

VIGIL WATCH DROMYAS



SLARECIAN
-VAULT-

BASTION-CITY
OF THE MINOTAURS
BY JEREMY HOCHHALTER

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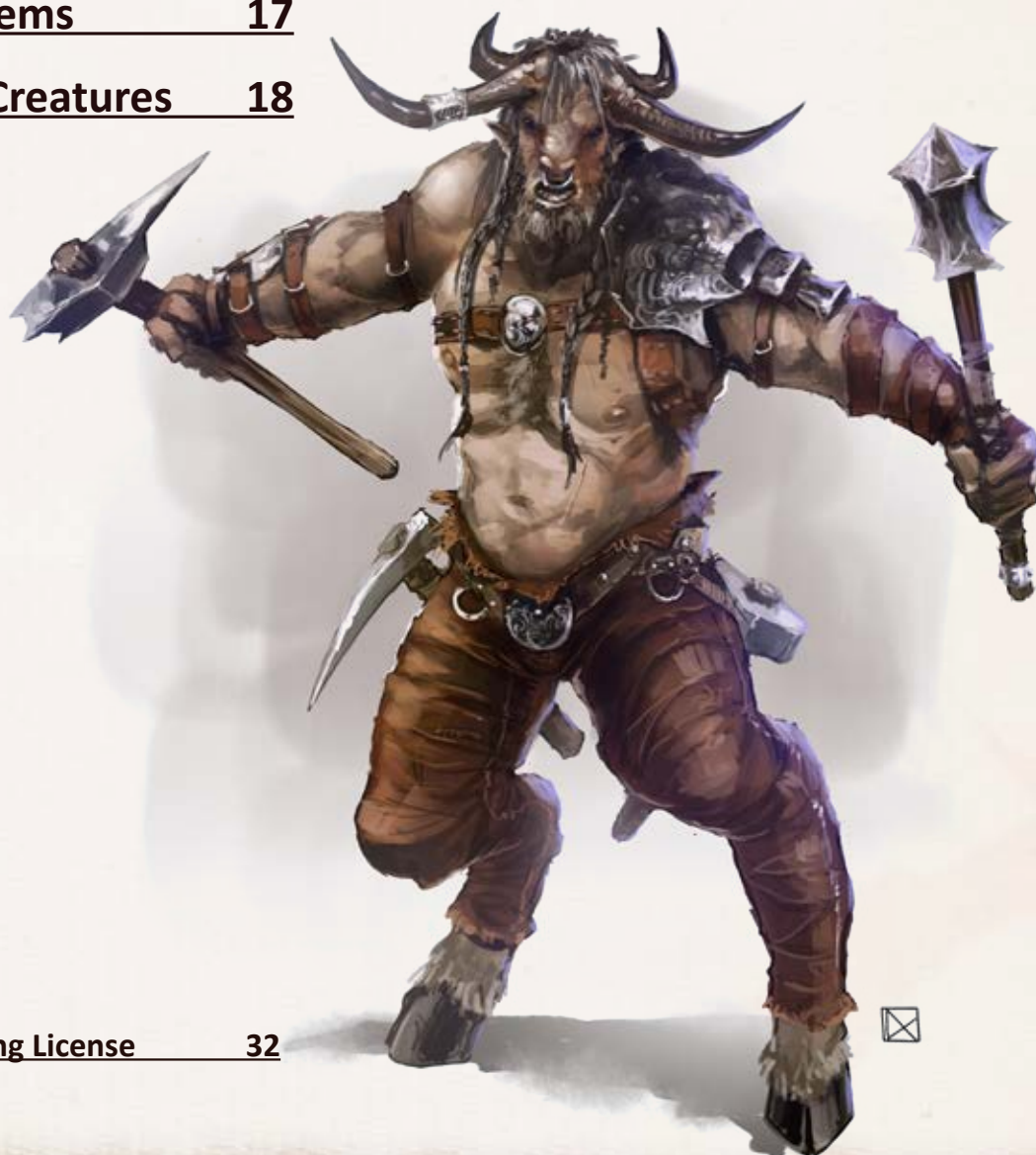
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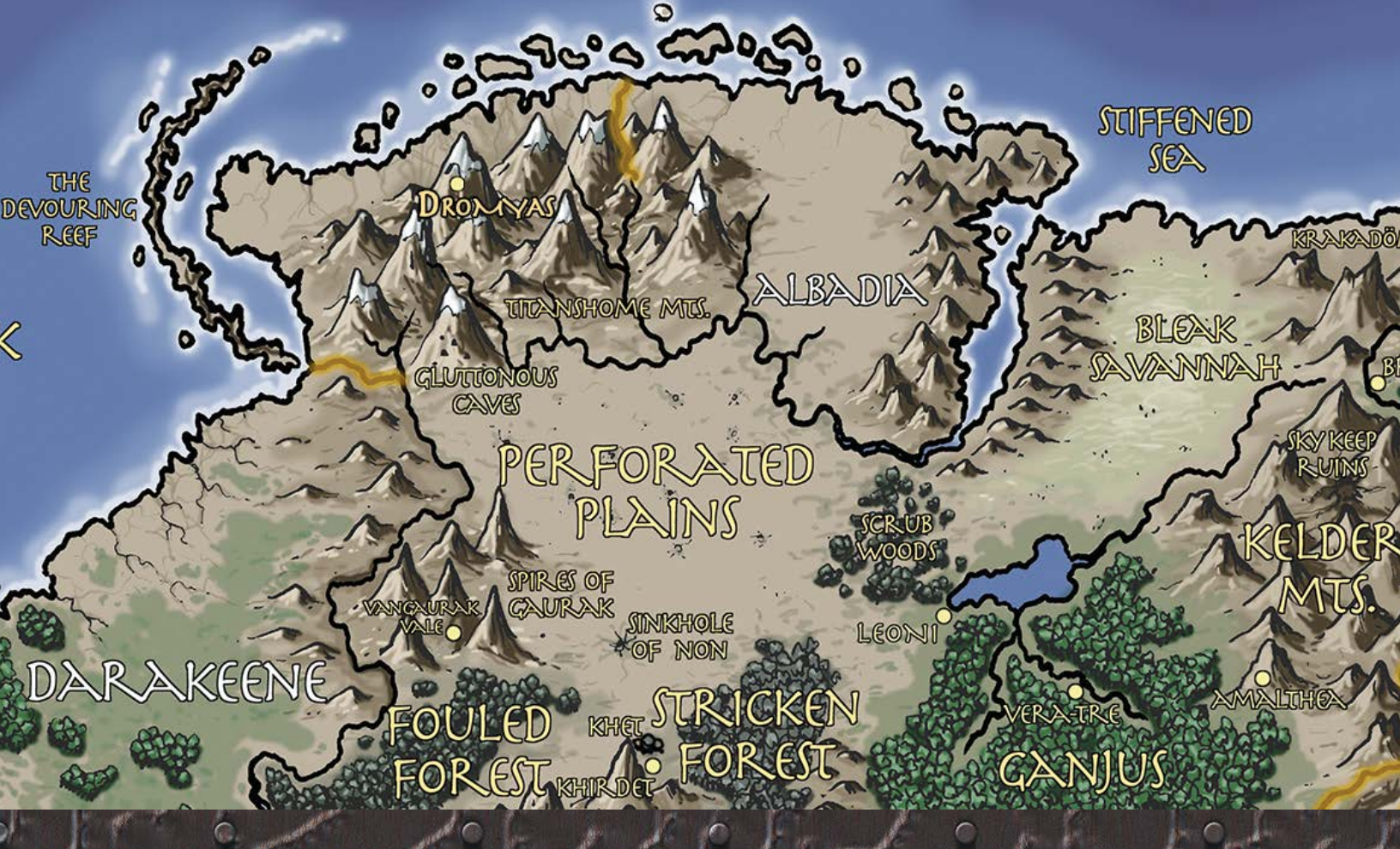
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DROMYAS

THE BASTION-CITY

Nestled into the stone high in the Titanshorne Mountains, Dromyas is the bastion-city of the minotaur. Though the minotaur may be encountered across the face of the world, as they seek to heal the damage that has been wrought to its lands, Dromyas is the center of minotaur society and culture. The outer city, which peers from under the cliffside high above, is enclosed by a 35-foot tall wall, with two gates that lead to roads which wind through the surrounding wilderness to villages in the region. Many of the buildings in the outer city are meant for travelers from outside Dromyas, visitors and merchants who come to the city. The bulk of the minotaur population lives in the inner city that lies under the mountain itself. A large keep blocks the way into the mountain beyond the Aegis Gate, and while visitors are welcome, the keep can easily

defend from incursion into the city. Though the living spaces within the inner city are reserved for the minotaurs which call Dromyas home, a great number of the dwarven population have taken up residence in available housing in the inner city. A small populace of elves also dwells within the inner city. As children of Denev, elves are welcomed as sisters and brothers into the walls of Dromyas, though many do not choose to reside in the mountain stronghold.

The walls which surround the Outer City are manned by City Watch, with rooms spaced along its length that are accessible from the city-side of the wall, with arrow slits that peer out on the wilderness beyond. Watch guards also patrol the walkway atop the walls, and the massive iron-bound oak gates that can seal the Outer City off from intrusion.

