



ARROW DEMON

Arrow demons were created to serve in massive battalions on the endless abyssal battlefields. Although they still play a devastating role in such battles, arrow demons have now begun to appear elsewhere. Powerful demons and mortal summoners alike have learned that even one arrow demon is capable of dominating a battlefield.

Brutal Nature. Like other demons, arrow demons are cruel beyond mortal measure, knowing nothing of compassion or altruism. They scorn virtue and despise hope, yet they understand more clearly than perhaps any other demon that their continued existence depends on their value to their masters.

Valuable Pawns. Although arrow demons are dangerous by themselves, they are most deadly when they can stand still and shoot. The very effectiveness of this tactic has given arrow demons an importance in the ranks of the demons higher than their sheer physical power would otherwise earn them. Although an arrow demon must still give way to any greater demon, large groups of the abyssal archers know they are too valuable to their demonic lord's battle plans to be gainsaid by any but the most powerful individual demons.

ARROW DEMON

Medium fiend (demon), chaotic evil

Armor Class 14

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Wis +2

Skills Perception +2, Stealth +6

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 12

Languages Abyssal, telepathy 60ft.

Challenge 3 (700 XP)

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

1/day each: *misty step*, *hail of thorns*

Symmetrical Archery. The arrow demon wields two bows at once. Each single attack is an attack from both bows. These attacks are rolled as one and deal double damage (included in the attack).

Actions

Multiattack. The arrow demon makes two ranged attacks.

Longbows. *Ranged Weapon Attack:* +6 to hit, range 150/600ft., one target. *Hit:* 17 (2d8 + 8) piercing damage.

VARIANT: DEMON SUMMONING

Some demons can have an action option that allows them to summon other demons.

Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning.

- A **glabrezu** has a 30 percent chance of summoning 1d3 arrow demons, 1d2 hezrous, or one glabrezu.
- An **arrow demon** has a 30 percent chance of summoning 1d6 dretches or one arrow demon.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

BATTLEBRIAR

Huge plant, unaligned

Armor Class 15 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	5 (-3)	10 (+0)	7 (-2)

Skills Athletics +9

Damage Resistances lightning

Condition Immunities blinded, deafened, exhaustion

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

Languages understands Sylvan but can't speak

Challenge 7 (2,900 XP)

Thorned Body. A creature that touches the battlebriar or hits it with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage.

Impale. A creature who is grappled by the battlebriar has disadvantage on their check to break the grapple. Any creature who starts their turn grappled by the battlebriar takes 10 (2d10) piercing damage.

Actions

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* 16 (2d10 + 6) piercing damage, and the target must succeed on a DC 15 Strength saving throw or be grappled. The battlebriar can have up to two Large or smaller creatures grappled at the same time.

Thorn Volley (Recharge 6). The battlebriar launches a volley of thorns in a 30 foot cone. Each creature within the area of the cone must make a DC 15 Dexterity saving throw or take 20 (4d10) piercing damage, half as much on a success.

BATTLEBRIAR

A six-legged lionlike creature with a body made of writhing vines and thorns, battlebriar's are plants magically engineered to serve as massive, living, siege engines.

War Machines. Long thorns protrude from every part of a battlebriar's body, making it seem impossible to approach or move around it without risking serious injury.

Battlebriars on the field of battle can easily destroy massed formations of lesser troops, using its gorilla-like pairs of limbs to barrel through and trample groups of enemies.

Fearsome Threat. Although created for war, battlebriars have long since escaped the control of their creators. They now roam freely through forest and field alike. A single battlebriar is capable of destroying a small town, and for this reason, it is an event of major importance when one is seen near a settlement of any size.

Single Minded. Battlebriars possess a rudimentary intelligence but no capacity for speech. On the few times that druids and spellcasters of similar skill have been able to communicate with them, battlebriars have proven intractable and uncaring.

Guardians. A few powerful evil druids have been able to find magical means of controlling battlebriars, and these controlled beasts make fearsome guardians. Often used to prevent the encroachment of bugbears, hobgoblins, or gnolls into a druid's territory, they present a dangerous challenge to any who wander into their area.

Many-Limbed. A battlebriar walks about on all six of its limbs, but when fighting, it stands on only one set of legs, swinging both pairs of its huge forelimbs wildly. Its forelimbs are the longest of the three pairs, the middle pair of limbs slightly shorter, and its rear pair being the shortest of all.

Thorns. Battlebriars grow and shed their thorns at an incredible rate. By rearing up on their hind limbs and snapping their bodies forward, they can launch a deadly volley of thorns. Though neither smart enough nor inventive enough for tactics, they are at least perceptive enough to use their volley of thorns on fleeing enemies while simply trampling small enemies in their path.

Impalers. Due to the nature of their massive thorns, a creature that is unlucky enough to become engaged in combat with a battlebriar will often find themselves eventually impaled by several of the long protrusions, holding them fast in place while the battlebriar claws them to pieces.

Huge Bodies. A battlebriar is almost as broad as it is tall. They have a tough, rubbery hide in the color of drying mud, although some of the vinelike strands that run through its body are greenish in color. Battlebriars can easily attain 15 feet in length and weigh as much as 18,000 pounds.

LESSER BATTLEBRIAR

Large plant, unaligned

Armor Class 14 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	5 (-3)	10 (+0)	7 (-2)

Skills Athletics +6

Damage Resistances lightning

Condition Immunities blinded, deafened, exhaustion

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

Languages understands Sylvan but can't speak

Challenge 4 (1,100 XP)

Thorned Body. A creature that touches the battlebriar or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

Impale. A creature who is grappled by the battlebriar has disadvantage on their check to break the grapple. Any creature who starts their turn grappled by the battlebriar takes 6 (2d6) piercing damage.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 10 (2d6 + 4) piercing damage, and the target must succeed on a DC 14 Strength saving throw or be grappled. The battlebriar can have up to two Medium or smaller creatures grappled at the same time.

