack.



SUNWALKER

ANATOMY AND PHYSIOLOGY

Sunwalkers are elementals of light that appear as humanoid glimmers of a mirage as they speed towards their victims. Their forms are difficult to spot in the deserts in which they reside, but can usually be seen once their humanoid shape can be ascertained. When closer it becomes apparent that Sunwalkers are actually composed of a solidified core of liquid that reflects light, giving them the appearance of mirages.

BEHAVIOR AND TACTICS

Sunwalkers feed by sapping the heat from creatures, slowly draining them of their life resulting in unusual deaths of hypothermia in the deserts of Osept. When attacked, sunwalkers respond with lances of raw light, burning holes in their assailants. Sunwalker's forms are unable to be bound to a single location, making capture of these beings impossible.

ECOLOGY AND HISTORY

Sunwalkers are native to the Nashendasorn Desert of Osept, and are relatively quite rare. Encountering these beings almost always ends in the deaths of those unfortunate enough to cross their path. Nearby sunwalkers are usually detected by finding the bodies of other creatures who have run into them who appear to be frozen to death in the desert sun.

MISCELLANEOUS

Many experts agree that the sunwalkers are not native to either our plane of existence or any other. Instead diagrams and hieroglyphs on ancient Anuald temples show their creation to be a method of execution during the Anuald's reign, only reserved for powerful magi that turned against their masters. Once these methods were discovered, many have attempted to communicate with the sunwalkers, however ineffectual that attempt may seem. If peaceful contact could be made, a significant amount of lost knowledge could be ascertained about the Anuald and their empire.

SUNWALKER CR 11

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 180 (19d8 + 95)

Speed 20 ft., fly 40 ft.

STR 14 (+2) **DEX** 18 (+4) **CON** 21 (+5) **INT** 10 (0) **WIS** 13 (+1) **CHA** 19 (+4)

Saving Throws Dex +8

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

Damage Immunities cold, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., blindsight 60 ft., passive Perception 11

Languages Oseptian, telepathy 100 ft.

Challenge 11 (7,200 XP)

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

At will: *flaming sphere*

3/day each: *wall of fire*

1/day each: *cone of cold*

ACTIONS

Multiattack. The sunwalker makes three slam attacks if there are enemies within 5 ft. of it, otherwise it makes two light ray attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 7 (2d6) cold damage.

Light Ray. *Ranged Weapon Attack:* +8 to hit, range 30/ 60 ft., one target. *Hit:* 24 (7d6) fire damage.



SURF LIZARD

ANATOMY AND PHYSIOLOGY

Surf lizards are dog-sized reptiles that have medium-length tails and sleek, aerodynamic builds. Their large, flat, and webbed hind feet coupled with their incredibly powerful and fast legs allow them to run nearly upright on the top of the water when they are swimming at full speeds. Using their razor-sharp teeth, surf lizards are also able to rip into the flesh of prey or opponents they encounter.

BEHAVIOR AND TACTICS

Surf lizards are masters of ambush tactics. They wait in hiding on the shore until they see prey out on the water. Then they sprint out onto the surf in a pack and surround their target. Due to their fast speeds and ability to move along the water, they usually have the element of surprise on their size. Surf lizards are known to be brash and reckless, often picking fights with creatures they may have no business messing with. Ships are a prime example.

ECOLOGY AND HISTORY

The shores of the Angylis Sea are home to the world's largest concentration of these creatures. The warm temperatures and myriad of small islands in the region make it a prime location for the surf lizards to hunt. Venoch in particular has always struggled curbing the pack populations of these aggressive creatures. Entire boats have capsized from surf lizard attacks, and despite the best efforts of the Venocians, the population of these creatures has remained strong.

MISCELLANEOUS

Every year at the height of summer the surf lizards of the Angylis migrate to the five islands known as The Hand of Kato. Drove of these creatures can be seen swimming or running across the waves to the islands. No one is really sure why they venture there or what they do there. Anyone who has tried to follow is usually chased off by a horde of these reptiles.

SURF LIZARD CR 4

Medium animal, neutral

Armor Class 14 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 40 ft., swim 30 ft.

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

Skills Athletics +7, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Amphibious. The surf lizard can breathe air and water

Skip over Water: A surf lizard can run across the surface of water as long as it ends its turn on solid terrain.

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

ACTIONS

Multiattack. The surf lizard makes two attacks with its bite.

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

Hit: 9 (1d6 + 5) piercing damage.



TRIST BAT

ANATOMY AND PHYSIOLOGY

Trist bats are medium-sized creatures native to the northern nation of Tristan. They primarily reside in Trist cities, living comfortably in the heart of civilization alongside Trist citizens. They appear as dog-sized bats with black and grey fur and translucent wings that seem to seep shadow into their surroundings. Large groups of these bats can make an otherwise illuminated area pitch black, and most Trist natives know to leave these areas alone.

BEHAVIOR AND TACTICS

Trist bats almost never attack creatures their size or larger, preferring easy prey such as insects and small mammals like rats and mice. These bats typically hunt in large groups, both to confuse their prey and overcome any resistance they might find. Trist bats possess the unique ability to craft shadows from apparently nothing, and they frequently do this to hide from enemies or those they perceive as threats. They can also produce minor illusions and lights and often do so to draw their chosen prey near. Should a Trist bat be cornered by a more powerful foe, they will first attempt to attack and scare the enemy away, but will eventually flee the area and only return once they are certain the danger is gone.

ECOLOGY AND HISTORY

Trist bats roost in groups of six to twenty under the eaves of Trist buildings. These bats are seen as a sign of Uryll's favor and are never removed from the areas they call home. They are actually appreciated for dealing with common pests, and many buildings are in Tristan constructed with specific areas for the Trist bats to nest. Trist bats possess a long history within the northern lands of Tristan and Drakostigat, and while members of their species can be taken out of the region, they very rarely come to roost permanently in other areas.

MISCELLANEOUS

Trist bats have become quite docile over the years, most likely on behalf of them living so comfortably within densely populated Trist cities. Trist bats are often tamed by residents and travelers in the region, and some variations of the bats have been bred specifically for the purpose of companionship. These creatures are quite popular with mages who exhibit an inclination towards shadow magic, clerics of Uryll, and other night-dwelling lurkers. Trist bat companions do come at a price, and a fairly high one at that – they commonly earn their sellers upwards of 2,000 gold.

TRIST BAT CR 2

Small monstrosity, neutral

Armor Class 14

Hit Points 31 (7d6 + 7)

Speed 10 ft., fly 60 ft.

STR 8 (-1) **DEX** 18 (+4) **CON** 12 (+1) **INT** 11 (0) **WIS** 15 (+2) **CHA** 10 (+0)

Skills Perception +4, Stealth +6

Senses blindsight 120 ft., darkvision 60 ft., passive perception 14

Languages understands Trist but can't speak

Challenge 2 (450 XP)

Innate Spellcasting. The Trist bat's innate spellcasting ability is Wisdom (spell save DC 12). The Trist bat can innately cast the following spells requiring no material components:

At will: *darkness*, *light*, *minor image*

Sneak Attack (1/Turn). The Trist bat deals an extra 10 (3d6) 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 bat that isn't incapacitated and the bat doesn't have disadvantage on the attack roll.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.



TWILIGHT PROWLER

ANATOMY AND PHYSIOLOGY

Twilight prowlers are large feline creatures capable of taking down even the most powerful hunting animals in the Twilight Forest of Vavaire. These beasts possess incredibly powerful hind legs that allow them to leap great distances and close gaps when chasing down potential prey. The coloration of their fur naturally changes to match the surrounding area, providing unbelievable camouflage and stealth to the prowlers. Their legs end in massive clawed paws that combine quite well with their near-silent footfalls.

BEHAVIOR AND TACTICS

Twilight prowlers are intelligent pack hunters capable of creating concentrated efforts to undermine the attempts of humanoids to colonize and exploit the Twilight Forest of Vavaire. Their stealth capability and hunting tactics allow them to catch even the most wary enemies off guard. Utilizing their ability to pounce on enemies from a distance, Twilight prowlers perform a series of run-by attacks to minimize the chance of losing members of their pack.

ECOLOGY AND HISTORY

Twilight prowlers reside within the Twilight Forest, as well as throughout other forests in the southern reaches of Vavaire and the Borderlands. They live in packs of twenty or more individuals and usually create dens in easily accessible cave systems hidden by groves of trees. Twilight prowlers have lived in the same general area for most of known history, and they've always been one of the main factors hindering the exploitation of the region.

MISCELLANEOUS

Over the course of centuries many have attempted to tame Twilight prowlers, but all attempts ended in failure. Those that bond with humanoids tend to only enter such an exchange willingly, and capturing Twilight prowlers against their will is considered a form of slavery by environmentalists throughout Vavaire. Attempts have been made to reason with the intelligent beasts in order to gain access to the resources of their territory, but few diplomatic measures have been successful.

TWILIGHT PROWLER CR 7

Medium monstrosity, neutral

Armor Class 15

Hit Points 117 (26d8)

Speed 50 ft.