The city itself was obviously built for a much larger population, several times than it holds today, with many

streets completely abandoned. This is largely in part to the near extinction of the minotaurs during the Divine War, a process that has been slow to reverse. The defensive walls and towers that ring the city, as well as the keep, the Aegis Gate, and much of the inner city, were raised and sculpted from the mountain itself using magic. Those original structures have a unique aesthetic that reflects both function and beauty in nature. Stout and dependable, these stoneworks are reminiscent of the strength of dwarven stonework, yet with an aesthetic vision that cannot be mistaken for dwarven craft. Structures erected since the Divine War were crafted by hand and have differing aesthetics. Such buildings make up less than one-tenth of the bastion-city and have often been built for their function rather than beauty.

Most buildings are one or two-stories in height, though some like the Palm of the Earthmother, the Cradle, and the Violet Rose are three stories or more.

Sunlight pours through the Aegis Gate and over the guardian keep throughout the day, all year long. The mountainside on which Dromyas was built faces south, and the sun never creeps far enough in the sky to not illuminate the city within the stone. In addition, natural shafts in the stone high about the Inner City allow soft light to filter in, helping to illuminate the bastion-city throughout the day. Torches, lanterns, and magical glow globes light the shadows during the day and brighten the streets at night.

LOCATIONS

The bastion-city is separated by the wall of the mountain into the Outer and Inner City. Districts are seemingly laid out haphazardly, though that is how the minotaurs like it. No one wants to walk through a city of this size just to get a new tunic or their ax sharpened, so many neighborhoods have the amenities needed for that area, which also keeps shop owners in business.

THE AEGIS GATE

The massive gateway that separates the outer city from the inner stands 80 feet tall and double that across, allowing sunlight to cascade in over the city in the mountain. Those who have not witnessed the Aegis Gate closed note that the edges of the portal are smooth, and the most astute observers may notice the fine seams that outline the 20-foot thick stone doors that slide into the mountain on either side.

On the inner-city side of the Aegis Gate, two massive statues, one of a highland minotaur and one of a lowland minotaur, rest with one on either side of the gateway. Called the Sentinels, the stone minotaurs stand 70 feet high, and are rumored to be powerful golems, or perhaps even earth elementals that have devoted their service to the city. When the Aegis Gate must be closed, each of the statues begins

DROMYAS

Large city (metropolis), neutral good

Population: 9,500 minotaur, 1,600 dwarves (mostly Kelder), 900 elves (Ganjus), 500 humans

Government: Elective matriarchy

Ruler: The Sovereign Mother

Defense: High walls, mountain keep, City Watch

Commerce: Powerful trade city (copper, *fangstooth*, fish, minerals, peat, tin)

Organizations: Merchant and artisan guilds

Primary Languages: Titan Speech, Albadian, Darakeene

Primary Worship: Denev, the Children of the Earthmother (Corean, Hedrada, Tanil, Urkanthus, Hwyrdd)

Resources: Stone, ores, gems, fabrics

Allies: Darakeene (trade agreements), Uria, the Gleaming Valley

Enemies: Titanspawn of the Titanshome Mountains

Notable NPCs

The Sovereign Mother Auhmah (NG female highland minotaur)

Soirsa (NG female paragon bear)

Captain of the City Watch Ithnaght Sure-Eye (LG male lowland minotaur **knight**)

to move, dragging their hands over the smooth stone of the inner wall. Their motion moves the doors, sealing off the inner city from the world beyond. Though the city has never been successfully invaded, sages have suggested the idea that the Sentinels would be another line of defense should the seemingly impervious gate be broken, though this idea has never been substantiated.

THE KEEP

Between the Aegis Gate and the Inner City stands the keep, a citadel crafted from the mountain rock, and the last defense against intrusion. Though impressive to look at, the keep was constructed for functionality. It houses the City Watch, and allows defenders to hold the line against attackers. Arrow slits sit high in the face of the keep, looking down onto the open space between the Aegis Gate and the three gateways that, when open, allow passage into the inner city. These passages, too, are lined with arrow slits, and each has three portcullises that are able to seal off their lengths, trapping those within. Small holes dot the ceilings of the passageways, through with hot oil can be poured, coating those below, before archers ignite the fuel with flaming arrows.

DROMYAS

BASTION-CITY OF
THE MINOTAURS



NOTABLE LOCATIONS

- | | |
|----------------------------|-------------------------|
| 1) THE AEGIS GATE | 6) THE VIOLET ROSE |
| 2) THE KEEP | 7) THE CANTANKEROUS COW |
| 3) PALM OF THE EARTHMOTHER | 8) SALT MINES |
| 4) THE CRADLE | 9) GRIMMALG'S |
| 5) THE BATH HOUSE | 10) WATCH TOWER |

DEOWULLIAN

Deowullian, or Mother's Gift, rises from the stone floor of the inner city, standing well over 100 feet high, its branches reaching out over the courtyard in which it grows. The tree thrives within the mountain, though the sun that streams through the massive gate barely caress its large, heart-shaped pale green leaves. Those leaves emanate a soft glow, and when the gates to the inner city are sealed, or when the Sovereign Mother or one of the tree's tenders request it of Deowullian, that glow brightens and seems to flow through every street of the city, filling them with a pleasant radiance.

Once a year, long, narrow pods grow from Deowullian, and are harvested by the tree's tenders with the utmost care. These strange fruits are used in the brewing of potions of healing, as well as those that fight diseases and poisons. The tree itself has long proven resistant to disease and pests, though the concoctions created using its fruit are unable to stave off Asira's Syndrome.

PALM OF THE EARTHMOTHER

A grand temple and grounds dedicated to Denev, the Palm of the Earthmother, lies in the center of the inner city. A massive, willowy tree grows in the middle of the Palm, and is tended by those who live within the Palm. Called Deowullian by the minotaurs, the tree is the only known example of its species on Ghelspad and is said to be Denev's gift to the minotaurs. The Sovereign Mother resides within the Palm, as does much of the active clergy of Denev.

OTHER TEMPLES

Shrines to the children of Denev (Corean, Hedrada, Tanil, Urkanthus, and Hwyrdd) can be found throughout the inner and outer city, though none so grand as the Palm of the Earthmother. While worship of other gods is not restricted by minotaur society, there is no active locale within Dromyas for such. Titan worship, beyond that of Denev, is frowned upon for outsiders, and actively forbidden by residents of the bastion-city and its domain. There is a little-known exception to that rule, with a small sect of Golthain worshippers that exists in the city. The Sovereign Mother is aware of this group, and secretly supports it, though she does not spread word of its existence. Much knowledge of the origins of the connections to Golthain and the minotaurs have been lost to time, though certain secrets are passed from Sovereign Mother to her successor. Some trusted acolytes and villages elders are also included in this small group of truth-keepers, should the Sovereign Mother perish before being able to pass on the information.

THE CRADLE

Near the Palm of the Earthmother is a large compound, the Cradle, one that was built rather than formed by magic. The Cradle is now a medical center, one that teaches the use of herbs as well as magic, and can house hundreds of patients, though many of the patient rooms are long, wide halls filled with cots. The Cradle was built to deal with the crisis of Asira's Syndrome as it ravaged its way through the minotaur population during the Divine War. Though today it is a place of healing and peace, many rumors circulate of it being the most haunted locale in the region.

OTHER LOCATIONS OF NOTE

GRIMMALG'S

The go-to shop for those seeking provisions in the Outer City, Grimmelg's is run by the namesake's son, Threnalh, a minotaur-dwarf half breed. His mother, Urthgen, was a dwarven adventurer who frequented the city on her journeys and came to be in a relationship with Grimmelg. After Threnalh was born, Urthgen returned to her wandering ways, returning a few times a year to check on her son and lover. When she failed to return a few years ago, Grimmelg loaded up a pack mule with food and gear, and set off to find Urthgen, leaving Threnalh to run the shop. Grimmelg has not been heard from for many months, his correspondences to his son coming to a sudden halt, and rumor has it that he entered the Hornsaw Forest and disappeared.

THE BLIND ONE

Though it is not widely known, Golthain could be considered the father of the minotaur race, as Denev is understood to be their mother. Though the Faceless One only spoke with Denev about their creation, giving his opinion on this and that during the process, it was after the race walked the face of Scarn that his involvement truly became firsthand. It was with the titan's help that the minotaurs created their mindscape known as the Labyrinth, a demi-plane that only exists as thought. With his guidance, the minotaurs sculpted the twisting, winding walls that can entrap even the strongest of egos, giving them a non-lethal weapon they could use to disable their enemies, capturing

their bodies after their minds became trapped in the pseudo-real maze.

It is in honor of Golthain that a group of minotaurs devote themselves to the maintenance of the Labyrinth and worship the Blind One in secret. The most pious of these supplicants are called the Sightless, and they are noted by their lack of eyes, having removed them when taking their positions in the sect. What they lack in visual sight, however, they make up for in their mastering of the Labyrinth; the Sightless are called upon when a particularly powerful foe must be faced, and they have yet to lose such a battle.

THE CANTANKEROUS COW

The Inner City building that houses the oddly named tavern has had many owners and different names over the years. Currently, it is owned and operated by Shefoiw, a lowland minotaur who once sought adventure, but now only lives to craft fine ales and run the loudest, most unruly liquor house in Dromyas. Many noise complaints by neighbors and a constant clientele suggest that he is succeeding. Bare-fisted brawls often break out in the tavern, at which point the combatants are recommended (often forcefully) to take their problems into the small roped-off ring that sits at the center of the building. Shefoiw allows gambling on the fights, though only through his own bookmakers that linger around, waiting for an altercation to erupt, or causing them in the first place. The tavern keeps a cut of the winnings, a portion of which goes to the victor. Even the loser receives a free ale once they are revived. Fighting with weapons is strictly forbidden, however, and Shefoiw takes personal insult to those who would break the rules of his establishment.