LESSER BATTLEBRIAR

Smaller than the more powerful battlebriars that roam the wild, lesser battlebriars are at least somewhat obedient and are often encountered in the service of another creature.

Powerful Pets. Skilled handlers can influence these creatures enough to keep them docile much of the time, and even send them into battle when necessary.

True Form. Many believe that lesser battlebriars were actually the original battlebriars and that the larger, more powerful battlebriars are in fact lesser battlebriars gone feral. This thinking belies the notion that lesser battlebriars are a somehow lesser version of their untamed kin. While smaller, a mere 8 feet long and between 1 and 2 tons, they are powerful entities in their own right.

VARIANT: LESSER BATTLEBRIAR AS A RANGER'S COMPANION

At DM discretion, a ranger player may attempt to take a lesser battlebriar as a beastmaster companion. The player must succeed on a DC 25 Wisdom (Animal Handling) check to calm the lesser battlebriar, followed by 8 hours magically bonding with it before it accepts the ranger as its temporary master.

Reduced Power. A lesser battlebriar companion has a base AC of 12 and hit points equaling 17 (2d10 + 6).

Temperamental Companion. While mostly obedient, anytime the ranger sends their lesser battlebriar into an overly dangerous situation (as determined by the DM), they must succeed on a DC 15 Wisdom (Animal Handling) check or the lesser battlebriar refuses the order and takes no action until the check is successful.



BONECLAW

Medium undead, lawful evil

Armor Class 14 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

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

Skills Perception +1, Stealth +6

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 3 (700 XP)

Long Reach. The boneclaw has three claws on each hand that can extend up to 20 feet as part of an attack. The target of the boneclaw's reaching claw attack can make an attack of opportunity against the extending claws as a reaction to being hit (AC 18; 10 hit points; immunity to poison damage; vulnerability to bludgeoning damage). Destroying a claw deals no damage to the boneclaw but reduces the damage of its reaching claw attack by one damage die. Once all three claws on one hand have been destroyed, the reaching claw attack action is lost for it. However, the boneclaw can still make a standard claw attack with that hand.

Actions

Multiattack. The boneclaw makes two attacks: one with each hand with either its claw or its reaching claw.

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

Reaching Claw. Melee Weapon Attack: +4 to hit, reach 20 ft., one target. **Hit:** 13 (3d6 + 4) piercing damage.



BONECLAW

Boneclaws are bloodthirsty undead that enjoy using their extendable claws to bring death to the living. The lore of the dead does not reveal from what dark necromancer's laboratory or fell nether plane boneclaws entered the world. Perhaps they merely "evolved" from lesser forms.

Intelligent Undead. The boneclaw is an intelligent skeletal undead that possesses exceptional control over the length of its claws. At will, the boneclaw can extend its claws out to a distance of 20 feet, neatly skewering fleshy creatures that stand in their way before slowly retracting them.

While boneclaw's origins are a mystery and some do serve powerful entities, most boneclaws operate with an independence rarely seen in other undead. Most follow their own path and pursue their own goals, often simply driven by insatiable blood lust.

Ambushers. A boneclaw likes to get the drop on its enemies. It will lurk in shadows and, with its enemies still at range, surprise them with an attack by extending its claws. While normally solitary, several boneclaws have been known to set up ambushes and attack in unison when a victim appears.

Undead Nature. A boneclaw doesn't require air, food, drink, or sleep.

CHARNEL HOUND

Huge undead, lawful evil

Armor Class 15

Hit Points 189 (18d12 + 72)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages ---

Challenge 13 (10,000 XP)

Body Integration. Whenever the charnel hound reduces a living humanoid of Large size or smaller to 0 hit points, the humanoid must immediately make a DC 18 Constitution saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnel hound, killing the humanoid and healing the hound for twice the humanoid's total number of hit dice. The body and equipment cannot be recovered until the charnel hound is defeated and the proper body is pulled from the pile of resultant corpses.

Limited Magical Immunity. The charnel hound can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Rend. When the charnel hound hits with two claw attacks on the same target, in the same turn, it deals an extra 14 (4d6) necrotic damage.

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

Actions

Multiattack. The charnel hound can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit* 13 (2d6 + 6) slashing damage plus 14 (4d6) necrotic rend damage if the conditions have been met.

Frightful Presence. Each creature of the charnel hound's choice that is within 60 feet of the charnel hound and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the charnel hound's Frightful Presence for the next 24 hours.

CHARNEL HOUND

Charnel hounds are hound-shaped creatures standing at least 20 feet at the shoulder. Closer scrutiny reveals that while the creature has the outward shape of a hound, its form is composed of the bodies of hundreds of rotting humanoid corpses.

Necromantic Mastery. Charnel hounds are a stunning achievement of some crazed necromancer or god of death. Their very presence is a proclamation of necromantic power. The way in which the bodies making up a charnel hound's form sometimes scream, mutter, and jerk serves to horrify and frighten onlookers.

Massive Guardians. Charnel hounds, once created, are self-sufficient engines of undead destruction found at night roaming plains where battles have been fought, or loose in underground areas large enough to accommodate their 20 foot height. During the day, they dig themselves great burrows to escape the sun. When clerics or necromancers are powerful enough to command a charnel hound, it is often used as a guardian.

Integration. A charnel hound savages any living creature it encounters. When it overcomes foes, especially humanoids, it immediately integrates the foe into its own body, even if the foe is not quite dead yet.

Undead Nature. A charnel hound doesn't require air, food, drink, or sleep.



