

ARCANIS

THE WORLD OF SHATTERED EMPIRES



SORCEROUS PACTS





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CHAPTER I: THE ELDER WARLOCK

In the simplest of terms, a pact is a bargain or contract between two people where mutual favors are exchanged for the benefit of both. Sorcerous Pacts follow the same basic premise but are so much more.

At one point someone, usually of great power, summoned forth or contacted a being or entity and made a bargain with it. These bargains or pacts confer their benefits and obligations to others of the same group or race or even someone who just knows the right words to intone and the specific sacrifice to make,

enticing that being or entity to manifest and bargain with them.

As will be noted below, each Sorcerous Pact is different from one another, not only in who may call upon them, but in what favors may be demanded and whether a payment is necessary in return, such as material wealth, animal sacrifice, or something completely whimsical or bizarre.

THE ELDER WARLOCK VS THE WARLOCK IN ARCANIS

It is essential to understand that the elder warlock is viewed in-universe as being entirely separate from the standard warlock. Despite the name, elder warlocks are not considered warlocks by the population of Arcanis, instead they are commonly seen by the uninitiated as a kind of elder sorcerer. Indeed, there is truth to this perception. Elder warlocks do not receive their powers in the same way as a standard warlock. Most of the elder warlock's abilities are learned and fueled the same as any other user of elder sorcery, though they approach the practice differently due to studying ancient sorcerous pacts. What differentiates the elder warlock from the elder sorcerer the most, however, is that the elder warlock has learned the secrets necessary to contact great elemental beings and invoke pacts that were made on behalf of their bloodline in ages past. These ancient pacts grant specific boons and knowledge but are not the source of the elder warlock's ability to manipulate the power of Creation to cast Arcane spells.

Due to all of this, and despite having a similar name, elder warlocks do not suffer the same social stigma as a standard warlock, and the details of the "The Warlock in Arcanis" sidebar in the Campaign Setting book do not apply to the elder warlock.



THE WARLOCK

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations
1st	+2	Ancient Pact, Sorcerous Pact Magic	2	2	1	1st	–
2nd	+2	Arcane Invocations	2	3	2	1st	2
3rd	+2	Ancient Pact feature	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	–	3	6	2	3rd	3
6th	+3	Ancient Pact feature	3	7	2	3rd	3
7th	+3	–	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	–	3	10	2	5th	5
10th	+4	Ancient Pact feature	4	10	2	5th	5
11th	+4	Elder Arcanum (6th level)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Elder Arcanum (7th level)	4	12	3	5th	6
14th	+5	Ancient Pact feature	4	12	3	5th	6
15th	+5	Elder Arcanum (8th level)	5	13	3	5th	7
16th	+5	Ability Score Improvement	5	13	3	5th	7
17th	+6	Elder Arcanum (9th level)	5	14	4	5th	7
18th	+6	–	5	14	4	5th	8
19th	+6	Ability Score Improvement	5	15	4	5th	8
20th	+6	Ancient Pact Feature	5	15	4	5th	8

Class Features

As an elder warlock, you have the following class features.

Race Restrictions: You must possess the ability to cast elder magic.

Hit Points

Hit Dice: 1d8 per warlock level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlock level after 1st

Proficiencies

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, Religion, and Stealth

Armor: Light armor

Multiclassing

The elder warlock follows the same rules and restrictions for multiclassing as defined for elder sorcerer in the Campaign Setting book.

Equipment

You start with the following equipment, in addition to the equipment granted by your background. See Chapter IV of the Campaign Setting for Regional weapons and armor. If you choose a weapon with ammunition you start with 20 bolts or arrows.

- Choose any two weapons you are proficient with from your starting nation.
- The equivalent of leather armor from your starting nation.
- Choose either a component pouch or an arcane focus
- Choose either a scholar's pack or an explorer's pack

Hunted by Ymandragore

The Sorcerer King of Ymandragore hunts all arcane spellcasters. Displaying one's sorcerous skills openly or in a public setting is a sure way to end one's career early.

Ancient Pact

At 1st level, you have learned the necessary rites to call upon ancient pacts. The following pacts are for elorii heroes only and are made with the elemental lord associated with your bloodline. You are granted features at 1st level and again at 3rd, 6th, 10th, 14th, and 20th level. While this book focuses upon elorii, pacts for other elder casters will be details in future products.

Sorcerous Pact Magic

Your arcane research and exposure to the practices of ancient pacts have given you facility with a number of spells from the elder warlock spell list.

Cantrips

You know two cantrips of your choice from the elder warlock spell list. You learn additional elder warlock Cantrips of your choice from the elder warlock spell list at higher levels, as shown in the Cantrips Known column of the Elder Warlock table.

Spell Slots

The elder warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your elder warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *color spray*, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the elder warlock spell list. The Spells Known column of the Elder Warlock table shows when you learn more elder warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new elder warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the elder warlock spells you know and replace it with another spell from the elder warlock list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your elder warlock spells, so you use your Intelligence whenever a spell refers to your spellcasting ability. In addition, your Spell save DC = 8 + your proficiency bonus + your Intelligence modifier and your Spell attack modifier = your proficiency bonus + your Intelligence modifier.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your elder warlock spells.

Arcane Invocations

In your study of arcane lore, you have mastered *Arcane Invocations*, rituals that imbue you with magical abilities. At 2nd level, you gain two invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain elder warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the elder warlock table. Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Note that the use of any invocation with an obviously magical effect may draw the attention of Ymandragore just as if you had cast an arcane spell. At the gamemaster's discretion, you may activate an invocation with subtlety as if you had cast an arcane spell of a level equal to your elder warlock spell slot levels.

Elder Arcanum

At 11th level, your studies into ancient magic and pacts allow you to discover an arcane secret called an *Elder Arcanum*. Choose one 6th-level spell from the elder warlock spell list as this arcanum. You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again. At higher levels, you gain more elder warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Elder Arcanum when you finish a long rest.

Invocations

If an invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Ascendant Step

Prerequisite: 9th level, Osalikene

You can cast *levitate* on yourself at will, without expending a spell slot or material components.

Blade-Dancer

Prerequisite: 5th level

You can Attack with the weapon conjured by *ebon blade* twice, instead of once, whenever you take the Attack action on your turn.

Cloak of Writhing Elements

Prerequisite: 5th level

As a bonus action you envelop yourself in a cloak of writhing tendrils of a substance associated with your Bloodline per the Elemental Cloak Types table. While so enveloped, you gain advantage on Charisma (Intimidation) checks made to influence living creatures. Additionally, any creature that makes a melee attack roll targeting you takes damage equal to your intelligence bonus. This damage is the same type as your Ancient Pact defines for your *Elemental blast*. This effect may not deal damage to the same creature more than once on that creature's turn regardless of how many attack rolls that creature makes targeting you. This effect lasts for one hour or until you dismiss it as a bonus action. Once you have used this invocation, you can't use it again until you have completed a short or long rest.

Ebon Armor

You can cast *mage armor* on yourself at will, without expending a spell slot or material components. The armor conjured with this ability appears as an opaque suit of dark medium armor of the caster's choice.

Ebon Armory

Prerequisite: know the *ebon blade* Cantrip

When you cast *ebon blade*, you may conjure any melee weapon. This includes Heavy and Two-Handed weapons. If the chosen weapon's damage dice is greater than a d8, then the conjured weapon's damage increases to match the damage dice of the chosen weapon.

Elder Arcane Sight

You can cast *detect magic* at will, without expending a spell slot.

Elder Blade Burst

Prerequisite: know the *ebon blade* Cantrip

When you hit a creature with the weapon conjured by your *ebon blade* cantrip, you can expend a spell slot to deal an additional 1d8 damage to the target, plus an additional 1d8 per spell level. This additional damage is of the same type that the conjured weapon normally deals.

Elemental Blade

You learn the *ebon blade* cantrip. If you already know the *ebon blade* cantrip then you may learn a different elder warlock cantrip of your choice. Additionally, whenever you cast *ebon blade* you may choose to infuse the conjured blade with an element associated with your bloodline. If you do so, then instead of its normal damage type your conjured blade deals the same type of damage as your Ancient Pact defines for your *elemental blast*.

Elemental Binding

Prerequisite: 15th level

You can cast *hold monster* at will, targeting only elementals, without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again. Ardakene elorii may treat any creature of the Plant type as an elemental for the purposes of this invocation.

Elemental Spear

Prerequisite: Know the *elemental blast* cantrip

When you cast *elemental blast*, its range is 300 feet.

Enforced Will

Prerequisite: 7th level

Any time you fail to maintain concentration on any spell or ability granted by this class that allows you to maintain control of a summoned elemental creature, as an action you may attempt to regain control over your summoned creature. It must make a Charisma saving throw against your spell casting DC, and upon a failed save you regain control over the summoned creature and resume concentration upon the spell or ability used to summon it.

Enhanced Ebon blade

Prerequisite: 12th level, and know the *ebon blade* cantrip

When you hit a creature with the weapon conjured by your *ebon blade* cantrip, the weapon damage is increased by either your strength or your dexterity modifier (minimum +1) as appropriate to the type of weapon summoned. For example, if your *ebon blade* takes the form of a longsword, then its damage would be increased by both your casting ability modifier and your strength modifier.

Enhanced Elemental blast

Prerequisite: Know the *elemental blast* cantrip

When you cast *elemental blast*, you add your Intelligence modifier to the damage it deals on each hit.

Flame Burst

Prerequisite: Know the *elemental blast* cantrip, Kelekene

Once per turn when you successfully hit a creature with *elemental blast*, you may choose for all creatures adjacent to your target to take fire damage equal to your Intelligence modifier.

Gale-Force Blast

Prerequisite: Know the *elemental blast* cantrip, Osalikene

When you successfully hit a creature with *elemental blast*, you may choose to push your target 10 feet away from you.

Grasping Vines

Prerequisite: Know the *elemental blast* cantrip, Ardakene

When you successfully hit a creature with *elemental blast*, you may choose to pull the creature 10 feet closer to you.

Leaping Flames

Prerequisite: 9th level, Kelekene

You can cast *jump* on yourself at will without expending a spell slot or material components.

Might of Earth or Vigor of Life

Prerequisite: Ardakene or Mârokene

You can cast *false life* on yourself at will as a 1st-level spell without expending a spell slot or material components.

Rime Frost or Miring Earth

Prerequisite: Know the *elemental blast* cantrip, Berokene or Mârokene

When you successfully hit a creature with *elemental blast*, that creature has its speed reduced by 10 feet until the end of their next turn.

Misty Visions

Prerequisite: Osalikene

You can cast *silent image* at will without expending a spell slot or material components.

Metamagic Spell

Pick a metamagic ability normally available to any elder sorcerer. You may not pick a metamagic ability restricted to a particular elder sorcerer archetype or which has prerequisites which you do not meet. You may apply this metamagic ability once to any spell you cast using an elder warlock spell slot. Once you have used this invocation, you can't use it again until you have completed a long rest. You may take this invocation more than once, picking a different metamagic ability each time.

Plant Sense

Prerequisite: Ardakene

You have a deep connection to the essence of nature that allows you to sense disruptions in the plants around you. You can detect and pinpoint creatures within 120 feet, provided that you and the creature are both in contact with plants that have intermingled root structures. For example, if you were standing in a garden then you could sense creatures in the trees or on the grass, but you could not sense the presence of a creature standing in the soil of a potted plant. This invocation additionally does not allow you to see a creature you could not normally see, but it does allow you to know that creature's position so long as it is not perfectly still, flying, or incorporeal.

Sorcerous Spell

Pick a spell from the Elder Sorcerer spell list. The chosen spell must be of a level you can cast as an elder warlock. You may cast this spell once using an elder warlock spell slot. Once you have used this invocation, you can't use it again until you have completed a long rest. You may take this invocation more than once, picking a different spell each time.

Stone Sense

Prerequisite: Mârokene

You have tremorsense and can detect and pinpoint the origin of vibrations within 60 feet, provided that you and the source of the vibrations are in contact with the same ground or substance. This invocation additionally does not allow you to see a creature you could not normally see, but it does allow you to know that creature's position so long as it is not perfectly still, flying, or incorporeal.

The Tongue of Life

Prerequisite: Ardakene

You can cast *speak with animals* at will, without expending a spell slot. Whenever you do so, you may also speak with any plant creature as if it were a beast rather than a plant.



Vision of the Crushing Deep

Prerequisite: Berokene

You can see normally in darkness, both magical and non-magical, to a distance of 120 feet.

Ancient Pacts

“The years after the fall of Belestor were ones that unnerved the elorii people to their core. The seeming destruction of the Elemental Lords, their Creators, left them bereft of hope and a malaise fell upon their souls.

“Hoping to restore his people’s spirits by proving that the human gods were incapable of destroying their own sacred deities and had instead somehow banished them from Arcanis, Telas, the greatest of the elorii archmagi set to work in piercing the veil between Realms and contacting the fabled Elemental Lands their Lords once called home. Though unmatched by all, save perhaps the martyred Salos, Telas found he was barred from contacting those sacred realms, regardless of his efforts.

“All was not lost, for in searching for the Lost Paradise, a final reward promised to them all by their Elemental Lords, Telas discovered a host of other spheres that revolved further from the “Core” and thus were not as pure as the fabled realms of eternal Beröe, fiery Keleos, mighty Mârok, or ethereal Osalian. Powerful lords, each master of the elements that they controlled, ruled these other realms but they were not the Blessed Lords that the elorii people so desperately needed.

“Nevertheless, Telas struck bargains with each in the name of the elorii so that all of his brothers and sisters, save the Ardakene who had no connection to the elemental spheres, could call upon them in their hour of need.”

**– Passage from the IIIrd
Scroll
of the Trials of the Elorii**

These bargains later became known as the *Ancient Pacts of Telas* and have been a source of power for elorii elder warlocks since the founding of that tradition.

Each elorii elder warlock versed in elemental magic considers these pacts their birthrights and is taught the proper way of invoking them early in their studies.

The following beings are each bound to entreat with a specific elorii bloodline by an ancient pact made either by Archmagi Telas or, in the case of the Ardakene, by Life-Warden Mendros. They are presented here in the order in which the pacts were originally forged.

The Mad King of the Crushing Depths (Berokene)

The most detailed notes left behind by the dread ssanu sorcerers of the Black Coil dealt with traveling to a watery realm known as the Crushing Deep. This elemental sphere was many times removed from the Mortal Realm that Arcanis resides within, but seemed to be accessible, unlike the Inner Elemental Realms, which were barred to Telas.

Anticipating the need to carry over his own breathable atmosphere and some way to fend off the immense pressure promised by the name of the realm, Telas toiled for months before perfecting a new spell he dubbed the *cloak of life*. He believed that when the spell was cast, it would protect him from whatever inhospitable environment he would find on his travels.

Putting faith in his mastery of the arcane arts, Telas cast his newly crafted spell of protection and opened the way to the Realm of the Crushing Deep. Instantly, he was immersed in inky blackness and the vast pressure from the many tons of water above him constricted his chest and made his head pound, despite his precaution.

Slowly, the archmage's eyes adjusted to the dimness and he began to see phosphorescent trails and spots glowing all about him. This faint light revealed that he was in a place consisting almost entirely of ocean water with a few mountain-sized islands floating at different depths.

Suddenly, he saw shapes resolve themselves from the gloom. At first, he feared that he had made an error and blundered into a lost ssanu stronghold, for the creatures moving speedily towards him possessed a torso much like his, but with lower extremities that lashed back and forth like a serpent's tail. Steadying his nerves, knowing full well that any attempt to flee



and elude his pursuers was hopeless, Telas readied himself and was relieved to find that though the beings before him had a passing similarity in physiology to the elorii's ancient serpentine masters, they were of a new and unknown species. After demanding that he identify himself and answer their questions, they were eventually convinced that the archmage was not hostile and, though they politely refused to answer his queries, they escorted him towards the floating landmasses.

Upon the largest of these submerged islands Telas found the demesne of the so-called Mad King of the Crushing Deep. Though quite insane by any elorii (or human) standard, the Mad King was also relatively affable and curious about those "without" visiting his domain. When first addressed by Telas, the Mad King was amazed at the existence of the elorii. Though he had not heard of an entity named Beröe or any of the other Elemental Lords, he became instantly curious about the Berokene cousins of Telas, the archmage being a Kelekene.

After some time, Telas ended his visit with a bargain struck on behalf of Berokene that were versed in elemental sorcery. For a price, (for the Mad King and all his subjects placed great value on fire opals that existed nowhere in that realm, he and his retainers

would honor the oaths made with Telas and offer aid and even succor to those who called upon them.

You have invoked the Ancient Pact with the Mad King of the Crushing Depths. In return for gifts of fire opals, a rare commodity in the Mad King's realm, he is willing to send you aid. This connection has additionally channeled and influenced your arcane studies into focusing on your elemental bloodline's connection to those cold depths.

Expanded Spell List

The Mad King of the Crushing Depths lets you choose from an expanded list of Spells when you learn an elder warlock spell. The following spells are added to the elder warlock spell list for you. Spells marked with † are found in the Arcanis 5e Campaign Setting and spells marked with a * are new spells found in **Chapter IV: Elder Magic of Arcanis**.

MAD KING OF THE CRUSHING DEPTHS EXPANDED SPELL LIST

1st	<i>Black ice</i> †, <i>create or destroy water</i>
2nd	<i>Crushing waves</i> †, <i>riptide</i> †
3rd	<i>Fist of the crushing deep</i> *, <i>sleet storm</i>
4th	<i>Control water</i> , <i>Ice storm</i>
5th	<i>Cone of cold</i> , <i>tendrils of water</i> †
6th	<i>Freezing sphere</i> , <i>wall of ice</i>
7th	<i>Simulacrum</i>

Elemental Familiar

Starting at 1st level, your bond with the Mad King of the Crushing Depths allows you to summon creatures from his realm. You learn *find familiar* as an additional elder warlock spell known, which does not count against your total elder warlock spells known. Any time you summon a familiar, its type changes to elemental regardless of its form. Your familiar gains the following traits:

- Regardless of the form it takes, your familiar seems to be made of flowing water.
- It may breathe underwater.
- It can move through a space as narrow as 1 inch wide without squeezing.
- It gains a swim speed equal to the highest speed listed on its stat-block or it may add +10 feet to an existing swim-speed.
- It is immune to cold damage and is vulnerable to fire damage.