THE BATH HOUSE

The largest building in Dromyas, other than the Cradle, the bath house is a series of interconnected rooms, most of which have large pools of steaming water. The baths are filled by hot springs from deep below the city, though some pools are kept warmer or cooler with magic for patron's preference. When she is entertaining guests or hosting meetings that do not require secrecy, the current Sovereign Mother enjoys meeting in one of the warmer pools in the bath house.

THE VIOLET ROSE

The minotaurs of Dromyas do not have nobility or royalty. The Sovereign Mother, the Matrons, and clan Elders or chieftains are the closest to such, though most do not set themselves above the people they lead. The idea of ruling over "lesser" beings is a strange, confusing concept to them.

Enter Aody Stumpfoot and Fandessalin Quirin, a Kelder dwarf and a Drendali elf, who seized upon an opportunity to rake in the cold, hard cash of nobles willing to pay for luxury "befitting their station" when visiting Dromyas. Both ladies served as servants in their former lives, and when they met in Dromyas, a kinship sparked between them. Using what little they had, they purchased a building that was once an inn before the plague took the previous owner, and spruced it up fine enough to entertain those willing to pay for what they expect, rather than what most minotaur inns offer. It is one of the only four-story buildings in Dromyas, and it has become quite the sight to see. Foreigners have been heard saying they would prefer to sleep in the large, immaculate stables of the Violet Rose rather than any of the minotaur-operated inns of the city.

Few minotaurs even bother to visit the establishment, though some who enjoy gambling may visit from time to time to see what winnings they may take from a noble's pocket.

Aody and Fandessalin (or Fande for short) act the simpering innkeepers with their clients but are both shrewd businesswomen who are equally capable of taking care of themselves, and each other.

SALT MINES

One reason so many dwarves have come to live within the Inner City of Dromyas is the discovery of strange salt mines within the mountain. Contracted by the bastion-city, dwarves and others willing to work in the mines have come from far and wide. Workers are well paid, as Dromyas does well in exporting the green-tinged salt that has a sour tang, and many have been given housing in the areas around the mine entrance on the north end of the Inner City.

COMMUNAL SPACES

Many areas of Dromyas have open squares or parks worked into the neighborhoods, districts, and even spaces otherwise surrounded by buildings. These areas are often used during mealtimes, holy days, and other festivals, spaces where neighbors, friends, and family can socialize on a regular basis. In well populated sections of Dromyas, it is weird to see few people gathering during mornings to break fast, to have meals at midday, to sup at dinner, and to drink (often tea or alcohol) as the evenings wear on.

WATER PLATFORMS

Dromyas enjoys freshwater wells that are found throughout the bastion-city. The Dravir River passes by the city under the mountain, and the minotaurs also draw water from it when needed. Passages in the stone on the east edge of the city have been created, leading to the river's dark edge. To prevent attacks on the city from these tunnels, magic is used to seal up the river end of each passage with stone when not in use, and guards are placed to watch over them in case the stone is breached.

WATCH TOWER

Near the wall of the Outer City a tall tower juts skyward, giving those in its upper reaches a vantage point to see over the surrounding forests. The tower was built to aid in the defense of the bastion-city, but also doubles as an aerie for the Winged Guard and their griffon mounts. While the bulk of the griffons are housed in aeries higher up the mountain, several can be stabled in the watch tower, ready to soar at a moment's notice.

BEYOND THE WALLS

Outside the gates lies a sprawling community of farmhouses and ranches, farmland and pasture, and a few inns and taverns mostly frequented by travelers. Crops raised in this area are mostly wheat and beans, with others being grown in the fields of Polperro, southeast of Dromyas.

The raging Dravir River exits the mountain side and flows past the bastion-city, though it is far too rapid for ships to use safely. The river's violent nature is a natural defense for the city, and more often than not keeps intruders from

making their way upriver to one of the water platforms from which the city draws water under the mountain. Some aquatic titanspawn have managed to overcome the power of the river, however, leading to guards being posted at watering locations in the Inner City.

Beyond the farms, ranches and river, the forest reigns. Pines and firs cover much of the mountainside around Dromyas, as well as large groves of aspens and other conifers. It is quite easy to lose one's bearings if not traveling along the roads. Though roaming groups of guards, known as the Green Watch, patrol the forests to protect against titanspawn, they lack the numbers to keep eyes on the area effectively.

The griffon aeries are found higher up the mountain, away from livestock that may prove too tempting for their appetites. Small communities live around these aeries, made up of breeders and trainers for the griffons, as well as those who care for the animals' health and work with the Winged Guard to match soldiers with their mounts.

While the walled city constitutes the majority of Dromyas, there are several smaller villages that intersperse the mountainside around it. Below is a list of villages that serve a primary function for Dromyas, while other, smaller villages are often only small bunches of buildings that act as housing for those who live outside the bastion-city. These pockets of civilization across the mountainside seem much riper with life than the main city, the houses mostly occupied and very little in the way of derelict buildings. Each village is led by an elder or chieftain and a Matron, each of whom answer to the word of the Sovereign Mother.

POLPERRO

The largest of the villages near the bastion-city of Dromyas, Polperro is chiefly responsible for the food grown for the region. Fields of vegetables and wheat surround the village, and tiered rice fields have been built into the nearby mountainsides. Due to its importance, Polperro houses the largest guard force outside of Dromyas itself.

Village Elder: Miskunn, female minotaur

GARTHRAM

Much of the wool, cotton, and silk for Dromyas comes from the growers and weavers of Garthram. Except for a small overlook that stares off the heights of the mountain, the village is virtually hidden from aerial view due to the enormous cottonwood tree grove that was grown in and around it. Some lands outside of the town have been built up as ranches for sheep, alpacas, and other wool-producing species, while caves beneath the village house various networks of tunnels in which spidersilk is produced.

Village Chieftain: Gauwak, male minotaur

AERMAGH

Though not a large village, the bulk of all trade with the world beyond Dromyas passes through Aermagh. The village sits on the banks of the Sleeping Rill, a slow, meandering river that winds its way through the Titanshorne Mountains. It is a long trek for traders to take, and often goods that arrive have their prices marked up accordingly. As such, the minotaurs of Dromyas have remained largely self-sufficient in their mountain home, though they do import a good deal of spices, dyes, and other exotic materials which are difficult to find in the region. Fortunately, the exports of Dromyas are profitable enough for merchants to continue foreign exchange.

Village Chieftain: Brek, female minotaur

CALCHERTH

Like the bastion-city, much of Calcherth resides under the mountain itself, the lucrative mines that feed much of the income of the region spreading out from the caverns beyond the village. Calcherth houses the largest population of non-minotaur residents of Dromyas, mostly dwarves and humans that have come to the area seeking work in the mines.

Village Elder: Bruni, female minotaur

LIFE IN DROMYAS

The culture that imbues Dromyas is one of stoically embracing hiraedh, furthering the work and needs of the community and responsibility held by the minotaurs, while also bursting with a celebration of life which these children of Denev relish with gusto. Jobs that need doing get done, efficiently and in a timely manner, which guarantees time for entertainment. Music and song are often heard drifting through the city streets, a vibrant piece of minotaur society, and impromptu get-togethers are commonplace after a workday is done. Celebrating the breadth of life is integral in Dromyas, and such festivities are only magnified during official holidays. While merrymaking during equinoxes and solstices don't quite rival the jubilees of cities like Shelzar, work is set aside during those days in order to embrace the flavors of life, and to celebrate Denev's gifts. It is said the singing of the city on such holidays can be heard from the neighboring mountaintops.

Likewise, Dendays, the last day of each month which are dedicated to the Earthmother, find life in Dromyas changed. While businesses still operate, activity in the bastion-city is slowed as its residents use the day as a time of reflection and introspection. Songs and music are quieter, sometimes even somber, though almost always laced with hope. For the minotaurs of Dromyas, these are days spent considering

how they, as individuals and groups, are achieving their hiraedh, and visitors may find tavern tables full of residents quietly discussing life in the bastion-city, grand projects of restoration in the world beyond, or even simply listening to melodious performers singing tales of yore.

Poverty and homelessness do not exist in Dromyas, at least not in the ways that show up in many other cities across Ghelspad. Even those without professions are given housing, something that is easy to do in a city where most of the buildings currently stand empty. Those who are incapable of doing jobs they once did are given new tasks they are able to fulfill. While minotaurs do use currency, money is something that is useful when dealing and trading with outsiders or when traveling beyond Dromyas and its surrounding villages. Within their bastion-city, minotaurs make sure everyone is taken care of, part of the hiraedh of the minotaur people.

HORN ETCHING

Many cities across the face of Scarn have professional tattoo artists, some of which are able to create magically imbued sigils of ink on skin. Dromyas, too, has such experts, though horn etchers are more commonplace. The story of one's life is told by etching sigils into their horns, a tradition that is central to minotaur custom and belief. Occasionally, a minotaur may choose to have their etching artist imbue a piece of their story with magic, giving it the same effects as a magical tattoo. When this is done, the magic is focused into rivulets of metal, often silver or gold, but just as likely iron or another metal, which is then inlaid into the customer's horn. Etchers are well paid, and some double as wood carvers or scrimshaw artists when business is slow.

