



DRAGONLANCE CONVERSION TO 5TH EDITION DUNGEONS AND DRAGONS

RAISTLIN'S GUIDE TO KRYNN

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This document doesn't contains neither any information about the Dragonlance campaign setting nor the rules of the 5th edition of Dungeons and Dragons. It was written for our group use only, and it has several ideas. Some of them are ours, some other not so much (document version: 2.2).



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FOR A GOOD UNDERSTANDING OF THIS document's content, you should have at least the Dungeon and Dragons Basic Rules and one of the many Dragonlance campaign setting books. We used the 3rd edition Dragonlance Campaign Setting as a general reference to write this.

This guide is based on the following premises:

1. The conversion should be simple.

2. The conversion should try to change as little as possible of the core rules of D&D. We didn't create new classes, sub-classes, feats or races that already exist in the Player's Handbook, Dungeon Master's Guide or any other official product.

3. This conversion is only a guide and a game should be based on flexibility. For example: if one of the players in a group wants to play a druid who has the land itself as source of her power instead of the nature gods, the DM should allow her to do it. Why not?

CHARACTER OPTIONS

AVAILABLE RACES

Draconian: see race traits below.

Dwarf: Mountain Dwarf (Hylar, Daewar or Klar), Hill Dwarf (Neidar), Dark Dwarf (Theiwar, Daergar, Zhakar; see subrace traits below), Gully Dwarf (see subrace traits below).

Elf: High Elf (Qualinesti or Silvanesti), Wood Elf (Kagonesti).

Gnome: The only available gnome subrace of Krynn is the Rock Gnome.

Half-elf

Half-ogre: use a reskinned Half-orc.

Human: Abanasinian plainsfolk, City abanasinian, Ergothian, Ice folk, Kharolian, Mountain barbarian, Nerakan, Nomad of Khur, Nordmaarian Horselord, Nordman, Sea nomad, Solamnic.

Kender: see race traits below.

Minotaur: use the Minotaur (Krynn) in the "*Unearthed Arcana: waterborne adventures*" article of May of 2015.

EXTRA LANGUAGES

Human ethnic groups have their own languages, in addition to Common. They receive an extra language, as follows :

Abanasinian plainsfolk: abanasinian

City abanasinians: abanasinian

Ergothians: ergot

Ice folk: ice folk

Kharolians: kharolian

Mountain barbarians: nerakese

Nerakans: nerakese

Nomads of Khur: khurish

Nordmaarian Horselords: nordmaarian

Nordmen: nordmaarian

Sea nomads: ergot, kalinese or saifhum

Solamnics: solamnuc

DRACONIAN RACE TRAITS

Ability Score Increase. Your Constitution score increases by 2.

Size. Draconians vary in height according her subrace, but they are all Medium.

Speed. Your base walking speed is 30 feet.

Languages. Draconian can read, speak and write Common and Nerakan.

Subrace. Five subraces of draconians are found in Krynn: Baaz, Kapak, Bozak, Sivak, Aurak. Choose one of these subraces.

Baaz Draconian

Wings. You have bat-like wings sprouting from your shoulder blades. You can 't fly, but you can glide. You negate any damage from a fall of any height and you can travel horizontally up to four times the vertical distance descended.

Damage Resistance. You have resistance to fire and lightning damage.

Surprisingly Tough. You have advantage on saving throws against sleeping effects.

Death throes (petrification). After you fail your third death saving throw and die, you turn into stone. If anyone hits you while you are making your Death saving throws and you die, you turn into stone and she must make a DC 13 Dexterity saving throw or her weapon will stuck in your death-stoney-body. Your body

crumbles to dust after 1d4 turns. Anyone can retry the Dexterity Saving Throw and free a stucked weapon with one action.

Kapak Draconian

Ability Score Increase. Your Dexterity score increases by 1.

Wings. You have bat-like wings sprouting from your shoulder blades. You can 't fly, but you can glide. You negate any damage from a fall of any height and you can travel horizontally up to four times the vertical distance descended.