Elemental blast

Starting at 1st level, you learn the *elemental blast* cantrip, which does not count against your total elder warlock cantrips known. It deals your choice of Cold or Slashing damage, chosen at the time of casting, and the beams are made of freezing, ink-dark water.

Boon of the Mad King of the Crushing Depths

Starting at 3rd level, The Mad King of the Crushing Depths has agreed to allow you to summon warriors from his realm. As an action, you may expend an elder warlock spell slot and sacrifice fire opals worth at least 10 gold pieces to summon a *Warrior of the Crashing Waves*, which appears in an unoccupied space next to you. The Warrior of the Crashing Waves is friendly to you and will disappear when it drops to 0 hit points, after it has served you for one hour, or if you dismiss it as an action. It will also disappear if it is successfully targeted by a casting of *dispel magic* (or a similar spell or effect) capable of dispelling a spell cast with your elder warlock spell slot. Until the Warrior of the Crashing Waves disappears, you cannot maintain concentration on any spell which conjures or summons a creature or creatures. The Warrior of the Crashing Waves will obey your verbal commands, requiring no action, so long as you share a language with it. If you issue no commands, then the Warrior of the Crashing Waves will attack any creature it sees that is obviously hostile to you. Once you use this feature, you can't use it again until you complete a long rest. The action used to activate this feature may be interrupted by *counterspell* as if it were a spell cast with your elder warlock spell slot, in which case the elder warlock spell slot is still expended but the fire opals are not sacrificed, and this feature is not considered to have been used.

Starting at 6th level, you may instead use this feature to summon an *Ice Giant Champion of Gayal*. If you do so, then the sacrificed fire opals must be worth at least 75 gold pieces.

Starting at 14th level, you may instead use this feature to summon an *Aquamancer from the Crushing Deep*. If you do so, then the sacrificed fire opals must be worth at least 200 gold pieces.

Fortitude of the Crushing Depths

Starting at 6th level, your connection to the realm of the Mad King of the Crushing Depths has fortified you against that which is anathema to your elemental nature and the nature of his realm. You gain resistance to fire damage.

Blessing of the Crushing Depths

Starting at 10th level, your connection to the realm of the Mad King of the Crushing Depths has enhanced your natural resistance to cold to fortify you against the nature of his realm. You gain immunity to cold damage.

Improved Pact Ritual

Starting at 14th level, you may expend an elder warlock spell slot to use the *Boon of the Mad King of the Crushing Waves* feature a second time before completing a long rest.

The Mad King's Steed

Starting at 20th level, the Mad King has favored you by allowing the summoning of his personal mount, Vardaka, the Megalodon. So long as you are adjacent to a body of water large enough to contain her, as an action you may sacrifice fire opals worth at least 2000 gold pieces to summon Vardaka, who appears in a space of water adjacent to you. Vardaka is friendly to you and your allies, though her *frenzy* ability may lead to her attacking an ally by mistake.

She will disappear when she drops to 0 hit points or after she has served you for 10 minutes for every 2000 gold pieces in value of the sacrificed fire opals. Vardaka is equipped with a strangely modified saddle, and she will allow a single being specified by you to ride her. Vardaka is an intelligent mount and follows the normal mounted combat rules for riding an intelligent creature. She will obey her rider's commands unless her *frenzy* ability specifies otherwise.

Once you use this feature, you can't use it again until you complete a long rest.

For complete stats on these creatures see **Chapter V: Bestiary**.

Tsunami - the Mad King's Reluctant Final Boon

This final boon of the Mad King is only asked of him by those as insane as the Mad King himself or those in the direst of predicaments. This ritual must be

cast next to a large body of water, and it takes fifteen minutes to complete. The only time this ritual was invoked was millennia in the past when a renegade band of Berokene elorii, still aching from their defeat at the hands of the humans during the Gods' War centuries before, attempted to destroy Pecinium and the Citadel of Yarris at the mouth of the Sea of Lanterns. This ill-advised attack occurred during the early years of the Imperium of Man, when the Gods still "lived" among the people. It is said that Yarris manifested before the wave and blocked it with His own back. To commemorate the salvation of humanity from this attack, two massive statues to Yarris were erected on a bank in the waters to the west of the island. One colossus faces the ocean, while the other turns its back to it, eternally vigilant of the water's ebb and flow into the Blessed Lands.

Starting at 20th level, the Mad King is willing to grant you a boon so terrible that even he, mad though he is, is reluctant to bestow it. You may enact this terrible ritual within 5 miles of your target by spending 15 minutes in uninterrupted incantation and sacrificing your life and your soul. Once payment is made and the final words of intonation are uttered, a rumbling will begin to be heard far off on the sea's horizon. Within moments, the seashore will recede, leaving the coast exposed for miles in either direction. At this point, though your death will prevent you from seeing what you have wrought, a massive wall of water, reaching some eighty feet in height, will come rushing at the shore at an unbelievable speed. Anything in the wave's way will be crushed as many hundreds of tons of water falls upon the area, washing away any but the sturdiest of structures back out to sea. Estimate that the tidal wave will scour everything as far as 2 miles inland from the shoreline, covering a total of 5 square miles. Anyone caught in the wave will be simultaneously crushed, battered, and drowned; their remains lost in the endless depths of the unforgiving ocean.

You may only use this feature if you have learned in-play the secret of speaking the *Kurenthé* curse. The use of this feature kills you and destroys your essence to fuel its power, and your death in this manner may not be mitigated or undone by anything short of direct divine intervention. At the gamemaster's discretion, the Mad King of the Crushing Depths may refuse to grant this boon or may ask an additional sacrifice or service before granting it.

The Tiar of the Realm of the Swift Zephyrs (Osalikene)

After his remarkable journey to the Realm of the Crushing Deep, Telas was emboldened to continue traveling to different realms in the hopes of finding some trace of the lost Eloran deities.

Reviewing even more ancient ssanu documents left behind by their former scaled masters, he found mention of a place known as the Realm of the Swift Zephyrs. The term 'zephyrs' was one used by Lord Osalian when describing some of the denizens that



existed in His domain and this spurred hope that he could find some trace of the elorii gods.

Having already learned how to peel back the barriers that separate the Mortal Realm from others, Telas was soon transported to the Realm of the Swift Zephyrs and immediately found himself falling as if from a tremendous height. Struggling to tap down his rising panic, he quickly surveyed the area about him, and but for the deep lavender sky and quickly moving clouds, he saw nothing else. No land or ocean were within view and whatever he was falling towards must be so far below as to be invisible to his eye.

Whether it was his presence or the strangled screams that escaped his lips, regardless of the efforts made to maintain control of his fears, large patches of pastel hued "clouds" seemed to form about him and slowed his descent. Within seconds, the archmage found himself upon a miraculously semi-solid cloudbank that stretched in all directions for what seemed to be leagues.

At first Telas believed himself alone, but he soon noticed a portion of the air before him zipping and whizzing about him and a low buzzing nagged at his ears. Slowly, a form began to coalesce, though it still refused to remain in one place.

"*Can you understand us now, creature?*" a voice asked from in front, to the side and then above him.

Beginning to understand what was happening, Telas spoke as quickly as his mouth could form the words and still be intelligible. "*Yes, though the people of my Realm do not move or speak as quickly as you do. Please slow down so that we may communicate.*"

With great effort the multi-formed image merged into one, revealing a tall and slender entity of breathtaking beauty.

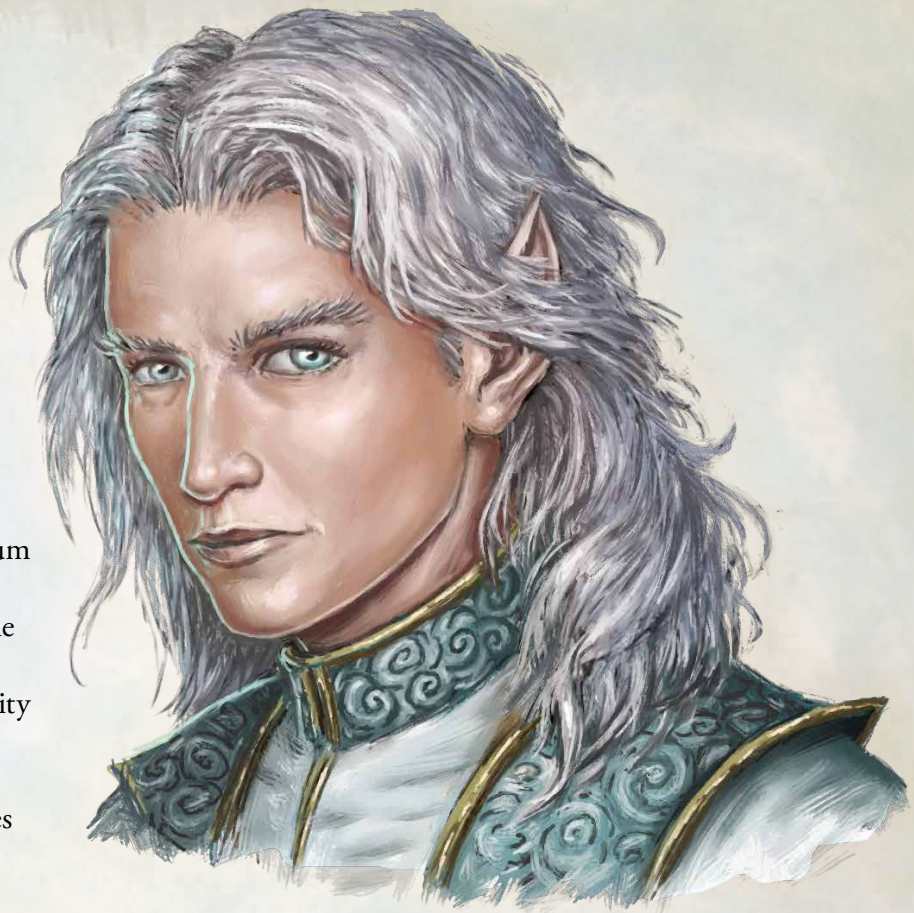
Telas thought of the being as a "her", though in fact the Zephyrs do not possess a gender. With great effort, his rescuer explained, in what must have been a glacially slow manner for her, that he was indeed in the Realm of the Swift Zephyrs and that he was at the outskirts of the domain of Tiar Sur'hy of the Zephyrs; Tiar being some sort of honorific similar to a Lord or King.

Traveling on a mixture of solidified air and clouds, Telas eventually met with Tiar Sur'hy who expressed astonishment at

discovering the elorii. Like the Mad King of the Crushing Deep, Sur'hy possessed no knowledge of Holy Osalian. The Tiar explained that travel between the Realms was rare but not unheard of as they had had periodic contact with Lord Gorum and assisted him during the War. When Telas asked about the War, the Tiar became suspicious and the archmagi thought it best to change the subject.

After negotiating a similar bargain for the Osalikene as he did for the Berokene, Telas resolved to gain an audience with Lord Gorum and his Realm of the Solid Sky.

You have invoked the Ancient Pact with the Tiar of the Realm of the Swift Zephyrs. In return for gifts of diamonds, a rare commodity in the Tiar's realm, she is willing to send you aid. This connection has additionally channeled and influenced your arcane studies into focusing on your elemental bloodline's connection to the air.



Expanded Spell List

The Tiar of the Realm of the Swift Zephyrs lets you choose from an expanded list of spells when you learn an elder warlock spell. The following spells are added to the elder warlock spell list for you. Spells marked with † are found in the *Arcanis 5e Campaign Setting* and spells marked with a * are new spells found in **Chapter V: Elder Magic of Arcanis**.

TIAR OF THE REALM OF THE SWIFT ZEPHYRS EXPANDED SPELL LIST

1st *Alter winds*†, *thunderwave*

2nd *Blur*, *gust of wind*

3rd *Lightning bolt*, *wind wall*

4th *Freedom of movement*, *inhale**

5th *Cloudkill*, *mind fog*†

6th *Chain lightning*

7th *Reverse gravity*

8th *Control weather*

9th *Storm of vengeance*

Elemental Familiar

Starting at 1st level, your bond with the Tiar allows you to summon creatures from her realm. You learn

find familiar as an additional elder warlock spell known, which does not count against your total elder warlock spells known. Any time you summon a familiar, its type changes to elemental regardless of its form. Your familiar gains the following traits:

- Regardless of the form it takes, your familiar seems to be made of roiling clouds.
- It can move through a space as narrow as 1 inch wide without squeezing.
- It gains a fly-speed equal to the highest speed listed on its stat-block or it may add +10 feet to an existing fly speed.
- It is immune to lightning damage and thunder damage.
- It is vulnerable to acid damage.

Elemental blast

Starting at 1st level, you learn the *elemental blast* cantrip, which does not count against your total elder warlock cantrips known. It deals your choice of thunder or lightning damage, chosen at the time of casting.

Boon of the Tiar of the Realm of the Swift Zephyrs

Starting at 3rd level, The Tiar of the Realm of the Swift Zephyrs has agreed to allow you to summon

warriors from her realm. As an action, you may expend an elder warlock spell slot and sacrifice diamonds worth at least 10 gold pieces to summon a *Zephyr Warrior*, which appears in an unoccupied space next to you. The Zephyr Warrior is friendly to you and will disappear when it drops to 0 hit points, after it has served you for one hour, or if you dismiss it as an action. It will also disappear if it is successfully targeted by a casting of *dispel magic* (or a similar spell or effect) capable of dispelling a spell cast with your elder warlock spell slot. Until the Zephyr Warrior disappears, you cannot maintain concentration on any spell which conjures or summons a creature or creatures. The Zephyr Warrior will obey your verbal commands, requiring no action, so long as you share a language with it. If you issue no commands, then the Zephyr Warrior will attack any creature it sees which is obviously hostile to you. Once you use this feature, you can't use it again until you complete a long rest. The action used to activate this feature may be interrupted by *counterspell* as if it were a spell cast with your elder warlock spell slot, in which case the elder warlock spell slot is still expended but the diamonds are not sacrificed, and this feature is not considered to have been used.

Starting at 6th level, you may instead use this feature to summon a *Slayer of the Steel Wind*. If you do so, then the sacrificed diamonds must be worth at least 75 gold pieces.

Starting at 14th level, you may instead use this feature to summon an *Aeromancer* from the Realm of the Swift Zephyrs. If you do so, then the sacrificed diamonds must be worth at least 200 gold pieces.

Fortitude of the Zephyr

Starting at 6th level, your connection to the Realm of the Swift Zephyrs has enhanced your natural resistances to fortify you against the nature of that realm. You gain resistance to thunder damage.

Blessing of the Zephyr

Starting at 10th level, your connection to the Realm of the Swift Zephyrs has further enhanced your resistances against the nature of air. You gain immunity to thunder damage and resistance to lightning damage. If you were already resistant to lightning damage, then you instead gain immunity.

Improved Pact Ritual

Starting at 14th level, you may expend an elder warlock

spell slot to use the *Boon of the Tiar of the Realm of the Swift Zephyrs* feature a second time before completing a long rest.

The Tiar's Favored Pet

Starting at 20th level, the Tiar has favored you by allowing the summoning of her favorite pet, Granbeier the Bearded Vulture. So long as you are adjacent to a space large enough to contain it, as an action you may sacrifice diamonds worth at least 2000 gold pieces to summon Granbeier, who appears in a space adjacent to you. Granbeier is friendly to you and your allies and obeys your commands as if you were the Tiar herself.

It will disappear when it drops to 0 hit points or after it has served you for 10 minutes for every 2000 gold pieces in value of the sacrificed diamonds. So long as it was not dropped to 0 hit points, it will demand its own payment for its services ten minutes before it vanishes. It asks you to provide it with carrion flesh equivalent to four medium creatures or one large creature. If you do not do so, then you must succeed on a DC 30 Charisma (Persuasion) check to convince Granbeier to leave without its reward. If you fail this roll and cannot provide the carrion it has demanded, then Granbeier will attack you and attempt to claim you for its meal before it vanishes.

Once you use this feature, you can't use it again until you complete a long rest.

For complete stats on these creatures see **Chapter V: Bestiary**.

Hurricane - the Tiar's Reluctant Final Boon

The Tiar will only grant this boon if she is convinced that the need is dire. Once granted, she sends a score of the most powerful and vicious air elementals, known as the *Storm Furies*, to the area directed by the summoner and allows them to unleash their might.

Use of this rite should be given the utmost consideration as the vast storm summoned will not discriminate between friend and foe. Approximately fifty years ago, during the latter part of the Coryani Civil War, a deadly and destructive hurricane crashed upon the shores of Cafela and the city of Sweet Savona. The city was engaged in repelling invading forces when it was devastated by the storm as well. Between the casualties inflicted by the hurricane and the warring factions, Sweet Savona suffered the greatest loss of life of any battle of the Civil War. Some learned magi believe that the storm was a manifestation of this

rite, so quickly did it materialize, but evidence to substantiate these claims was never discovered.

You may enact this terrible ritual within 5 miles of your target by spending 15 minutes in uninterrupted incantation and sacrificing your life and your soul. Once payment is made and the final words of intonation are uttered, a gentle breeze begins to blow in from the horizon. Within minutes, the wind grows to a deafening howl, and it continues to grow into a hurricane that covers 20 square miles.

Although most effective if used on a coastal region, the rite can create a devastating storm in any locale or time of year. For example, if used in a mountainous region during the winter, the storm will manifest as a brutal blizzard. The conjured storm covers a large area, easily big enough to envelop a large city and its environs. The targeted area is wracked by hurricane force winds (sustained winds or gusts in excess of 118 km/h, 74 mph), lightning strikes, and torrential rains. If the targeted area is a coastal one, then ocean surges in the range of ten to twenty feet can flood the area as well. Most wooden structures will be utterly destroyed, and unsheltered people and animals will be swept away; their shattered bodies found many miles away, if ever found at all. Buildings and other structures made of solid stone should survive the storm intact, but widespread damage and loss of life is likely even so. Anything and anyone in the area of the storm will be crushed by flying debris and their remains carried off as a massive gale purges almost everything from the land. The gamemaster should estimate that the effects of the storm will destroy anything not made from stone and will kill anyone not sheltered in such a structure in a ten square mile area.