FOOD

Though minotaurs are omnivorous, vegetables are the mainstay of the cuisine in Dromyas. Thick, hearty stews and chilis are commonplace, as are flatbreads wrapped around spicy mixtures. Spices are abundant in the bastion-city, most imported though some are raised locally, and several taverns are in friendly competition for whose dishes are the spiciest and most popular.

CLOTHING

Wool and cotton clothing are the majority of what one may find in Dromyas, though silks are not unheard of. While styles are practical and would never be called flamboyant, color options range from typical browns and grays to shades of brilliant colors rarely found in nature. Footwear varies from intricate canvas or leather boots designed for a minotaur's digitigrade legs to simply wearing metal hoof supports, similar to a horse. Minotaurs are often irritable with those who refer to such shoes as "horseshoes", though

in reality they are quite similar. Farriers in the bastion-city do double duty, shoeing both mounts and Dromyas residents.

MILITARY

Since the Divine War, Dromyas has had very little in the way of a military presence. The City Watch keep the streets safe and can be called upon for defense of the inner and outer city. Crimes are investigated by agents of the Watch commonly called examiners, and all the guard answer to the Watch Commander. Only recently raised from the Watch, Worlan Splithoof currently holds that position. Many consider him too green for the job and watch closely to see how he manages.

The Winged Guard is made up of members of the City Watch who undergo aerial combat instruction, and aid in the training of the griffons that lend their flight to the Guard. Once a guard's training has completed, they spend several weeks amongst the griffons in the aeries beyond the bastion-city. To be a griffon-rider requires many skills, but most of all it requires one key factor: a griffon that will allow the guard to ride it. The time spent with the griffons allows a would-be rider to connect with the pride, an attachment that will prove vital when it comes to battling from griffon-back. The choice of what griffon the guard will pair with is left to the griffons, and those who are shunned by the members of a pride are often sent back to a position within the City Watch. A poor pairing can cost more than the lives of the rider and griffon, but the whole squadron and pride.

Currently, the Winged Guard is led by Yolthir Grayhorn, a lowland minotaur who has spent her years proving her worth amongst the pride. Though she technically reports to the City Watch Commander, most in the armed force of Dromyas view the two as equals.

GOVERNMENT

The Sovereign Mother is considered the leader of Dromyas and the minotaur people, though she is not what other cultures would consider a ruler. While her word is law, it is a law of consensus. The Sovereign Mother works with tribal chieftains and Elders to come to agreements when disputes arise, and new laws are created by the gathering of such officials when necessary. The Sovereign Mother acts as a spiritual guide for her people, but she is also the central figure for those who lead the minotaurs. When it comes down to it, however, those in positions of authority answer to the Sovereign Mother.

GRIFFONS

The minotaur people celebrate Denev in all her splendor and embrace her children with equal gusto. So it was that many years ago, they began raising griffons in the area surrounding Dromyas. Though they live on the ground, many minotaurs have found they relish soaring through the skies on the back of a trusted griffon. As the years went by, those who raised the creatures practiced selective breeding, choosing traits they wanted to see appear more frequently in different strains of griffons. So, much like the various breeds of dogs that exist, new forms of griffons began becoming commonplace in Dromyas. The fierce Dromyan griffon, larger than the original and favored by many in the Winged Guard, can be found nesting with a pride of grivvens, the small, almost raven-like griffons which many in the city have as pets, and some even as familiars.

THE WASTING AWAY

Dromyas was particularly affected by Asira's Syndrome, a magical wasting disease that appeared during the Divine War. Indeed, the disease is considered a large factor of why there are so few minotaur in the world today, as much of the population of Dromyas and its surrounding communities was affected by the plague. Unaffected by magic, herbal remedies, or prayer, the disease finally seemed to burn itself out after nearly three-quarters of the minotaur across the face of Ghelspad had perished. Though it is thought to be over, the residents of Dromyas know better, and new cases still appear to this day.

THE WITHERED

Those who perish from Asira's Syndrome die a horrid, painful death, as their bodies wither and waste away. Those who have the ability to cast magic have it even worse, as the magic is burned away from the inside out. This terrible experience has given rise to undead horrors which the minotaurs have named the Withered. Desiccated corpses, fueled by pain and blinded by rage, those who perish of Asira's Syndrome may rise after their deaths to torment the living. While not a common occurrence, it is not unheard of for Withered to appear in Dromyas to this day as the disease still rears its ugly head.

ASIRA'S SYNDROME

Once infected with this magical wasting disease, a creature must make a DC 12 Constitution saving throw at the end of every week after infection begins. Creatures that cast spells, or are innately magical, make the saving throw at disadvantage. If a creature succeeds the saving throw, their condition remains the same. If they succeed by 5 or more, they gain one Remission success, after gaining 3 of which, the disease seems to disappear. If a creature fails on its saving throw, it loses 1 point of Strength and Constitution permanently, as muscle and body mass withers painfully away. If the creature fails by 5 or more, that ability score loss is doubled, and they also suffer 1d4 permanent loss to their Intelligence, Wisdom, and Charisma scores, as the disease worms its way into their mind and psyche as well. If a creature fails its saving throw by 10 or more, its ability to cast magic of any sort, innately or otherwise, is completely burned out, forever.

Magical and non-magical cures have no effect on either ending Asira's Syndrome, nor healing its debilitating effects. Creatures who survive the disease are lessened versions of what they were or might have become. It does not appear as those who have survived can be affected by the disease again, however.

STORY SEEDS

The bastion-city of Dromyas is full of possibilities when it comes to adventure. The following is a selection of plot hooks that could arise during your characters' time spent in the city.

WITHERED WALKING

Though the residents of Dromyas take the threat of Asira's Syndrome quite seriously, there have been times where an outbreak is unforeseen. Recently, an elderly minotaur, Shrengh, began showing signs of the disease, but due to injuries he had sustained, he was unable to seek help before he succumbed to its effects. Soon after his death, the infection spread to a small group of refugees that Shrengh had been hiding, a group of adventurers who had unwittingly broken a law and went into hiding until they could figure out how to deal with their situation. The magical virus tore through them like wildfire, leaving only one survivor, a halfling ranger named Tonzy. As her friends perished, wasting away before her eyes, she finally decided that risking being jailed for a crime she did not mean to commit was better than dying at the hands of her former comrades. Tonzy seeks out help from fellow adventurers, hoping they can put down the newly risen withered, and perhaps she can still make it out of this alive and free of shackles.

THE MOTHER IS MISSING

Though Dromyas is a peaceful city, and those that are considered politicians are often in agreement with one another, intrigue does plague the mountain halls. The Sovereign Mother has gone missing. As she has grown older, it has become rumored she was preparing to step down as leader of the bastion-city. Several candidates have made their interest in becoming the new Sovereign Mother, and gossip has it that one was being groomed by the current Mother, whom she would support when it came time for the popular vote. Which of the candidates did the Sovereign Mother back? Are there those among the aspirants that would go so far as to remove the standing Sovereign Mother before her will became known? Or is the Sovereign Mother involved in something else, her disappearance part of a scheme of her own?

IN THE NAME OF CHARDUN

Though most dwarves dwelling in Dromyas are Kelder, some Charduni do reside in the bastion-city as well, having chosen different life paths than those who typically live in the remnants of the Charduni Empire. Recently, these meager few Charduni dwarves have been disappearing or found dead, slain in painful, horrific ways. It seems

that the Empire has not been so lenient with those who have fled, and a zealous lot have wormed their way into Dromyas unknown. Can the adventurers find these Chardun loyalists that have brought judgment of another land into the bastion-city?

TITANSPAWN INCURSION

Titanspawn who once did not mind the minotaurs who lived amongst them now loathe the children of the Traitor, Denev. Dromyas is located high in the Titanshome Mountains, which is rife with titanspawn, and recently, organized attacks have been happening against the bastion-city. Dromyas is no stranger to titanspawn attacks, but this smacks of an intelligent organization not seen in prior assaults, and some titanspawn have somehow snuck within the walls of the city before causing chaos. Adventurers could likely encounter such intrusions and can be asked by the City Watch to help root out the cause.

SEEKING A CURE

The search for a cure for Asira's Syndrome has been a long, fruitless one. Sometimes, however, hope springs up in the form of a rumor; some flower or fruit that has healing properties, some physician that gossip has been said to be onto a cure, some creature whose abilities may be able to end the plague of the magical disease once and for all. It may be that the Sovereign Mother is willing to take adventurers into her confidence, telling them of Byrgra and the source of the disease. In a moment of haste, those who cast Byrgra out never thought to ask her for the cure, and the disgraced minotaur has never been caught by those seeking her. Should adventurers come looking for her, however, Byrgra will not make it easy for them to find her, let alone get the answer they seek. In the end, it is up to the DM to decide if there is a cure for Asia's Syndrome, or if the search for one will continue.

THE HATCHERY

The most recent group of griffon eggs to be laid has been stolen, a reprehensible crime in the eyes of the people of Dromyas. Rumors of titanspawn give the adventurers a starting point to search for the eggs, though the culprit may be an opportunistic Dromyan whose views are not those of the community.

TRAPPED!

Miners are trapped deep within the salt mine, where sections of the ceiling have collapsed. Efforts to free them were going well until spontaneous golems rose from the green salt, fueled by the fear and suffering of the miners beyond the collapse. The diggers need help if they are going to rescue those buried alive before it is too late.