STR 17 (+3) **DEX** 20 (+5) **CON** 10 (0) **INT** 12 (+1) **WIS** 13 (+1) **CHA** 14 (+2)

Saving Throws Dex +8, Con +3

Skills Insight +4, Perception +4, Stealth +8

Senses darkvision 60 ft., passive Perception 14

Languages Draconic, Vavalish

Challenge 7 (2,900 XP)

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

Shifting Camouflage. The Twilight prowler can take the hide action as a bonus action, and may attempt to hide even if it has no cover or place it can hide.

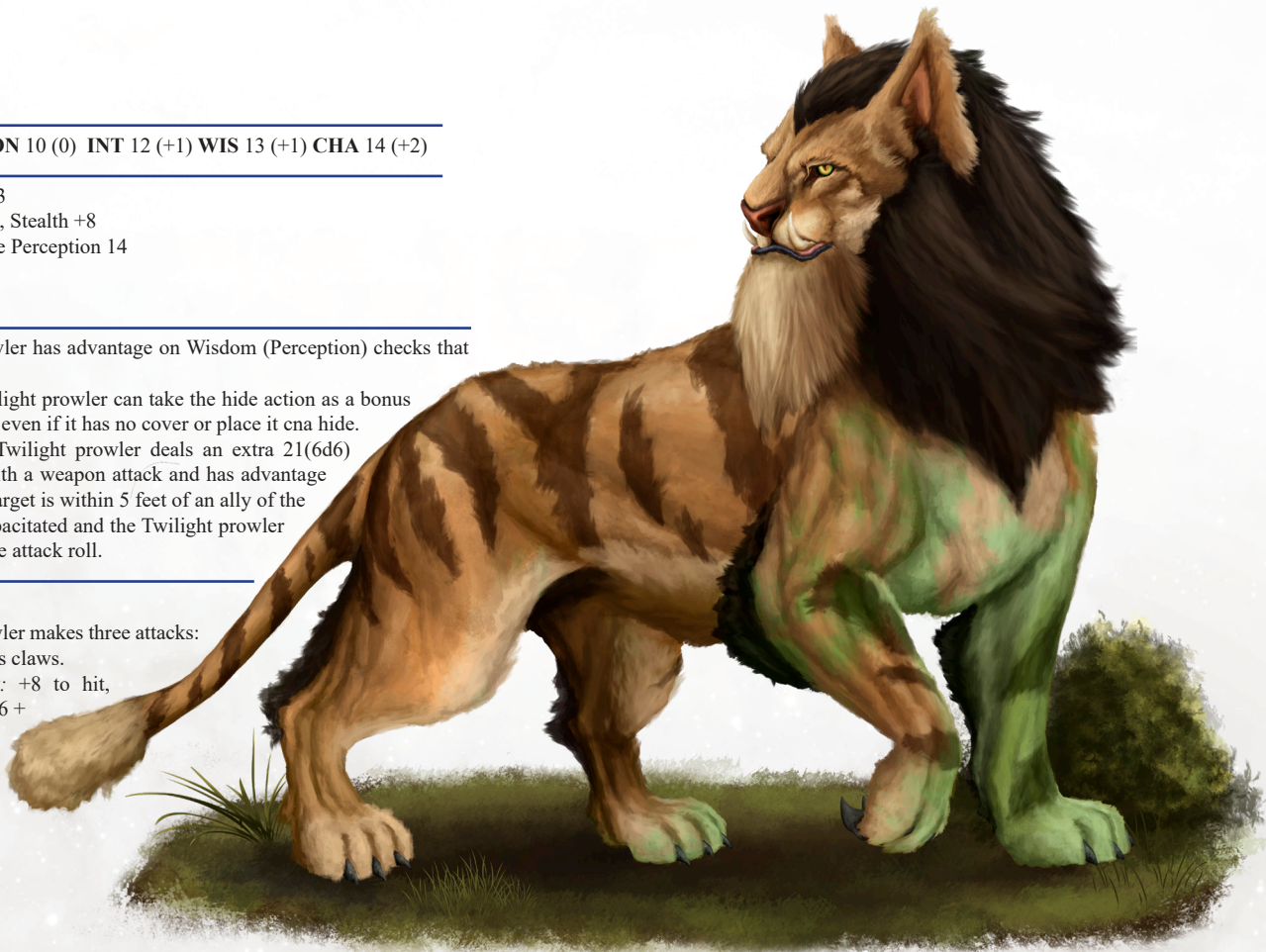
Sneak Attack (1/Turn). The Twilight prowler deals an extra 21(6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Twilight prowler that isn't incapacitated and the Twilight prowler doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The Twilight prowler makes three attacks: one with its bite and two with its claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target *Hit:* 8 (1d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target *Hit:* 10 (1d10 + 5) piercing damage.



VASTBORN

PLACE IN THE WORLD

The Darkest War introduced Vathis to the Shattered Hand and their many legions of demons, devils and other fiends. The Vastborn were among the fiercest and most feared forces of the Shattered Hand and their reach stretched across all of Vathis during the Darkest War. Years later, after the Shattered Hand's defeat, the Vastborn still linger on the material plane. While the cities of Vathis have been secured and are now safe from the influence of fiends and outsiders from the lower planes, the ruined cities and areas less traveled are still ripe with them. No corner of Vathis is completely rid of the Vastborn yet. Their lingering presence is a constant concern for anyone trying to travel far distances, especially in areas outside the new boundaries of the nations of Vathis. The ever present danger of the Vastborn serves as a grim reminder that while the Darkest War ended, the dangers to those who survived it are still around and the world is still a darker place because of them.

HISTORY

After the Shattered Hand revealed themselves to be Vandiel, their forces poured out of the lower planes onto the material plane. This is when Vathis first came to know the Vastborn. Throughout the whole of the Darkest War the Vastborn emerged and ravaged the forces of the material plane. During the early days of the war, every front experienced the same shock at the varied numbers, sizes and types of Vastborn that they would face on the battlefield. Nightmarish creatures appeared, each more terrifying than the last and each one having its own strengths and weaknesses. As the war went on, the identification and sharing of information on the Vastborn was key to establishing defenses and counter offenses against the creatures. This proved difficult as the only way to learn about these creatures was to face them in battle. Near the end of the war experts on fighting and killing Vastborn were vital personnel and some of the most honored individuals in almost every army on Vathis. They are still employed to this day, to fight the remaining Vastborn that still threaten the borders of almost every nation.

PHYSIOLOGY

The many shapes of the Vastborn make it hard to isolate any shared traits between them as a whole. Most Vastborn possess a resilience to physical damage and usually have some sort of resistance to fire or other elements. Vastborn are bred and molded by the Vandiel in the lower planes of the Vast. In most circumstances, when the Vastborn are slain whatever remains of their physical bodies slowly disintegrates, returning to the lower planes where they can be re-formed. Even though their physical forms vary, all the Vastborn are deadly and created for the sole purpose of killing. The Vandiel specifically molded the Vastborn to thrive on Vathis and be the ideal killers they needed to drive their war machine. Whatever shape they take, they invoke fear in the hearts of those unlucky enough to face them and their grotesque and fiendish forms are the epitome of horror.

OUTLOOK

It's no surprise that the Vastborn quickly became the most hated creatures throughout Vathis behind only the Vandiel. Peoples of all cultures and creeds fear and despise the creatures as they represent the destruction of civilization as we know it. Vastborn are attacked and killed on sight in every major city on Vathis. Nations take extra precautions when Vastborn are sighted in an area and will usually hire adventurers and mercenaries for high prices to deal with the threat of these fiends. Summoning Vastborn is a crime punishable by death by both the Sentinels and the laws of most nations. The Vastborn serve as an ever present reminder of what the Shattered Hand did to Vathis and they will not allow that legacy to go unforgotten.

THE SHATTERED HAND

As the acting forces of the Shattered Hand, the Vastborn are ever loyal to their Vandiel overlords. While they have their own thoughts, desires, and general intelligence and cognizance, they will stop at nothing to achieve their master's bidding. Under the control of the Shattered Hand the Vastborn were as organized as an army of their ilk could be. Tactical and scheming, their armies moved with the military expertise of the best of their enemy. After the Shattered Hand's defeat on the material plane, the Vastborn's organization dissipated. Without leadership, the fiends reverted to their chaotic nature and wander the world acting on their own desires and instincts. Should a Vandiel make its way back to the material plane, the Vastborn will be waiting and eager to serve their dark masters.



BLADE VASTBORN

ANATOMY AND PHYSIOLOGY

Standing as tall as the average human male, blade vastborn possess four arm-like appendages that end in long blades where hands would normally be. Their ruddy skin is covered in scars and marks, the reminders of previously fought battles. The compounding scars on the blade vastborn's muscular body creates a thick armor-like hide that most blademasters would be hard-pressed to penetrate.

BEHAVIOR AND TACTICS

Blade vastborn are the elite soldiers of the Shattered Hand, wading into the densest part of battles to quickly and decisively turn the tide with swordwork few could ever dream of matching. They move swiftly, relying on their endless tirade of sword strikes to wear down and quickly dispatch even the most stalwart foes. Utilizing patches of darkness they have no trouble seeing through, they are able to turn almost any battle to their advantage.



Medium vastborn, neutral evil

Armor Class 16 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 40 ft.

STR 20 (+5) **DEX** 18 (+4) **CON** 16 (+3) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 14 (+2)

Saving Throws Dex +8, Wis +5, Cha +6

Skills Acrobatics +8 Perception +5

Damage Resistances cold, acid, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities poison

Condition Immunities poisoned, charmed

Senses darkvision 120 ft., passive Perception 15

Languages Vandar, telepathy 100 ft.