You may only use this feature if you have learned in-play the secret of speaking the *Kurenthé* curse. The use of this feature kills you and destroys your essence to fuel its power, and your death in this manner may not be mitigated or undone by anything short of direct, divine intervention. At the gamemaster's discretion, the Tiar of the Realm of the Zephyrs may refuse to grant this boon or may ask an additional sacrifice or service before granting it.

Lord Gorum of the Realm of the Solid Sky (Mârokene)

The transition from the Realm of the Swift Zephyrs to the Realm of the Solid Sky was a relatively easy one given that Tiar Sur'hy and Lord Gorum appear to maintain cordial, if infrequent diplomatic relations

between their two peoples. The Tiar commanded the Seneschal of Storms to open a portal to Lord Gorum's Realm, a feat done with great efficacy and apparent ease. Within moments Telas was able to step through a shimmering oval that hung suspended in space and found himself standing upon a piece of stone rampart floating amidst a sea of emptiness.

A bout of vertigo and a feeling as if he had gained four times his original weight fought for the honor of making him sick. Dropping to his hands and knees to better stave off being crushed by his own mass, the archmage was barely aware of being lifted by immense, stony hands. After a few moments, Telas felt almost weightless, as the additional weight he had spontaneously amassed was gone. Looking up at the craggy face that took up his entire field of vision, Telas stared into a pair of enormous and bright eyes.

As the creature spoke, Telas was forced to cover his ears as the voice roared like a volcano. Seeing his obvious distress, the walking mountain moderated his voice to, what to it, must have been a whisper. *"Is that better, soft one?"*

Regaining his feet upon the plateau that was this giant's palm, Telas grinned broadly and yelled at the top of his lungs, *"Yes- my thanks for your assistance. I am the archmage Telas, an elorii from the Mortal Realm of Arcanis."* Bowing slightly, he continued, *"And whom do I have the pleasure of addressing?"*

A sound like a small avalanche passed for what must have been a chuckle from the colossus that held him. *"I am Falladrin the Unmovable. I command Lord Gorum's army upon this portion of the ramparts. Are all your kind so soft and fragile, archmage Telas?"*

The elorii then began a long discussion with Falladrin, explaining who his people were and the tragedy that had befallen them. Taking a moment to look about, Telas saw that he was indeed upon some sort of rampart, a wall crisscrossed with thick, ropelike roots that stretched between two equally enormous towers. Beyond this wall was what at first appeared to be a great emptiness, but upon closer inspection resolved itself as a roiling multi-hued cloudbank with bright flashes of light, like explosions, stretching across the entire horizon.

In the opposite direction, a stone walkway or spoke stretched from the middle of the rampart to a solid wall that went on in all directions as far as the eye could see. It was towards an opening in that wall that Telas found his erstwhile guide walking towards. Peppering Falladrin with question after question, the

monolithic giant tried to keep up with his answers.

"We walk upon the Path of the Ten Thousand, Thousand Steps, which connects the entrance to Lord Gorum's Realm with the ramparts. These crumbling walls and Lord Gorum's Sentinels all are that stand between the structured order of the universe, as set by the Creator, and pure Chaos, which seeks to undo His great works."

The inquisitive elorii's questions appeared to tax the monolith's patience for it fell silent, as its massive stride chewed the distance to the entry to the Realm of the Solid Sky. Its final words were, *"Lord Gorum will answer all of your questions, incessant one."* The distance that they walked did not seem to bring them any closer to their destination, and after a time, Falladrin

consented to carry the fragile mage along the way.

Exhausted, the archmage fell in a deep meditative trace sometime during their passage for when he awoke, he lay on a cobblestone floor. Cursing himself for his frailty, Telas quickly jumped to his feet. It was then that he noticed the gargantuan foot that was before him. He turned his gaze upward but was only able to see up to the being's knees before the rest was lost in the darkness.

Suddenly, the portion of the floor upon which he stood shot upward, forcing him again to his knees. Within moments, he was before a face the size of the largest towers that once adorned Bright Belestor.

"I have adjusted the pressure of my Realm so as not to cause you discomfort, elorii. Have I misjudged your physical needs?"

Rising to his feet, Telas bowed deeply. *"Not at all, Lord Gorum. I merely fell to my knees to better show my deference to your majesty."*

What at first Telas thought was a being seated upon a stone throne, was instead one entire creature; in fact, Telas began to wonder if the entire realm was but one complete sentient entity. As he observed, there seemed not to be a place where Lord Gorum ended and the throne began. He further noticed that the "throne" flowed directly from the floor and wall as if the "Lord Gorum" he saw was only a manifestation for his benefit. Telas began to form the theory that Lord Gorum and the Realm of the Solid Sky were one.

Feeling that airing his hypothesis might be rude and detrimental to his health, Telas instead asked about the chaos that Falladrin mentioned.

"Know you so little of the Creation, little elorii?" asked Gorum.

"When the Creator brought light to the darkness, He first



needed to bring into existence the essence of Chaos, the building blocks of Order. From this vast store of potential, the Creator crafted everything we see, hear, and feel. He molded Order from Chaos, but some of this ever-changing mass was left over – unused.

“And now this remnant seeks to break down all that was created and begin anew, in a never-ending cycle of conception and destruction until perfection is achieved. Or so the creatures of chaos we have been able to capture tells us. Somehow, within the maelstrom sea of pandemonium, intelligence has emerged, slaves to the concept that what the Creator has made is imperfect and impure, requiring it to break us down to our constituent bits. The creatures of Chaos believe we embody stagnation and that we stand in the way of perfection. With creatures that are beholden to such a philosophy there can be no negotiation... no compromise.

“And so, like all the other Lord Gorum before me, I follow the instructions of the Creator and hold this bulwark against the sea of Chaos that assaults us. Now and forever more, we are the Guardians of Order, the Protectors of Life, and should we fail, all will be consumed.”

Time passed with Telas asking much about this War with Chaos and the form that their agents take. He came to know much of them and additionally learned of another, even greater threat known as Oblivion, but of that Lord Gorum knew but whispers.

Yet as knowledgeable as the monolithic monarch of this realm seemed to be, he knew nothing of mighty Mârok or any of the other gods, though he did point the archmage to the Realm of the Burnished Flame, a place where entities similar to Lord Keleos dwelled.

Again, Telas negotiated a similar pact between Lord Gorum and his people and any Mârokene elorii that were versed in elemental sorcery. At first Lord Gorum’s request for the nuts and seedlings of trees such as the oak and redwoods puzzled the archmage, until he remembered those thick ropelike roots that wove in and out of the ramparts he first saw. These seedlings were planted deep within the barrier and reinforced it just like the roots of trees keep the earth from washing away. Bidding his host farewell, Telos traveled to the realm that held the greatest promise of finding a sign of the lost deities.

You have invoked the Ancient Pact with Lord Gorum of the Realm of the Solid Sky. In return for gifts of nuts and seedlings from monumental trees, a rare commodity Lord Gorum requires for the



defense of his realm, he is willing to send you aid. This connection has additionally channeled and influenced your arcane studies into focusing on your elemental bloodline’s connection to the stone.

Expanded Spell List

Lord Gorum lets you choose from an expanded list of spells when you learn an elder warlock spell. The following spells are added to the elder warlock spell list for you. Spells marked with † are found in the Arcanis 5e Campaign Setting and spells marked with a * are new spells found later in the **Chapter IV: Elder Magic of Arcanis**.

LORD GORUM OF THE REALM OF THE SOLID SKY EXPANDED SPELL LIST

1st	Earth spikes*, longstrider
2nd	Earth shield†, spike growth
3rd	Meld into stone, slow
4th	Stone shape, wrath of stone*
5th	Creation, wall of stone
6th	Flesh to stone, move earth
8th	Earthquake

Elemental Familiar

Starting at 1st level, your bond with Lord Gorum allows you to summon creatures from his realm. You learn *find familiar* as an additional elder warlock spell known, which does not count against your total elder warlock spells known. Any time you summon a familiar, its type changes to elemental regardless of its form. Your familiar gains the following traits:

- Regardless of the form it takes, your familiar seems to be made of dust and stone.
- It gains a burrow speed equal to the highest speed listed on its stat-block, or it may add +10 feet to an existing burrow-speed.
- It loses any fly Speed it may have had.
- It can burrow through non-magical, unworked earth and stone. While doing so, it doesn't disturb the material it moves through.

It is resistant to acid damage.

It is vulnerable to lightning damage and thunder damage.

Elemental blast

Starting at 1st level, you learn the *elemental blast* cantrip, which does not count against your total elder warlock cantrips known. It deals your choice of acid or bludgeoning damage chosen at the time of casting. The beams of energy are made of stone and quicksilver.

Boon of the Lord of the Realm of the Solid Sky

Starting at 3rd level, Lord Gorum has agreed to allow you to summon warriors from his realm. As an action, you may expend an elder warlock spell slot and sacrifice rare seedlings worth at least 10 gold pieces to summon a *Warrior of Jehelka*, which appears in an unoccupied space next to you. The Warrior of Jehelka is friendly to you and will disappear when it drops to 0 hit points, after it has served you for one hour, or if you dismiss it as an action. It will also disappear if it is successfully targeted by a casting of *dispel magic* (or a similar spell or effect) capable of dispelling a spell cast with your elder warlock spell slot. Until the Warrior of Jehelka disappears, you cannot maintain concentration on any spell which conjures or summons a creature or creatures. The Warrior of Jehelka will obey your verbal, requiring no action, so long as you share a language with it. If you issue no commands, then the Warrior of Jehelka will attack any creature it sees which is obviously hostile to you. Once you use this feature,

you can't use it again until you complete long rest. The action used to activate this feature may be interrupted by *counterspell* as if it were a spell cast with your elder warlock spell slot, in which case the elder warlock spell slot is still expended but the rare seedlings are not sacrificed, and this feature is not considered to have been used.

Starting at 6th level, you may instead use this feature to summon a *Monolithic Juggernaut*. If you do so, then the sacrificed rare seedlings must be worth at least 75 gold pieces.

Starting at 14th level, you may instead use this feature to summon a *Terramancer from the Realm of the Solid Sky*. If you do so, then the sacrificed rare seedlings must be worth at least 200 gold pieces.

Grounding of the Solid Sky

Starting at 6th level, your connection to the Realm of the Solid Sky has fortified you against that which is anathema to your elemental nature and the nature of Lord Gorum's realm. You gain resistance to lightning damage.

Blessing of the Solid Sky

Starting at 10th level, your connection to the Realm of the Solid Sky has enhanced your natural resistance to acid to fortify you against the nature of Lord Gorum's realm. You gain immunity to acid damage.

Improved Pact Ritual

Starting at 14th level, you may expend an elder warlock spell slot to use the *Boon of the Lord of the Realm of the Solid Sky* feature a second time before completing a long rest.

Lord Gorum's Fierce Ally

Starting at 20th level, Lord Gorum has favored you by allowing the summoning of his fierce ally, the Colossus of Jehelka, a being so powerful that on its world it is worshipped as a god. So long as you are adjacent to a space large enough to contain it, as an action you may sacrifice rare seedlings worth at least 2000 gold pieces to summon the Colossus, who appears in a space adjacent to you. Care must be taken when calling upon the Colossus as it is a relentless force upon the battlefield. As part of the action used to summon the Colossus, you must identify the foes you would like destroyed. The Colossus will go on a rampage and not stop until it has completed the task required of it; it will not care what collateral damage it causes along the

way or if non-combatants or allies are inadvertently wounded in its attacks. Once given a directive, the Colossus cannot be dismissed, recalled, or ordered to cease its attacks.

It will return to its native realm once it has been reduced to 0 hit points, all the identified enemies have been vanquished, or an amount of time has passed equal to 10 minutes per 2000 gold pieces worth of rare seedlings sacrificed, whichever comes first.

Once you use this feature, you can't use it again until you complete a long rest.

For complete stats on these creatures see **Chapter V: Bestiary**.

Earthquake - Lord Gorum's Reluctant Final Boon

Lord Gorum is loath to grant this ritual as its effect is more akin to the devastation wrought by the forces of Chaos that he battles, than the stability and order, which he extols. Nevertheless, if the need is great and the cause just in his eyes, the Lord of the Realm of the Solid Sky will allow the invoker to wield its power. This rite, like the equivalent spells from the other realms, should be used with great care and judiciously as it is capable of causing great loss of life and destruction of property.

One need only look to Fallen Illian, the first city built by the humans after their conquest of blessed Belestor, to see the spell's capacity to inflict utter ruin upon those within its affected area, for that ill-fated city was swallowed whole by the very earth. The elder sorcerer responsible for the attack was a member of those who would one day call themselves Malfelan, who felt that a natural catastrophe of such a great magnitude would allow his fellow elorii to move unmolested out of the Vastwood. Unfortunately, the human sorcerers had mastered their crude manipulation of the arcane energies and discovered who and what had caused the earthquake. They fell upon those elorii traveling south with a great vengeance and slaughtered thousands of them. The surviving elorii who made it to the shelter of the southern forest called it a victory, for they had slain over fifty thousand humans, but none have ever called upon Lord Gorum's boon ever since.

You may enact this terrible ritual within 5 miles of your target by spending 15 minutes in uninterrupted incantation and sacrificing your life and your soul. Once payment is made and the final words of

intonation are uttered, a massive rumbling can be felt roiling through the earth. The rite may be cast in any geographic location, though side effects such as tidal waves may occur if cast near a coastal region or at sea, while torrents of magma may erupt upward if in a volcanic region.

At first a small rumbling may be felt, followed swiftly by a tremor, which can cause anything not heavy enough or tied down to topple. To those knowledgeable in earth magic, the tremor may give them enough warning to flee the affected area if they are quick enough. Within a few minutes after the tremor, the ground will begin to shake violently, the solid ground appearing to be transformed into an undulating sea. These shockwaves will destroy all but the strongest of constructions, which will suffer some sort of structural damage unless magically protected. The ground will then begin to crack and shatter, possibly swallowing large swaths of land and entombing them underground. Anything touching the ground within 10 miles of the earthquake's epicenter is destroyed as buildings collapse, fissures open, and the very ground liquefies beneath the feet of the hapless beings unlucky enough to be within range of the devastation.

You may only use this feature if you have learned in-play the secret of speaking the *Kurenthé* curse. The use of this feature kills you and destroys your essence to fuel its power, and your death in this manner may not be mitigated or undone by anything short of direct, divine intervention. At the gamemaster's discretion, Lord Gorum may refuse to grant this boon or may ask an additional sacrifice or service before granting it.

The Sheykh of the Realm of the Burnished Flame (Kelekene)

By Lord Gorum's leave, his Prime Counsel opened a small breach within their nigh-impenetrable defenses to the Realm of the Burnished Flame. Transitioning through the rift in space, Telos soon found himself in a world that appeared to be in its death throes; huge eruptions of molten rock leapt hundreds of feet into the air and the sky itself was thick with banks of sulfur and soot. Strangely, the elorii archmage felt invigorated and quite at home in the churning inferno.

Looking about, Telos found that he stood on a rocky shore and what appeared to be a paved road was but a few feet from his position. The ambient heat, which strangely felt soothing upon his flesh, made objects in

the distance waver as if a mirage, but he could make out an immense metropolis rising majestically on the horizon.

As he made his way to the city, he noted strange balls of flame rolling past, whizzing this way and that. After observing them for a while, Telos realized that the fire balls were creatures made of living flame and their strange movements was because of the small, almost invisible metallic insects which they hunted and consumed.

His journey took the elorii past fields littered with shards of sharp obsidian and thick layers of ash from that rose from what appeared to be petrified trees of enormous proportions. As he traveled closer, the city took on a sharper image: a huge wall surrounded buildings that were a mix of neck-bending towers, blocky structures that just peeked over the wall, and

other buildings topped by minarets.

He later came to understand that the inhabitants of the city, whose name was Milshara, the Burnished City of Brass, were a varied lot. Some had a stony appearance with bright tongues of flame licking out of the various joints, while others were of a more metallic hue, with the same tell-tale licks of flame. After a short amount of time within their midst, Telos came to understand that the indigenous inhabitants of this realm were beings of living flame. The appearances that they affected were to them what clothing was to the beings living upon Arcanis. Unlike clothing, however, the lords of this place dictated what form one could assume, which was predicated upon one's duties and social standing.

It was not long before the elorii's presence was brought to the attention of the ruling caste. Living flames encased in elaborate and highly stylized armor accosted him and brought him forth to the Palace of Incandescence, forcing him to kneel before a large throne made of gleaming brass or bronze. Shortly thereafter, a regal being of smoldering, red flesh appeared and sat on the throne, instantly followed by others of his kind.

Telos was informed that he was in the presence of the immortal Sheykh Andalsanna of the Shaitan Empire and was ordered to explain what he was and why he had trespassed upon his city uninvited.

What followed were the most harrowing and enlightening hours of conversation that the archmage had ever experienced.

He discovered that these Shaitan

lorded over an immense empire that spanned many conquered realms, including the one which he now stood upon. The home realm of the empire was core ward and was a place that hovered near the pure realm where only heat and fire existed.

When asked if the Sheykh had heard of his God, Keleos, Telos was told such a devastating and terrible story that the archmage was shocked mute for several minutes.

What Telos was told that day, he never related to anyone during his short return to



Arcanis. Those who saw him said that he looked an empty shell of man, with haunted eyes and a face that looked as if it were incapable of ever smiling again. What the archmage did say was that he had bargained with the Sheykh and he would serve him for one-thousand and one years, as they recorded time in exchange of ensuring that no other elorii would ever be taught the way to travel to the other realms. However, the archmage did not want his own people to be denied the same access to powers that he had acquired for the other elorii and so a final sorcerous pact was made between the Kelekene who had mastered elemental sorcery and the Shaitan of the Realm of the Burnished Flame.