Damage Resistance. You have resistance to acid and poison damage.

Dragon army spy. You have proficiency in the Stealth skill.

Death throes (acid pool). When you die your body instantly dissolves into a 5 foot radius pool of acid. Any creature who starts its turn in the area takes 1d6 acid damage. The acid evaporates in 1d6 rounds. All armor, weapons, and items you carried suffer damage from the acid as well.

Bozak Draconian

Ability Score Increase. Your Strength score increases by 1.

Wings. You have bat-like wings sprouting from your shoulder blades. You can 't fly, but you can glide. You negate any damage from a fall of any height and you can travel horizontally up to four times the vertical distance descended.

Damage Resistance. You have resistance to lightning damage.

Draconian Magic. You know the *true strike* cantrip. When you reach 3rd level, you can cast *burning hands* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spell-casting ability for these spells.

Death throes (explosive bones). When you die, your scaly flesh shrivels and crumbles from your bones in a cloud of dust and the bones immediately explode. Each creature within 10 feet of you must make a DC 14 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Sivak Draconian

Ability Score Increase. Your Strength score increases by 1.

Flight. You have a flying speed of 30 feet.

Damage Resistance. You have resistance to cold damage.

Steal appearance. When you slay a medium humanoid, you can take the form of your victim. Your voice and appearance exactly match to those of your victim. However you do not gain any memories, experience or spell use of your victim. You may changes back to your normal shape, but after doing so may not polymorph again without finding another victim.

Death throes (death face). When you die, your body immediately changes shape, assuming the form of the humanoid being that killed you. This death shape lasts for three days, and then the entire body decomposes into black soot. If your killer is a large creature or greater, not humanoid or if you were a female sivak, your body instead burst into flame. Each creature within 10 feet of you must make a DC 17 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Aurak Draconian

Ability Score Increase. Your Intelligence score increases by 2.

Damage Resistance. You have resistance to fire damage.

Draconian Magic. You know the *fire bolt* and *mage hand* cantrips. When you reach 3rd level, you can cast *hold person* once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *lightning bolt* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Death throes (burning frenzy). When you die, your body explodes in a blast of magical energy. Each creature within 5 feet of you must make a DC 16 Dexterity saving throw, taking 14 (4d6) force damage on a failed save, or half as much damage on a successful one.

DARK DWARF SUBRACE TRAITS

Ability Score Increase. Your Intelligence and Dexterity scores increases by 1.

Stalker. You have advantage on Dexterity (Stealth) checks.

Sunlight Sensibility. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Superior Darkvision. Your darkvision has a radius of 120 feet.

GULLY DWARF SUBRACE TRAITS

Ability Score Increase. Your Dexterity score increases by 1.

Survival instinct. You have advantage on Dexterity (Stealth) and Wisdom (Survival) checks.

Pitiable. You have advantage on Charisma (Persuasion) checks used to convince an enemy not to harm you.

Cowardly. You have disadvantage on Wisdom saving throws against being frightened or another fear effects.

KENDER RACE TRAITS

Ability Score Increase. Your Dexterity score increases by 2 and your Charisma score by 1.

Size. Kender average about 3 or 4 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Languages. Kender can read, speak and write Common and Kenderspeak.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Keen Senses. You have proficiency in the Perception skill.

Kender Pockets. Kender constantly pick things up and pocket them, and then often forget about them. If you find yourself in need of a piece of nonmagical equipment, there is a chance you have it. Roll a d4. If you roll a 4, you find the item in your pocket, pack, or pouch. If you roll anything else, you don't have such an item on you, and you can't search again for the same item until you've spent at least one day in a town or city. Rum-maging through your pouches, pack and pockets in this way takes 1 minute.

Subrace. When the dragon Malystrixx destroyed Kendermore, she did more than burn down a town –she snuffed out the inner spark of the kender there. Therefore, two subraces of this race are found in Krynn: True and Afflicted Kender. Choose one.