Challenge 8 (3,900 XP)

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

Devil's Sight. Magical darkness doesn't impede the vastborn's darkvision.

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

At will: *darkness*

ACTIONS

Multiattack The vastborn makes six attacks with its blade arms.

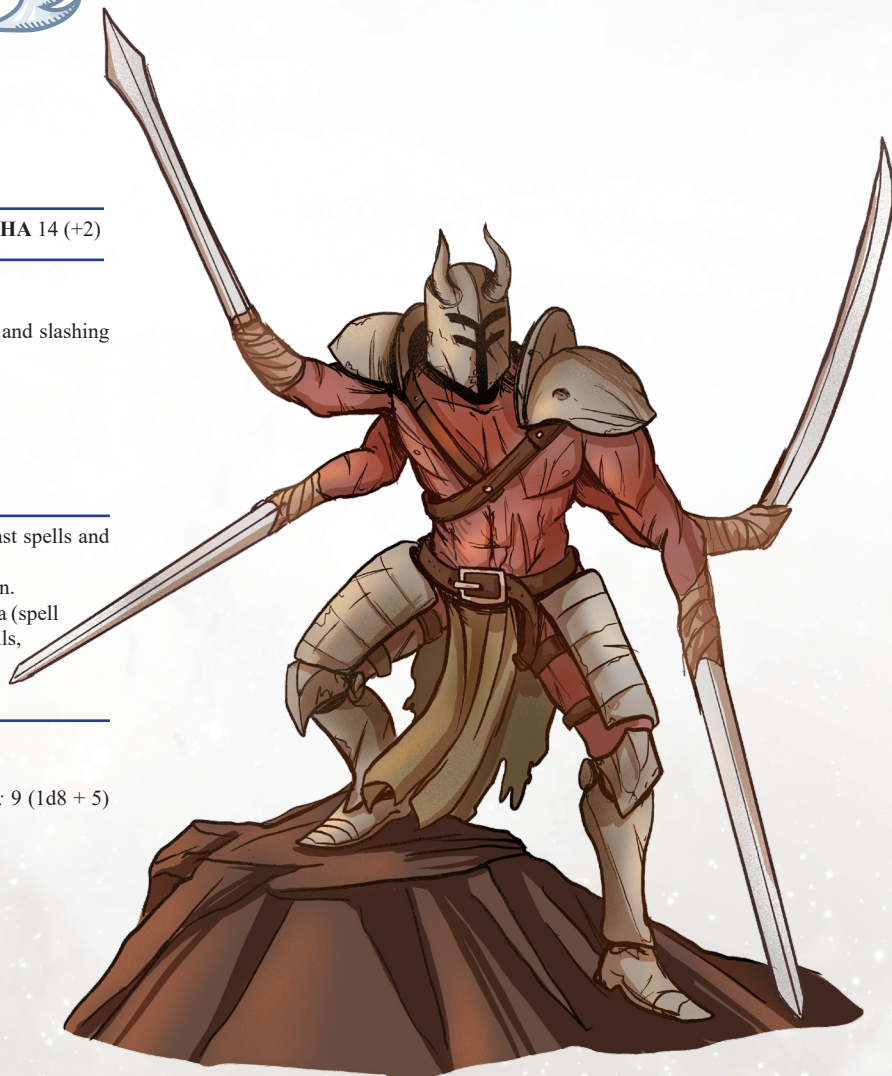
Blade Arm. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

ECOLOGY AND HISTORY

Blade vastborn were few in number at the start of the Darkest War, but their numbers quickly grew as more experienced knights, swordsmen, and soldiers dispatched the weaker soldiers of the Shattered Hand. Blade vastborn are created by the Vandiel on their home planes of the Vast to be both elite foot soldiers and the leaders of squadrons of lesser fiends.

MISCELLANEOUS

The bladed appendages of this vastborn are some of the world's most sought-after weapons since the end of the Darkest War. If the swords of a blade vastborn are removed with haste before the creature's body dissipates, they remain on the Material Plane, and their deep magical properties make them weaponry worth wielding. These impressive blades enhance the martial prowess and swordsmanship of their wielder, granting him an intimate understanding of their capabilities as if were extensions of his own inner will and desire.



EXECUTIONER VASTBORN

ANATOMY AND PHYSIOLOGY

Executioner vastborn are large, brutish fiends that are known for their unrelenting cruelty in battle. They sport a pair of tusks that dominate much of their head. Their upper body is rippling with battle-scarred muscles and they are covered in fur from the waist down, possessing cloven hooves at the end of their legs. Standing between 10 and 15 feet tall, they are clad in fiendish iron armor, and wield a menacing crimson axe. However, their most powerful weapon is their unbridled rage.

BEHAVIOR AND TACTICS

The executioner vastborn were named for the many lives they ended after battle. While they were often seen cutting swathes through enemy armies, the true terror of these vastborn was revealed only after combat. Carrying bloodied axes, they would scour battlefields looking for humanoids who were still alive after the devastation. Neither innocent or wounded were safe from their wrath as the Shattered Hand took no prisoners and offered no mercy. Even days after a battle, they could be seen wandering through the ruins snuffing out whatever life and hope they could find.

ECOLOGY AND HISTORY

The executioner vastborn were a constant terrifying icon of the Shattered Hand during the Darkest War. They were among the first vastborn to be fielded after the Shattered Hand revealed themselves and the war erupted. They are created when a Vandiel promotes a lesser vastborn for its exceptional performance.

MISCELLANEOUS

The iconic silhouette of their horned bodies with a bloodied axe is one that haunts the minds of soldiers even today. It is considered disrespectful to display their image in the company of veterans in every nation of the world. In many places it is even illegal to display their image at all, as these vastborn were responsible for a large percentage of non-combatant lives lost during the Darkest War.



Huge vastborn, neutral evil

Armor Class 16 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 50 ft.

STR 23 (+6) **DEX** 11 (0) **CON** 18 (+4) **INT** 16 (+3) **WIS** 14 (+2) **CHA** 12 (+1)

Saving Throws Dex +8, Wis +5, Cha +6

Skills Acrobatics +8 Perception +5

Damage Resistances cold, acid, fire, lightning, bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Vandar, Fiendish, Vavalish, Aurish, telepathy 100 ft.

Challenge 10 (5,900 XP)

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

Devil's Sight. Magical darkness doesn't impede the vastborn's darkvision.

Legendary Resistance (2/Day). If the vastborn fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack The vastborn makes three attacks with its greataxe.

Greataxe: *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage.



FLAMING VASTBORN

ANATOMY AND PHYSIOLOGY

The flaming vastborn is a hulking jointless being composed of molten rock and inner flame clad in armor-like slags of metal. As it prowls throughout the battlefield, molten lava and slag drop from its body. The head of the flaming vastborn's rough humanoid form is adorned with horns of glowing, molten metal, and its gaping maw is ringed with bright and luminous orange teeth. A noxious gas pours from its mouth with every breath.

BEHAVIOR AND TACTICS

Flaming vastborn gleefully charge enemy combatants and spread blazing heat wherever they pass. Opponents in melee are quickly beaten back by the ferocity of their radiating heat, especially armored warriors. Flaming vastborn toss fireballs and rays of scorching heat across the battlefield, watching in merriment as homes and fortifications burn with abandon.

ECOLOGY AND HISTORY

Flaming vastborn filled the role of shock troops and minor siege weaponry against the nations of Vathis. These vastborn were employed heavily in the Oseptian and Erygan fronts, but significantly less so against Tristan and Isild, where the colder weather hindered their advance. Many cities, especially those along the eastern reaches of the Nashendasorn Desert, were turned to ash in their wake.

MISCELLANEOUS

Possessing a vulnerability to the icy winds of northern Asarus proved to be one of the turning points in their advance, as the nations of the world quickly began exploiting that weakness with Synethil's return. Many of the cities in central Osept were spared great destruction from the flaming vastborn due to their predilection to sandstone adaptation in their building construction. Flaming vastborn usually avoid most waterways and open seas, as contact with large bodies of water weakens these creatures immensely.



Large vastborn, neutral evil

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR 18 (+4) **DEX** 14 (+2) **CON** 18 (+4) **INT** 10 (0) **WIS** 10 (0) **CHA** 14 (+2)

Saving Throws Dex +5, Wis +3, Cha +5

Skills Arcana +3, Insight+3 Perception +3

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities fire

Condition Immunities blinded, frightened, poisoned, charmed

Senses darkvision 120 ft., passive Perception 13

Languages Vandar

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the vastborn's darkvision.

ACTIONS

Multiattack. The vastborn makes two attacks with its claws or two attacks with its flame ray.

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

Hit: 8 (1d8 + 4) slashing damage plus 7 (2d6) fire damage.

Lava Burst (Recharge 5-6). The flaming vastborn releases a burst of flame to all creatures within 30 ft. of it. Any creature caught in the burst must make a DC 15 Dexterity saving throw. On a failure the creature takes 28 (8d6) fire damage. On a success they take half as much damage.

Flame Ray. *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target.

Hit: 10 (3d6) fire damage.