GERIVIAR

Huge giant, neutral evil

Armor Class 16 (natural armor)

Hit Points 225 (26d12 + 56)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	12 (+1)

Saving Throws Str +11, Con +10, Wis +4

Skills Athletics +11, Perception +4, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 16 (15,000 XP)

Stone Camouflage. The geriviar has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

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

Actions

Multiattack. The geriviar makes three claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 12 (2d6 + 6) slashing damage.

Legendary Actions

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

Claw Attack. The geriviar makes a claw attack.

Charge. The geriviar charges on its six limbs up to half its movement speed in any direction. Any creature in the geriviar's path must make a DC 15 Dexterity saving throw or take 16 (2d10 + 6) bludgeoning damage. This movement does not provoke attacks of opportunity.

Throw Nodule (Costs 2 Actions). The geriviar pulls a spherical, spiny nodule off its body and throws it to a space or enemy within 30 feet. Each creature within 10 feet of the point of impact must make a DC 15 Dexterity saving throw, taking 15 (5d6) acid damage and 15 (5d6) piercing damage, half as much on a success, as the grenade-like nodule explodes on impact.

GERIVIAR

Geriviars are nomadic giants that have a burning hatred to destroy anyone who encroaches on their desolate lands. Geriviars lurk in hostile environments, preferring rough mountains or inhospitable marshes. Wherever they lair, geriviars typically seek isolation, whether as solitary creatures or in small family units. Some members of the race have been pressed into service in armies, acting as living siege weapons.

Hostile Giants. These spiky giants are extremely hostile to any other creature they perceive as a threat, which includes almost anything else that moves. They especially distrust any race or creature that seeks to stake a claim on the land by building permanent structures on it. Geriviars have an incredible loathing for buildings of any sort, viewing a permanent structure almost as a personal affront.

Tenacity. Geriviars are tenacious and uncompromising in nearly every endeavor. Once a geriviar undertakes a task or makes up its mind to accomplish something, only death or an incredible will can prevent it from following through to completion.

Natural Siege Engine. Their tenacious nature, combined with a geriviar's 25 to 30 foot height and twelve ton weight, has led many scholars to surmise that geriviars were originally engineered beings, created by warlords in times long past as mobile siege engines. Since they are eminently suited for such an occupation, few who have seen a geriviar in action can dispute these claims.

Nomadic. Geriviars rarely stay in one place for long, possessed of a nearly insatiable paranoia that someone might be building on the lands they currently inhabit.



HARSSAF

As harsh and unyielding as their desert homes, harssafs don't typically deal congenially with others. Sharing the slender frame of elves but without their distinct grace, harssafs move instead with purpose.

Efficient Killers. Harssafs have no compunctions about killing when necessary, but they take no particular pride in it. Killing to the harssafs is a necessary skill to survive the coming sandstorms that will carry the great desert to the far reaches of the world.

Born of the Sands. They believe their race once spawned from the desert, and that one day the desert will rise up to swallow the earth in its warm embrace. Only they, the faithfully prepared, will survive the onslaught of the desert.

Nomadic Raiders. Seemingly composed of the fire and sand of their home terrain, they live in nomadic bands, traveling and raiding throughout a massive section of desert.

Fire and Earth. Harssafs believe that the desert is the union and perfection of fire and earth. Lords of these two elemental planes are often referenced as dieties and treated as such within their clans.

Hidden History. Rumors exist of ancient harssaf structures in the deepest deserts, strongholds that all clans visit from time to time. These strongholds are said to hold the long history of the mysterious harssaf people, as well as monasteries that devote themselves to the schooling of the many harssaf clans.

Burning Desert. Due to their natural affinity to the intense heat of the deserts, all harssafs are resistant to high heat and fire damage. They can channel their innately high body heat into the metal weapons they normally carry.

HARSSAF SCOUT

Medium humanoid (harssaf), lawful evil

Armor Class 16 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	12 (+1)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Dex +6, Wis +5

Skills Perception +5, Stealth +6

Damage Resistances fire

Senses passive Perception 15

Languages Common, abyssal

Challenge 3 (700 XP)

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

Actions

Multiattack. The harssaf makes two melee attacks.

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

Sand Pulse (Recharge 6). The harssaf generates a sand pulse in a 30 foot radius as portions of its form briefly turn to sand and explode outwards. All creatures within 30 feet of the harssaf must succeed on a DC 13 Dexterity saving throw or be blinded by sand and take 6 (2d6) bludgeoning damage, half as much on a success. If the harssaf was grappled or restrained, they automatically break the hold.

VARIANT: HARSSAF PLAYER CHARACTERS

Should you have a player who desires to play a harssaf character and are accepting of their usually evil nature, the details of harssafs as player characters are explained at the end of this compendium.



LHOSK

Lhosks appear to be a black-furred gorilla from the waist up and a large, hairy, monstrous spider from the waist down. Standing a full 7 feet tall and exceeding 1,000 pounds, lhosks are a massive physical presence. Its intelligence is obvious from the fact that it carries various belts, tools, and weapons.

Roaming Tribes. Nimble despite their size, lhosks roam large territories in search of food and water. They settle briefly to establish nests to raise young before moving on as a group.

Guardian Spirits. Lhosks believe the world is full of spirits, both those of intelligent beings and those of objects such as rocks and trees. Lhosks also believe they were created to interpret and carry out the wishes of those spirits while guarding and protecting them.

Cautious Defenders. Lhosks are wary of other civilized races but not particularly vicious. They prefer to use their webs to set traps and question trapped intruders. If intruders ignore their instructions or attack, they defend themselves to the death. They don't hesitate to attack those who threaten their females and young.

Ritual Combatants. Lhosk family groups and tribes are run by the toughest male. They determine leaders through ritualistic combat where the victor rules.