Bidding his people a final farewell, the archmage Telos disappeared one last time and though many have awaited his return, he has never been seen again.

You have invoked the Ancient Pact with the Sheykh of the Realm of the Burnished Flame. In return for gifts of black pearls, a rare commodity in his realm, he is willing to send you aid. This connection has additionally channeled and influenced your arcane studies into focusing on your elemental bloodline's connection to fire.

Expanded Spell List

The Sheykh lets you choose from an expanded list of spells when you learn an elder warlock spell. The following spells are added to the elder warlock spell list for you. Spells marked with † are found in the Arcanis 5e Campaign Setting and spells marked with a * are new spells found later in the **Chapter IV: Elder Magic of Arcanis**.

THE SHEYKH OF THE REALM OF THE BURNISHED FLAME EXPANDED SPELL LIST

1st	<i>Burning hands, shield</i>
2nd	<i>Flaming sphere, scorching ray</i>
3rd	<i>Fireball, haste</i>
4th	<i>Fire shield, wall of fire</i>
5th	<i>Flame strike, mirage*</i>
7th	<i>Delayed blast fireball</i>
8th	<i>Incendiary cloud</i>
9th	<i>Meteor swarm</i>



Elemental Familiar

Starting at 1st level, your bond with the Sheykh of the Realm of the Burnished Flame allows you to summon creatures from his realm. You learn *find familiar* as an additional elder warlock spell known, which does not count against your total elder warlock spells known. Any time you summon a familiar, its type changes to elemental regardless of its form. Your familiar gains the following traits:

- Regardless of the form it takes, your familiar seems to be made of living flame.
- It can move through a space as narrow as 1 inch wide without squeezing.
- It can choose to shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- It is resistant to fire damage and vulnerable to cold damage.

Elemental blast

Starting at 1st level, you learn the *elemental blast* cantrip, which does not count against your total elder warlock cantrips known. It deals fire damage.

Boon of the Sheykh of the Realm of the Burnished Flame

Starting at 3rd level, the Sheykh of the Realm of the Burnished Flame has agreed to allow you to summon warriors from his realm. As an action, you may expend

an elder warlock spell slot and sacrifice black pearls worth at least 10 gold pieces to summon a *Blazing Archer of Milshara*, which appears in an unoccupied space next to you. The Blazing Archer of Milshara is friendly to you and will disappear when it drops to 0 hit points, after it has served you for one hour, or if you dismiss it as an action. It will also disappear if it is successfully targeted by a casting of *dispel magic* (or a similar spell or effect) capable of dispelling a spell cast with your elder warlock spell slot. Until the Blazing Archer of Milshara disappears, you cannot maintain concentration on any spell that conjures or summons a creature or creatures. The Blazing Archer of Milshara will obey your verbal commands, requiring no action, so long as you share a language with it. If you issue no commands, then the Blazing Archer of Milshara will attack any creature it sees, which is obviously hostile to you. Once you use this feature, you can't use it again until you complete long rest. The action used to activate this feature may be interrupted by *counterspell* as if it were a spell cast with your elder warlock spell slot, in which case the elder warlock spell slot is still expended but the black pearls are not sacrificed, and this feature is not considered to have been used.

Starting at 6th level, you may instead use this feature to summon a *Molten Tiger*. If you do so, then the sacrificed black pearls must be worth at least 75 gold pieces.

Starting at 14th level, you may instead use this feature to summon a *Pyromancer from the Realm of the Burnished Flame*. If you do so, then the sacrificed black pearls must be worth at least 200 gold pieces.

Fortitude of the Burnished Flame

Starting at 6th level, your connection to the realm of the Burnished Flame has fortified you against that which is anathema to your elemental nature and the nature of the Sheykh's realm. You gain resistance to cold damage.

Blessing of the Burnished Flame

Starting at 10th level, your connection to the realm of the Burnished Flame has enhanced your natural resistance to acid to fortify you against the nature of the Sheykh's realm. You gain immunity to fire damage.

Improved Pact Ritual

Starting at 14th level, you may expend an elder warlock spell slot to use the *Boon of the Sheykh of the Realm of the Burnished Flame* feature a second time before completing a long rest.

The Sheykh's Ancient Friend

Starting at 20th level, the Sheykh has favored you by allowing the summoning of his friend, Exurapas the Flaming Phoenix, believed by many denizens of the fire aligned Inner Realms to be the creator of all. So long as you are adjacent to a space large enough to contain it, as an action you may sacrifice black pearls worth at least 2000 gold pieces to summon Exurapas, who appears in a space adjacent to you. Care must be taken when calling upon Exurapas as it is a nigh-uncontrollable force of destruction. Once it appears, Exurapas will attack all living things in the immediate area, excluding only you. As an action, you may attempt a DC 25 Charisma (Persuasion) check to convince Exurapas to spare your allies.

It will return to its native realm once it is reduced to 0 hit points, an amount of time has passed equal to 10 minutes per 2000 gold pieces worth of black pearls sacrificed, it has extinguished the lives of all detectable living creatures aside from those it has been convinced to spare, or you use an action to send it home.

Once you use this feature, you can't use it again until you complete a long rest.

For complete stats on these creatures see **Chapter V: Bestiary**.

Storm of Fire - the Sheykh's Final Boon

Of all the Lords of the Inner Realms encountered by Telos, only the Sheykh is happy to grant a final boon such as this. The reason is that while the boon granted is a devastating rain of fire, it is accomplished by sending thousands of lesser elementals to the elder warlock's realm and allowing them free reign in spreading destruction throughout that land. In essence, each time the *Storm of Fire* ritual is enacted, it acts as a small invasion by the Realm of the Burnished Sky, to what end, only the Sheykh knows.

It is said that fire is a living thing, running rampant, consuming all that is in its path, breathing and growing until finally dying out. It is for this reason that pyromancers, more than any other elemental sorcerers, must take utmost care and exert unrivaled control over their flames, for once the fire has been summoned, unlike earth, air, or water, it will strain to be free, struggling to consume and grow without restraint. To date, there has never been a need so great that a Kelekene has seen the need to call down this torrent of flame. Even the Malfelan, long known to take extreme

action against their foes, have not resorted to this measure.

You may enact this terrible ritual within five miles of your target by spending 15 minutes in uninterrupted incantation and sacrificing your life and your soul. Once payment is made and the final words of intonation are uttered, your sacrifice causes an unnatural storm to begin to form above a targeted region covering 10 square miles. Shattering thunder and weirdly greenish bolts of lightning presage the coming of the storm, but unlike those that Lord Hurrian commands, this storm unleashes sheets of fire. The flames ignite any flammable material in the initial area, incinerating wooden structures in minutes. The air grows so hot that it causes any mortal breathing it to literally burn from the inside out. Anyone in the immediate area caught outside of shelter will be incinerated. Stone buildings will afford some small measure of protection, but eventually the heat will increase to the point that the very walls will glow and anyone trapped inside will be cooked alive as if they were within an oven. The *storm of fire* will initially destroy everything in a ten-mile radius. The fire ignited by the ritual will continue to burn wildly for so long as there is fuel for it to consume. The one thing in the defenders' favor is that the flames summoned by the spell are ultimately of a mundane nature and can be extinguished by normal means: water, fire lines, lack of oxygen, etc. This may be a small consolation as the raging inferno covers such a large area that those seeking to put it out may have no recourse but to let the fires burn themselves out.

You may only use this feature if you have learned in-play the secret of speaking the *Kurenthé* curse. The use of this feature kills you and destroys your essence to fuel its power, and your death in this manner may not be mitigated or undone by anything short of direct, divine intervention. At the gamemaster's discretion, the Sheykh may refuse to grant this boon or may ask an additional sacrifice or service before granting it.

The Plant Lords (Ardakene)

Hearing of the woeful tale of the archmage Telos, Mendros, a Life Warden of great power and knowledge, saw the benefit of forging such sorcerous pacts with other great powers, but also saw the folly of trucking with beings not of this world. Though forbidden by his elders, the young Life Warden decided that the benefits to his people far outweighed the dangers he would face or the censure that might be

levied against him.

It is said that Mendros roamed far across the continent of Onara and across oceans to other lands that floated upon the seas of the world, in a self-imposed quest that saw three centuries of his life pass. Finally, after a black tempest blew his small craft where it would, he washed up on the shore of an unknown land, the last piece of wood from his vessel clutched desperately in his hands.

As the sun beat down on him, Mendros awoke and found a nagging pull that drove his exhausted body up and forward, into the interior. Soon, his fatigued muscles ached for rest, but something drove him; urged him forward and would not let him stop to rest. How long he walked, he couldn't say, but finally, the Life Warden found what he had been searching for. Before him was a place of breath-taking beauty and unspoiled majesty; one surely touched by the hand of Belisarda, the Goddess of Life. An aura of peace and what he could only describe as sanctity permeated the grove, filling him with strength and a sense of tranquility and the safety known only by babes nestled in their mothers' arms.

Taking care not to disturb this place that was surely sacred to Belisarda, he inched forward and collapsed near a clear, cool pool of the sweetest water he had ever tasted, and then quickly succumbed to the demands of his body for rest, slipping deep into a meditative trance.

Mendros awoke upon a bed of soft grass and fragrant flowers; the pool nowhere to be found. He was surprised to discover that though he had not eaten for days, no pangs of hunger assaulted him, as the protests of his stomach had been quelled.

"I TRUST YOU ARE WELL RESTED, CHILD OF MY MOTHER?"

Booming voices came from about him, surrounding the startled Ardakene. Looking about, Mendros became aware that he was encircled by a copse of ancient trees, their many limbs entangled to form a thick and large canopy of foliage above him.

Rising from his bed, he unconsciously pulled free of the many tiny tendrils that had affixed themselves about his body. *"I think you for your aide, ancient ones. I have been on a spiritual quest that has driven me across much of this world."*

Again, though not as loud this time, the chorus of voices replied, *"What is it you search for, Child of My Mother?"*

"What you have mentioned now twice; my mother or

rather, the mother of us all – Belisarda.” And with that, the Life Warden began regaling the ancient copse of trees with the tale of the elorii and their downfall at the hands of the humans, as well as the loss of his cousin’s Elemental Lords. *“Only the Life Mother is left to us. My elders have forbidden searching for Her, but we need Her now, as much as any child in pain and lost needs their mother.”*

Time passed as Mendros awaited some sort of response or answer from the trees. Though tempted to prompt them to respond or to continue to speak, if only to fill the void in their conversation, he instinctively knew that these hoary beings were creatures that measured time differently and so he waited.

Hours had passed when those same multifarious

voices rung out, *“We have decided that you speak from the heart and true. Regrettably, we cannot help you as we do not know where the Mother hides herself, though we know that she still lives and is within our realm.”*

“Who are you that you would know this?” Mendros asked.

A rumbling ensued that the Life Warden was startled to realize was their form of laughter. *“We are Her first. This sacred place was where the Mother, Belisarda, awakened. So full of joy, She shared the gift of sentience with those about Her and so awakened us and gave us the ability to realize that we ‘were’. Over time, our roots have grown strong and connected with others of our kind that have not awakened, but nonetheless are aware of what is about them. From that web of life, we know that She still lives somewhere among us, but hides Herself. As great and vast as our power is, Hers is greater. We cannot find Her.”*

Mendros stayed among these Plant Lords, as he came to call them, for they had no need of names amongst themselves, and lived for a long while upon this island continent that had birthed the Life Mother. While beautiful with all sorts of plants and flowers that were unknown or extinct elsewhere upon Arcanis, this land was also fraught with danger as nature had run amok here, creating some of the most exotic and dangerous creatures he had ever encountered.

After a lifetime of learning and communing with these primordial beings, Mendros decided to take his leave and return to Elonbé. Before he left, he made arrangements whereby other Ardakene may call upon them. Pacts were made and sworn on that day. As part of the agreement, Mendros was tasked with taking small saplings, progeny of the Plant Lords, and planting them on the soil of the different continents. The last two he planted within the sacred grove in Elonbé.

You have invoked the Ancient Pact with the Plant Lords. In return for gifts of fervidite, a rare commodity, the Plant Lords require for unknown reasons, they are willing to send you aid. This connection has additionally channeled and influenced your arcane studies into focusing on your elemental bloodline’s connection to life and nature.



THE PLANT LORDS EXPANDED SPELL LIST

1st	<i>Entangle, goodberry</i>
2nd	<i>Barkskin, spike growth</i>
3rd	<i>Plant growth, speak with plants</i>
4th	<i>Hallow, hallucinatory terrain</i>
5th	<i>Suckled by the earth*, tree stride</i>
6th	<i>Transport via plants, wall of thorns</i>
7th	<i>Mirage arcane</i>

Expanded Spell List

The Plant Lords let you choose from an expanded list of spells when you learn an elder warlock spell. The following spells are added to the elder warlock spell list for you. Spells marked with † are found in the Arcanis 5e Campaign Setting and spells marked with a * are new spells found later in the **Chapter IV: Elder Magic of Arcanis**.

Calling Upon the Green

Starting at 1st level, your bond to the Plant Lords allows you to summon creatures made from the essence of life and nature. Any time you cast a spell or use an ability that allows you to conjure or summon a creature of the elemental type, you may instead conjure or summon a creature of the Plant type with a challenge rating equal to or lower than the challenge rating of the elemental normally conjured or summoned by the spell or ability. For example, you may conjure a shambling mound by casting *conjure elemental*.

Additionally, starting at 1st level, you learn *find familiar* as an additional elder warlock spell known, which does not count against your total elder warlock spells known. Any

time you summon a familiar, its type changes to Plant regardless of its form. Your familiar gains the following traits:

- Regardless of the form taken its coloration is always deep green with emerald green eyes.
- Its coloration grants it advantage on all Dexterity (Stealth) checks when within natural foliage of the same color.

Elemental blast

Starting at 1st level, you learn the *elemental blast* cantrip, which does not count against your total elder warlock cantrips known. It deals your choice of slashing or radiant damage, chosen at the time of casting. The beams of energy are made of a



combination of spectral vines and pure life energy. Additionally, anytime you would drop a creature's hit point total to 0 with *elemental blast*, you may choose to have them automatically succeed at their death saving throw, stabilizing at 0 hit points, even if the damage done would normally kill them.

Boon of the Plant Lords

Starting at 3rd level, the Plant Lords have agreed to send protectors to watch over you when needed. As an action, you may expend an elder warlock spell slot and sacrifice fervidite worth at least 10 gold pieces to summon a *Protector of the Green*, which appears in an unoccupied space next to you.

The Protector of the Green is friendly to you and will disappear when it drops to 0 hit points, after it has served you for one hour, or if you dismiss it as an action. It will also disappear if it is successfully targeted by a casting of *dispel magic* (or a similar spell or effect) capable of dispelling a spell cast with your elder warlock spell slot. Until the Protector of the Green disappears, you cannot maintain concentration on any spell that conjures or summons a creature or creatures.

The Protector of the Green will obey your verbal commands, requiring no action, so long as you share a language with it. If you issue no commands, then the Protector of the Green will attack any creature it sees that is obviously hostile to you.

The action used to activate this feature may be interrupted by *counterspell* as if it were a spell cast with your elder warlock spell slot, in which case the elder warlock spell slot is still expended but the fervidite is not sacrificed and this feature is not considered to have been used.

Once you use this feature, you can't use it again until you complete long rest.

Starting at 6th level, you may instead use this feature to summon a *Champion of the Heartwood*. If you do so, then the sacrificed fervidite must be worth at least 75 gold pieces.

Starting at 14th level, you may instead use this feature to summon an *Arbormancer of the Plant Lords*. If you do so, then the sacrificed fervidite must be worth at least 200 gold pieces.

Fortitude of the Plant Lords

Starting at 6th level, your connection to the pure life web of the Plant Lords has fortified your life energy. You gain advantage on death saving throws, and you gain resistance to radiant damage.

Blessing of the Plant Lords

Starting at 10th level, your connection to the pure life web of the Plant Lords has further enhanced your life energy. You gain resistance to necrotic damage. If you are already resistant to necrotic damage or later become so from another source, then you instead become immune to necrotic damage.

Improved Pact Ritual

Starting at 14th level, you may expend an elder warlock spell slot to use the *Boon of the Plant Lords* feature a second time before completing a long rest.

Belisarda's First Children

Starting at 20th level, one of the greatest of the Plant Lords will personally heed your call to aid. Kratae, the Great Hawthorne, once a sapling offshoot of the first tree that sprang to life under Belisarda's love, is tasked to come to the aid of those who call through the life web. So long as you are adjacent to a space of bare earth or unworked stone large enough to contain it, as an action you may sacrifice fervidite worth at least 2000 gold pieces to summon Kratae, who appears in a space adjacent to you.

Kratae is friendly to you and your allies, and it will generally follow any requests you make. It is a proud and ancient being, however, and will refuse to follow any direct orders or commands given to it. Kratae will also automatically seek to heal any living creature that is making death saving throws. Kratae will become hostile to anyone, including you and your allies, who kills any living thing within its sight. If someone successfully kills a living creature, then Kratae will make every attempt to knock that person unconscious and return to the Realm of the Plant Lords with the offender, keeping them imprisoned until they complete enough acts of penitence to appease Kratae.

Kratae will return to its native realm once it is reduced to 0 hit points, an amount of time has passed equal to 10 minutes per 2000 gold pieces worth of fervidite sacrificed, or you use an action to send it home. You cannot use an action to send Kratae home if he is hostile to you or one of your allies.

Once you use this feature, you can't use it again until you complete a long rest.

For complete stats on these creatures see **Chapter V: Bestiary**.

The Green - the Plant Lords' Reluctant Final Boon

Though reluctant to grant the following boon, the Plant Lords can be convinced that the unleashing of destructive forces is justified against those who threaten the balance of life itself. All things return to earth from whence it came. All living things follow this immutable law and even those things made from nonliving material must bow to the inevitable. The landscape of Arcanis is strewn with the bleached bones of fallen empires, crumbled kingdoms, and the ashes of monuments, though it can take many years, centuries, or even millennia for nature to reclaim what was once hers.