GUARD VASTBORN

ANATOMY AND PHYSIOLOGY

The guard vastborn stands at a minimum of ten feet tall. Their bulbous, rotund bodies, hidden under the cover of scarred fiendish armor, are covered in a hide scoured with the scars from eternal wars. The eyes of the guard vastborn glow a deep red, and they're visible through their helmed heads from a far distance.

BEHAVIOR AND TACTICS

A guard vastborn's thick skin and imposing body makes it hard to fell in melee combat. They are typically only brought down when assaulted by overwhelming numbers or powerful magic. Guard vastborn often wield large clubs or mauls, and their bulky builds paint them as the bodyguards and elite tanks of the Shattered Hand's forces. They remain by their designated charge until given orders otherwise, even in the face of inevitable demise.

ECOLOGY AND HISTORY

Guard vastborn were created by the Vandiel of the Shattered Hand to protect important resources and individuals of influence. Dozens of these vastborn could always be found with the Vandiel during the Darkest War, giving Legion obvious targets to work against. Since the end of the Darkest War, many of the guard vastborn have come under the influence of impactful individuals. These range from dominant mages to surviving Vantus, and some are even thought to serve the Vandiel remaining in hiding.

MISCELLANEOUS

Guard vastborn possess the unique ability to see through almost all forms of illusions and trickery, making them difficult foes to avoid. They easily see through even the face-changing ability of the noir, making espionage efforts of their part nearly useless. It is widely believed that guard vastborn can even tell which specific Vandiel created a noir, and whether or not they remain under the control of the Shattered Hand.



Large vastborn, neutral evil
Armor Class 17 (breast plate, shield)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR 19 (+4) **DEX** 12 (+1) **CON** 18 (+4) **INT** 10 (0) **WIS** 11 (0) **CHA** 14 (+2)

Saving Throws Str +7, Con +7
Skills Athletics +7, Perception +3
Damage Resistances fire, cold, acid, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons.
Condition Immunities frightened, poisoned, charmed
Senses darkvision 60 ft., passive Perception 13
Languages Vandar, telepathy 100 ft.
Challenge 6 (2,300 XP)

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

Devil's Sight. Magical darkness doesn't impede the vastborn's darkvision.

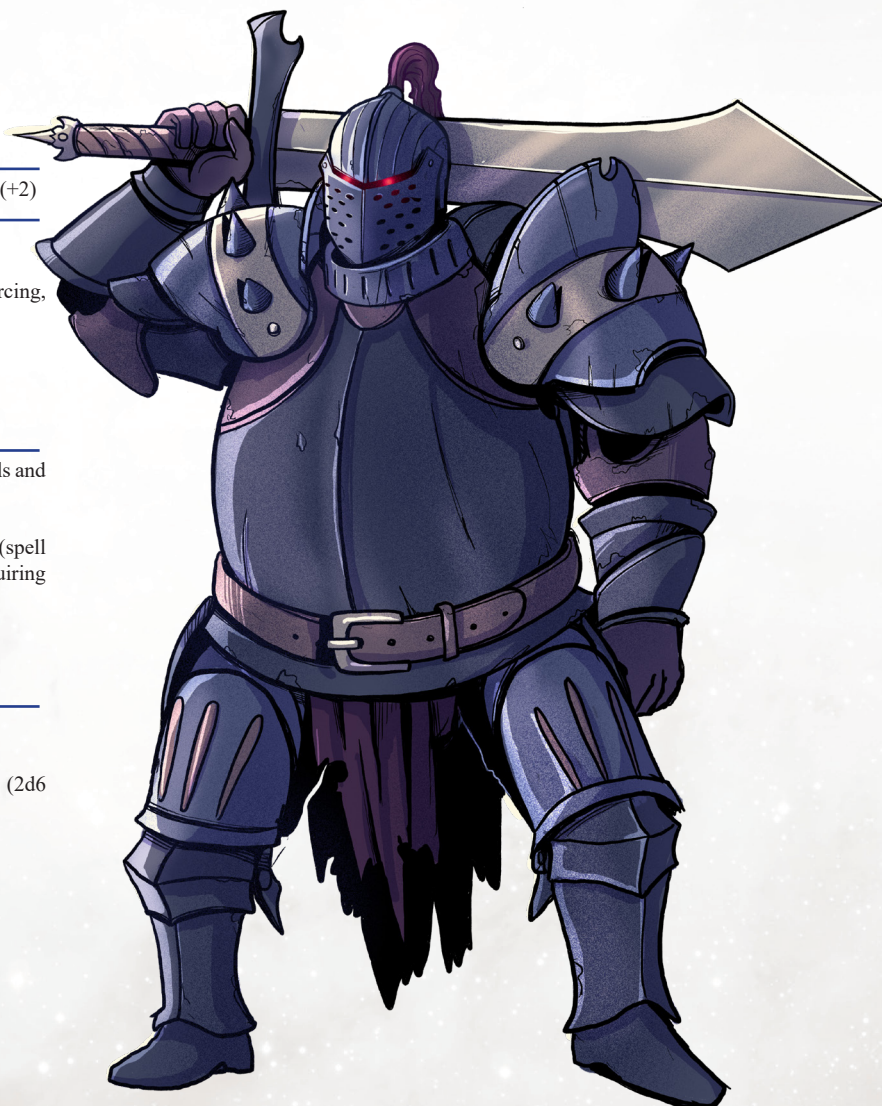
Innate Spellcasting. The guard vastborn's spellcasting ability is Charisma (spell save DC 13). The guard vastborn can innately cast the following spells, requiring no material components:

At will: *blade ward*
 3/ day each: *shield*, *thunderwave*
 1/ day each: *wall of fire*

ACTIONS

Multiattack. The vastborn makes three attacks with its greatsword.

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



HUNTER VASTBORN

ANATOMY AND PHYSIOLOGY

The black-furred bodies of the hunter vastborn rest atop four chitinous insect-like legs that support their humanoid upper frame. The arms of this vastborn end in long, wicked black claws that are rumored to be capable of easily sundering metal. Their large heads resemble that of a canines, and their long snouts able to sniff out prey from nearly a mile away.

BEHAVIOR AND TACTICS

Hunter vastborn track down and destroy single targets within the chaos of a battlefield. They move nearly silently, and their ability to both pursue and stalk their quarry over nearly any distance have given them the nickname "The Black Death" by the mortal soldiers of the Darkest War. Once they corner their mark, a hunter vastborn will pounce swiftly and suddenly, disemboweling their foe with ease. Very few individuals have survived an assault by a hunter vastborn.

ECOLOGY AND HISTORY

Hunter vastborn were created by the Shattered Hand during the Darkest War specifically to remove high priority targets. They incited discord through the ranks of the mortal armies as the mightiest of their warriors were killed by packs of hunter vastborn. Many of the early deaths in the Darkest War that were non-battlefield related were actually the result of hunter vastborn and noir killing off many of the dangerous mages and priests that lived.

MISCELLANEOUS

Efforts were undertaken by Legion during the Darkest War to counteract the effectiveness of the hunter vastborn. Secret identities, body doubles, code names, and need-to-know positioning helped undermine assassinations, while false information led to hunter vastborn being destroyed when ambushed. In comparison to other vastborn, few hunter vastborn survived the dissolution of the Shattered Hand.



Medium vastborn, neutral evil

Armor Class 16

Hit Points 99 (22d8)

Speed 40 ft.

STR 13 (+1) **DEX** 22 (+6) **CON** 10 (0) **INT** 10 (0) **WIS** 10 (0) **CHA** 17 (+3)

Saving Throws Dex +9, Con +3

Skills Athletics +4, Perception +3, Stealth +9, Survival +3

Damage Resistances cold, acid, fire, lightning, bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities poison

Condition Immunities poisoned, charmed

Senses darkvision 120 ft., passive Perception 13

Languages Vandar, telepathy 100 ft.

Challenge 7 (2,900 XP)

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

Devil's Sight. Magical darkness doesn't impede the hunter vastborn's darkvision.

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

3/day: invisibility, see invisibility

Fiendish Mark. As a bonus action, the hunter vastborn designates one creature it can see within 60 ft. as its mark. The hunter vastborn has advantage on all Wisdom (survival) rolls to track their marked creature, as well as Wisdom (perception) rolls to see the marked creature. The marked creature also takes an additional 7 (2d6) necrotic damage whenever the hunter vastborn hits them with an attack.

ACTIONS

Multiattack. The hunter vastborn attacks three times. Once with its bite and twice with its claws.

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

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.





JUGGERNAUT VASTBORN

ANATOMY AND PHYSIOLOGY

The juggernaut vastborn is a towering mountain of a vastborn, standing thirty feet tall with a fearsome visage to match. The four-legged beast is complete with a thick grey hide and a series of black horns that bristle the blood-covered, shark-like maw it keeps low to the ground. The spine of a juggernaut vastborn is covered in long metal spikes that seem to naturally protrude from its body.

BEHAVIOR AND TACTICS

The juggernaut vastborn easily charges through lines of battle-hardened soldiers, and they have even been known to plow through whole city gates. Impaled upon its spines are the bodies of fallen enemies that it keeps there as trophies and gruesome reminders of the fate of those who dare face it in combat. The horns upon the juggernaut vastborn's face typically kill its foes long before their body reaches its razor-sharp teeth and thick hooves.