NEW SPELLS

ECHOLOCATE

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (the fur of a bat)

Duration: 8 hours

Classes: Druid, Ranger, Sorcerer, Wizard

You touch a willing creature to enhance its hearing to an extraordinary level. For the duration, the target has blindsight out to a range of 15 feet, allowing it to be aware of any creature that is invisible or hidden within range, as long as it can hear.

MASS SHIELD

2nd level transmutation

Casting Time: Bonus action or as 1 reaction, which you taken when you or your target is hit by an attack or by the magic missile spell

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You cause an invisible barrier to appear around up to three creatures you can see within range, equal to 1 plus your spellcasting modifier. For the duration, each target has a +5 bonus to AC, including a triggering attack if cast as a reaction, and they take no damage from magic missile.

At higher levels. When you cast this spell using a spell slot of 3rd or higher, you can target one additional creature for each slot level above 2nd.

MISTY ESCAPE

2nd-level conjuration

Casting Time: 1 bonus action

Range: Touch

Components: V

Duration: Instantaneous

In a puff of dark mist, you and a creature you are touching teleport up to 30 feet to an unoccupied space that you can see. If the target is unwilling it may make a Wisdom saving throw to negate the effect on itself.

At higher levels. When you cast this spell using a spell slot of 3rd or higher, you can target one additional creature for each slot level above 2nd. That creature must be touching

you or another target being affected by the spell.

SHIELD OTHER

1st level abjuration

Casting Time: 1 reaction, which you take when your target is hit by an attack or by the magic missile spell

Range: 60 feet

Components: V, S

Duration: 1 round

Classes: Sorcerer, Warlock (Hexblade), Wizard

You cause an invisible barrier to appear around a creature you can see within range. Until the start of your next turn, your target has a +5 bonus to AC, including the triggering attack, and they take no damage from magic missile.

SLING BACK

1st level transmutation

Casting Time: 1 reaction, which you take when you fall

Range: Self

Components: V

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

When you fall, you take no falling damage and instead return to your original position, landing on your feet.

SOARING STRIKE

1st level transmutation

Casting Time: 1 reaction, which you take when you fall

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard, and Warlock (Hexblade) expanded spell list

You direct your fall, moving up to 500 feet in a downward direction. During that movement, you may make a melee attack against a target in your path. If your attack hits, you deal an additional 1d6 force damage. If you land by the end of your movement, you take no falling damage and land on your feet.

At higher levels. When you cast this spell using a spell slot of 2nd or higher, the damage increases by 2d6 for each slot level above 1st.

TRUE RITUALS

Grace of the Earthmother was granted to the minotaurs long before the Divine War, when Denev sought to help heal the lands destroyed by her kin. The ritual survives to this day, and the knowledge of how to take part in its casting is passed on to minotaurs as they achieve hiraedh within their society.

GRACE OF THE EARTHMOTHER

3rd-level abjuration (druidic, true ritual)

Granted to her most devout followers, Denev created this ritual to help them cleanse the corruption of the titans, to heal those afflicted by the devastation wrought by the Divine War.

Casting Time: Varies (see below)

Range: Self (600-foot radius)

Components: V, S, M (herbs, oils, and incense which the spell consumes, the value of which depends on the intended outcome)

Duration: Special (see below)

To cast this ritual, all participants must be within 100 feet of one another, the components gathered in the center. More song and ecstatic dance than spell, the ritual calls forth the healing touch of Denev to remove corruption from the land, or from creatures within the affected area. This can come in a variety of forms.

Cleanse the Land. This version of the ritual requires the primary spellcaster and at least two secondary spellcasters and takes 12 hours to cast. The total value of components must be at least 500 gp and uses a 3rd-level spell slot. Once completed, the magic of the ritual washes over a 600-foot radius, removing titanic corruption from the land. If there are at least four secondary spellcasters, double the value of components, and a 5th-level spell slot is used, the land is also under the effects of the hallow spell upon completion. For every additional spellcaster beyond that, the radius of the cleansing is increased by 200 feet.

Cleanse the Body. This version of the ritual requires the primary spellcaster, a secondary spellcaster to work in unison with the primary, and one secondary spellcaster for each target creature. Taking 6 hours to cast, using a 5th-level spell slot, and consuming 100 gp of components per target, the ritual removes corruption and illness from the targets. Once completed, the targets are affected as though they had both lesser restoration and greater restoration cast upon them. If a target is afflicted by more than one effect, the secondary spellcaster working with that creature must make a spellcaster ability check for each effect to overcome

them as well. The DC for the check is 14, plus 1 for each subsequent affliction they attempt to remove. On a failed check, the targeted affliction remains, and the spellcaster gains one extra level of exhaustion at the end of the ritual.

Risen Grace. Requiring a primary caster and at least one secondary, this version of the ritual takes 8 hours to cast and consumes 1000 gp worth of components and a 7th-level spell slot. The casters focus their will upon returning a creature to life, and at the end of the ritual the target is affected as though by the resurrection spell but does not suffer the penalties associated with that spell. The casters do not suffer the penalization of the spell either, though they still gain the levels of exhaustion from casting the ritual.

DENEV'S GRACE

Beginning at 3rd level, minotaurs are able to perform the grace of the earthmother true ritual, requiring no material components and without the need to expend spell slots. At 3rd level, they are capable of using the cleanse the land version of the ritual, though they must reach 5th level before they may hallow the land. At 7th level they are able to use the cleanse the body version of the ritual, and at 11th level they may perform the risen grace version. Once they partake in casting the true ritual, they are unable to do so again for 7 days.

FEATS

HINDER CASTING

Using your reaction, you attempt to physically hamper a magic user within 5 feet of you who is casting a spell that requires Verbal, Somatic, or Material components. Your target must succeed on an opposed concentration check against your Dexterity (Sleight of Hand) check, or the spell fails and has no effect.

MOUNTED TACTICS

You work in tandem with your mount to confuse your opponent, the distraction allowing you to strike with greater effect. When you are mounted, your mount may use its reaction to use the Help action, granting you advantage on a single melee attack against an opponent that is within 5 feet of you.

In addition, you have advantage on Animal Handling (Wisdom) checks pertaining to your mount.

MAGIC ITEMS

SADDLE OF RETURN

Wondrous item, uncommon (requires attunement)

When you attune to this saddle, you choose a word. If you are within 500 feet of the saddle, you may speak the word as a reaction to expend a charge and teleport into the saddle. The saddle has 7 charges, and it regains 1d6 + 1 expended charges at dawn.

SADDLE OF STRIKING

Wondrous item, rare (requires attunement)

The saddle has 7 charges. While sitting in it, you can use an action to expend 1 of its charges, teleporting you up to 30 feet to an unoccupied space you can see. When you arrive, you may make an attack, and are then teleported back into your saddle. You do not provoke an attack of opportunity. The saddle regains 1d6 + 1 expended charges daily at dawn.

PERSONALITIES AND CREATURES

AUHGMAH, THE SOVEREIGN MOTHER

The current Sovereign Mother of Dromyas, Auhmah is an aging highland minotaur, the scars of many battles evident upon her hide. One such scar runs from the base of her left horn to her chin, the empty eye socket along its path often left uncovered, though she has a selection of soft leather eye patches to choose from when she is meeting with foreign dignitaries and others she would rather not upset with her missing eye. Despite her old wounds, Auhmah has a kind face and a gentle demeanor, what many of Dromyas' residents call a "healing soul." Spiritual grace and serenity favor the one-time warrior, though she does not hesitate in fighting against those that would do harm to Dromyas, and she has little patience for rudeness or guile.

Auhmah's light gray fur is thick where it is not marred by scars, and her downward-tilted horns of black are often polished. Those horns are intricately etched with many stories of Auhmah's hiraedh, tales that reach back to the years just prior to the Divine War when she was only a young adventurer. The Sovereign Mother often chooses robes of greens or blues, and avoids jewelry except the simple emblem of Denev, carved from stone, that hangs from a chain around her neck.

Quite old for a minotaur, Auhmah still glides smoothly when in the company of strangers, or when in the public eye, though those who tend to her in private know that time is wearing on her. Though the grace of Denev may have made her long life possible, it is not for the Sovereign Mother to live forever, and she knows that she soon will return to the Earthmother's embrace.

AUHGMAH, THE SOVEREIGN MOTHER

Medium humanoid (highland minotaur), neutral good

Armor Class 13 (amulet of protection +2)

Hit Points 156 (24d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+1)	20 (+5)	16 (+3)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Albadian, Elvish, Dwarvish, Ledean, Titan Speech

Challenge 12 (8,400 XP)

Innate Spellcasting. Auhmah's innate spellcasting ability is Wisdom (spell save DC 17). She can innately cast the following spells, requiring no material components.

At will: *spare the dying*

1/day: *aid*, *beacon of hope* (2nd level)

Into the Labyrinth (1/day). Auhmah focuses on a target she can see within 30 feet of her and attempts to send the target's mind into the Labyrinth. The target must make a DC 17 Charisma saving throw. On a failed save, they believe they have been teleported to an ancient maze of stone, inhabited with terrifying monsters. This has the effect of the confusion spell, but also causes auditory and visual hallucinations. If the target can act normally due to their roll at the start of their turn, their mind glimpses what is going on around them outside of the labyrinth for that turn.