This ritual accelerates the natural processes, calling upon the vibrant force of life to breakdown and reabsorbs anything and everything in its path. The Green is nature run amok; inexorable and indiscriminating of anything within its reach. Plant shoots erupt through feet of concrete or wood, constricting and crushing whatever is within its tendrils. Any living materials, from animals to sentient beings, are violently absorbed into the green mass; drowning them in a sea of foliage. The tallest of towers will be toppled, the thickest walls rent, and whatever blemish was made upon the earth shall be expunged, leaving behind a virgin landscape of a primordial forest.

You may enact this terrible ritual within five miles of your target by spending 15 minutes in uninterrupted incantation and sacrificing your life and your soul. Once payment is made and the final words of intonation are uttered, a large, primordial forest quickly grows in the area. Seemingly ancient plants sprout from the earth in a matter of moments, transforming the area into a lush, verdant paradise. All buildings and man-made structures in the area are slowly, but relentlessly destroyed as they are torn apart by massive roots, vines, and limbs. Even living creatures in the area are not spared as they choke on pollen or are strangled by fast-moving vines. Others affected by the ritual itself are absorbed into the Green, their

contorted faces forever frozen upon the bark. The new forest will destroy everything as far as 5 miles from its epicenter.

You may only use this feature if you have learned in-play the secret of speaking the *Kurenthé* curse. The use of this feature kills you and destroys your essence to fuel its power, and your death in this manner may not be mitigated or undone by anything short of direct, divine intervention. At the gamemaster's discretion, the Plant Lords may refuse to grant this boon or may ask an additional sacrifice or service before granting it.

THE KURENTHÉ CURSE

Throughout this book there are references to the *Kurenthé* curse, the ultimate act of desperation that, while powerful, is blasphemous to the elorii as it destroys the very essence. Not all elorii know how to enact this ability, and fewer still have the capacity to do so. Only elder elorii, those over a thousand years in age, are known to have undergone the dissolution of the *Kurenthé* curse.

It is for this reason that a *Kurenthé* curse talent is not presented in this book. Elorii Heroes are unlikely to reach this venerable age and the usage of the curse has such far-reaching consequences to a campaign that it is best left to a gamemaster as to whether or not to allow such power to be the hands of their players.



CHAPTER II: ADDITIONAL CLASS OPTIONS

Beyond the ancient Sorcerous Pacts described in the previous chapter, elorii have discovered other ways to develop their elemental nature, deviling into traditions both martial and arcane in origin. Below are only a few, and the most well-known, of these traditions.

Elder Sorcerer Tradition:

MENDICANT OF THE ASPECT

Following the travels of Telas the Archmage among the Inner Realms, many elorii were spurred to reconnect with their elemental heritage of their lost Gods, even more than they did before. While some wished to embrace the elemental nature of the elorii, such as the Dancers of the Tal Kanath, others decided to delve more into their own individual heritage. These mendicants meditated for days, sometimes weeks at a time, turning their eyes inward to analyze their own souls. They seek to discover how they may connect with their lost Gods and how they may unlock their full potential. By analyzing their own souls as well as the holy teachings of Belisarda these monastic scholars are able to unlock powerful abilities never thought possible before.

Racial Restriction: Elorii Only, must possess *Visions of Lives Past* background feature.

Multiclass Note: Sorcerers who follow this tradition may not multiclass into the Fighter archetype: Dancer of the Four Elements.

Clear Memories

& Religious Training

Your remembrance of your past lives is clearer than most. Beginning at 2nd level you have advantage on all Intelligence (History) and Intelligence (Religion) checks.

Enhanced Elemental Mastery

Also, at 2nd level you learn the cantrip *elemental bolt* but may only use it to deal damage as appropriate to your bloodline's element (Ardakene: radiant, Berokene: cold, Kelekene: fire, Mârokene: acid, and Osalikene:

lightning damage) additionally you add your blood rank to the damage elemental bolt deals on each hit.

In addition, you can use either your blood rank or your Intelligence as your spellcasting ability modifier for your elder sorcerer spells, whichever is higher. This does not change any other feature of the elder sorcerer class that relies on Intelligence (such as Metamagic).

Enhanced Bloodline

As you reach 6th level you continue your pursuit of self-mastery, increasing your blood rank by one.

Burn the Soul

Your mastery over yourself grants the ability to call upon your spirit to empower your actions. While in some ways similar to the Kurenthe invoked by Elder elorii, your skills are much more limited, and consequently far less destructive.

At 10th level when you use a bloodline power that deals damage or recovers hit points you may maximize its effects but at the cost of gaining 1 level of exhaustion. You regain the ability to use this ability after completing a short or long rest.

Enhanced Bloodline

As you reach 14th level you continue your pursuit of self-mastery, increasing your blood rank by one.

Fighter Archetype:

DANCER OF THE FOUR ELEMENTS

I welcome you, Selmarios, to the Tal Kanath. I know you have worked hard in this life to master our most ancient fighting technique. Not all who set out to arrive at this destination complete their journey. I hope you feel pride in both your accomplishments and in the beauty of our art. Are you ready to continue your training? There are deeper mysteries you are now ready to explore."

– **Keldea, Dancer of the Four Elements**

Little is known about the origins of the Tal Kanath. What is acknowledged is that the style goes as far back as the founding of the Eloran Empire. Among the tales of the elorii there are few that match the accounts

surrounding the mysterious Tal Kanath or *Dance of the Elements*. This elegant style keeps its practitioner in constant motion, using spins and slices over thrusts and advances. The philosophy of this style is one of complete focus, where the elorii uses the dance as a focus for one's inner strength channeling that power into several lesser elder enchantments. The elorii soon learns to strike from instinct as well as with confidence.

Racial Restriction: Elorii Only

Multiclass Note: Fighters who follow this tradition may not multiclass with the Elder Sorcerer Tradition: Mendicant of the Aspect or into elder warlock class as the dancer of elements seeks to find balance between the elements not favor one over the other.

The First Steps

Upon reaching 3rd level you begin to master the first steps of the dance of elements, learning to find balance within yourself and expressing that balance to the outside world. Longswords gain the finesse weapon quality when you wield them. Additionally, at the beginning of your turn you may choose to grant yourself either a +1 bonus to your AC or a +2 to damage rolls made with any weapon that deals slashing damage until the beginning of your next turn.

Biting Wind

Starting at 7th level, you may cast *whirling blade* (using Dexterity or Strength as your spellcasting attribute) as an action, casting the spell as if you had used a spell slot level equal to your blood rank +1. You regain use of this ability after completing a short or long rest.

Fire Devours

At 10th level, as a bonus action you may whisper a quick enchantment. For 1 minute your melee attacks deal additional damage equal to your blood rank. Additionally, when you use your action surge ability this bonus damage is doubled.

Water Flows

Starting at 15th level, when you are hit with an attack that results in a critical strike, you may use your reaction to utter a quick enchantment to reduce the damage suffered by half, regaining the ability to do so after completing a short or long rest.

Unyielding Stone

At 18th level, you attain the pinnacle of resilience in battle. When reduced to half your maximum hit points you may use your reaction utter a quick enchantment, gaining resistance to all damage for 1 minute. You regain use of this ability after completing a long rest.



Ranger Archetype:

THE WARDER

He followed us for miles, though how he managed to sneak up behind us without Kvirik knowing I'll never understand. The trees fell silent and though he never spoke, I sensed that he was keeping us in bow range. When he vanished amid a strange fog, Obser nudged me and winked. "Don't be alarmed. He's just one of the locals."

The paragons of the Eloran race, these elorii dedicate their entire lives to the protection of their people and the perfection of their culture. These elorii do not waste their time on frivolous things such as petty hobbies or vocations. Instead, they travel far and wide hoping to learn more about themselves. Once they have attained this focus, the warder dedicates the rest of their very long lives to the service of the elorii people. Some warders patrol the forests of the Elorii Nations, while others leave the safety of Belisarda's domain to remove threats to their people more directly.

Race: Elorii Only

Additional Proficiencies: When you take this archetype you gain proficiency in Religion.

THE WARDER

Ranger Level	Cantrips Known	-Spell Slots per Spell Level-			
		1st	2nd	3rd	4th
3	2	1	--	--	--
4	2	2	--	--	--
5	2	3	--	--	--
6	2	3	--	--	--
7	2	4	1	--	--
8	2	4	1	--	--
9	2	4	2	--	--
10	2	4	2	--	--
11	3	4	3	1	--
12	3	4	3	1	--
13	3	4	3	2	--
14	3	4	3	2	--
15	3	4	3	3	1
16	3	4	3	3	1
17	3	4	3	3	2
18	3	4	3	3	2
19	3	4	3	3	3
20	3	4	3	3	3

Sanctified Herbcraft

Beginning at 3rd level you learn how to infuse your herbalism with divine magic. When applying *ointment of healing* to a creature you may, as a bonus action, expend a spell level slot to have all die rolls with results equal to or less than the spell level slot used increased to the spell level slot used +1. (Example: When healing someone for 3d6 you expend a 2nd level spell slot and any die roll of 1, 2, or 3 is treated as if you rolled a 4.)

Divine Spellcaster

Beginning at 3rd level you start to learn how to cast a small number of specialized chants invoking Belisarda's blessings.

Cantrips

You know two cantrips of your choice from the warder spell list. You learn an additional cantrip once you reach 11th level.

Preparing and Casting Spells

The Warder table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of warder spells that are available for you to cast, choosing from the warder spell list. When you do so, choose a number of warder spells equal to your Wisdom modifier + half your ranger level (minimum of one spell). The spells must be of a level for which you have spell slots.

Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spell casting ability score for warder spells. Your magic comes from your will and your convictions. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a warder spell you cast and when making an attack roll with one.

**Spell save DC = 8 + your proficiency bonus
+ your Wisdom modifier**

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a warder spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a divine focus as a spellcasting focus for your warder spells.

The Hunter's Territory

At 7th level you develop the ability to create an uncanny connection with the land. Once you have stayed in a particular area (a 20 mile range of natural, mostly wild, terrain) for more than a week you may develop a powerful bond with the area, making it your hunter's territory. Creating this bond requires a ritual lasting at least 8 hours, which can be done while performing a long rest.

Once set you instantly know if you share your hunter's territory with other elorii, and how many, but not their identity. While within your hunter's territory you gain advantage on all Wisdom (Perception), Wisdom (Survival) and Dexterity (Stealth) checks.

Once you reach 11th level, and as long as you are on the same continent as your hunter's territory, any time a sentient creature enters your hunter's territory it must make a Wisdom saving throw against your spell casting DC. Upon a failed save you are alerted of its entry into your hunter's territory and the general area in which it entered. If your hunter's territory is above ground this ability detects intruders to a height of 60 feet, if below ground within the Endless Dark your hunter's territory extends up 30 feet or to right below the surface and 30 feet below.

This bond remains as long as you spend at least one long rest a month within your territory, if you attempt to set another area as your territory, you must break the bond with your current territory.

Additionally, when not within your hunter's territory but operating within one of your favored terrains you gain advantage on all Wisdom (Perception) and Intelligence (Investigation) checks.

Additional Fighting Style

At 11th level, you can choose a second option from the Fighting Style class feature.

Hunter's Instincts

Starting at 15th level when you attack a creature by surprise who is set as your *quarry* you deal an additional 3d6 damage. Additionally, you may use a 4th level spell slot to cast *tree stride* while traveling within your territory and *scrying* to look in on any part of your territory.

Warder Spell List

CANTRIPS (0 LEVEL)

Guidance
Mending
Produce Flame
Resistance

1ST LEVEL SPELLS

Alarm
Animal Friendship
Cure Wounds
Detect Magic
Detect Poison and Disease
Fog Cloud
Goodberry
Jump
Longstrider
Purify Food and Drink
Speak with Animals

2ND LEVEL SPELLS

Animal Messenger
Call to Arms†
Darkvision
Find Traps
Lesser Restoration
Locate Animals or Plants
Locate Object
Pass without Trace
Primal Senses†
Protection from Poison
Silent Steps†
Spike Growth

3RD LEVEL SPELLS

Daylight
Nondetection
Protection from Energy
Speak with Plants
Water Breathing
Water Walk
Wind Wall

4TH LEVEL SPELLS

Freedom of Movement
Locate Creature

CHAPTER III: CHARACTER OPTIONS

NEW FEATS

Combat School Training

Prerequisite: You cannot have the Personal Combat Style feat, and you must meet the prerequisites of your chosen combat school

You have gained acceptance into a school that teaches a combat style. When you first take this feat, you must choose a combat school to join and you gain 2 resolve dice. Combat schools are found at the end of this chapter. You must be proficient in the weapons your chosen school teaches and you must wield those weapons to gain any benefits from your chosen school. You gain the first tier (journeyman) benefits of your chosen school.

You may take this feat again to gain the next tier (master) benefits of your chosen school. When you take this feat again to become a master of your chosen school, your resolve die changes to a d8 and you gain an additional resolve die.

Disciplined Mind

To study the intricacies of elder magic, you must have a particularly disciplined mind. After decades of study, you have found you can use the same discipline in other aspects of your life as well.

Prerequisite: Elder Spell Caster

- Your Intelligence or Wisdom score increases by 1, to a maximum of 20.
- You gain advantage on all Constitution saving throws to retain concentration upon a spell. This ability does not work in conjunction with the bonus afforded by the feat *spell and steel*.
- Gain proficiency of a skill of your choice.
- You gain advantage on all saving throws to resist becoming frightened.

Vengeful Eyes

As a race made for war, your eyes are much keener than most

Prerequisite: Elorii

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- When firing a bow, you ignore range penalties.
- You gain advantage on Wisdom (Perception) checks.
- You gain a +1 Bonus to hit with long swords and short swords.

Psionic Resistance

While fighting the il'Huan, ssethric sorcerers discovered that some elementals proved unusually resistant to their psionic attacks. It was this discovery that led to the creation of the elorii, who combined this resistance with a body entirely anchored to Arcanis. After the war was done, not wanting to have their creations pose a threat to themselves, the technomancers of Yahsremore removed this resistance, but fortunately for you, their efforts were only partially successful.

Prerequisite: Elorii

You gain resistance to all damage dealt by psionic powers, expressions, and spell expressions. You can never be the target of a beneficial psionic power, expression, and spell expression.

NIATSA SWORDS

After throwing off the yoke of their ssethric masters, the elorii began creating their own culture.

As each elorii was created to be elite warriors, it is no surprise that one of the first things crafted was a blade to call their own. Dispensing with the barbed and serrated weapons favored by the ss'ressen, an Osalikene weaponsmith created the first Niatsa sword. This elegant sword is slightly curved, with a razor-sharp blade and a point, allowing the wielder to use it as a slashing or piercing weapon. The sword design became popular among the elorii, with the short and long sword versions as the weapon of choice.

Mechanically these weapons are identical to the long sword and short sword.

NEW COMBAT SCHOOL

You can acquire this combat school through the *Combat School Training* feat above. For more Combat Schools see the Arcanis 5e Campaign Setting

The Tal Lamenth (The Dance of Blades)

The oldest known fighting style in all the known lands, the Tal Lamenth dates back to a time before the elorii slave revolt and is said to have been developed by none other than Salos himself. The style was originally developed for use with the longsword but has since been adapted to be applicable to any type of sword ranging from short sword to great swords.

Maneuver and Technique DC: 8 + your Dexterity or Strength modifier + your proficiency bonus. If you chose to increase your Dexterity when you joined this combat school, you use your Dexterity modifier for your DC. If you increased your Strength, use that instead.

Physical Training: When you first join this combat school your Dexterity or Strength score increases by 1, to a maximum of 20.

Weapons: The Tal Lamenth specializes in the use of the short sword, long sword, and great sword.

Journeyman

You gain the following maneuvers and techniques when you join this combat school. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Riposte (Maneuver): When you are missed with a melee attack, as a reaction you can spend 1 resolve die to make an opportunity attack against the triggering creature. Roll the resolve die you spent and add its result to both your attack and damage roll.

Blade Step (Technique): When you make an opportunity attack you may move up to 10 feet as part of that attack. This movement does not provoke an opportunity attack from the creature that triggered the opportunity attack.

Flowing Sand (Technique): Any time you score a critical hit or reduce a creature to 0 hit points with a melee attack, as a reaction you can move up to 10 feet and make a single melee attack.

Master

You gain the following maneuvers and techniques when you take the Combat School Training feat a second time and select this school again. You can only use these maneuvers and techniques while wielding weapons suited to this combat school.

Precision Strike (Maneuver): When you miss with a weapon attack, as a reaction you may spend 1 resolve die. Roll it and add the result to your attack roll. If your new attack roll would have hit your target, roll damage as normal.

Deadly Strike (Technique): When you take the Attack action, you may choose to not apply your proficiency bonus to your attack roll. If your attack hits, you deal additional damage equal to double your proficiency bonus. This damage is of the same type as your weapon.

Reactive Strike (Technique): When a creature within 5 feet of you makes an attack against one of your allies, they provoke an opportunity attack from you.



CHAPTER IV: ELDER MAGIC OF ARCANIS

NEW ELDER META-MAGIC

The following meta-magic options are only available to Elder Casters (Such as the Elorii) if a particular meta-magic option has an additional *Prerequisite* you must meet this *Prerequisite* to learn that particular metamagic.

Rapid Armament

Prerequisite: Elder Sorcerer Tradition: Magi

When you cast *ebon blade* (or any spell which summons an *ebon blade*, such as *witch blade*) or invoke your Ebon Armor class feature, you may spend 1 arcane point to cast either *ebon shield* or *false life* as part of the same action. You can use Rapid Armament even if you have already used a different Metamagic option during the casting of the spell.

Circle of Elemental Focus

When you cast any spell that deals an elemental damage type, you may spend 1 arcane point to create a circle of crackling elemental energy of that same damage type at your feet. This circle remains stationary for 1 minute. As long as you are standing within the circle any spell you cast of the same elemental damage type deals additional damage equal to your spell casting attribute modifier (minimum of one). If you choose to create another circle of elemental focus while one is still active that circle dissipates as you enact a new one.