ECOLOGY AND HISTORY

The juggernaut vastborn was actually a later addition to the ranks of the Shattered Hand, created primarily to assault the walled fortresses and cities of Vathis's nations. Up until the Darkest War the Shattered Hand had never faced stone walls and battlements like the type frequently found on the Material Plane. Juggernaut vastborn still roam the wild reaches of the world, usually keeping to the Borderlands and Shardlands regions.

MISCELLANEOUS

Juggernaut vastborn allowed the Shattered Hand to capture great stretches of territory during the Darkest War, including strategically valuable cities and forts. These vastborn were able to quickly overcome defenses built to withstand a mortal siege, and even today several of these fortifications have yet to be rebuilt. Many of the nations of Vathis have sought to replicate such an impressive display of brute, rapid warfare, but few Eldric experiments in this line of research have succeeded.



Gargantuan vastborn, neutral evil

Armor Class 11 (natural armor)

Hit Points 274 (12d20 + 48)

Speed 80 ft.

STR 24 (+7) **DEX** 9 (-1) **CON** 18 (+4) **INT** 9 (-1) **WIS** 12 (+1) **CHA** 15 (+2)

Saving Throws Con +8, Wis +5

Skills Athletics +11, Perception +5

Damage Resistances cold, acid, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damaged Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Vandar, telepathy 100 ft.

Challenge 11 (7,200 XP)

Charge. If the juggernaut fiend moves at least 20 feet straight toward a target and then hits it with a horns attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Spiked Body: Whenever the juggernaut vastborn that is hit by a melee weapon attack, the attacker takes 10 (3d6) points of piercing damage as the spikes on its body tear the attacker to shreds.

Relentless (Recharges after a Short or Long Rest). If the juggernaut vastborn is hit by an attack that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The vastborn makes two attacks, one with its horns and one with its claws.

Horns. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) piercing damage and the creature must make a DC 14 Constitution saving throw or take an additional 7(2d6) necrotic damage at the beginning of its next 3 (1d6) turns as it bleeds from its wound. Additional hits by the juggernaut vastborn's horn attack add additional turns to this effect. Any creature can take an action to stanch the bleeding with a successful DC 12 Wisdom(Medicine) check. The bleeding also stops if the target receives magical healing.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.



MARCHING VASTBORN

ANATOMY AND PHYSIOLOGY

Marching vastborn fill most of the rank and file soldiers of the Shattered Hand. A full head taller than the average human, these beings are clad in spiked armor and carry large shields and wicked polearms. Marching vastborn stand at attention with a level of trained precision matched only by the elite members of the professional armies of the nations of Vathis. Underneath their armor are the toned, lithe forms of warriors covered in scars and pockmarked by the injuries of past wars.

BEHAVIOR AND TACTICS

The marching vastborn's discipline when on the battlefield is world renowned. Their unified movements seem synchronous as they stand in formation and march across the fields of war. Their capacity to work together seamlessly makes them incredibly dangerous enemy combatants. They push enemy armies back in a strong, unified wave

ECOLOGY AND HISTORY

Marching vastborn have been a staple in the standing armies of the Shattered Hand since the Vandiel's first began to subjugate the lower planes. Their sheer numbers have only increased as more and more worlds have fallen into darkness. Outside of vastlings, marching vastborn are the most numerous of the surviving vastborn left over from the Darkest War. Many of them have sought out new leadership to follow ranging from lingering Vantus to the mortal leaders of notorious Vandiel cults.

MISCELLANEOUS

Within the hierarchy of the Shattered Hand marching vastborn were regimented into companies of 80 to 150 individuals. Even though the war has ended, the surviving members of these companies still stick together. Within these companies are captains that exhibit a semblance of leadership within the roving bands, and the loyalty of the companies can be bought for a price by contacting one of these captains.



Medium vastborn, neutral evil

Armor Class 17 (scale mail, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Str +7, Con +5, Cha +4

Skills Athletics +7, Perception +3

Damage Resistances cold, acid, fire, lightning, bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damaged Immunities poison

Condition Immunities poisoned, charmed

Senses darkvision 120 ft., passive Perception 13

Languages Vandar, telepathy 100 ft.

Challenge 4 (1,100 XP)

Hold the Line. Attacks against a marching vastborn are at disadvantage as long as the marching vastborn is within 5 ft. of another vastborn.

ACTIONS

Multiattack. The marching vastborn makes two trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft. One target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.





MEGALOTH VASTBORN

ANATOMY AND PHYSIOLOGY

This winged four-armed vastborn towers even over even giants as it trudges through the battlefield sweeping friend and foe aside with sweeps of its huge claws. Megaloth vastborn rival some of the most powerful demons and devils in terms of raw power. These beings are clad in enchanted dark armor, and they typically destroy foes using a combination of large melee weapons, claws, and vile magic.

BEHAVIOR AND TACTICS

Megaloth vastborn usually avoid wading into combat directly until they have utilized their magic to sway the pendulum of battle. Once they feel like a significant advantage has been gained, they fly directly into the thick of combat to lay waste to the armies who dare oppose them. Bringing down megaloth vastborn requires a concentrated effort from mortals, as their bodies are wrapped in layers of protective vile energy granting them the ability to resist most magic and remain immune to most physical damage.

ECOLOGY AND HISTORY

Megaloth vastborn were the first creatures the Vandiel created using a drop of their terrible power. As such, megaloth vastborn serve in leadership positions within the Shattered Hand as generals and advisors to the Vantus created by the Vandiel. The megaloth vastborn are intelligent, cunning, and physically imposing, and they pride themselves on their longevity, with few having been killed and reformed in the planes of the Vast.

MISCELLANEOUS

These creatures were some of the most dreaded foes the mortals of Vathis faced during the Darkest War, scaring the citizens of Vathis nearly as much as the noir did when their existence was revealed. Fortunately, the Vandiel created very few of the megaloth vastborn, as their creation process is complicated and required limited resources to produce. A few brave mortals actually took the weapons and armor of the megaloth vastborn as trophies after the war, though the ramifications of this remain unknown. Rumors claim that their weapons and equipment are cursed with vile energy.



Gargantuan vastborn, neutral evil

Armor Class 13 (natural armor)

Hit Points 198 (12d20 + 72)

Speed 50 ft. Fly 100 ft.

STR 24 (+7) **DEX** 12 (+1) **CON** 22 (+6) **INT** 12 (+1) **WIS** 14 (+2) **CHA** 18 (+4)

Saving Throws. Con +11, Wis +7, Cha +9

Skills Arcana +6, Insight +7, Perception +7

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damaged Immunities poison

Condition Immunities poisoned, charmed, feared

Senses darkvision 60 ft., blindsight 60ft., passive Perception 17

Languages Vandar, telepathy 100 ft.

Challenge 15 (13,000 XP)

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

Devil's Sight. Magical darkness doesn't impede the vastborn's darkvision.

Spellcasting. The megaloth vastborn is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Cantrips (at will): *acid splash, chill touch, firebolt, light, mending, shocking grasp*

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

2nd level (3 slots): *ray of enfeeblement, scorching ray, web*

3rd level (3 slots): *fireball, lightning bolt, slow*

4th level (3 slots): *blight, polymorph, dimension door*

5th level (2 slots): *wall of stone, hold monster, telekinesis*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *finger of death*

8th level (1 slot): *control weather*

ACTIONS

Multiattack. The megaloth vastborn makes four attacks: one with its wings, two with its claws, and one with its tail.

Wing. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14(2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.



MONGREL VASTBORN

ANATOMY AND PHYSIOLOGY

Mongrel vastborn are incredibly large double-jawed canine beasts meant to spread chaos in enemy lines. These vastborn are swift creatures with sinewy legs capable of keeping up with even the swiftest warhorses employed on the field of battle. Vastlings are known to ride these terrorizing beasts into war.

BEHAVIOR AND TACTICS

The frightening visage of the mongrel vastborn panics lesser-trained mounts while the creature's jaws easily tear into the flesh of those they catch. Mongrel vastborn roam across the battlefield inspiring fear, and with their impressive agility these beings avoid most assaults directed towards them. Mongrel vastborn without a rider will leap from one enemy to the next, keeping their foes under a constant barrage of pouncing attacks.

ECOLOGY AND HISTORY

Mongrel vastborn were created by the Shattered Hand to fill the role of prowling guards. Eventually guard vastborn took their place, and the mongrels became the primary mounts of the Shattered Hand's ranks as a direct counter to the skilled cavalry of the world's mortal forces.

MISCELLANEOUS

The mongrel vastborn that survived the Darkest War now roam in large packs in unpatrolled territory causing havoc for land-bound caravans and civilian transportation. As the last six years have progressed, it would appear that their numbers have grown, though many hope this is just the packs finding more surviving members. Experts are at a loss, and citizens are praying to the gods that the mongrel vastborn are not breeding with one another, or with other animals.



Large vastborn, neutral evil

Armor Class 15 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 60 ft.

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

Saving Throws Str +6, Dex +4

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

Damage Resistances cold, acid, fire, lightning, bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities poison

Condition Immunities poisoned, charmed

Senses darkvision 120 ft., passive Perception 13

Languages Vandar

Challenge 4 (1,100 XP)

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

ACTIONS

Multiattack. The mongrel vastborn makes two bite attacks.