LHOSK

Large monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 63 (6d10 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	20 (+5)	10 (+0)	8 (-1)	11 (+0)

Skills Perception +1, Stealth +3

Senses darkvision 60ft., passive Perception 11

Languages Common, orc

Challenge 2 (450 XP)

Spider Climb. The lhosk can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the lhosk knows the exact location of any other creature in contact with the same web.

Web Walker. The lhosk ignores movement restrictions caused by webbing.

Actions

Multiattack. The lhosk makes two melee attacks.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60ft., one creature. **Hit:** The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

VARIANT: LHOSK SHAMAN

Some lhosk are born with the ability to cast spells. Such lhosk typically have a higher Wisdom of 14 (+2) than normal lhosks and a Spellcasting trait as follows.

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

Cantrips (at will): *druidcraft*, *poison spray*

1st level (4 slots): *absorb elements*, *cure wounds*, *entangle*

2nd level (2 slots): *heat metal*, *melf's acid arrow*

PROTEAN SCOURGE

Cases of mistaken identity are common with protean scourges, which just adds to their reputation as deadly assassins. Versatile and cunning, protean scourges are formidable foes in any environment.

Demonic Appearance. Standing over 7 feet tall, with red, pebbled skin, yellow eyes, and long, demonic horns, protean scourges are often mistaken for fiends from the Abyss. Their legs are abnormally long for their size, giving it a better than average walking speed. Its clawed hands are lethal in their own right but most protean scourges carry oversized scythes to add to their myth.

Pure Killers. Protean scourges love to kill. Most find that their natural abilities make them highly effective assassins, able to get close to a target without its knowledge, then strike when the moment is most opportune.

Shapeshifters. Many protean scourges find themselves mistaken for doppelgangers because of their innate shapeshifting ability. Combined with their natural deception skills and keen awareness, protean scourges can blend into almost any environment seamlessly.

Deadly Surprise. A protean scourge's most lethal surprise comes once it becomes damaged in combat: It splits into two protean scourges, each one with the strength and capabilities of a normal protean scourge.



PROTEAN SCOURGE

Medium monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	19 (+4)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Str +10, Wis +7, Cha +9

Skills Deception +14, Insight +7, Perception +12

Senses darkvision 60ft., passive Perception 22

Languages Common, Infernal, Abyssal

Challenge 13 (10,000 XP)

Shapechanger. The protean scourge can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The protean scourge's innate spellcasting ability is Charisma (spell save DC 18, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *friends*, *mage hand*, *minor illusion*

1/day each: *charm person*, *dimension door*, *expeditious retreat*, *hold person*, *tongues*

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

Body Double. When the protean scourge is damaged in combat, it splits into two identical versions of itself. This ability is not an illusion; each new protean scourge is a fully capable version. Each version has the current statistics of the original, including hit points and remaining uncast spells. However, any spells cast by either protean scourge reduce the total pool of remaining spells; each does not get its own spells per day and the double lacks this trait. Both versions of the protean scourge must be slain in order to kill it. The protean scourge may recombine into a single entity over the course of 1 hour, during which time the protean scourge is helpless.

Actions

Multiattack. The protean scourge makes three attacks.

Heavy Scythe. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 17 (2d12 + 5) slashing damage.

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

Reactions

Split. As a reaction to being damaged in combat, the protean scourge splits its form into two identical versions of itself. The second protean scourge appears in the nearest unoccupied space to the original and acts on the protean scourge's initiative.



REDCAP

Redcaps are the most evil fey you are ever likely to meet. They are mass-murdering psychotic killers who live on other creatures' pain. Their wicked grins and razor sharp teeth are a mere warning to the bloodshed that follows in a redcap's wake.

Deceptive Appearance. Redcaps stand 3 to 4 feet tall, weighing only about 50 pounds, and look like a weathered, tough-looking old man.

Skull Caps. On their heads redcaps wear bright red hats, kept fresh and colored by dipping in their victim's blood. This ritual grants the redcap some of its victim's strength and power.

Call to Arms. Having redcaps near an area of civilization is more than enough reason to call on outside help to fend off the murderous fey. Their bloodlust is insatiable as more blood on their hands and caps grants them more strength and prestige.

REDCAP'S TOOTH

When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains advantage on Charisma (Intimidation) checks versus fey.

REDCAP

Small fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (8d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	8 (-1)	11 (+0)

Skills Athletics +7, Intimidation +2, Stealth +6

Damage Resistances poison

Condition Immunities poisoned

Senses passive Perception 9

Languages Common, Sylvan

Challenge 3 (700 XP)

Powerful Build. The redcap has advantage on any saving throw against being knocked prone and on all Strength checks.

Rage. The redcap can enter a rage as a bonus action on its turn. While raging, the redcap gains resistance to bludgeoning, piercing, and slashing damage as well as a bonus to melee damage rolls (included in the attack).

Blood Cap. The redcap dips its cap into the blood of a slain creature and channels its power. As a bonus action on its turn, the redcap bathes its cap in the blood of a dead creature, gaining +1 to attack rolls, damage rolls, and its natural armor.

Actions

Multiattack. The redcap makes two melee or ranged attacks.

Scythe. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 9 (1d12 + 3) slashing damage, plus 2 rage damage (if raging).

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120ft., one target. *Hit:* 4 (1d4 + 2)

VARIANT: REDCAP ADVANCEMENT

A redcap who has seen many battles is likely to have dipped his cap in the blood of many enemies. You may scale the redcap's strength based on the Redcap Strength table below.

REDCAP STRENGTH

Kills	Hit Points	Armor Class	To Hit/Damage Bonus	CR
2	52 (8d6 + 24)	16	+2	5
4	65 (10d6 + 30)	17	+3	7
8	78 (12d6 + 36)	18	+4	9
16	91 (14d6 + 42)	19	+6	12



REJKAR

Covered in thick white fur with crooked black antlers, the rejkar are a race of creatures that resemble a caribou or stag but can freeze a target solid with a single glance.