Auhmah cannot cast other spells that require concentration and must make concentration saving throws if she takes damage while using this feature.

Labyrinthine Recall. Auhmah can perfectly recall any path she has traveled.

Legendary Resistance (3/day). If Auhmah fails a saving throw, she can choose to succeed instead.

Mountain Born. Auhmah is acclimated to high elevations, including elevations above 20,000 feet, and she is naturally adapted to cold climates.

Spellcasting. Auhgmah is an 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, produce flame, resistance*

1st level (4 slots): *cure wounds, entangle, faerie fire, speak with animals*

2nd level (3 slots): *animal messenger, hold person, lesser restoration*

3rd level (3 slots): *conjure animals, dispel magic, meld into stone*

4th level (3 slots): *dominate beast, locate creature, stoneskin, wall of fire*

5th level (3 slots): *commune with nature, greater restoration, mass cure wounds*

6th level (1 slot): *heal, move earth, sunbeam*

7th level (1 slot): *fire storm*

8th level (1 slot): *animal shapes*

9th level (1 slot): *foresight*

ACTIONS

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

Change Shape (2/day). Auhgmah magically polymorphs into a beast or elemental of CR 6 or lower. She can remain in this shape for up to 9 hours, and she chooses whether her equipment melds into her new form, is worn by it, or falls to the ground. Auhgmah reverts to her true form if she dies or falls unconscious, or by choosing to do so as a bonus action.

While polymorphed, Auhgmah retains her game statistics and ability to speak, but her AC, movement modes, and Strength and Dexterity scores are replaced by those of the new form. She gains any special senses, proficiencies, actions, and reactions (except class features, legendary actions, and lair actions) that her new form has but she lacks. She can cast spells with verbal or somatic components in her new form.

The weapon attacks of her new form are magical.

REACTIONS

Tauric Fortitude (1/day). Auhgmah's thick hide allows her to occasionally shrug off injury. When she takes damage, she can use her reaction to roll a d12 and add her Constitution modifier to the roll. She reduces the amount of damage taken by this amount.

BYRGRA THE HORNLESS

The name of Byrgra is an anathema to the minotaurs of Dromyas, so much so that her name has been stricken from the records of the city, and if any minotaur chooses to speak of her (many of which won't), they refer to her only as the Hornless. The reasons behind her expulsion from Dromyas has been lost to history, with only a small handful of those alive knowing the truth. In general, those raised in the area are taught to shun the Hornless, told that she praises the titans and practices wicked magic. The truth is far more horrific.

For a time, Byrgra was the Sovereign Mother of Dromyas, trusted and revered, the leader of Dromyas and the spiritual center of minotaur culture. Early in the Divine War, the titans realized the magics which the gods bestowed upon their followers could potentially be a threat. With the death of Mesos and the sealing of the City of Brass, sorcery could not be relied upon. So it was that one devout titan worshipper, one secreted away, devised a plague so awful, it would ravage much of the population that was endowed with magic. Nowhere did that plague strike so soundly as in Dromyas, where it was initially released. When it was found out that the Sovereign Mother was to blame, the minotaurs were stunned to despondency, their remaining numbers pulling back from the front lines of the war while Byrgra's fate was decided. In the end, the minotaurs remained true to their own ideals, despite the Sovereign Mother's crimes, and they chose to exile Byrgra instead of putting her to death. If records had been kept, they would show how Byrgra's horns were shorn from her skull, removing the story of her hiraedh, a fate some would liken to being worse than death. Her position was stripped from her, and her name stricken from all records, replaced with the name of the Sovereign Mother who would replace her. Cast out, Byrgra is now referred to in tales to scare children, though many adults take stories of the Hornless seriously. The current Sovereign Mother knows of Byrgra's origin, as do only a few other of the eldest of minotaurs who were but children when she was forsaken. Those who do have such knowledge wonder how the Hornless still lives, noting that her natural life span has long since been spent.

In truth, Byrgra has embraced a power that has allowed her body to sustain itself beyond her mortal years. With the downfall of the titans, the Hornless turned to other forces that exist in the dark corners of the world and beyond, offering her services, and the souls of her victims, in exchange for power and a semblance of life. Byrgra's pact with these powers have given her a form of undeath like that of a lich.

A gaunt, furless minotaur woman, the stumps where Byrgra's horns once were are blackened as though by fire. Her taugth skin is a sickly, pallid white, a color that matches her milky eyes that seem clouded by cataracts. The

Hornless often wears loose-fitting garments and dangling jewelry made of bone and obsidian, and a darkwood ring adorns a finger on her left hand. Those who thought her frail appearing, however, learned that the will of her patron empowers her physical form.

BYRGRA THE HORNLESS

Medium undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 195 (26d8 + 78)

Speed 30 ft.

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

Saving Throws Dex +8, Int +8

Skills Deception +10, Persuasion +10

Damage Resistances cold, fire, necrotic

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

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 12

Languages Albadian, Dwarvish, Ledean, Primordial, Titan Speech

Challenge 15 (13,000 XP)

Legendary Resistance (3/day). If Byrgra fails a saving throw, she can choose to succeed instead.

One with Shadows. As a bonus action when in an area of dim light or darkness, Byrgra can become invisible until it moves or takes an action or reaction.

Patron's Blessing. When Byrgra reduces a target to 0 hp, she gains 25 temporary hp.

Pact Rejuvenation. If a fist-sized or larger diamond is within her lair, Byrgra usually gains a new body in 3d10 days if she is destroyed. Her return to the Material Plane is ultimately dictated by her patron.

Undead Nature. Byrgra does not require air, food, drink, or sleep.

Innate Spellcasting. Byrgra's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She can innately cast the following spells, requiring only verbal components:

At will: *chill touch*, *detect magic*, *levitate*, *mage hand*, *prestidigitation*, *speak with dead*, *true strike*

1/day each: *banishment*, *bestow curse*, *compulsion*, *confusion*, *conjure elemental*, *dominate monster*, *eyebite*, *finger of death*, *fly*, *hellish rebuke* (5d10), *hold monster*, *slow*

ACTIONS

Multiattack. Byrgra makes four enhanced eldritch blast attacks.

Maddening Touch. Melee Spell Attack. +10 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage and the target must succeed on a DC 18 Charisma saving throw or have vivid hallucinations for 1 minute. During this time, the target is blinded, stunned, and deafened, sensing only horrific visions around them. The hallucinations play on the target's deepest fears. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Enhanced Eldritch Blast. Ranged Spell Attack. +10 to hit, range 300 ft., one creature. *Hit:* 10 (1d10 + 5) force damage. On a successful hit, Byrgra can push the target 10 feet in a straight line.

Hurl Through Hell (1/day). Byrgra targets one creature she can see within 60 feet of her. The target must make a DC 18 Wisdom saving throw. On a failure, the target disappears and is paralyzed as it is hurled through the nightmare landscape of the lower planes. At the end of Byrgra's next turn, the target returns to the space it previously occupied, or the nearest unoccupied space, and is no longer paralyzed. If the target is not a fiend, it takes 55 (10d10) psychic damage when it returns. The target must succeed on another DC 18 Wisdom saving throw or be frightened until the end of Byrgra's next turn as the target reels from its horrific experience.

LEGENDARY ACTIONS

Byrgra 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. Byrgra regains spent legendary actions at the start of its turn.

At Will Spell. Byrgra casts a spell she can cast at will.

Fiendish Resilience. Byrgra chooses one damage type, gaining resistance to that damage type until she chooses a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Maddening Touch (Costs 2 Actions). Byrgra uses her Maddening Touch.

Eldritch Master (Costs 3 Actions, 1/Day). Byrgra entreats her patron for aid, regaining all expended spells.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Byrgra can take a lair action to cause one of the following effects; Byrgra can't use the same effect two rounds in a row:

- All creatures within 30 feet of Byrgra magically and randomly swap places. In addition, all of the creatures (including Byrgra) look and sound like one of the creatures that was affected. Creatures with truesight can see through this illusion. On initiative count 20 on

the next round, the illusion fades, but the translocated creatures are not returned to their original places.

- Byrgra calls on her patron to smite a creature that she can see within 60 feet of her. The target must succeed on a DC 18 Constitution saving throw, taking 17 (5d6) necrotic and 17 (5d6) force damage on a failed save, or half as much damage on a successful one. If the target fails, it is stunned until initiative count 20 on the next round.

- Channeling her patron's energy, Byrgra raises up to five dead creatures as a skeleton or zombie like the animate dead spell.

BYRGRA'S HOVEL

After her banishment from Dromyas, Byrgra wandered the mountains around the minotaur's bastion-city for years, seeking shelter and plotting her revenge against those who cast her out. She settled in a small abandoned hut, thinking to stay for only a short time. Her patron, however, was beginning to reach out, granting the fallen Sovereign Mother favors. She found warmth and comfort in the hut, and food was always available. Soon she chose to call the hovel her home, and the lands about it began to twist and warp. Over time, as would-be villain slayers came looking for her, Byrgra found that she could move the hut's location at will, which she now does on a regular basis. The hut simply fades away from one location and reappears at another of Byrgra's choosing. Her home never strays from the mountain range that holds Dromyas, however. Byrgra must wait for at least an hour before she is able to move her home again.

REGIONAL EFFECTS

The region containing Byrgra's hovel is warped by its magic, which creates the following effects:

- Roads and paths within 2 miles of the hut become strangely mazelike and confusing. Creatures must succeed on a DC 18 Wisdom (Survival) check while traveling or become lost within the area. Lost creatures can repeat the check every subsequent hour and regain their bearings on a success.