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



SEPTIC VASTBORN

ANATOMY AND PHYSIOLOGY

The septic vastborn appears as a formless mass of tumultuous flesh and ooze, and their bodies are full of refuse, sludge, and pus. Their bulbous forms release all sorts of poisons and gases meant to kill and deprive their foes of their senses. These creatures can grow to be nearly fifteen cubic feet of pure pestilence. As a breeding ground for disease, septic vastborn are extremely dangerous to approach.

BEHAVIOR AND TACTICS

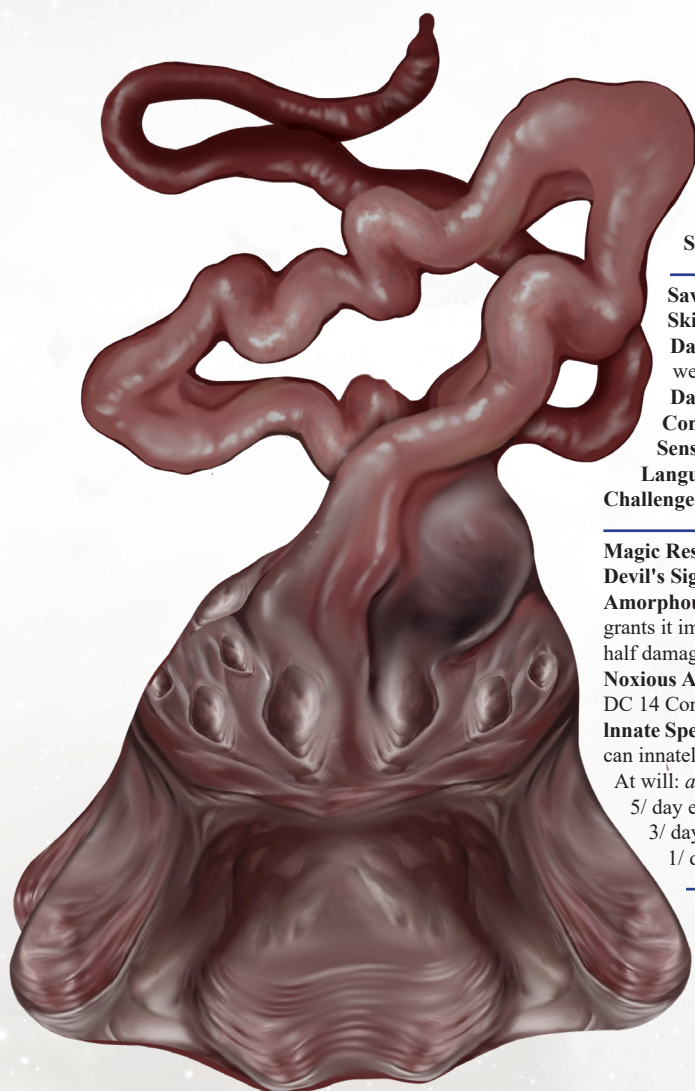
The septic vastborn's goals are simple: spread as much disease and pestilence as it can. To do so they will approach any living creature they can and expel a variety of gasses, mists, and other foul expulsions, poisoning their target and spreading the highly contagious diseases they carry within their bodies.

ECOLOGY AND HISTORY

Septic vastborn were a biological weapon released by the Shattered Hand into the sewers of cities they were attempting to siege. The septic vastborn would spread disease and pestilence to those in the city above and weaken them to the point where the vastborn could easily take the city. In some situations the Shattered Hand wouldn't even move into the cities, allowing the citizens within to fester and expire from disease.

MISCELLANEOUS

The range of diseases the septic vastborn carry varies from the most common cold to the deadliest flesh-eating virus. Each pustule that forms on their body is said to contain a different disease. These disgusting creatures will cultivate these pustules to become more deadly and infectious.



Medium vastborn, neutral evil
Armor Class 13 (natural armor)
Hit Points 171 (18d8 + 90)
Speed 40 ft.

STR 17 (+3) **DEX** 16 (+3) **CON** 20 (+5) **INT** 11 (0) **WIS** 16 (+3) **CHA** 15 (+2)

Saving Throws. Con +9, Wis +7

Skills Perception +7

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

Damage Immunities acid, poison

Condition Immunities blinded, deafened, poisoned, charmed

Senses darkvision 60 ft., blindsight 60 ft., passive Perception 17

Languages Vandar, telepathy 100 ft.

Challenge 12 (8,400 XP)

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

Devil's Sight. Magical darkness doesn't impede the vastborn's darkvision.

Amorphous Anatomy. A septic vastborn's vital organs shift and change shape and position constantly. This grants it immunity to polymorph effects (unless the septic vastborn is a willing target). Septic vastborn also take half damage from critical hits.

Noxious Aura. Any creature that starts its turn or ends its turn within 10 ft. of the septic vastborn must make a DC 14 Constitution save or take 7 (2d6) damage or half as much on a success.

Innate Spellcasting. The septic vastborn's spellcasting ability is Wisdom (spell save DC 15). The septic vastborn can innately cast the following spells, requiring no material components:

At will: *acid splash*, *fog cloud*, *grease*

5/ day each: *acid arrow*, *blindness/deafness*, *web*

3/ day each: *stinking cloud*, *black tentacles*, *blight*

1/ day each: *cloud kill*, *circle of death*

ACTIONS

Multiattack. The vastborn makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 10 (3d6) poison damage, plus 7 (2d6) acid damage and the target must make a DC 15 Constitution saving throw or become poisoned.



SHATTERED VASTBORN

ANATOMY AND PHYSIOLOGY

A shattered vastborn is a towering monstrosity composed entirely of suction-covered tentacles, wild, searching eyes, and rings of sharp teeth within gaping maws. The sheer otherworldly appearance of this fiend can strike fear into the hearts of even the most seasoned warriors, as one is never quite certain where one piece of this creature begins and the other ends. The shattered vastborn possesses no discernable head, but has a rough humanoid shape in its body structure.

BEHAVIOR AND TACTICS

Shattered vastborn exist only to unnerve the enemies of the Shattered Hand, striking fear and destruction wherever they roam. They usually fight alongside other ranks of fiends which are immune to the effects that the Shattered Hand has on other mortals. Combatants that seem immune or otherwise throw off the initial waves of fear are met with a swarm of tentacles that seek to pull them into the maws of the creature. Once engulfed, the vastborn seeks additional prey to sate its ceaseless hunger.

ECOLOGY AND HISTORY

Shattered vastborn were some of the last additions to the Shattered Hand before the end of the Darkest War. Their introduction was a last-ditch effort at turning the tide of the war that had begun to turn unfavorably for the Shattered Hand. At first, the shattered vastborn tore through the mortal armies with ease, but tactics quickly changed to compensate. Many of the surviving shattered vastborn have been scattered

MISCELLANEOUS

While the shattered vastborn possess no weapons and equipment of their own, that which was equipped by the fallen they consume still remains within their body cavities, waiting to be reclaimed. While the shattered vastborn are some of the most dangerous vastborn ever to exist, there are still those foolish enough to hunt the vastborn yearly in hopes of finding gold and gaining glory.



Huge vastborn, neutral evil

Armor Class 16 (natural armor)

Hit Points 171 (18d12 + 54)

Speed 50 ft.

STR 20 (+5) **DEX** 11 (0) **CON** 17 (+3) **INT** 10 (0)

WIS 14 (+2) **CHA** 17 (+3)

Saving Throws Dex +8, Wis +5, Cha +6

Skills Acrobatics +8 Perception +5

Damage Resistances cold, acid, fire, lightning, bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities poison

Condition Immunities poisoned, charmed

Senses darkvision 120 ft., passive Perception 15

Languages Vandar, telepathy 100 ft.

Challenge 10 (5,900 XP)

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

Devil's Sight. Magical darkness doesn't impede the vastborn's darkvision.

Cage of Mouths. The shattered vastborn may move into areas occupied by enemy creatures. If the shattered vastborn ends its movement in the same area as any enemy creatures the creature must make a DC 17 Dexterity saving throw. On a success the creature moves to a space 5 ft. away from the shattered vastborn of its choosing. On a failure, the creature remains inside the shattered vastborn's cage of mouths where it is restrained. The creature moves with the shattered vastborn and the shattered vastborn makes a bite attack against it automatically at the start of the vastborn's turn. If the shattered vastborn takes over 50 damage in one turn, or is killed creatures inside its cage of mouths are expelled as if they initially passed the save and their restrained condition ends.

ACTIONS

Multiattack. The shattered vastborn makes three bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Frightful Presence. Each creature of the vastborn's choice that is within 90 feet of the vastborn and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vastborn's frightful presence for the next 24 hours.



SIEGE VASTBORN

ANATOMY AND PHYSIOLOGY

Siege vastborn are monstrously large six-legged vastborn utilized to breach walls and gates. These massive beasts are typically ridden by a band of vastborn operating the integrated siege towers on the vastborn's back. On the face of this beast is a plethora of horns; this along with its unique facial bone structure is used as battering rams and wrecking tools.

BEHAVIOR AND TACTICS

The siege vastborn moves slowly across the battlefield, spotted easily from miles away due to the towering siege equipment on its body. These beasts ignore most combatants in battle, choosing to crush them under their massive legs as they move towards the cities of Vathis. Once a siege vastborn reaches a protective structure, like a city gate, it lets loose its assault. These enormous beings are capable of tearing through stone and steel with ease.