Devilish Origins. Native to Baator, rejkar originally made their home on the frigid layer of Cania, but they are not devils. The creatures loathe the baatezu and their kin, and many have found their way to the arctic regions of other planes to seize new territory and power. They dream someday of turning these conquests into a power base from which they can seize all of Cania.

False Prophets. Typically, rejkar appear to the leader of an arctic civilization, promising to turn their magical powers to the benefit of the tribe. They aid in craftwork, and even share visions of future events, though often false. Over time, the leader becomes dependent on the "mystic caribou" that aids him and the rejkar begins to exert control over the entire tribe through its leader.

Dangerous Opponents. Engaging enemies first with deception via telepathy, the rejkar will then freeze their opponents with their icy gaze from a safe distance. Once the target becomes frozen, they charge, dealing massive amounts of damage to the frozen target and sending it sprawling to the ground where their hooves can make short work of it. Rarely traveling alone, rejkar work in unison to handle threats to their prized tribes.

REJKAR

Medium monstrosity, neutral evil

Armor Class 15

Hit Points 45 (6d8 + 18)

Speed 40 ft., climb 40ft.

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

Damage Immunities cold

Damage Vulnerabilities fire

Senses darkvision 60ft., passive Perception 11

Languages Common, telepathy 60ft.

Challenge 3 (700 XP)

Charge. If the rejkar moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage or 14 (4d6) damage if frozen. If the target is a creature it must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is encased in ice from the rejkar's freezing gaze, its charge attack scores an automatic critical hit and the target automatically fails their saving throw.

Actions

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

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 11 (2d8 + 3) bludgeoning damage.

Freezing Gaze (Recharge 6). The rejkar locks its icy gaze on a creature it can see within 30 feet of it. If the target can see the rejkar, it must succeed on a DC 14 Constitution saving throw or become paralyzed by a thin sheet of ice encasing their body. On their turn, a frozen target may use their action to make a DC 14 Strength check to break the ice, freeing themselves on a success. Creatures who are immune to cold damage are immune to the effects of the rejkar's gaze.



SKINDANCER

Its skin is covered with patches of strangely morphic carapace. Constantly moving and faintly iridescent, this shell covers its broad shoulders, torso, and upper thighs. Standing a full 10 feet in height and weighing in at over 800 pounds, the skindancer is a terrifying sight for any adventuring party.

Arcane Origins. Born of arcane experimentation into the changeable nature of life, the skindancer perpetuates the perversion of eldritch magic. This strange creature has prodigious defensive abilities, and many theorize that skindancers were created to serve as guardians for arcane spellcasters.

Adaptive Defenses. Although it is not a shapechanger, a skindancer's flesh is highly reactive to weapons and spell attacks. The thick protrusions that cover a skindancer's upper body look like a hard carapace, but in truth they shift in shape and consistency to best resist any attack that is used against it.

Dangerous Opponent. Aggressive and fearless, the skindancer is a dangerous enemy to face. This is doubly so for spell casters as their protective carapace can occasionally cause their spells to be reflected back upon them. Those attacking a skindancer must be as adaptive to it as its carapace is to their attacks.

SKINDANCER

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	19 (+4)	10 (+0)	8 (-2)	10 (+0)

Skills Athletics +12, Perception +3

Senses Darkvision 120 ft., passive Perception 12

Languages Common

Challenge 13 (10,000 XP)

Adaptive Magical Resistance. The skindancer's skin shifts and reforms, granting it resistance to the last type of spell damage (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder) that dealt damage to it. This resistance lasts for 1 minute or until another type of spell damage type replaces it. The skindancer may only be resistant to one spell damage type at a time.

Adaptive Physical Resistance. The skindancer's skin shifts and reforms, granting it resistance to the last type of physical damage (bludgeoning, piercing, slashing) that dealt damage to it. This resistance lasts for 1 minute or until another type of physical damage type replaces it. The skindancer may only be resistant to one physical damage type at a time.

Actions

Multiattack. The skindancer makes three fist attacks.

Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 7) bludgeoning damage.

Reactions

Adaptive Magical Reflection (Recharge 6). The magical energy that suffuses the skindancer's skin can turn away magical attacks. As a reaction, the skindancer may reflect the effects of a spell that targets only itself back onto the caster.

THORN

Warriors of the fey realms, thorns are fanatical defenders. Often, a grig, nixie, or pixie will find that its whimsical or mischievous nature gets it into trouble beyond its ability to manage. Sometimes, a thorn will be around to help such a creature out.

Fey Guardians. Thorns act as guards or guardians for prestigious fey or important fey sites. For instance, if a dryad ever undertakes a mission important enough to cause her to leave her tree for a time, she endeavors to enlist a thorn to guard it.

Thornblades. Thorns get their name from the unusual longswords they carry. Made of thorns from carefully cultivated, enormous rose bushes grown in the faerie courts, these longswords are surprisingly light and agile. A thorn spends much of their down time maintaining the intricate weaving of their thornblade.

Small and Dangerous. A thorn stands about 3 feet tall and is very slender, weighing only 25 pounds. Thorns generally do not pick fights, but they will attack anything or anyone who threatens or harms other fey. Like most fey, though, they don't take a direct approach, choosing instead to sneak and launch vicious attacks from hiding. Their mastery of fey sleeping poisons leave their surprised victims incapacitated before they register an attack.



THORN

Small fey, neutral good

Armor Class 14 (leaf leather armor)

Hit Points 31 (7d6 + 7)

Speed 35 ft.

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

Skills Acrobatics +5, Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 1 (200 XP)

Sylvan Camouflage. The thorn has advantage on Dexterity (Stealth) checks made to hide in the forest.

Sneak Attack. Once per turn, the thorn 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 thorn that isn't incapacitated and the thorn doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thorn makes two melee attacks or two ranged attacks.

Thornblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 7 (1d8 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

TOPIARY TRICERATOPS

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Damage Resistances piercing, bludgeoning

Damage Immunities psychic, thunder

Damage Vulnerabilities fire, slashing

Senses passive Perception 10

Languages --

Challenge 5 (1,800 XP)

False Appearance. While the guardian remains motionless, it is indistinguishable from a normal topiary.

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.



Artful Mimicry. A topiary guardian is the same size as the creature it imitates, so a lion topiary guardian would have a lion's dimensions. However, a guardian is comprised of mostly branches and leaves, making it much lighter than a flesh-and-blood creature of the same size; it weighs only one-quarter as much as its flesh-and-blood counterpart. Topiary guardians can't speak, but do rustle slightly as they move.

When a topiary guardian spots an intruder, it stays perfectly still until the intruder comes within 30 or 40 feet. The animated bush then simply charges, often catching the foe off guard.

TOPIARY GUARDIANS

A topiary guardian is a shrub or bush sculpted into the shape of an animal and then animated by arcane magic. As much decoration as defense, these creatures guard the courtyards of kings and nobles, blending in seamlessly among ordinary hedge sculptures. The guardians spring to life only when an intruder enters the garden.

Prized Possessions. Topiary guardians are as much construct as plant. They are not naturally mobile plant creatures, like golems, their animating force is a spirit from the Elemental Plane of Earth that has been bound to the body via magic. Druids find them distasteful at best, and an abomination at worst. The wealthy landowners who keep them in their gardens rarely worry about such issues, however. They consider the extra security and prestige of having a topiary guardian patiently waiting to spring on thieves or assassins more important than the shrub's "feelings."

TOPIARY GUARDIAN TEMPLATE

Creating a topiary guardian that mimics a different animal is possible. When making a topiary guardian, the beast retains its statistics except as described below.

Type. The guardian's type changes from beast to plant.

Speed. The guardian only has a walking speed.

Damage Resistances. The guardian gains resistance to piercing and bludgeoning damage.

Damage Immunities. The guardian gains immunity to psychic and thunder damage.

Damage Vulnerabilities. The guardian becomes vulnerable to fire and slashing damage.

False Appearance. While the guardian remains motionless, it is indistinguishable from a normal topiary.

RACES

ARMAND

STANDING WITH A STRONG, WIDE STANCE THE short, solidly built humanoid flexed its thick, plated skin. The thoroughly intoxicated dwarf, spewing a slurred mix of common and dwarven curses, threw himself against the creature, intent on sending it sprawling but found himself sitting firmly on his rear. The creature looked down at him with a soft expression, no ill intent present. It slowly reached out for the dwarf, offering its hand as assistance.

"You must tell me more about your people, my friend, and I will get you a drink," it said softly. The dwarf's eyes narrowed but he took the offered hand and the two returned to the bar.

Wandering the deserts and grasslands of the world, armands are a nomadic people who don't believe in individual ownership but the sharing of all possessions among the tribe. Of infinitely greater value to the armands are experiences. Those armands who have traveled, adventured, and returned to the tribe are deemed wise ones whose advice carries the most weight. Combat is not relished among the armands as they see it as depriving the armand or its foe of the pleasures of life.

NOMADIC TRIBES

Armands live in transitory tribes who rarely build permanent dwellings. They live in large communal tents or take advantage of ready shelter, such as caves or abandoned structures. Tribes generally consist of several small, closely knit family groups who come together to share resources and experiences.

The armand tribal population is in a constant state of flux as adventuring members come and go. The thirst for adventure and stories to share with the tribe drive them across the deserts and plains. Tribes will avoid larger centers of population and enclosed areas such as forests and mountains, preferring more open ground to wander.

TRANSITORY LIFE

Armands generally scorn wealth and possessions because of their transitory nature. True wealth comes in the form of life's experiences and tales. Many young adult armands leave their families and tribes, striking out into the world in search of their own experiences and stories to bring back. Even those who return from adventure rarely stay for long, their thirst for experiences driving them back out into the world.

PACIFIST NATURE

Armands prefer to avoid combat whenever possible. They enjoy living and treasuring new experiences and will rarely start a conflict. Armands believe that combat too often causes an untimely end and deprives either the armand or its foe the experiences of life. Diplomacy and a friendly nature ensure that most armands can remove themselves from dangerous circumstances.

That is not to say that an armand is incapable in combat. Armand's solid build and firm stance make them difficult enemies to face. When faced with a deadly foe, armands are more than willing to make a stand.

CIVIL RELATIONS

Armands try to get along with everyone, preferring to establish friendships in order to expand their knowledge and experiences.

Dwarves. "How they can live under all that rock is an interesting subject, however, their history and tales rival most races. A dwarven friend will lead you on many a grand adventure!"

Humans. "Those within large walls tend to be uninteresting and tied too closely to material wealth. Those in the wilds, in the farms, and across the lands can be a treasure trove of experiences."

Halflings. "Halflings share our zeal for life. Never will you weave more beautiful tales than those experienced at the side of a halfling!"

STOUT FRAME

While diminutive, armands are very hardy creatures. Standing 3 feet tall and between 140 and 150 pounds on average, they are often underestimated in a confrontation. While armands will use their small size to extract themselves from most confrontations, their stout build allows them surprising durability when combat cannot be avoided.

Armand's skin is covered with subtle but thickly plated scales that are often confused on first glance with fur. The scales cover their entire bodies with the exception of their slightly rat-like heads whose oversized ears are often decorated with many piercings. Their coloration varies from the pale tan, almost golden tone of the desert tribes, to subtle green hues of the prairie nomads.



ARMAND NAMES

An armand has a given name, a tribe name, and in the cases of those who have earned them, a nickname associated with their grand adventure.