True Kender

Fearless. You have advantage on saving throws against being frightened.

Taunt. You have advantage on Charisma (Performance) checks to taunt a creature and make it lose its temper. A creature might turn hostile against you.

Lack of Focus. You have disadvantage to Intelligence (Investigation) checks and Constitution checks to maintain concentration.

Afflicted Kender

Pitiable. You have advantage on Charisma (Persuasion) checks used to convince an enemy not to harm you.

AVAILABLE CLASSES

Fighter

• Cavalier variant: **The Dragon Rider.** The *Xanathar's Guide to Everything's* Cavalier is an excellent martial archetype for Dragon Riders.

Barbarian

Ranger

Paladin: Paladins are rare individuals on Krynn, mortals chosen from among the faithful to do the noble work of the gods of Light. Few enough receive the call to paladinhood that in many eras their role is subsumed by the work of the Solamnic knights or other military orders with divine patronage. Paladins are highly respected by priests of their patron deity, welcomed into the churches as holy warriors in the cause of good, but they are typically too focused on their direct service to play much of a part in the day-to-day affairs of the clergy ("*Holy Orders of the Stars*", page 34).

Cleric: spellcasters who belong to one of the Holy Orders of the Stars faction.

• New Background: **Mystic.** See background traits below

Druid: spellcasters who extract their power of the nature gods but don't belong to one of the Holy Orders of the Stars faction.

Monk: normally they have a life of introspection in a distant Majere's monastery.

Rogue

Bard

Wizard: spellcasters who extracts their power from the moons.

Sorcerer: spellcasters who extract their magic from Krynn itself.

Warlock: normally Knights of the Thorn, they are spellcasters who extract their power from an ancient pact.

Artificer: Only gnomes can be artificers. Use the Artificer class option in the "*Unearthed Arcana: artificer*" article of January of 2017.

NEW BACKGROUNDS

Mystic

You have learned to channel divine energy without worshiping (or even acknowledging) any deity. The process of harnessing this magic is one of inner awareness and self-discovery—a private faith that leads you to great wisdom.

Skill Proficiencies: Insight, Medicine

Languages: Two of your choice

Equipment. A scroll case stuffed full of notes from your studies of prayers, a winter blanket, a set of common clothes, and 5 steel pieces.

Feature: **Revelation**

The quiet meditation gave you access to a unique and powerful revelation. The exact nature of this discovery depends on the nature of your spiritual journey. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long forgotten, or unearthed some relic of the past that could rewrite history.

Work with your DM to determine the details of your revelation and its impact on the campaign.

Suggested Characteristics

Anyone who possesses the latent talent and the sensibility required to harness the power of the heart may become a mystic. Mystics prefer quiet contemplation to crowds and noise and tend to be loners. Others search for truth in life, having failed to find it with the gods.

Personality Trait: like the Hermit background

Ideal: like the Hermit background

Bond: like the Hermit background

Flaw: like the Acolyte background

NEW FEATS

Feat variant: **Second Chance.** The *Xanathar's Guide to Everything's* Second Chance feat works the same way with kenders.

Feat variant: **Bountiful Luck.** The *Xanathar's Guide to Everything's* Bountiful Luck feat works the same way with kenders.

Feat variant: **Ogre Fury.** The *Xanathar's Guide to Everything's* Orcish Fury feat works the same way with ogres.

Feat variant: **Dragon Hide.** The *Xanathar's Guide to Everything's* Dragon Hide feat works the same way with draconians.

Kender Nightstalker

Prerequisite: kender

You are one of the wonderous (and often crazy) kender nightstalkers. You can speak with the souls whose regrets and sorrows bind them to Krynn, and prevent them from departing to the next stage of the soul's journey. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- Whenever you are in an enclosed area (such as a mansion, dungeon, or caverns) where five or more creatures have been killed, the lingering essences of the dead speak to you and whisper the secrets of the surroundings, granting advantage on your Wisdom (Perception) checks.
- You learn the *speak with dead* spell, and you can cast once without expending a spell slot and requiring no material components. You regain the ability to cast it in this way when you finish a long rest.