ECOLOGY AND HISTORY

When the nations of Vathis began building fortifications to counteract the actions of the juggernaut vastborn, the Vandiels started devising a method of overcoming these obstacles. Utilizing captured siege engineers and intelligence gained by noir spies, the siege vastborn was created. However, they were only introduced in the final years of the Darkest War, long after the tide of war had already begun to turn against the Shattered Hand.

MISCELLANEOUS

Multitudes of siege vastborn were created, but few of them saw the fortifications they were meant to defeat. Many survived the Darkest War due to their sheer size and the lumbering weapons of destruction upon their back. Rumors state that a large number of them are being hoarded by one of the surviving Vandiels or a surviving Vantus. These forces are hidden away in the deep reaches of the world waiting for their chance to attack the nations of Vathis.



Gargantuan vastborn, neutral evil

Armor Class 11 (natural armor)

Hit Points 198 (12d20 + 72)

Speed 50 ft.

STR 26 (+8) **DEX** 6 (-2) **CON** 22 (+6) **INT** 10 (0) **WIS** 10 (0) **CHA** 12 (+1)

Saving Throws Con +10

Skills Perception +7

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities poison

Condition Immunities poisoned, charmed

Senses darkvision 60 ft., blindsight 60 ft., passive Perception 17

Languages Vandar, telepathy 100 ft.

Challenge 12 (8,400 XP)

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

Devil's Sight. Magical darkness doesn't impede the vastborn's darkvision.

Siege Strike. Any attack the siege vastborn makes against an object is an automatic critical hit.

Powerful Charge. If the siege vastborn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 14 (4d6) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The vastborn makes 4 attacks: one with its horns, two with its claws and one with its tail.

Horn. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.



LEGENDARY ACTIONS

The siege vastborn can take 2 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 siege vastborn regains spent legendary actions at the start of its turn.

Stride. The siege vastborn moves up to its movement speed.

Tail Attack. The siege vastborn makes a tail attack.

Earth Shattering Stomp (Costs 2 Actions). The siege vastborn rears back and stomps on the ground. All creatures within 10 feet of the siege vastborn must succeed a DC 16 Strength saving throw or be knocked prone.



VASTLING

ANATOMY AND PHYSIOLOGY

Vastlings are the foot soldiers and meat shields of the Shattered Hand. As frontline combatants, they are utilized to smash into opponent formations. Vastling bodies are roughly the size of an average human, with dark ruddy skin covered in scars and a noseless face topped with horns. Their mighty forms are usually covered in some form of armor, and they wield whatever bladed implement they currently have on hand, often a spear.

BEHAVIOR AND TACTICS

Vastlings are soldier fodder that rely on one another and other significantly more powerful allies to win the day. Utilizing trained combat tactics and exploiting holes in their opponent's defenses, vastlings swarm their enemies with reckless abandon, defeating even the most stalwart opponents with sheer numbers. Knowing they will reform on their home plane after death ensures their fearless attitude in intense combat situations.

ECOLOGY AND HISTORY

Vastlings are created and drafted by the Vandiel of the Shattered Hand. They serve their masters as basic infantry in the multiverse wars waged by the Vandiel. Individuality is not a trait prized in vastlings, so few of them become anything more than tools. vastlings who distinguish themselves in battle, or seemingly possess traits beyond their brethren, are often molded into more powerful fiendish forms by their creators, becoming stronger and more influential in the process.

MISCELLANEOUS

Vastlings were some of the first waves of combatants that the mortal soldiers fought in the early years of the Darkest War. Though dispatching them was found to be easy to the common humanoid soldier, their endless numbers wore down the defenses of many of the fortified cities of the world. Eventually, creating additional vastlings would prove to be a pointless endeavor to the leaders of the Shattered Hand, as more powerful entities were created as the theaters of combat changed throughout the Darkest War.



Medium vastborn, neutral evil

Armor Class 14 (leather armor, shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

WIS 12 (+1) **CHA** 14 (+2)

Saving Throws Con +4, Wis +3,

Skills Athletics +5, Perception +3 **Damage Resistances:** cold, acid, lightning,

Damage Immunities poison, fire

Condition Immunities poisoned, charmed

Senses darkvision 120 ft., passive Perception 13

Languages Vandar, telepathy 100 ft.

Challenge 1 (200 XP)

ACTIONS

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



VENOCIAN SEA TURTLE

ANATOMY AND PHYSIOLOGY

These hulking reptiles grow to be the size of horses or even larger. They have four giant flippers which they use to effortlessly move through the water. Venocian sea turtles rely on their thick, hard shells to protect themselves from harm. Stronger than most metals, their shell is near impenetrable for most natural predators. To naturally defend themselves the Venocian sea turtle relies on its powerful bite, which is strong enough to tear a man's arm off.

BEHAVIOR AND TACTICS

Venocian sea turtles travel in groups and rely on pack mentality for safety. They live a relatively relaxed life lazing about on the beach and hunting fish in the sea when they're hungry. They are generally easy to approach but if irritated or surprised they will attack.

ECOLOGY AND HISTORY

As their name implies, the Venocian sea turtle makes its home on the shores of Venoch. All along the sandy beaches of the Angylis Sea's northern coast you can find these beasts. The Venocians have always been fascinated with the creatures and have even gone so far as to make it illegal in Venoch to harm them. This has led to many of the Venocian sea turtles to become more docile and enjoy the free food and attention brought to them by humanoid.

MISCELLANEOUS

Venocian sea turtle shells are so durable that many seek them out to craft armor and shields. Due to the laws that Venoch has in place, the practice of making these items is very illegal. However, one will sometimes be able to find them on the black market for a high price. Poachers will hunt the Venocian sea turtles for this exact reason, knowing that after successfully bringing in one of these creatures will easily take care of their financial needs for several years.

VENOCIAN SEA TURTLE CR 3

Large monstrosity, neutral

Armor Class 18 (natural)

Hit Points 114 (12d10 + 48)

Speed 20 ft., swim 60 ft.

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

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities petrified

Senses passive Perception 14

Languages -

Challenge 3 (700 XP)

ACTIONS

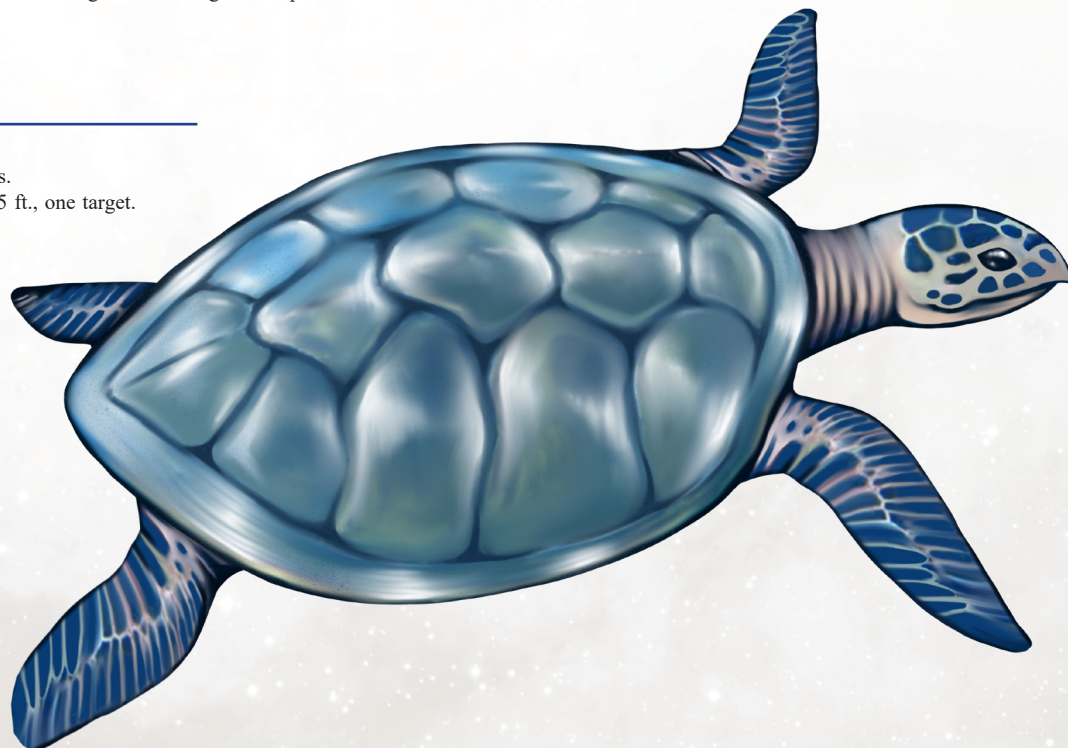
Multiattack. The turtle makes two bite attacks.

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

Hit: 9 (1d8 + 5) piercing damage.

REACTIONS

Snap. In response to a creature moving within 5 ft. of the Venocian sea turtle, the turtle may make a bite attack against that creature.



WHITESILK SPIDER

ANATOMY AND PHYSIOLOGY

Whitesilk spiders are gigantic spiders that reside high in the Sentinel Mountains feeding off of local wildlife. Whitesilk spiders are named after their nearly pure white chitin, blending in seamlessly with their webbing and the snow of the areas in which they reside. These spiders construct webbing of sticky frozen webs that leech the heat from the surrounding area, most of which are typically hidden under thin layers of snow. These webs appear to resist melting even in warm temperatures.