- Scrying and all other divination and detection spells within 1 mile of the hut fail unless the caster succeeds on a DC 18 Intelligence (Arcana) check. A failed check means that the spell slot is still expended, but without any positive result.

- Byrgra and all other undead have advantage on saving throws against effects that turn undead when within 1 mile of the hut.

- If Byrgra dies, these effects fade over the course of 1d10 days.

DROMYAS CITY WATCH

The majority of the bastion-city's City Watch are minotaurs, though some examples of other races can be found occasionally. The following examples can be altered depending on racial abilities, including swapping out highland and lowland minotaurs.

DROMYAS CITY WATCH COMMANDER

Medium humanoid (lowland minotaur), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Saving Throws Con +5, Wis +5

Skills Insight +5, Perception +5

Senses passive Perception 15

Languages Albadian, Ledean, Titan Speech

Challenge 4 (1,100 XP)

Into the Labyrinth (1/day). The minotaur focuses on a target they can see within 30 feet of them and attempts to send the target's mind into the Labyrinth. The target must make a DC 13 Charisma saving throw. On a failed save, they believe they have been teleported to an ancient maze of stone, inhabited with terrifying monsters. This has the effect of the confusion spell, but also causes auditory and visual hallucinations. If the target can act normally due to their roll at the start of their turn, their mind glimpses what is going on around them outside of the labyrinth for that turn.

The minotaur cannot cast other spells that require concentration and must make concentration saving throws if they take damage while using this feature.

Labyrinthine Recall. The minotaur can perfectly recall any path they have traveled.

Mountain Born. The minotaur is acclimated to high elevations, including elevations above 20,000 feet, and they are naturally adapted to cold climates.

Powerful Build. The minotaur counts as one size larger when determining their carrying capacity and the weight they can lift, push, or drag.

ACTIONS

Multiattack. The commander makes two longsword attacks, or one gore attack and one longsword attack.

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

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

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

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

REACTIONS

Tauric Fortitude (1/day). The minotaur's thick hide allows them to occasionally shrug off injury. When they take damage, they can use their reaction to roll a d12 and add their Constitution modifier to the roll. They reduce the amount of damage taken by this amount.

DROMYAS CITY WATCH GUARD

Medium humanoid (highland minotaur), any alignment

Armor Class 15 (chain shirt, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Insight +3, Perception +3

Senses passive Perception 13

Languages Albadian, Ledean, Titan Speech

Challenge 2 (450 XP)

Into the Labyrinth (1/day). The minotaur focuses on a target they can see within 30 feet of them and attempts to send the target's mind into the Labyrinth. The target must make a DC 11 Charisma saving throw. On a failed save, they believe they have been teleported to an ancient maze of stone, inhabited with terrifying monsters. This has the effect of the confusion spell, but also causes auditory and visual hallucinations. If the target can act normally due to their roll at the start of their turn, their mind glimpses what is going on around them outside of the labyrinth for that turn.

The minotaur cannot cast other spells that require concentration and must make concentration saving throws if they take damage while using this feature.

Labyrinthine Recall. The minotaur can perfectly recall any path they have traveled.

Mountain Born. The minotaur is acclimated to high elevations, including elevations above 20,000 feet, and they are naturally adapted to cold climates.

ACTIONS

Multiattack. The guard makes two melee attacks.

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

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

Light Crossbow. Ranged Weapon Attack. +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

REACTIONS

Tauric Fortitude (1/day). The minotaur's thick hide allows them to occasionally shrug off injury. When they take damage, they can use their reaction to roll a d12 and add their Constitution modifier to the roll. They reduce the amount of damage taken by this amount.

DROMYAS WING COMMANDER

While the City Watch may allow for the occasional exception in their ranks, the Wing Guard is made up solely of minotaurs. Lowland and highland minotaur racial abilities can be swapped out, as each are represented in the ranks of the order.

DROMYAS WING COMMANDER

Medium humanoid (highland minotaur), any alignment

Armor Class 15 (chain shirt)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Saving Throws Dex +5, Int +6

Skills Animal Handling +5, Perception +5

Senses passive Perception 15

Languages Albadian, Ledean, Titan Speech

Challenge 6 (2,300 XP)

Into the Labyrinth (1/day). The minotaur focuses on a target they can see within 30 feet of them and attempts to send the target's mind into the Labyrinth. The target must make a DC 13 Charisma saving throw. On a failed save, they believe they have been teleported to an ancient maze of stone, inhabited with terrifying monsters. This has the effect of the confusion spell, but also causes auditory and visual hallucinations. If the target can act normally due to their roll at the start of their turn, their mind glimpses what is going on around them outside of the labyrinth for that turn.

The minotaur cannot cast other spells that require concentration and must make concentration saving throws if they take damage while using this feature.

Labyrinthine Recall. The minotaur can perfectly recall any path they have traveled.

Mountain Born. The minotaur is acclimated to high elevations, including elevations above 20,000 feet, and they are naturally adapted to cold climates.

Mounted Tactics. If the wing commander is mounted, their mount may use their reaction to use the Help action to grant the wing guard advantage on a single attack.

Spellcasting. The wing commander is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The wing guard has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *message*

1st level (3 slots): *feather fall*, *magic missile*, *sling back*, *soaring strike*

2nd level (3 slots): *gust of wind*, *mass shield*, *misty escape*

3rd level (2 slots): *echolocate*

Bonded Weapon. The wing commander cannot be disarmed unless they are incapacitated. If it is on the same plane of existence, the wing commander can summon their bonded weapon as a bonus action. The wing commander is bonded with their spear and glaive.

ACTIONS

Multiattack. The wing commander makes three melee attacks, or one weapon attack and casts a cantrip.

Glaive. Melee Weapon Attack. +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

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

Light Crossbow. Ranged Weapon Attack. +5 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

REACTIONS

Tauric Fortitude (1/day). The minotaur's thick hide allows them to occasionally shrug off injury. When they take damage, they can use their reaction to roll a d12 and add their Constitution modifier to the roll. They reduce the amount of damage taken by this amount.

DROMYAS WING GUARD

Medium humanoid (highland minotaur), any alignment

Armor Class 14 (chain shirt)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Dex +3, Int +4

Skills Animal Handling +4, Perception +4

Senses passive Perception 14

Languages Albadian, Ledean, Titan Speech

Challenge 3 (700 XP)

Into the Labyrinth (1/day). The minotaur focuses on a target they can see within 30 feet of them and attempts to send the target's mind into the Labyrinth. The target must make a DC 12 Charisma saving throw. On a failed save, they believe they have been teleported to an ancient maze of stone, inhabited with terrifying monsters. This has the effect of the confusion spell, but also causes auditory and visual hallucinations. If the target can act normally due to their roll at the start of their turn, their mind glimpses what is going on around them outside of the labyrinth for that turn.

The minotaur cannot cast other spells that require concentration and must make concentration saving throws if they take damage while using this feature.

Labyrinthine Recall. The minotaur can perfectly recall any path they have traveled.

Mountain Born. The minotaur is acclimated to high elevations, including elevations above 20,000 feet, and they are naturally adapted to cold climates.

Mounted Tactics. If the wing guard is mounted, their mount may use their reaction to use the Help action to grant the wing guard advantage on a single attack.

Spellcasting. The wing guard is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The wing guard has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *message*

1st level (3 slots): *feather fall*, *magic missile*, *sling back*, *soaring strike*

ACTIONS

Multiattack. The wing guard makes two weapon attacks.

Pike. Melee Weapon Attack. +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

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

Light Crossbow. Ranged Weapon Attack. +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

REACTIONS

Tauric Fortitude (1/day). The minotaur's thick hide allows them to occasionally shrug off injury. When they take damage, they can use their reaction to roll a d12 and add their Constitution modifier to the roll. They reduce the amount of damage taken by this amount.

GOLEM, SPONTANEOUS

While most golems are created through arcane rites and powerful magic, some appear on Scarn by other means. Areas of intense emotion, great loss, or vicious battle can empower energies that animate what are known as spontaneous golems.

Mine golems are often created after a tragedy within an active mine, usually a collapse where many miners lose their lives or are trapped for a long time. The fear, pain, and sense of hopelessness builds up in the dark, dusty tunnels, sparking the strange energies that create spontaneous golems. These constructs are usually made up of whatever material is being mined for, as well as rock, timber, and even mining tools and lanterns.

In the salt mines of Dromyas, salt of a strange shade of green is harvested from the mountain beyond and beneath the city. Spontaneous golems formed in this area are largely made of salt, and often resemble minotaurs or dwarves, but on a larger scale.



SALT MINE GOLEM

Large construct, neutral evil

Armor Class 13 (natural armor)

Hit Points 217 (14d10 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	2 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

Languages understands all languages but does not speak

Challenge 8 (3,900 XP)

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

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

Magic Weapons. The golem's attacks are magical.

Ambient Hopelessness. The golem exudes an aura of fear, desperation, and helplessness in a 30-foot radius. Any creature that is not a construct or undead that starts its turn within the area must make a DC 15 Charisma saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if it remains in the area of effect, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golem's Ambient Hopelessness for the next 24 hours. While frightened, a creature has disadvantage on ability checks and attack rolls while in the golem's aura, even if it can't see the golem.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target must make a DC 15 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

Evaporating Blast (Recharge 5-6). The golem exudes a cloud of dry, salty air in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 24 (7d6) necrotic damage. Water elementals and other water-based creatures make their saving throws at disadvantage. Standing water and liquids in open or closed containers evaporate. Held or carried liquids in closed containers may survive, if their owner succeeds on a DC 12 Wisdom saving throw.