Elemental Admixture

Prerequisite: Elorii

When you cast any spell that deals an elemental damage type you may spend 1 arcane point to change half of the spell's damage type to the damage type akin to your elemental bloodline. For example, if you cast a *fireball* and are an Osalikene (Bloodline of Air) you may spend 1 arcane point to change half of the damage dealt to lightning damage.

SPELL LISTS

Spells marked with † are found in the Arcanis 5e Campaign Setting and spells marked with a * are new spells found later in this chapter

Elder Sorcerer Spell List

1ST LEVEL SPELLS

Earth-Spikes*
Ebon Shield*
Witch Blade*

3RD LEVEL SPELLS

Inner Sprit*

5TH LEVEL SPELLS

Elemental Crown*

6TH LEVEL SPELLS

Cloak of Life*
Elemental Soul*

Elder Warlock Spell List

CANTRIPS (0 LEVEL)

Dancing Lights
Ebon blade†
Empowered Strike†
Light
Mage Hand
Minor Illusion
Poison Spray
Prestidigitation
Spell-Bane Blade†
True Strike

1ST LEVEL

Charm Person
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Elemental Rebuke*
Expeditious Retreat
Illusory Script
Protection from Evil and Good
Unseen Servant

2ND LEVEL

Alter Self
Blindness/Deafness
Call to Arms†
Darkness
Enhance Ability
Forceful Repositioning†

Hold Person
Invisibility
Mirror Image
Misty Step
Ray of Enfeeblement
Shatter
Silence
Slip Sideways†
Spider Climb
Suggestion
Web

3RD LEVEL

Counterspell
Daylight
Dispel Magic
Fear
Fly
Hypnotic Pattern
Inner Spirit*
Magic Circle
Major Image
Phantom Steed
Protection from Energy
Tongues
Vampiric Touch

4TH LEVEL

Arcane Eye
Banishment
Black Tentacles
Conjure Minor Elementals
Dimension Door
Fabricate
Greater Invisibility
Stoneskin

5TH LEVEL

Conjure Elemental
Contact Other Plane
Dream
Elemental Crown*
Hold Monster
Insect Plague
Mind Fog†
Planar Binding
Scrying
Scrying Inscription†

6TH LEVEL

Circle of Death
Contingency
Disintegrate
Elemental Soul*
Eyebite
Globe of Invulnerability
Guards and Wards
Instant Summons
Irresistible Dance
Magic Jar
Mass Suggestion

Programmed Illusion
Repulsion†
Sunbeam
True Seeing

7TH LEVEL

Etherealness
Finger of Death
Forcecage
Magnificent Mansion
Plane Shift
Prismatic Spray
Project Image
Sequester
Symbol

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Clone
Demiplane
Dominate Monster
Feeblemind
Maze
Mind Blank
Power Word Stun
Sunburst

9TH LEVEL

Foresight
Gate
Imprisonment
Implosion†
Power Word Kill
Prismatic Wall
Shapechange
Time Stop
True Polymorph
Weird

New Spells

Cloak of Life

6th-level transmutation (ritual)

Casting Time: 10 minutes

Range: self

Components: V, S

Duration: 24 hours

Created by the Archmage Telas for his travels through the Inner Realms, this spell weaves a protective cocoon of life-sustaining energy around the caster.

While this spell is active, you are sustained without air and become immune to all damaging effects from environments while on planes of existence other than Arcanis. For example, you would be immune to damage from the incredible water pressures in the realm of the Crushing Deep.

While you are immune from environmental effects, they are not necessarily immune to all environmental hazards. For example, if traversing the Realm of the Burnished Flame, you could withstand the intense heat of the environment without taking damage. But, if a volcanic geyser were to throw him into the air, he would still take falling damage as normal.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you may affect one other creature within 10 feet of you for every spell level slot above the 6th.

Earth-Spikes

1st level Evocation

Secret Spell: Mârokene Elorii

Casting Time: 1 action

Range: Self (15-foot cube)

Components: V, S

Duration: Instantaneous

A seismic force emanates from you causing spikes of stone to erupt from the earth. Each creature in a 15-foot cube originating from you and which must extend at least five feet into solid ground (i.e. not aboard a ship, while flying or on the sea) must make a Dexterity saving throw. On a failed save, a creature takes 2d8 piercing damage from the spikes and is knocked prone by the tremor. On a successful save, the creature takes half as much damage and isn't knocked prone.

In addition, any buried objects less than five feet beneath the earth and completely within the area of effect are automatically uncovered and brought to the surface.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot above 1st.

Ebon Shield

1st-level evocation

Secret Spell: Elder Sorcerer Tradition: Magi

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: 1 minute

You summon forth a small disk of dark cracking energy. This disk floats in front of you, defending you from incoming attack.

You may only cast this spell if you are not wearing armor or wielding a shield. For the spell's duration you gain your spellcasting attribute bonus to your Armor

Class. This spell instantly ends if you ready a shield or don armor.

While this spell is active, if you are successfully damaged by a creature within 5 feet you may use your reaction to shatter your shield forcing that creature make a Dexterity saving throw. It takes 3d6 thunder damage on a failed save, or half as much damage on a successful one, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases dealt by shattering your shield increases by 1d6 for each slot level above 1st.

Elemental blast

Evocation Cantrip

Secret Spell: Elder Warlock

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, 1 minute

Reaching deep within yourself you bring forth your elemental nature with devastating results.

A beam of crackling elemental energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 damage of a type determined by the caster's Ancient Pact (see the Ancient Pacts section on page 8).

The spell creates more than one beam when you reach higher levels; two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam

Elemental Crown

5th-level evocation

Casting Time: 1 action

Range: self

Components: V, S

Duration: Concentration, 1 minute

Gathering an element close at hand you forge it into a crown that floats inches above your head.

Choose one of the elemental damage types (Acid, Lightning, Fire, or Cold); you must have access to some of the element (an open flame or standing next to a puddle of water) or be a spell focus for the appropriate elemental type to use that particular element.

As long as this spell is active, any spell you cast that deals the same damage type as your crown is cast as if you had used a spell slot one level higher. Additionally,

if you are the target of or within the area of effect of a spell of 5th level or below which deals the same damage type as your crown you may use your reaction to draw that spell's power into the crown instantly *counterspelling* it and causing the crown to shatter into a brilliant blast of light, ending the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you may add an additional element to the crown for each spell slot above 5th level.

Elemental Rebuke

1st-level Evocation

Secret Spell: Elder Warlock

Casting Time: 1 reaction

Range: 60 feet

Components: V, S

Duration: Instantaneous

As a reaction taken in response to being damaged by a creature within 60 feet of you that you can see, you summon the element associated with your Ancient Pact to engulf the creature that damaged you. The creature must make a Dexterity saving throw. It takes 2d10 damage of the same type as your Ancient Pact defines for your *elemental blast* (see the Ancient Pacts section on page 8).

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Elemental Soul

6th-level evocation

Secret Spell: Elorii Only

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, 1 minute

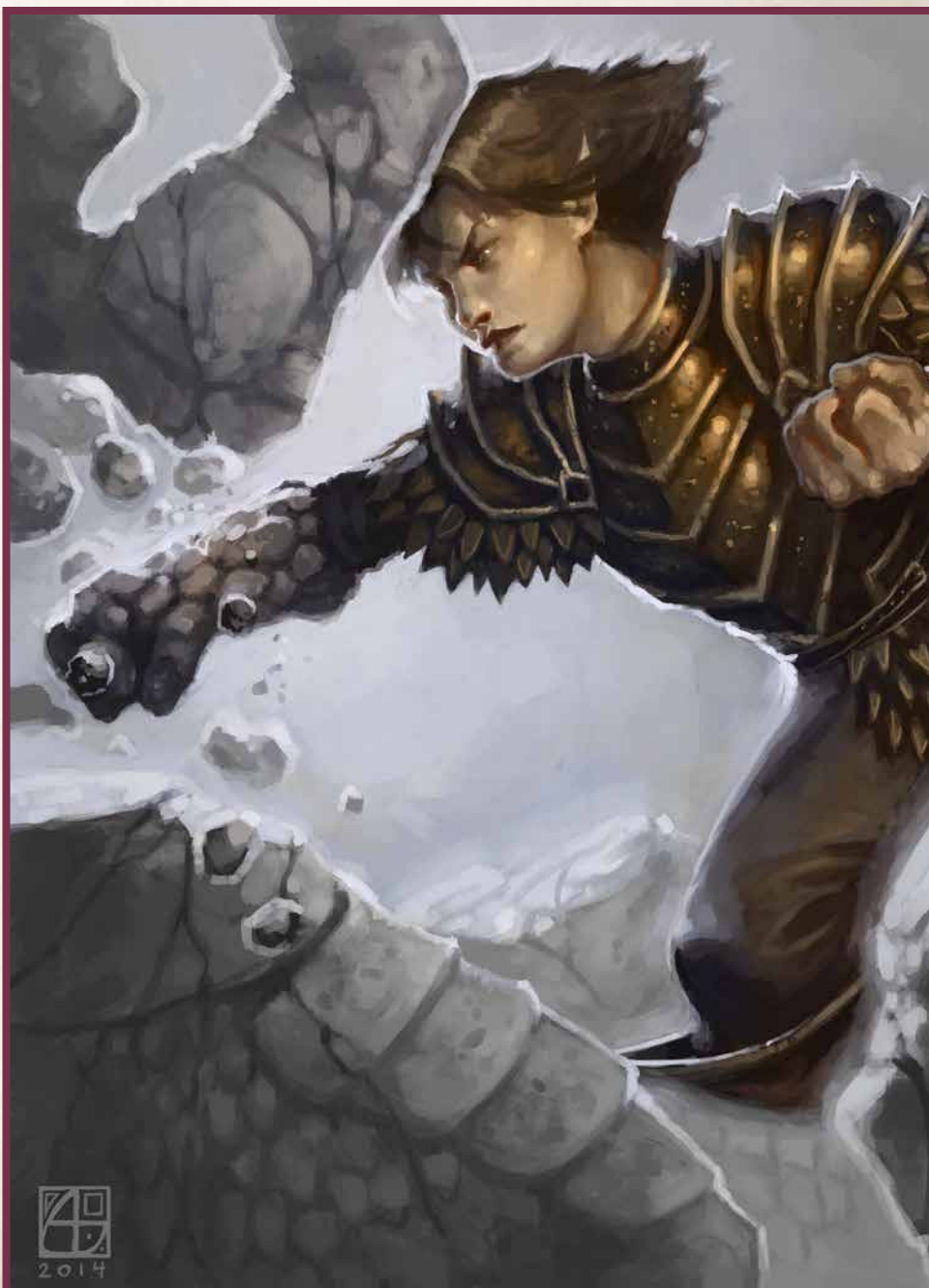
With a few arcane words you bring forth and enhance your elemental nature, empowering it for a short time.

Ardakene (Life): Your body begins to rapidly regenerate, become immune to radiant damage. Additionally, for the duration of the spell you regain 5 hit points at the beginning of every turn (50 hit points per minute).

Berokene (Water): You gain some of the properties of water. You gain immunity to bludgeoning damage and resistance to slashing and piercing damage. Additionally, if swimming your base swim speed is increased by 30 feet.

Kelekene (Fire): You become an avatar of destruction. All melee, ranged, and spells that deal damage have that damage increased by an additional 1d6 fire damage, regardless of the spell's or effect's initial damage type. Additionally, while under the effects of this spell you may cast firebolt as a bonus action.

Mârokene (Earth): You gain some of the qualities of earth. You gain immunity to piercing damage and resistance to bludgeoning and slashing damage. Additionally, while standing upon solid earth any attempt to shove you automatically fails.



Osalikene (Air): You gain some of the qualities of air. You gain immunity to slashing damage and resistance to bludgeoning and piercing damage. Additionally, you may use your bonus action to jump 30 feet and are immune to damage caused by falling, regardless of the distance fallen.

Fist of the Crushing Deep

3rd-level evocation

Secret Spell: Elder Warlock, Elorii only.

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, 1 minute

The caster invokes the Vizier of the Mad King to allow one of his favorite spells to form in the petitioner's mind.

The spell manifests a giant fist made of water, as an action you may use it to do one of two things.

- **Smashing Fist of the Deep:** You may have it attack a single creature within range, dealing 3d10 + your spell casting modifier doing bludgeoning damage.
- **The Crushing Fist of the Deep:** Alternately, you may choose to use it to grab and crush a single creature. That creature must make a Dexterity saving throw or become restrained suffering 3d8 bludgeoning damage. At the beginning of each of its turns, the target can make Strength saving throw. If they fail this saving throw they suffer an additional 3d8 bludgeoning damage. On a successful save, they break free of the spell, ending it by causing the fist to burst into a shower of water.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1 damage die (either d10 or d6 respectively) for each slot level above 3rd.

Inhale

4th-level evocation

Secret Spell: Elder Warlock, Elorii only.

Casting Time: 1 action

Range: Self (30 foot cone)

Components: V, S

Duration: Instantaneous

The Seneschal temporarily grants the summoner the ability to cast this spell. The caster then positions herself before her foes and begins to inhale, drawing in all the air within the affected area.

You take in an impossible amount of air forcing all creatures within a 30 foot cone to make a Strength Saving throw. Creatures which fail their saving throw suffer 7d6 bludgeoning damage as they are forced prone and roll 10 feet closer to you. Creatures who succeed in their saving throw only suffer half damage and remain standing but are still moved 5 feet closer to you. Flying creatures are especially susceptible to this spell and fall from the sky upon a failed saving throw, suffering additional falling damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.



Inner Sprit

3rd-level evocation

Secret Spell: Elorii Only

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

Elorii possess an inner elemental spark, which they can tap and unleash to impressive effect.

A burst of elemental energy erupts from your hands, each creature in a 30-foot cone must make a Dexterity saving throw. A creature takes 8d6 damage of the element corresponding to the elorii casting the spell, for example, an Osalikene would deal lightning damage, on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Mirage

5th-level enchantment

Secret Spell: Elder Warlock, Elorii only.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (20gp in crushed diamonds)

Duration: Concentration, up to 1 minute

Once invoked, the Mistress of the Burning will allow one of her favorite spells to form in the summoner's mind. The caster of this spell causes fevered delusions to appear in the mind of his victims.

Select a single creature within range. That creature is forced to make a Wisdom saving throw or suffer 8d8 psychic damage as they see the object of their heart's greatest desire (or most imminent need) in the distance.

At the beginning of their next turn the affected creature will do nothing but move in a direction of your choosing, avoiding opportunity attacks if able, while they attempt to reach the object of their desire. If the creature suffers any damage the spell ends. Additionally, at the end of every turn the creature may attempt a new Wisdom saving throw to end the spell's effect.



Suckled by the Earth

5th-level evocation

Secret Spell: Elder Warlock, Elorii only.

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (300gp in crushed precious stones)

Duration: 6 Hours

You cause the very plants of the earth to grow into the target, providing healing and nourishment.

You may only cast this spell upon a willing creature within range that must be upon solid ground on which plants may grow (i.e. not aboard a ship, while flying or on the sea). The creature is instantly cocooned in plants that spring out of the ground enwrapping and protecting it from all harm. For the spell's duration the target creature is unconscious but is immune from all damage. The cocoon cannot be moved by any means. A creature affected by this spell recovers a number of hit points equal to 5d8+your spellcasting

ability modifier, are cured of disease, and poison. Additionally, if that creature died within the last 4 hours, that creature is returned to life. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Witch Blade

1st-level evocation

Secret Spell: Elder Sorcerer Tradition: Magi

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: 10 minutes

You summon forth a blade of pure darkness.

With this spell you summon forth an enhanced *ebon blade* (as the spell, *ebon blade* in the Arcanis Campaign Setting, pg. 268). However, unlike its lesser version, your witch blade deals d8 damage or the equal the type of weapon you choose to manifest, whichever is greater, and acts as an arcane spell focus for the spell's duration.

Also, when you are the target of a harmful cantrip or spell cast using a 1st level spell slot that does not possess

an area of effect, you may, as a reaction, absorb that spell into the blade causing it to shatter, and ending the spell. When using your blade to absorb a spell, you may choose to either simply allow the spell to dissipate harmlessly or attempt to capture and store the power of that spell for your own use. Capturing a spell's power in this way requires a successful intelligence saving throw against the caster's spell save DC and you recover 1 arcane point. Upon failed saving throw you suffer the full effects of the spell, as if you were successfully hit with or failed the spells saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you may use the witch blade to absorb a spell cast with a spell level slot equal to or lower than the spell slot used.

Wrath of Stone

4th-level evocation

Secret Spell: Elder Warlock, Elorii only.

Casting Time: 1 action

Range: Self (50-foot line)

Components: V, S

Duration: Instantaneous

When invoked, Korred will allow one of his favorite spells to form in the summoner's mind, allowing them to order spikes of stone erupt from the ground, impaling those who dare stand against them.

With a wave of your hand you force spikes of stone the size of great swords to burst from the earth in a line 50 feet long and 5 feet wide out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 piercing damage on a failed save, or half as much damage on a successful one. The wall of stone remains in place for 1 minute after which it crumbles to dust, leaving the earth below it undisturbed. Anyone wishing to cross the wall of spikes treats it as difficult terrain and must make another Dexterity saving throw or suffer 2d6 piercing damage.

The wall is an object made of stone that can be damaged and thus breached. Each 5 foot section has an AC 13 and 20 hit points. Reducing section to 0 hit points destroys it creates a 5 foot wide safe passage though the wall.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.



CHAPTER V: BESTIARY

HIGH ELEMENTALS

A caster **cannot** summon these creatures with a common *conjure elemental* or similar spell. The only way known to summon these creatures is through the use of special rituals, such as those mastered by elder warlocks.

The elementals summoned through the use of the *conjure elemental* spell brings forth creatures that are considered just above beasts by the indigenous people of the Inner Realms. These common elementals have a rudimentary intelligence akin to a dog and are able to learn basic commands and follow simple orders. In contrast, the higher elementals summoned through the ancient pacts forged by the archmage Telos are intelligent sentient individuals of one of the elemental planes.

As each of these beings is an individual with their own personality, desires, fears, and enemies, it is not unusual for an elorii warlock who summons them frequently, to develop a relationship with them over time. This relationship may be friendly or contentious, depending on the circumstances of the summons and the attitude displayed by the warlock.