Male Names: Adoben, Bodder, Bor, Dav, Finn, Igan, Lyet, Marrin, Netan, Oran, Reedic, Stor, Thym, Udor, Wells, Zolis, Zoran

Female Names: Alidi, Breena, Drya, Jasma, Jilli, Krishana, Lavi, Marla, Neris, Seprin, Sera, Tamra, Thola, Tori, Uma, Verna, Zanta

Tribe Names: Dunedre, Farseen, Loyalar, Millstone, Rockken, Swiftale, Whiteplain

ARMAND TRAITS

Your character has a number of traits in common with all other armands.

Ability Score Increase. Your Constitution score increases by 2.

Age. An armand reaches adulthood at the age of 15 and generally lives for an average of 120 years.

Alignment. Most armands are lawful neutral. They are generally easy going and kind but adhere strictly to their cultural beliefs. They have little tolerance for races who would stifle exploration and adventure and will protect the ways of their people to the last.

Size. Armands average about 3 feet tall and weigh about 140 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Stable Stance. You are exceptionally stable on your feet. You have advantage on saving throws against being knocked prone.

Claws. You are never unarmed. You are proficient with your claws, which are melee weapons that deal 1d4 slashing damage.

Languages. You can speak, read, and write Common and Armandish. Few other races can speak Armandish and the armands are reluctant to share it. It shares many structural and tonal similarities with Halfling.

Subrace. The two kinds of armand, desert wardens and prairie seekers, have subtle differences but are very closely related to one another.

DESERT WARDENS

As a desert warden armand, your frame is slightly bulkier than that of your prairie brethren. The harsh desert climate and rocky terrain has thickened your muscles and adapted your body to the rigors of heat and the dangers of climbing.

Ability Score Increase. Your Strength score increases by 1.

Slow Fall. You may use your reaction when falling to dig your claws into a wall within arm's reach to slow your descent. You take falling damage as if the fall were 20 feet shorter than it actually was.

Damage Resistance. You have resistance against fire damage.

PRAIRIE SEEKERS

As a prairie seeker armand, you have developed skills to navigate the world safely. The rolling prairies are often without landmarks for navigation and you have honed your abilities to successfully guide your tribe across the featureless verdant landscape.

Ability Score Increase. Your Wisdom score increases by 1.

Celestial Navigation. As long as you can see the sky, you have advantage on Wisdom (Survival) checks made to navigate the world.

Cantrip. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.



HARSSAF

"BE THAT AS IT MAY", THE ROBED MAN SAID VERY slowly, *"They are the only guides through this desert."*

"I ain't for arguin' with ye monk, jus' dunna like the looks of this'un." the gruff little dwarf responded, nodding his head forward. Just ahead of the pair, a lanky humanoid moved easily through the deep sands. Its long-fingered hands and vaguely reptilian face are the only parts of its body not covered in sand-colored leather armor. Its reddish-brown skin, grainy like the sand beneath their feet, sinks deeply into its slitted eye sockets where a fiery red glow emanates.

"As long as we provide it with no reason or threat, their people have no need to kill and we, my friend, have very much the need for a guide." the monk responded softly.

Harssafs have no compunctions about killing when necessary, but they take no particular pride in it. Killing to the harssafs is a necessary skill to survive the coming sandstorms that will carry the great desert to the far reaches of the world.

REEDY AND ROUGH

As harsh and unyielding as their desert homes, harssafs don't typically deal congenially with others. Sharing the slender frame of elves but without their distinct grace, harssafs move instead with purpose. Seemingly composed of the fire and sand of their home terrain, they live in nomadic bands, traveling and raiding throughout a massive section of desert.

CLANS AND CASTES

Harssaf clans are incredibly structured, composed of a strict caste system of scouts and tenders. Tenders comprise less than one-third of a band's total population, and even they are capable warriors. Consisting mostly of scouts incapable of fighting due to age or infirmity, pregnant females, young children, and the few craftsfolk of the clan, tenders are regarded as second-class citizens. Living in several small, cramped tents within the camp, tenders live squalid lives compared to the spacious and lavish pavilions used by the scout caste.

Cold and Calculating

Almost never making friends outside of their own race, they treat allies as commodities and strategic investments.

Tieflings. "Most make for excellent allies but some have softened so as to be nearly unrecognizable."

Elves. "Frivolous. Worthless. To live as long as me but to waste their time with song and merriment instead of advancement turns my stomach."

Humans. "Most are easily manipulated and are easy enough to dispatch. They work with haste, vigor, and many are quite amenable to our ways."

Males and females have an equal opportunity to prove themselves worthy of the scout caste. Females with children are relegated to be tenders until their children are old enough to be left with others of the caste, only then may they return to the scout caste. As a result, children are raised by the clan as a whole, being alternatively schooled by different members of the scout caste. These scouts have taken it upon themselves to educate the youngsters in various martial and religious mysteries to ensure they are prepared to choose their career when they come of age.

DESERT GODS

Harssafs worship no particular deity, but rather worship the desert itself. They believe their race once spawned from the desert, and that one day the desert will rise up to swallow the earth in its warm embrace. Only they, the faithfully prepared, will survive the onslaught of the desert.

Due to this, all harssafs learn primordial as they believe that the desert is the union and perfection of fire and earth. Lords of these two elemental planes are often referenced as deities and treated as such within the clans.

Rumors exist of ancient harssaf structures in the deepest deserts, strongholds that all clans visit from time to time. These strongholds are said to hold the long history of the mysterious harssaf people, as well as monasteries that devote themselves to the schooling of the many harssaf clans.

HARSSAF NAMES

Harssafs are given no name upon birth. Children are tenders and unworthy of recognition by name. Upon proving themselves worthy of the scout caste, the clan leaders assign a name. These names are known only to the closest of friends and kin. Most harssafs simply call themselves Scout outside of the clan and tenders are never called anything other than tender. Should a tender rejoin the scout caste, they are assigned a new name to commemorate their rebirth.