Draconian Breath Weapon

Prerequisite: draconian

You have harnessed your draconic heritage and can attack with a dragonlike breath weapon. You can use your action to exhale destructive energy. Your draconian subrace determines the size, shape and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconian subrace. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage

on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can ´t use it again until you complete a short or long rest.

- Baaz:** 5 by 30 ft. line of fire damage (Dexterity save).
- Kapak:** 5 by 30 ft. line of acid damage (Dexterity save).
- Bozak:** 5 by 30 ft. line of lightning damage (Dexterity save).
- Sivak:** 15 ft. cone of cold damage (Constitution save).
- Aurak:** 15 ft. cone of fire damage (Dexterity save).

SETTING ASPECTS

MOON MAGIC

Any Wizard (or any spellcaster) who passed the Test and is part of the Wizards of High Sorcery faction, uses Moon Magic.

The Moon Magic uses the moon tracking chart of the 3rd edition *Dragonlance Campaign Setting* or any other Dragonlance sourcebook, but with the following effects (both effects stacks):

WAXING AND WANING EFFECTS:

	Modifier to spell save DC and spell attacks
Low Sanction	-1
Waning	0
Waxing	0
High Sanction	+1

MOON ALIGNMENT EFFECTS :

	Modifier to spell save DC and spell attacks
Solinari and Lunitari	+1
Nuitari and Lunitari	+1
Solinari and Nuitari	+1
Three moon conjunction	+2

DIFERENT MAGIC SOURCES

To adapt the standard D&D 5th edition magic to the Dragonlance setting, you can establish five magic sources:

Magic from the gods: spellcasters who cast spells from the gods and belongs to one of the *Holy Orders of the Stars* faction are **clerics**. Those who worship all, some or one of the nature gods (Habbakuk, Chislev and Zeboim) and don ´t belong to the *Holy Orders of the Stars* are **druids**.

Magic of the world: spellcasters who cast spells from the pure essence of Krynn are **sorcerers**.

Moon Magic: spellcasters who cast spells from the moons are **wizards**. Before passing the *Wizards of High Sorcery* Test they extract magic energy from all the moons and after passing the Test they chose one moon to serve.

Pact magic: spellcasters who cast spells from a pact with a superior entity are **warlocks**. Normally, they belong to the Order of the Thorn of the *Knights of*

Neraka, and they used to pact with Takhisis. Now, with the dark goddess dead, who knows what dark and mysterious entities they made a pact with?

Magic from the heart: mystics are **clerics** who do not worship any deity. The process of harnessing their magic is one of inner awareness and self-discovery. If one of the players wants to play a mystic, she can do it by taking the new **Mystic** background.

COINAGE

Replace all gold pieces (gp) for steel pieces (stl).

MAJOR KRYNN’S FACTIONS

Knights of Solamnia

Operates in: Mostly in Solamnia, but they influence in all Ansalon.
Inside divisions: (hierarchical) Knights of the Crown, Knights of the Sword, Knights of the Rose.

Wizards of the High Sorcery

Operates in: All Ansalon.
Inside divisions: (not hierarchical) Wizards of White Robes, Wizards of Red Robes, Wizards of Black Robes.

Knights of Neraka

Operates in: Mostly Neraka.
Inside divisions: (not hierarchical) Knights of the Lily, Knights of the Thorn, Knights of the Skull.

Legion of Steel

Operates in: All Ansalon.
Inside divisions: none

Holy Orders of the Stars

Operates in: All Ansalon.
Inside divisions: (not hierarchical) one church per god.

Dragonarmies

(formally dissolved after the War of the Lance)
Operates in: From Neraka to all Ansalon.
Inside divisions: (not hierarchical) Red Dragon Army, Blue Dragon Army, Green Dragon Army, White Dragon Army, Black Dragon Army.