GRIFFON, DROMYAN

Bred by the minotaurs of Dromyas to be trustworthy mounts, these griffons are stronger than typical specimens, capable of carrying such huge warriors into the heat of battle.

GRIFFON, DROMYAN

Large monstrosity, unaligned

Armor Class 13

Hit Points 66 (7d10 + 28)

Speed 40 ft., fly 80 ft.

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

Saving Throws Con +6

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 3 (700 XP)

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

Mountain Born. The griffon is acclimated to high elevations, including elevations above 20,000 feet, and they are naturally adapted to cold climates.

Vigilant. The griffon may take an opportunity attack on a creature that moves out of its range even if they took the Disengage action. If it hits a creature with an opportunity attack, the target's speed drops to 0 for the rest of the turn, stopping any movement they may have been taking.

ACTIONS

Multiattack. The griffon makes one beak attack and one claw attack.

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

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

GRIVVEN

Larger than the average house cat, grivvens are the result of selective breeding of griffons over many generations. Grivvens are most commonly black, with a beak that is closer in appearance to that of a raven. The diminutive griffons are fiercely loyal to those who care for them, and are wont to seek out shiny objects they can carry, bringing such trinkets back to their owners with a sense of pride.

GRIVVEN

Small monstrosity, unaligned

Armor Class 12

Hit Points 35 (10d6)

Speed 40 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	10 (+0)	5 (-3)	13 (+1)	10 (+0)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 1 (100 XP)

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

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

Mimicry. The grivven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Mountain Born. The grivven is acclimated to high elevations, including elevations above 20,000 feet, and they are naturally adapted to cold climates.

ACTIONS

Multiattack. The grivven makes one beak attack and one claw attack.

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

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



SENTINEL

Massive creations of stone and magic, carved in the likeness of minotaurs, the sentinels guard over the bastion-city of Dromyas. A sentinel is hollow, filled with only a warm, radiant light, while its outer shell is made up of octagonal slates of stone, carved with intricate runes, that float across its form. These slates can react to damage, bunching up to strengthen the sentinel from further attacks. Though they have never strode into battle in the known history of the city, it is rumored that they likely have the capability.

SENTINEL

Gargantuan construct, unaligned

Armor Class 19 (natural armor)

Hit Points 217 (14d20 + 70)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	20 (+5)	5 (-3)	13 (+1)	1 (-5)

Saving Throws Str +15, Con +12

Skills Perception +8

Senses darkvision 240 ft., truesight 120 ft., passive Perception 18

Languages Understands all languages but can't speak

Challenge 21 (33,000 XP)

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

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

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

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

Siege Monster. The sentinel deals triple damage to objects and structures.

ACTIONS

Multiattack. The sentinel makes two slam attacks.

Slam. Melee Weapon Attack. +14 to hit, reach 20 ft., one target. *Hit:* 46 (6d12 + 7) bludgeoning damage.

Crushing Sweep. The sentinel sweeps its arms in a 30-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 58 (9d12) bludgeoning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Empower Defense. The sentinel's form shifts to bolster its defense. For every physical attack (bludgeoning, piercing, or slashing) that successfully struck the sentinel since the last legendary action it used, roll 1d4 and add it to the sentinel's Armor Class. This effect lasts until the start of the sentinel's next turn.

Kinetic Release (Costs 2 Actions). The sentinel releases a 30-foot radius burst of energy. For every physical attack (bludgeoning, piercing, or slashing) that successfully struck the sentinel since the last legendary action it used, roll 1d10. Creatures within the area of effect must roll a DC 20 Constitution saving throw, taking the amount rolled in force damage on a failed save, or half as much on a successful one.

Move. The sentinel moves up to its movement speed.

SOIRSA, PARAGON BEAR

Even before the Divine War, minotaurs tended to not revere titans other than Denev. After all, they had been created to serve as mortal cleanup crews for messes Denev's siblings left behind. When the gods came into being, however, a level of worship grew over time, though very few minotaurs ever held a deity in their hearts in anyway equal to the love they have for the Earthmother. One such minotaur was Asira, who adored Tanil as much as she did Denev, and came to be a powerful member of the Huntress' clergy. Unfortunately, her devotion would become her downfall during the days of the Divine War.

Asira was the Sovereign Mother, Byrgra's, closest ally and confidante, and some even said friend. When the magical disease that ravaged magic users the most tore through Dromyas and the battlefields, Asira was the first to succumb to its effects, and was the only victim that witnesses say Byrgra wept for. Even wracked with pain, Asira strode into battle calling upon her goddess, until her magic failed her, and the disease left her body a useless husk.

For some, however, death is not the end. Waking in the realm of Myrtana, Asira found herself wrapped in the powerful form of a large, sleek, silvery-gray bear with startlingly brilliant bronze eyes. Tanil had granted her new life in the form of a paragon beast, and though such creatures remain in Myrtana, allowed Asira to return to the mortal realm. Time had passed, however, and the Divine War had come to an end. More importantly to Asira, Byrgra had been punished and exiled.

For now, Asira's identity has been kept a secret that only the Sovereign Mother knows. Going by the name Soirsa, the bear is commonplace by the Sovereign Mother's side, a confidante to a woman deserving of such an ally.

SOIRSA, PARAGON BEAR

Large celestial, neutral good

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	15 (+2)	20 (+5)	17 (+3)

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

Skills Animal Handling +9, Insight +9, Medicine +9, Nature +6, Perception +9, Survival +9

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities petrified

Senses darkvision 60 ft., truesight 120 ft. passive Perception 19

Languages all

Challenge 11 (7,200 XP)

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

Innate Spellcasting. Soirsa's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). She has the following cleric spells prepared and can cast them requiring only verbal components:

At will: *guidance, light, sacred flame, spare the dying*

1st level (4 slots): *animal friendship, bless, cure wounds, detect poison and disease, guiding bolt, purify food and drink, speak with animals*

2nd level (3 slots): *barkskin, blindness/deafness, calm emotions, hold person, silence, spike growth*

3rd level (3 slots): *growth, mass healing word, spirit guardians, wind wall*

4th level (3 slots): *banishment, binding aura, freedom of movement, stone shape*

5th level (2 slots): *greater restoration, mass cure wounds*

Tongues. Soirsa can understand and speak with any creature who has a language as if she were using the *tongues* spell.

ACTIONS

Multiattack. Soirsa makes two claw attacks and one bite attack.

Bite. Melee Weapon Attack. +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, Soirsa can make one claw attack against it as a bonus action.

Claw. Melee Weapon Attack. +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing.

Turn Undead. Soirsa calls upon the power of her goddess, Tanil. Each undead creature that can hear or see her within 30 feet of her must succeed on a DC 17 Wisdom saving throw or be turned for 1 minute. A turned creature can't take reactions and must use its action to dash away from Soirsa, and it can't willingly move toward Soirsa. If it has no way to move, the turned creature takes the *dodge* action. Undead of CR 1 or below are instantly destroyed if they failed their saving throw.

WITHERED

The withered are those who have perished from the painful suffering caused by the magical disease known as Asira's Syndrome. With their final days filled with pain and torment, some who die rise again as mindless husks that only experience pain and an unrelenting rage which they focus against the living. They move with a jerking motion, as though the sheer effort increases their pain, yet also fuels the withered's anger.

WITHERED

Medium undead, unaligned

Armor Class 9

Hit Points 63 (14d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (-1)	10 (+0)	7 (-2)	13 (+1)	7 (-2)

Damage Immunities necrotic, poison, psychic

Condition Immunities exhausted, frightened

Senses blindsight 60 ft., passive Perception 11

Languages -

Challenge 4 (1,100 XP)

Absorb Magic. If struck by a magical melee attack, the attacker must succeed on a DC 12 Charisma saving throw. On a failed save, the magical nature and effects of that attack are subdued for 1d4 rounds. If successfully target by a spell or other magical effect, the withered may make a DC 12 Charisma saving throw. If successful, it may roll 1d12, and prevent that much damage. If the nature of the spell did not cause damage, there is no change to the spell's effect. However, for each successful Charisma saving throw against a magical effect, the withered has a cumulative 1% chance of infecting creatures it hits with its claw attacks with Asira's Syndrome.

Pain Aura. Creatures that begin their turn within 10 feet of the withered must make a DC 12 Constitution saving throw. On a failed save, the creature is incapacitated until the start of its next turn as its body is wracked by excruciating pain.

ACTIONS

Multiattack. The withered makes two claw attacks.

Claw. Melee Weapon Attack. +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) slashing damage and 3 (1d6) psychic damage. If the withered can spread Asira's Syndrome, and the target is a creature, the target must succeed on a DC 12 Constitution saving throw or become afflicted with the magical disease.

Waves of Agony. Ripples of horrific pain, both physical and emotional, spread out from the withered. Any creature within 15 feet of the withered must make a DC 12 Constitution saving throw. On a failed save, a creature suffers 17 (5d6) psychic damage, and is frightened for 1 minute and stunned until the end of their next turn. On a success, the creature takes half damage and is not frightened or stunned. A frightened creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.

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