Male Names: Aoth, Argin, Bowan, Cadre, Dusk, Eld, Errat, Fith, Garr, Huln, Jher, Kriv, Lurn, Mumed, Oni, Praven, Rashem, Rrang, Shau, Strang, Tanin, Verin

Female Names: Asee, Basha, Batii, Ceidi, Chathi, Esve, Jala, Kethra, Lei, Mara, Nephi, Nula, Quara, Selise, Sili, Tami, Thola, Wesa, Zie

HARSSAF TRAITS

Your harssaf character has a variety of natural abilities that are part and parcel of your desert heritage.

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

Age. While physically attaining maturity at about the same time as humans, harssafs don't attain adulthood and recognition of caste until the end of their first century of life. The average harssaf lives to be 800 years old.

Alignment. Harssafs are more often evil than not, but all harssafs tend towards lawful alignments thanks to their incredibly structured lives.

Size. Harssafs stand between 5 and 6 feet tall and average 150 to 190 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Heated Grip. As a bonus action, you may channel your fiery heritage into your hands and through any metal weapon you are holding. Any creature struck by your next melee attack takes an additional 2d6 fire damage. You must complete a short or long rest before using this ability again.

Sand Form. As an action, you can assume the form of a mobile pile of sand for 1 minute. You and anything you are wearing or carrying is transformed into sand. While in this form, your only method of movement is to slither along the ground with a speed of 10 feet. You can pass through small holes, narrow openings, and even mere cracks. While in this form, you can't talk or manipulate objects and any objects you were carrying can't be dropped, used, or otherwise interacted with. You can't attack or cast spells in this form and may end it at any time as a bonus action. If you were grappled or restrained by nonmagical means when activating your sand form, you automatically break that hold.

You must complete a long rest before using this ability again.

Damage Resistance. You have resistance against fire damage.

Damage Vulnerability. You are vulnerable to cold damage.

Languages. You can speak, read, and write Common and Primordial.

VARIANT HARSSAF TRAITS

Your Dungeon Master might allow this variant trait, which replaces the harssaf's Heated Grip and Sand Form.

Sand Pulse. You can use your action to generate a sand pulse in a 30 foot radius around you. Portions of your form briefly turn to sand and explode outwards. All creatures within 30 feet of you must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 bludgeoning damage and is blinded on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 9th level, and 4d6 at 15th level.

If you were grappled or restrained by nonmagical means when activating your sand pulse, you automatically break that hold.

After you use your sand pulse, you can't use it again until you finish a long rest.



WITCHKNIFE (ATHAME)

"BY THE GODS!" THE CLOAKED HUMAN MUTTERED under his breath as he was compelled to plunge into the cold, stagnant waters of the cistern. The rest of the tavern goers, who came out to watch, cackled with glee as the loudmouthed man burst back out of the brown waters, gasping for foul smelling air. The small humanoid he had confronted, stubby red horns atop his head and forming a rough goatee on his chin, grinned proudly before slipping into the crowd and disappearing.

Legend tells of a time when all creatures spoke one language and athames ruled the world. Their word was law, and other creatures obeyed any command the athames gave. Then a deity interfered and taught the athames' subjects to speak new languages. This broke the athames' power over them and the subjects, who feared and hated the athames despite their magnanimous rule, rebelled and tore the athame empire to pieces.

THICK BODIED

Witchknives have tough skin that ranges in color from dark gray and brown to ruddy orange. They have short, red horns in places where other creatures have hair and their eyes are orange or yellow with red pupils. Their blocky frames rarely exceed 5 feet in height and average 120 pounds.

ENCLAVES

Witchknives live in small enclaves, with rarely more than two hundred adults, hidden away from the civilizations of other races. These enclaves have a hierarchy of rank determined by birth, but most witchknives are of equal rank and have many rights and privileges. Most witchknives live in a monastic manner inside fortresslike homes, spending their days meditating, training for combat, and learning.

NATURAL PSIONICISTS

Witchknife is the name other creatures use to refer to the athames because of their power to compel victims to do their bidding with but a single utterance. A witchknife's psionic ability to command others relies on the target creature being able to understand the witchknife, which leads witchknives to seek out and learn as many languages as possible. This is the driving force for any witchknife who leaves the confines of their enclave.

WITCHKNIFE NAMES

Witchknives are given nicknames upon their birth, generally describing the color tone their skin takes. Once a witchknife reaches adulthood, they select a new name for themselves, generally combining it with their nickname. There is little distinction between male and female names and witchknives never assume a surname; choosing instead to use the name of their enclave.

Nicknames: Amber, Ash, Black, Bone, Coal, Ember, Flint, Grey, Iron, Onyx, Rose, Steel

Adult Names: Amberaxe, Ashblade, Blackrock, Bonechin, Coalheart, Emberfist, Flintcutter, Greyfox, Ironback

WITCHKNIFE TRAITS

Your witchknife character has an assortment of inborn abilities shared with other witchknives.

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

Age. Young witchknives grow slowly. They reach full size after 30 years but are not considered adults until the age of 50. On average, they live about 250 years.

Alignment. Most witchknives lean towards neutrality. While some fall on either side of true neutrality, most focus on protecting and maintaining their enclaves over the worries of the larger world. Other races often misinterpret the witchknife's abilities and assume ill intent where it may not exist.

Size. Witchknives stand between 4 and 5 feet tall and average 120 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common, Undercommon, and two extra languages of your choice. Witchknives are driven to learn a variety of languages, for their psionic commands are only obeyed by creatures that can understand them.

Psionic Command. You know the *message* cantrip. When you reach 3rd level, you can cast the *command* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