BEHAVIOR AND TACTICS

Whitesilk spiders gather together in groups and utilize their cunning intellect to create networks of twisting caves, tunnels, and snow-packed passageways to collect and trap their prey. Once trapped within their webs, whitesilk spiders converge upon game, tearing into them with sharp teeth and claws. The poison of the whitesilk spider is especially deadly.

ECOLOGY AND HISTORY

Whitesilk spiders reside in the northwestern reaches of the Sentinel Mountains of Isild. They have long terrorized this region, withstanding all attempts to destroy them by residing high within the frozen valleys and peaks of the mountains. Caves nestled deep within this mountain range are completely unexplored due to the ferocity of the spiders.

MISCELLANEOUS

The last attempt to eradicate the whitesilk spiders was made by an Isril army during a particularly warm summer. Their effort led to hordes of spiders descending upon an Isril city, wrapping it entirely within webs and killing almost every citizen within. The city now bears the name of Whitesilk, as a testament to the folly. Whitesilk spider venom sells for a high price in the markets of Isild, which drives some foolish adventurers to seek these creatures out.

WHITESILK SPIDER CR 4

Medium monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR 12 (+1) **DEX** 18 (+4) **CON** 14 (+2) **INT** 10 (0)

WIS 15 (+2) **CHA** 12 (+1)

Saving Throws Dex +5

Skills Perception +5, Stealth +5

Damage Immunities cold

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 15

Languages Isril

Challenge 4 (1,100 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 4) piercing damage plus 3 (1d6) cold damage, and the target must make a DC 14 Constitution saving throw. On failed save the target becomes poisoned for 1 hour. If a target is hit by this attack and it already poisoned in this way they are paralyzed until the beginning of the spider's next turn.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one creature. *Hit:* The target takes 7 (2d6) cold damage and is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 15; vulnerability to fire damage; immunity to bludgeoning, cold, poison, and psychic damage).



WINE SPRITE

ANATOMY AND PHYSIOLOGY

This peculiar-looking creature is known as the wine sprite. Their general form is a large watermelon-sized spheroid with a set of spindly arms and legs protruding from it. A large, toothless mouth and two wide, wandering eyes are located in the center of the wine sprite's body. To the astonishment of many, they've been found to be nothing more than wine on the inside. Scholars believe that the wine sprites are in a constant state of inebriation because they are composed entirely of alcohol.

BEHAVIOR AND TACTICS

Wine sprites like to hide in barrels of fine wine. They will make their way into the storehouses of vineyards and begin to indulge themselves in multiple casks of wine if left unchecked. When attacked, they defend themselves by striking their foes with their fists and then running away. When struck by a wine sprite's punch, an individual has a chance of becoming inebriated themselves for a short time. Wine sprites use this ability to confound their opponents and make an escape.

ECOLOGY AND HISTORY

It is commonly believed that wine sprites are the result of a cruel wizard's trick on a local vineyard in Venoch. The trick got out of hand, and the wine sprites have been found across the Venocian countryside ever since. They are almost exclusively spotted in warehouses and storerooms of vineyards and breweries. Here they have become a common pest, drinking large amounts of alcohol and causing trouble for locals. Most vineyards will post guards near their stock for the sole purpose of keeping the wine sprites away.

MISCELLANEOUS

No one really knows how much alcohol a wine sprite can drink. One infamous report claims that a single wine sprite cleared out over ten thousand barrels of wine. This tale is highly suspect, however, as the owner of the vineyard was inebriated when he gave his report. The guard who took down the complaint was found to be intoxicated as well, and his commanding officer failed to reprimand him, as he was also drunk. Most outsiders have come to view this report as nonsense and an example of the trouble the wine sprites are capable of causing when left to their own devices.

WINE SPRITE CR 2

Small elemental, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 20 ft.

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

WIS 11 (0) **CHA** 12 (+1)

Skills Athletics +3

Senses darkvision 60 ft., passive Perception 10

Languages Venocian

Challenge 2 (450 XP)

ACTIONS

Inebriating Punch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. The target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, if the creature attempts an attack roll and has disadvantage, and the attack misses but the higher roll is high enough to hit their own AC, the target instead damages themselves as if they had been hit with the attack. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is already poisoned, the instead become unconscious. Successful saving throws on subsequent turns rid the target the poisoned and unconscious conditions.



ZONDERNYA KRAKEN

ANATOMY AND PHYSIOLOGY

The Zondernya kraken is a massive squid-like creature with several long, grasping tentacles extending from its bulbous head. Its body is a prismatic array of bright vibrant colors that extend all the way down its tentacles. This gargantuan beast is larger than some small houses, and it could easily swallow a horse or smaller creature whole. In combat the kraken implores its massive size in combination with its many innate magical abilities to devastate its opponents.

BEHAVIOR AND TACTICS

There is little known about what the Zondernya kraken eats, as the creature has never been seen hunting before. When encountered, the Zondernya kraken peacefully passes by. If the monster does notice something it perceives as a threat, or even something it dislikes, it will unleash a barrage of physical and magical attacks. Few have survived its assault, but once the perceived threat has disappeared, the kraken disappears as soon as it appeared.

ECOLOGY AND HISTORY

Unlike traditional krakens, the Zondernya kraken is said to have only appeared in Lake Zondernya. Because of the latent energies lingering from Synethil's departure and subsequent return from the Vibrant, Lake Zondernya has developed a link to the other plane. The Zondernya kraken is thought to live in the lake on the Material Plane as well as in the much larger and more expansive version of Lake Zondernya on the Vibrant. It is able to pass between a natural portal connecting the planes that exists within the lake.

MISCELLANEOUS

While it has the appearance of a monster, the Zondernya kraken is said to be extremely intelligent. This theory comes from its repertoire of arcane spells and natural magical abilities. If one were only able to converse with the creature they could learn its motives and role in the courts of the Radiant Regents of the Vibrant. As of now, though, no one has figured out a way to converse with the beast, or even get it to attempt communication.

ZONDERNYA KRAKEN CR 18

Gargantuan fiend, neutral

Armor Class 19 (natural armor)

Hit Points 277 (15d20 + 120)

Speed 10 ft., swim 60 ft.

STR 30 (+10) **DEX** 12 (+1) **CON** 28 (+8) **INT** 14 (+2) **WIS** 26 (+8) **CHA** 18 (+4)

Saving Throws Con +15, Wis +15

Skills Arcana +9, Athletics +17, Perception +15

Senses darkvision 60 ft., passive Perception 25

Languages Farlish, Venocian, Mythic

Challenge 20 (25,000 XP)

Independent Tentacles. The tentacles of a Zondernya kraken are not fully under the control of the beast itself and can be severed without harm to the creature as a whole. Up to four of the Zondernya kraken's tentacles can continue to move and attack even if the kraken is rendered unconscious or otherwise restricted from taking actions. In addition, the tentacles can be attacks and severed like separate creatures. Foes wishing to sever a tentacle must target them like a separate creature, tentacles have an AC of 13 and have 30 hp each. A tentacle severed in this manner reduces the total number of attacks that the kraken can make with its multiattack, and may prevent it from using Rend Ship, but does not do any damage to the kraken itself. Severed tentacles regrow naturally over the course of a year.

Innate Spellcasting. The kraken's spellcasting ability is Wisdom (spell save DC 23). The kraken can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *detect magic*, *fog cloud*

5/ day each: *black tentacles*, *wind wall*

3/ day each: *plane shift*, *conjure fey*

1/ day each: *control weather*, *prismatic spray*

ACTIONS

Multiattack. The kraken makes six attacks, one with each of its available tentacles. (See Independent Tentacles and Rend Ship.) It can make one Interplanar Maw attack in place of two of these tentacle attacks.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 60 ft., one target. *Hit:* 19 (2d8+10) bludgeoning damage and the target is grappled (escape DC 17). Until the grapple ends, the target is restrained. The kraken has six tentacles as described in its Independent Tentacles ability, each of which can grapple only one target.

Interplanar Maw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* (4d8+10). Creatures swallowed by a Zondernya kraken must succeed on a DC 22 Wisdom saving throw or be transported to a demi-plane unique to the Zondernya kraken. These planes differ from kraken to kraken but all consist of an endless ocean with a single heavily wooded island. The plane's existence is tied to the kraken's life, and upon its death all objects and creatures swallowed by the kraken are immediately returned to whatever plane the kraken died on, appearing within 5 ft. of the kraken's corpse. Creatures that pass the Wisdom saving throw, are instead swallowed. A swallowed creature is restrained and takes 14 (4d6) bludgeoning damage at the start of each of its turns. A swallowed creature can use its action to attempt to escape the inside of the kraken as if it were escaping a grapple (escape DC 17).

Rend Ship. The kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes an Strength (Athletics) check opposed by a Dexterity check made by the ship's captain. Any character proficient in water vehicles may add double their proficiency bonus to this check. The kraken gains advantage on the check if it is twice the size of the ship or larger. If the kraken succeeds it successfully grapples the ship and holds it motionless. It can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free tentacles and can't attack foes at all with its Interplanar Maw. Each round the ship's captain may repeat the contested roll. The kraken maintains its hold on the ship with every success. On its turn, if the kraken is holding the ship, it automatically inflicts the damage of its Interplanar Maw on the ship's hull.





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