Aeromancer from the Realm of the Swift Zephyrs

Though considered magical by the people of Arcanis, the few beings from the Inner Realms are able to manipulate arcane power. Those rare individuals that can are elevated to become elite members of that society. The Realm of Swift Zephyrs is no exception, with the Tiar bestowing upon her aeromancers great prestige and influence.

The aeromancers' spells focus on manipulation of wind, thunder, and electricity. They are also able to attack with two melee attacks using their 'lightning claws'.

Aeromancer from the Realm of the Swift Zephyrs

Medium Elemental

Armor Class: 16 (natural)

Hit Points: 65 (13d8+13)

Speed: 30 ft, 60 ft fly

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	18 (+4)	12 (+1)	9 (-1)

Saving Throws: Dex +7, Int +7

Skills: Arcana +7, Perception +4

Damage Vulnerabilities: acid

Damage Immunities: lighting, thunder, poison

Condition Immunities: exhaustion, poisoned

Senses: passive Perception 14

Languages: can speak telepathically with its summoner

Challenge: 7 (2,900 XP)

Elder Spellcaster. The aeromancer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks).

Cantrips (at will): *elemental bolt (air only)*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *Alter winds†*, *thunderwave*, *shield*

2nd level (3 slots): *Blur*, *gust of wind*, *invisibility*

3rd level (3 slots): *counterspell*, *lightning bolt*, *wind wall*

4th level (3 slots): *greater invisibility*, *freedom of movement*, *inhale**

5th level (1 slots): *Cloudkill*, *mind fog†*

ACTIONS

Multiattack: The Aeromancer makes two melee attacks.

Lightning Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage plus 2 (1d4) lightning damage.

Aquamancer of the Crushing Deep

The aquamancers of the Realm of the Crushing Deep are as insane as their king, delighting in causing spectacles of devastation more for the show than for tactical reasons. While no one can question their mastery over the element of water, they are at times erratic in the choice of their spells, rather than using the once most efficacious to their current situation.

Aquamancer of the Crushing Deep

Medium Elemental

Armor Class: 15 (natural)

Hit Points: 82 (15d8+15)

Speed: 30 ft, 60 ft swim

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	18 (+4)	12 (+1)	9 (-1)

Saving Throws: Int +7, Con +4, Wis +4

Skills: Arcana +7, Perception +4

Damage Vulnerabilities: fire

Damage Immunities: Cold, poison

Condition Immunities: exhaustion, poisoned

Senses: passive Perception 14

Languages: can speak telepathically with its summoner

Challenge: 7 (2,900 XP)

Elder Spellcaster. The aquamancer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks).

Cantrips (at will): *elemental bolt (water only)*, *light*, *mage hand*, *prestidigitation*, *chill touch*

1st level (4 slots): *expeditious retreat*, *black ice*†, *shield*

2nd level (3 slots): *crushing waves*†, *mirror image*, *riptide*†

3rd level (3 slots): *counterspell*, *fist of the crushing deep**, *sleet storm*

4th level (3 slots): *control water*, *ice storm*

5th level (1 slot): *cone of cold*, *tendrils of water*†

ACTIONS

Multiattack. The Aquamancer makes two melee attacks.

Frozen Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage plus 2 (1d4) cold damage.

Arbormancer

Tall and stately looking, the arbormancers that are summoned appear as humanoids made of bark, with lichen and ferns adorning its body. It carries a thorn staff that it can use to defend itself physically. Those looking for a being capable of devastating attacks need look elsewhere for the arbormancer is a being created from the essence of life and won't kill if a way to restrain or subdue a foe is available to them.

Arbormancer

Medium plant

Armor Class: 16 (natural)

Hit Points: 97 (15d8+30)

Speed: 30 ft

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

Saving Throws: Dex +5, Int +7, Wis +5

Skills: Arcana +7, Perception +5

Damage Resistances: bludgeoning, piercing from non-magical weapons

Damage Vulnerabilities: Fire

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: passive Perception 15

Languages: can speak telepathically with its summoner

Challenge: 7 (2,900 XP)

Elder Spellcaster. The arbormancer is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks).

Cantrips (at will): *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *animal friendship*, *entangle*, *healing word*.

2nd level (3 slots): *hold person*, *Lesser Restoration*

3rd level (3 slots): *counterspell*, *dispel magic*, *speak with plants*

4th level (3 slots): *dominate beast*, *hallucinatory terrain*

Weapons of the earth. At the beginning of its turn, if the arbormancer is not holding its thorn staff it creates one as a part of its action at the beginning of its turn. If the arbormancer is forced to drop their weapon it simply disintegrates.

ACTIONS

Multiattack. The arbormancer makes two melee attacks.

Thorn staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+2) piercing damage plus 8 (2d8) poison damage.

Blazing Archer of Milshara

The Zaraddan commands the armies of the Shaitan in their ongoing wars of conquest. Chief among their elite units are the blazing archers of Milshara. These unflinching bowmen are as deadly with their blades as they are with their flaming bows.

Blazing Archer of Milshara

Medium Elemental

Armor Class: 13 (natural armor)

Hit Points: 30 (5d8+5)

Speed: 30 ft

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

Skills: Perception +3

Damage Vulnerabilities: cold

Damage Immunities: fire, poison

Condition Immunities: poisoned

Senses: Darkvision 60 ft, passive Perception 13

Languages: can speak telepathically with its summoner

Challenge: 1 (200 XP)

Death Burst. When the Warrior dies, it explodes in a burst of flame. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Weapons of Flame. At the beginning of its turn, if the Warrior is not holding its weapon, it creates one as a free action. If the warrior is forced to drop their weapon it simply dissipates into ash.

ACTIONS

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

Bow of Flame. *Ranged Weapon Attack:* +4 to hit, range 120 ft., one target. *Hit:* 9 (1d10+4) fire damage.



Champion of the Heart Wood

The unheralded protectors of the Green, the champions of the Heart Wood resemble very tall, gangly humanoids made of wood, looking very much like walking trees. While not as tall or strong as Kratae, they are all his sapling offshoots, and possess his aggressive manner. Champions of the Heart Wood will use the full force of their might but will not attempt to kill any enemy outright. Attacking with two thick tree limbs, they will bludgeon an opponent unmercifully, until they are incapacitated and then move on to the next target.

Champion of the Heartwood

Large plant

Armor Class: 13 (natural armor)

Hit Points: 84 (12d10+24)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	15 (+2)	10 (0)	14 (+2)	8 (-1)

Damage Resistances: lightning

Damage Immunities: poison

Condition Immunities: blinded, deafened, exhaustion

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages: can speak telepathically with its summoner

Challenge: 2 (450 XP)

Regeneration. The champion of the heartwood regains 5 hit points at the start of its turn. If the champion takes cold or fire damage, this trait doesn't function at the start of the champion's next turn. The champion dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The Champion of the Heartwood makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 +6) bludgeoning damage.

Ice Giants of Gayal

The Mad King's armies subjugated a number of realms and lands adjacent, cosmically speaking, to his. One of these is the Realm of Eternal Frost known as Gayal and home to the fearsome Ice Giants. Though rare, the Marshal of the Crashing Waves has made use of these behemoths on occasion.

Ice Giant of Gayal

Huge Elemental

Armor Class: 13 (natural armor)

Hit Points: 66 (7d12+24)

Speed: 30 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	16 (+3)	10 (0)	10 (0)	8 (-1)

Damage Immunities: Cold, poison

Condition Immunities: exhaustion, poisoned

Senses: passive Perception 13

Languages: can speak telepathically with its summoner

Challenge: 2 (450 XP)

Weapons of Ice. At the beginning of its turn if the Ice Giant is not holding its Ice Maul it creates one as a free action. If the Giant is forced to drop their weapon it simply dissipates into frosty mist.

ACTIONS

Ice Maul. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 +4) bludgeoning damage.

Ice Javelin. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 13 (3d6+3) piercing damage. (Ice Javelins are created as part of the attack, dissipating to frosty mist at the start of the Ice Giant's next turn).

Molten Tiger

These molten horrors are as large as a horse and as ferocious as their counterparts living upon Arcanis. One of the Shaitan's coteries is dedicated to the breeding and training of these fearsome creatures. Entire packs of molten tigers are known to join the armies of the Sheykh when marching to battle and the sight of their charge is often enough to break the morale of the enemy.

Molten Tiger

Large Elemental

Armor Class: 12

Hit Points: 52 (7d10+14)

Speed: 40 ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Skills: Perception +3,

Damage Immunities: fire, poison

Condition Immunities: exhaustion, poisoned

Senses: passive Perception 13

Languages: can speak telepathically with its summoner

Challenge: 2 (450 XP)

Pounce. If the molten tiger 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 molten tiger can make one bite attack against it as a bonus action.

ACTIONS

Molten Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 5) piercing damage plus 2 (1d4) fire damage.

Burning Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 5) slashing damage plus 2 (1d4) fire damage.



Monolithic Juggernaut

Considered by many of the beings in Lord Gorum's realm to be the most brutal shock troopers in his arsenal, the Monolithic Juggernauts are the last survivors of a realm lost to the forces of Chaos. Their once idyllic world is now a roiling sea of ever-changing matter, incessantly reshaping and reforming itself to such an extent that it can no longer sustain life. The monoliths' memory are long and the image of their dead world is constantly with them when they wade into battle.

This memory has made them implacable, and at times sadistic, adversaries towards their chaotic foes. When a leader of the Chaos forces is defeated, the Juggernaut that slayed it skins the hide from its face and wears it to strike fear in the enemy forces.

Monolithic Juggernaut

Huge Elemental

Armor Class: 12

Hit Points: 75 (8d12+27)

Speed: 20 ft, 20 ft burrow

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	16 (+3)	10 (0)	10 (0)	8 (-1)

Damage Immunities: acid, poison

Condition Immunities: exhaustion, frightened, petrified, poisoned

Senses: passive Perception 13

Languages: can speak telepathically with its summoner

Challenge: 2 (450 XP)

ACTIONS

Stone Fist. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 +6) bludgeoning damage.

Pyromancer from the Realm of the Burnished Flame

Tall, elegant, and resplendent in their enameled red and gold vestments, the pyromancers of the Burnished Flame are canny, intelligent creatures of solidified fire, whose only imperative is to follow the commands of the Sheykh of the Shaitan Empire with the fervor of a zealot.

Like other arcane casters from the Inner Realms, the pyromancers' mastery of their element is unparalleled. The artistry of their magic is tainted by a sadistic streak, as they enjoy inflicting as much pain and terror in their foes as possible, before killing them. This has led to those few that can withstand their onslaught turning the tables on them and escaping their grasp, much to the Sheykh's displeasure.

Protector of the Eternal Green

Medium Plant

Armor Class: 13 (natural armor)

Hit Points: 30 (5d8+5)

Speed: 30 ft

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

Skills: Perception +4

Damage Resistances: bludgeoning, piercing from non-magical weapons

Damage Vulnerabilities: Fire

Damage Immunities: poison

Condition Immunities: poisoned

Senses: passive Perception 14

Languages: can speak telepathically with its summoner

Challenge: 1 (200 XP)

Regeneration. The protector regains 5 hit points at the start of its turn. If the protector takes fire damage, this trait doesn't function at the start of the protector's next turn. The protector dies only if it starts its turn with 0 hit points and doesn't regenerate.

Weapons of Wood. At the beginning of its turn if the protector is not holding its staff of thorns it creates one as a free action. If the protector is forced to drop their weapon it simply dissipates into loose twigs.

ACTIONS

Staff of Thorns. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 +1) bludgeoning damage plus 5 (1d10) poison damage.

Pyromancer from the Realm of the Burnished Flame

Medium Elemental

Armor Class: 14 (natural)

Hit Points: 78 (13d8+26)

Speed: 30 ft

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

Saving Throws: Dex +5, Int +7, Wis +5

Skills: Arcana +7, Perception +5

Damage Vulnerabilities: cold

Damage Immunities: fire, poison

Condition Immunities: exhaustion, poisoned

Senses: passive Perception 15

Languages: can speak telepathically with its summoner

Challenge: 7 (2,900 XP)

Elder Spellcaster. The pyromancer is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks).

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *burning hands, hellish rebuke*

2nd level (3 slots): *scorching ray, flaming blade*

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

4th level (1 slot): *fire shield*

Weapons of flame. At the beginning of its turn, if the pyromancer is not holding its fire sword, it creates one as a part of its action at the beginning of its turn. If the pyromancer is forced to drop their weapon it simply bursts into smoke.

ACTIONS

Multiattack. The Pyromancer makes two melee attacks.

Fire Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+5) fire damage

Protector of the Eternal Green

Resembling scarecrows made of sticks, twigs, and vines, the protectors of the Green are the essence of nature given form, sprouting from the very earth and doing what they must to protect their verdant environment.

Slayer of the Steel Wind

The ruling castes of Zephyrs live in relative prosperity and luxury in the upper strata of the realm, but the lower levels are quite different. There the air is stagnant and thick, as the constant winds felt at the upper levels are not as prevalent the deeper one descends. It is there that the fetid Slayers of the Steel Wind live and train.

Slayer of the Steel Wind

Medium Elemental

Armor Class: 14

Hit Points: 50 (10d8+10)

Speed: 30 ft, fly 30 ft

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

Damage Immunities: lightning, poison

Condition Immunities: exhaustion, poisoned

Senses: passive Perception 13

Languages: can speak telepathically with its summoner

Challenge: 2 (450 XP)

Weapons of Wind. At the beginning of its turn, if the Slayer is not holding its sword it creates one as a free action. If the slayer is forced to drop their weapon it simply dissipates into mist.

ACTIONS

Multiattack. The Slayer of the Steel Wind makes two melee attacks: one with its sword and one with its dagger. Or it makes two ranged attacks by throwing its daggers.

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

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

Warrior of Jehelka

Derisively called mud men, the warriors of Jehelka are natives of a realm in the Inner Planes and worship the Colossus of Jehelka as a god. These stony carapaced warriors are fanatical and attack with the fury of maddened zealots.

The warriors of Jehelka favor using a club-like weapon they call a crushing maul. The warriors can create this weapon using their connection to the elemental realm they call home. The maul has a religious significance to them, as it resembles the massive stone fists of their deity, the Colossus of Jehelka.

Terramancer from the Realm of the Solid Sky

Medium Elemental

Armor Class: 17 (natural)

Hit Points: 91 (13d8+39)

Speed: 25 ft, 25 ft burrow

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	18 (+4)	12 (+1)	9 (-1)

Saving Throws: Str +7, Con +6, Int +7

Skills: Arcana +7, Perception +4

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: passive Perception 14

Languages: can speak telepathically with its summoner

Challenge: 7 (2,900 XP)

Elder Spellcaster. The terramancer is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks).

Cantrips (at will): *elemental bolt (earth only)*, *light*, *mage hand*, *prestidigitation*, *acid splash*

1st level (4 slots): *earth spikes**, *longstrider*

2nd level (3 slots): *acid arrow*, *earth shield†*, *spike growth*

3rd level (3 slots): *counterspell*, *meld into stone*, *slow*

4th level (2 slots): *stone shape*, *stoneskin*

Weapons of Stone. At the beginning of its turn, if the Terramancer is not holding its earthen maul it creates one as a part of its action at the beginning of its turn. If the terramancer is forced to drop their weapon it simply disintegrates into dust.

ACTIONS

Multiattack. The Terramancer makes two melee attacks Earthen maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+5) bludgeoning damage

Warrior of Jehelka

Medium (Earth) Elemental

Armor Class: 16 (natural armor)

Hit Points: 33 (6d8+8)

Speed: 25 ft, 25 ft burrow

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

Skills: Perception +3

Damage Immunities: acid, poison

Condition Immunities: petrified, poisoned

Senses: Darkvision 60 ft, passive Perception 13

Languages: can speak telepathically with its summoner

Challenge: 1 (200 XP)

Death Burst. When the Warrior dies, it explodes in a shower of stone. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Weapons of Stone. At the beginning of its turn, if the Warrior is not holding its crushing maul it creates one as a free action. If the warrior is forced to drop their weapon it simply disintegrates into dust.

ACTIONS

Crushing Maul. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 +4) bludgeoning damage plus 4 (1d8) thunder damage.

Terramancer from the Realm of the Solid Sky

These four-legged creatures, appearing like a boulder with appendages, are more likely to be mistaken as warriors than casters. This mistake has cost their enemies dearly as they quickly discover acid arrows, elemental bolts, and spikes that spontaneously erupting from the ground inflicting heavy casualties.

Lord Gorum's terramancers are slow and deliberate when taking action, but they use this time to formulate a strategy that will maximize their actions. Though they show no mercy when facing the forces of Chaos, the terramancers will use restraint when confronted with foes from the Mortal Realms, unless specifically instructed to use lethal force by the summoner.

Warrior of the Crashing Waves

Swearing fealty to their Mad King, these warriors are trained to protect their realm from invaders of adjacent kingdoms in their native plane or from those of other realms of existence. These warriors fight to the death, neither giving quarter nor asking for any.

The warriors have a particular hatred for all things of and associated with the Realm of the Burnished Flame. The Sheykh's ambitions have made him a scourge among the Inner Realms, as the various elemental planes are plundered for resources to fill his coffers and sustain his war machine. If there is a Kelekene or one of the Nier val allied with the Berokene warlock that summoned them, the Warrior of the Crashing Wave may refuse to assist them or simply return to their watery realm.

The warriors are seasoned warriors, veterans of a thousand campaigns waged by the Mad King. One of the greatest was against the Realm of the Ravenous Deep, an adjacent elemental plane filled with predatory creatures and ruled by Vardaka, the Megalodon.



Warrior of the Crashing Waves

Medium (Water) Elemental

Armor Class: 13 (natural armor)

Hit Points: 36 (6d8+6)

Speed: 30 ft, 60 ft swim

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

Skills: Perception +3

Damage Vulnerabilities: Fire

Damage Immunities: Cold, poison

Condition Immunities: poisoned

Senses: Darkvision 60 ft, passive Perception 13

Languages: can speak telepathically with its summoner

Challenge: 1 (200 XP)

Death Burst. When the Warrior dies, it explodes in a shower of ice cold water. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) cold damage on a failed save, or half as much damage on a successful one.