MONSTERS

DRACONIANS

BAAZ

Medium humanoid (draconian), chaotic evil

Armor Class 16 (chain shirt)
Hit Points 15 (2d8+6)
Speed 30 ft.

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

Skills Intimidation +2, Stealth +3
Damage Resistances fire, lightning
Senses passive Perception 10
Languages Common, Nerakan
Challenge 1/2

Death throes (petrification). When a baaz reaches to 0 hit points, it turns to stone instantly. If an opponent dealt the killing blow with slashing or piercing weapon damage, she must succeed in a DC 13 Dexterity saving throw or her weapon will stuck in the baaz’s body. As an action a creature can try to succeed a DC 13 Strength (Athletics) check to free the weapon. The baaz body crumbles to dust after 1d4 turns.

Glide. The baaz can use its wings to glide, negating any damage from a fall of any height and it can travel horizontally up to four times the vertical distance descended.

ACTIONS

Multiattack. The baaz makes two attacks: one with its claw and one with its spear.

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

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5ft. or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing damage, or 7 (1d8+2) piercing damage if used with two hands to make a melee attack.

KAPAK

Medium humanoid (draconian), lawful evil

Armor Class 15 (studded leather)

Hit Points 58(9d8+18)

Speed 30 ft.

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

Saving Throws Dex +6, Int +4

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

Damage Resistances acid, poison

Senses passive Perception 16

Languages Common, Nerakan

Challenge 3

Death throes (acid pool). When a kapak reaches to 0 hit points, its body instantly dissolves into a 5 foot radius pool of acid. Any creature who starts its turn in the area takes 1d6 acid damage. The acid evaporates in 1d6 rounds. All armor, weapons, and items carried by the kapak suffer damage from the acid as well.

Glide. The kapak can use its wings to glide, negating any damage from a fall of any height and it can travel horizontally up to four times the vertical distance descended.

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

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

Sneak Attack. Once per turn, the kapak deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kapak that isn't incapacitated and the kapak doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The kapak makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 6 (1d6+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Claw. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 4 (1d8) slashing damage.

BOZAK

Medium humanoid (draconian), lawful evil

Armor Class 15 (studded leather)

Hit Points 84 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Con +4, Int +5, Wis +4

Skills Arcana +5, Perception +3, Stealth +5

Damage Resistances lightning

Senses passive Perception 13

Languages Common, Nerakan

Challenge 1

Death throes (explosive bones). When a bozak reaches to 0 hit points, its scaly flesh shrivels and crumbles from its bones in a cloud of dust. The bones immediately explode. Each creature within 10 feet of the bozak must make a DC 14 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Glide. The bozak can use its wings to glide, negating any damage from a fall of any height and it can travel horizontally up to four times the vertical distance descended.

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

Cantrip (at will): *blade ward, fire bolt, message, shocking grasp, true strike*
1st level (4 slots): *burning hands, detect magic, magic missile, shield*
2nd level (3 slots): *invisibility, stinking cloud, web*

ACTIONS

Multiattack. The bozak makes two attacks: one with its shortsword and one with its claw.

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

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

SIVAK

Medium humanoid (draconian), lawful evil

Armor Class 18 (plate)
Hit Points 143 (22d8+44)
Speed 30 ft., fly 30 ft.

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

Saving Throws Str +9, Con +6
Skills Athletics +9, Intimidation +5, Perception +6,
Damage Resistances cold
Senses passive Perception 16
Languages Common, Nerakan
Challenge 9

Death throes (death face). When a male sivak reaches to 0 hit points, it changes shape, assuming the form of the humanoid being that killed it. This death shape lasts for three days, and then the entire body decomposes into black soot. If the sivak’s slayer is a large creature or greater, not humanoid or the death sivak is a female, the sivak instead burst into flame. Each creature within 10 feet of the sivak must make a DC 17 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Steal appearance. The sivak can take the form of a medium humanoid that it has just killed. Its voice and appearance exactly match to those of its victim, but the sivak do not gain any memories, experience or spell use of its victim. The sivak can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Indomitable (2/day). The sivak rerolls a failed saving throw.

Second Wind (1/day). As a bonus action, the sivak can regain 20 hit points.

ACTIONS

Multiattack. The sivak makes three attacks: two with its greatsword and one with its tail.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5ft., one target. Hit: 12 (2d6+5) slashing damage, plus 7 (2d6) slashing damage if the sivak has more than half of its total hit points remaining.

Tail. Melee Weapon Attack: +9 to hit, reach 5ft., one target. Hit: 9 (1d8+5) bludgeoning damage, plus 7 (2d6) bludgeoning damage if the sivak has more than half of its total hit points remaining.

Claw. Melee Weapon Attack: +9 to hit, reach 5ft., one target. Hit: 9 (1d8+5) slashing damage, plus 7 (2d6) slashing damage if the sivak has more than half of its total hit points remaining.

AURAK

Medium humanoid (draconian), lawful evil

Armor Class 12 (15 with mage armor)
Hit Points 84 (13d8+26)
Speed 30 ft.

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

Saving Throws Int +6, Wis +4
Skills Arcana +8, History +8
Damage Resistances fire
Senses passive Perception 11
Languages Common, Nerakan
Challenge 9

Death throes (burning frenzy). When an aurak dies, it explodes in a blast of magical energy. Each creature within 5 feet of the aurak must make a DC 16 Dexterity saving throw, taking 14 (4d6) force damage on a failed save, or half as much damage on a successful one.

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

Spellcasting. The aurak is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The aurak has the following wizard spells prepared:

- Cantrip (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *hold person, misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, fly, lightning bolt*
4rd level (3 slots): *greater invisibility, ice storm*
5rd level (2 slots): *cone of cold, wall of force*
6rd level (1 slot): *flesh to stone, globe of invulnerability*
7rd level (1 slot): *teleport*

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.

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

Ogre Titan

Large giant, neutral evil

Armor Class 18 (natural armor)
Hit Points 189 (18d10+90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	16 (+3)	15 (+1)	19 (+4)

Saving Throws Str +10, Int +8, Wis +7, Cha +9
Skills Athletics +10, Arcana +8, Deception +9, Insight +7, Perception +7, Persuasion +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses Darkvision 60 ft., passive Perception 17
Languages Common, Ogre, Nerakan, Titan
Challenge 11

Awe Presence. Any creature hostile to the ogre titan that starts its turn within 30 feet of the ogre titan must make a DC 17 Wisdom saving throw, unless the ogre titan is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature’s saving throw is successful, the creature is immune to the ogre titan’s Awe Presence for the next 24 hours.

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

Spellcasting. The ogre titan is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The ogre titan has the following wizard spells prepared:

- Cantrip (at will): *mage hand*, *message*, *ray of frost*, *prestidigitation*
- 1st level (4 slots): *detect magic*, *magic missile*, *shield*, *fog cloud*
- 2nd level (3 slots): *hold person*, *misty step*, *web*
- 3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

Innate Spellcasting. The ogre titan’s spellcasting ability is Charisma (spell save DC 17). The ogre titan can innately cast the following spells, requiring only verbal components:

- At will: *stone shape*
- 3/ day: *magic missile*

Actions

Multiattack. The ogre titan makes three attacks with its greatsword.

Greatsword. Melee Weapon Attack: +10 to hit, reach 5ft., one target. Hit: 12 (2d6+5) slashing damage, plus 7 (2d6) slashing damage if the ogre titan has more than half of its total hit points remaining.

Thanoi

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 52 (8d8+16)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (-2)	7 (-2)	9 (-1)

Saving Throws Con +5
Skills Athletics +6
Damage Immunities cold
Damage Resistances fire
Senses passive Perception 8
Languages Common, Ice Folk
Challenge 2

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

Actions

Multiattack. The thanoi makes two attacks: one with its greatclub and one with its tusks.

Greatclub. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 7 (1d8+3) bludgeoning damage.

Tusks. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 7 (1d8+3) piercing damage.