Weapons of Water. At the beginning of its turn, if the Warrior of the Crashing Waves is not holding its icy trident it creates one as a free action. If the warrior is forced to drop their weapon, it falls to the ground and quickly melts into a puddle of water which is instantly reabsorbed by the Warrior.

ACTIONS

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

Hydroblast. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (1d10+2) bludgeoning damage.

Zephyr Warrior

Raised from the darker, lower strata of their realm, the zephyr warriors are beholden to the Tiar for the better quality of life they and their families enjoy. For this, they train incessantly to defend her realm from all invaders.

The warriors have a particular hatred for all things of and associated with the Realm of the Burnished Flame. The Sheykh's ambitions have made him a scourge among the Inner Realms, as the various elemental planes are plundered for resources to fill his coffers and sustain his war machine. If there is a Kelekene or one of the Nier val allied with the Berokene warlock that summoned them, the Warrior of the Crashing Wave may refuse to assist them or simply return to their watery realm.

Zephyr Warrior

Medium (Air) Elemental

Armor Class: 14 (natural armor)

Hit Points: 30 (5d8+5)

Speed: 30 ft, 30 ft fly

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

Skills: Perception +3

Damage Vulnerabilities: acid

Damage Immunities: lightning, poison

Condition Immunities: poisoned

Senses: Darkvision 60 ft, passive Perception 13

Languages: can speak telepathically with its summoner

Challenge: 1 (200 XP)

Death Burst. When the Warrior dies, it explodes in a shower of sparks. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Weapons of Wind. At the beginning of its turn, if the Zephyr Warrior not holding its wind whip it creates one as a free action. If the warrior is forced to drop their weapon it simply dissipates into mist.

ACTIONS

Wind Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 3 (1d6) lightning damage.

Steal Breath (Recharge 6). As an action the Zephyr Warrior chooses one creature within 30 feet to make a Constitution saving throw or be stunned till the beginning of the Zephyr Warrior's next turn. Osalikene elorii and creatures who do not need to breathe are immune to this effect.

New Animal Companion

The Selash

These creatures are a special breed of hound that the elorii domesticated millennia ago. The Selash are hairless canines with a large head and bone crunching jaws. They are intensely loyal to their owner and have a keen sense of smell that allows them to track like a common bloodhound. In all other respects, they behave like normal dogs.

Elorii may take the Master of the Hounds Ranger Archetype but are restricted to having a Selash as their favored hound.

Selash

Medium Beast

Armor Class: 13

Hit Points: 5 (1d8+1)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills: Perception +3

Senses: passive Perception 13

Languages: --

Challenge: 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 11) until the grapple ends. The Selash cannot attack with it's with its bite as long as it has a creature grappled.

UNIQUE ELEMENTAL BEINGS

Much like high elementals, these beings cannot be summoned by normal means. Summoning one of these creatures should be a harrowing affair, which always comes with great risk to you and your allies.

Colossus of Jehelka

The Colossus of Jehelka is a truly monstrous being standing over forty feet in height. Its physiognomy consists of a head with four faces, four arms sprouting from its torso and four legs, which make it difficult, if not impossible, to topple. The Colossus is worshipped as a god on the world of Jehelka, one of the Inner Spheres aligned closely with the elemental realm of earth. Its divinity is questioned by Mârokene theologians as no evidence of it granting divine power to its followers has ever been found.

The Colossus of Jehelka

Gargantuan elemental

Armor Class: 14 (natural armor)

Hit Points: 410 (20d20+200)

Speed: 30 ft, burrow 30 ft

STR	DEX	CON	INT	WIS	CHA
35 (+12)	8 (-1)	30 (+10)	1 (-5)	11 (+0)	5 (-3)

Skills: Perception +5

Damage Immunities: Poison

Condition Immunities: exhaustion, paralyzed, petrified, poisoned, unconscious

Senses: Tremorsense 60 ft., darkvision 60 ft., passive Perception 15

Languages: can speak telepathically with its summoner

Challenge: 14 (11,500)

Unstoppable. The Colossus cannot be subject to forced movement, and its speed cannot be increased or reduced by any external means. It ignores difficult terrain and obstacles up to a quarter of its height.

Relentless. Once an enemy has been identified to the Colossus by its summoner, it will not stop until that enemy is destroyed. If that enemy flees, it will pursue them without care of the damage it causes to bystanders, terrain, or its allies. The Colossus cannot be dismissed until all its identified enemies are slain, or until the end of the encounter.

Juggernaut. The Colossus deals double damage to structures and objects.

ACTIONS

Multiattack. The Colossus may make up to 4 Slam attacks. No more than 2 attacks may be made against a single target.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 90 (12d12 + 12) bludgeoning damage.

Roar of the Rockslide. All creatures within 30 feet of the Colossus must make a DC 18 Constitution saving throw or take 32 (3d12+12) bludgeoning damage and be pushed 20 feet away from the Colossus. Creatures that fail this save must also make a DC 18 Wisdom saving throw or become frightened. An affected creature may make a save at the end of each of its turns to end this condition. Structures and objects within range take the damage but are pushed only if not secured.

LEGENDARY ACTIONS

The Colossus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Colossus regains spent legendary actions at the start of its turn.

Overrun. (2 Actions): The Colossus moves its speed in a straight line towards a designated enemy. It may move through the spaces of creatures smaller than it in its path; those creatures must make a DC 18 Dexterity saving throw or take damage as if struck by a Slam attack. Structures and objects within this path are struck as well.

Demolish. The Colossus makes two Slam attacks against a structure or object within its reach.

Harden. The Colossus's speed becomes 0 until the end of its next turn, and it gains Resistance to all damage.

Exurapas, the Ancient Phoenix

If there is a Creator of the inner realms, then many of those living on the fire realms believe that it is the Ancient Phoenix. According to their creation myth cycles, the Ancient Phoenix, laid its eggs across the membrane of the still cooling universe, dying in the process. The heat from the boiling core of creation had receded, but enough of it remained to not only create the primal realm of fire but to also complete the gestation of the eggs that hatched to become the various realms.

The first born on each of these fiery realms was the Ancient Phoenix, reborn and spreading life across the world. When catastrophe would strike resulting in a global extinction, the Ancient Phoenix would die and be reborn from its own ashes, to once again spread life to the land. Since the last extinction that gave rise to the beings on the Realm of Burnished Flame, the current incarnation of the Ancient Phoenix was befriended by the immortal Sheykh and named Exurapas.

Exurapas, the Ancient Phoenix

Gargantuan elemental

Armor Class: 20 (natural armor)

Hit Points: 280 (16d20+112)

Speed: 10 ft; fly 100 ft (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	28 (+9)	18 (+4)	18 (+4)	19 (+4)	20 (+5)

Skills: Perception +7

Damage Vulnerabilities: cold

Damage Immunities: Fire

Senses: Darkvision 120 ft., passive Perception 19

Languages: can speak telepathically with its summoner

Challenge: 14 (11,500)

Living Inferno. Exurapas attacks all living creatures within sight when summoned, save its summoner. The summoner may make a DC 30 Charisma (Persuasion) skill check to convince Exurapas to spare certain creatures. If this check is failed, Exurapas will consider those creatures foes as well.

Light Emission. Exurapas emits a brilliant light within a 100-foot radius centered on it. Within this light, all shadows are banished, and magical darkness is automatically dispelled.

Heat Exhaustion. Whenever a creature starts its turn within 20 feet of Exurapas, they must make a DC 18 Constitution saving throw. On a failure, that creature gains one level of Exhaustion. Creatures with Resistance or Immunity to fire are immune to this effect.

ACTIONS

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. **Hit:** 30 (6d8 + 9) piercing damage.

Fan the Flames. Each creature in a 50-foot cone must make a Dexterity saving throw. A creature takes 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

LEGENDARY ACTIONS

Exurapas can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Exurapas regains spent legendary actions at the start of her turn.

Momentum. Exurapas moves its speed.

Fire Storm. (2 Actions): Exurapas may cast the fire storm spell.

Wing Attack. Exurapas beats its wings. Each creature within 15 feet of it must succeed on a DC 18 Dexterity saving throw or take 17 (2d6 + 10) fire damage and be knocked prone. Exurapas can then fly up to half its flying speed.

Granbeier, the Bearded Vulture

Granbeier is the Tiar's favored pet. Its birth mother was found upon a nearby Realm that seemed to consist of nothing but mountain peaks and thick volumes of clouds. This creature attacked an expeditionary force led by the Wind of Blades while seeking food for its newly hatched chicks. Though the massive beast killed over a dozen Zephyr Warriors, the Wind of Blades and the remaining forces were able to strike it down. They discovered the creature's nest and while the hatched offspring proved too wild to tame, there was one unhatched egg left. This the champion took as a trophy to the Tiar who ordered the chick hatched and trained.

Granbeier, the Bearded Vulture

Gargantuan elemental

Armor Class: 17 (natural armor)

Hit Points: 310 (20d20+100)

Speed: 20 ft; fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	22 (+5)	3 (-4)	12 (+1)	9 (-1)

Skills: Perception +6

Senses: passive Perception 16 (Sight Based 21)

Languages: can speak telepathically with its summoner

Challenge: 14 (11,500)

Keen sight. Granbeier has advantage on Wisdom (Perception) checks that rely on sight.

Carrion Beast. At the end of the encounter, or when otherwise dismissed by its summoner, Granbeier will demand payment for its services before departing. This takes the form of carrion from at least 4 Medium-sized corpses or 1 Large corpse. The summoner may attempt a DC 30 Charisma (Persuasion) or Wisdom (Animal Handling) skill check to dissuade it from requiring this payment. Failing this check, or otherwise failing to provide the demanded payment, will result in Granbeier attacking the summoner to claim them as a meal.

ACTIONS

Multiattack. Granbeier may make two Claw attacks and a Beak attack.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 46 (8d8 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained. Granbeier may have up to two creatures grappled at a time in this way but may not land until the grapples end.

Beak. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 37 (6d8 + 10) piercing damage.

Rock Bomb. All creatures directly below Granbeier's space must make a DC 18 Dexterity saving throw, taking 53 (15d6) bludgeoning damage on a failed save, or half as much on a successful save. All creatures that fail the Dexterity saving throw must make a DC 18 Strength saving throw or be restrained until they spend an action to dig themselves out from the debris. To use this attack, Granbeier must fly adjacent to the ground, spend an action to gather material into its claws, then make the attack from a height of at least 50 feet.

LEGENDARY ACTIONS

Granbeier can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Granbeier regains spent legendary actions at the start of its turn.

Swift as the Wind. Granbeier moves its speed.

Wing Attack. Granbeier beats its wings. Each creature within 15 feet of it must succeed on a DC 18 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Granbeier can then fly up to half its flying speed.

Flyby Attack. (Costs 2 Actions): Granbeier flies in a straight line, making a Claw attack against each foe within reach during its move.

Kratae, the Great Hawthorne

It is said that Kratae, the Great Hawthorne, was once a sapling offshoot of the first tree that sprang to life under Belisarda's love. Along with its other seedlings, Kratae grew tall and powerful, protective of the creations of the Mother, but also proud and vain of its long life and gifts bestowed upon it by Belisarda. As penance for its prideful conduct, Kratae was tasked with coming to the aid of those who called through the Life Web and render aid until it learned its lesson in humility.

Kratae, the Great Hawthorne

Gargantuan elemental

Armor Class: 12 (natural armor)

Hit Points: 488 (25d20+225)

Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	28 (+9)	16 (+3)	30 (+10)	14 (+2)

Skills: Perception +7

Damage Resistances: bludgeoning, piercing

Damage Vulnerabilities: fire

Senses: passive Perception 20

Languages: can speak telepathically with its summoner

Challenge: 14 (11,500)

Ancient Pride. Kratae refuses to follow any commands issued by its summoner. The summoner may make a DC 30 Charisma (Persuasion) to rephrase a command as a request that Kratae will accept and follow.

Protector of Life. Kratae will automatically seek to heal any living thing that is making death saving throws. Anyone (including the summoner and their allies) who attempts to kill any living thing within sight of the Great Hawthorne will be considered a foe until the end of the encounter. Should someone succeed in killing an opponent, Kratae will make every attempt to knock them unconscious. If successful, Kratae will return to the Plant Lords with the offender until they complete enough acts of penitence to appease Kratae.

Connected to the Green. Kratae may use any plant life within 100 feet as the point of origin for its spellcasting. Additionally, it may teleport anywhere within 100 feet as a bonus action, if it is connected to the target area by plant life.

Spellcasting. Kratae is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 23, +15 to hit with spell attacks). Kratae has the following spells prepared:

Cantrips (at will): *sacred flame, spare the dying, thaumaturgy*
1st level (4 slots): *bless, cure wounds, sanctuary, smite heretic*
2nd level (3 slots): *calm emotions, lesser restoration, prayer of healing, scorching radiance*
3rd level (3 slots): *beacon of hope, mass healing word, revivify, spirit guardians*
4th level (3 slots): *death ward, guardian of faith*
5th level (3 slots): *aura of life, greater restoration, mass cure wounds, righteous edict*
6th level (1 slot): *heal*
7th level (1 slot): *regenerate, resurgence*
8th level (1 slot): *holy aura*
9th level (1 slot): *mass heal*

ACTIONS

Multiattack. Kratae makes two slam attacks.

Slam. *Melee Weapon Attack.*: +15 to hit, reach 10 ft., one target. *Hit:* 43 (10d6 + 8) bludgeoning damage.

LEGENDARY ACTIONS

Kratae can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Kratae regains spent legendary actions at the start of its turn.

Spread the Green. Kratae causes vibrant plant life to sprout up within a 100-foot radius of it.

Words of Healing. Kratae casts healing word as a 5th-level spell.

Green Fury. Kratae may cast sacred flame and use its Connected to the Green teleport ability, either before or after casting.

Vardaka, the Megalodon

Once the master of an entire realm, Vardaka the Megalodon ruled the predatory Realm of the Ravenous Deep without rival. Larger and more vicious than any another creature, even other megalodons feared the king of the deep. Its unquestioned rule came to an end when word of Vardaka's existence reached the Mad King of the Crushing Depths.

The insane monarch determined that only such a magnificent beast was worthy of being his pet and invaded the adjacent watery realm with the full force of his military. The Mad King's campaign resulted in the extinction of most of the predators of that ocean realm, with the remainder captured and taken back to his domain. So much blood and carrion filled the ocean that it drove Vardaka mad, its instincts overwhelmed and paralyzing it with inaction.

The Mad King returned to the Crushing Depths in triumph, riding the megalodon down the main avenue of his capital city, and using Vardaka as his throne for years until he tired of the great shark devouring supplicants and dignitaries from other realms. Vardaka remains the Mad King's personal steed and is equipped with a strangely modified saddle to allow a rider to use the huge shark as a mount.

Vardaka, the Megalodon

Gargantuan elemental

Armor Class: 18 (natural armor)

Hit Points: 280 (16d20+112)

Speed: 0 ft; swim 60 ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	25 (+7)	2 (-4)	14 (+2)	7 (-2)

Skills: Perception +7

Damage Immunities: cold

Senses: Blindsight 30 ft., Darkvision 60 ft., passive Perception 17

Languages: can speak telepathically with its summoner

Challenge: 14 (11,500)

Mount of the Mad King. Vardaka will allow one being, specified by the summoner, to ride upon her back and for one encounter only.

Blood Frenzy. If a living creature receives slashing or piercing damage, or otherwise bleeds while in water within 1 mile of Vardaka, she may become uncontrollable. The rider must make a DC 25 Wisdom (Animal Handling) skill check. Failure indicates that Vardaka has frenzied and will attack the nearest living creature (friend or foe) until it's swallowed. Once Vardaka frenzies, the rider may attempt a DC 30 Wisdom (Animal Handling) skill check to control her until the start of their next turn.

Water Breathing. Vardaka can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 45 (5d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and Vardaka can't bite another target.

Swallow. Vardaka makes one bite attack against a Medium or smaller creature she is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Vardaka, and it takes 32 (8d6) acid damage at the start of each of her turns. If Vardaka takes 30 damage or more on a single turn from a creature inside it, she must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of her. If she dies, a swallowed creature is no longer restrained by her and can escape from the corpse by using 30 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 24 (2d12 + 10) bludgeoning damage and the target is pushed 20 feet away from Vardaka.

LEGENDARY ACTIONS

Vardaka can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vardaka regains spent legendary actions at the start of her turn.

Momentum. Vardaka moves her speed.

Vortex. (2 Actions): Vardaka surrounds her body with swirling water, granting herself heavy concealment.

Thrash. Vardaka makes a tail attack against all foes within reach. If she has frenzied, she instead makes a tail attack against all creatures.

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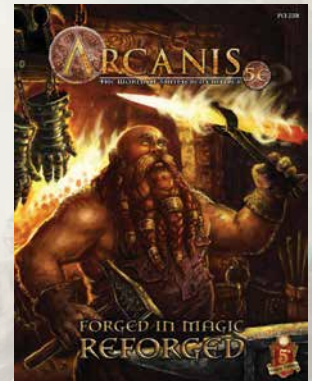


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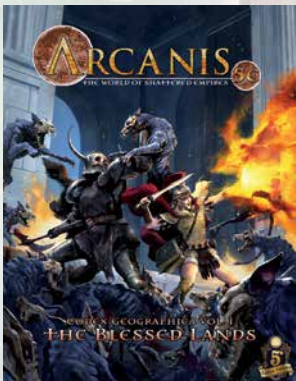
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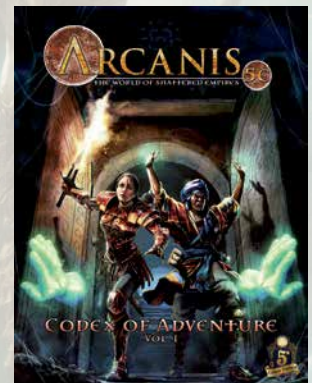
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