



RICHARD A. KNAAK'S
REX
DRACONIS
RPG

FREE

NPCs, Monsters, and Magic Items of REX DRACONIS



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NPCs, Monsters, and Magic Items of REX DRACONIS

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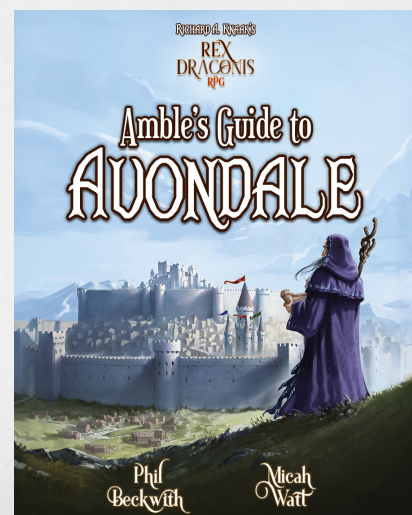
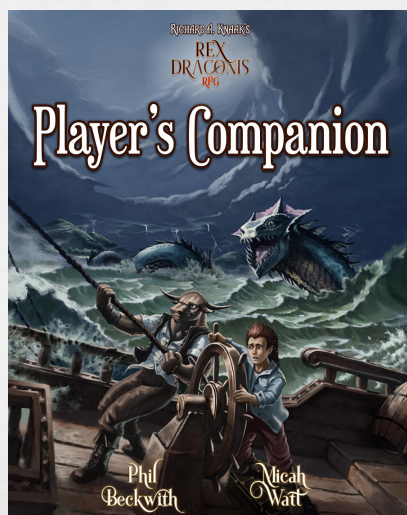
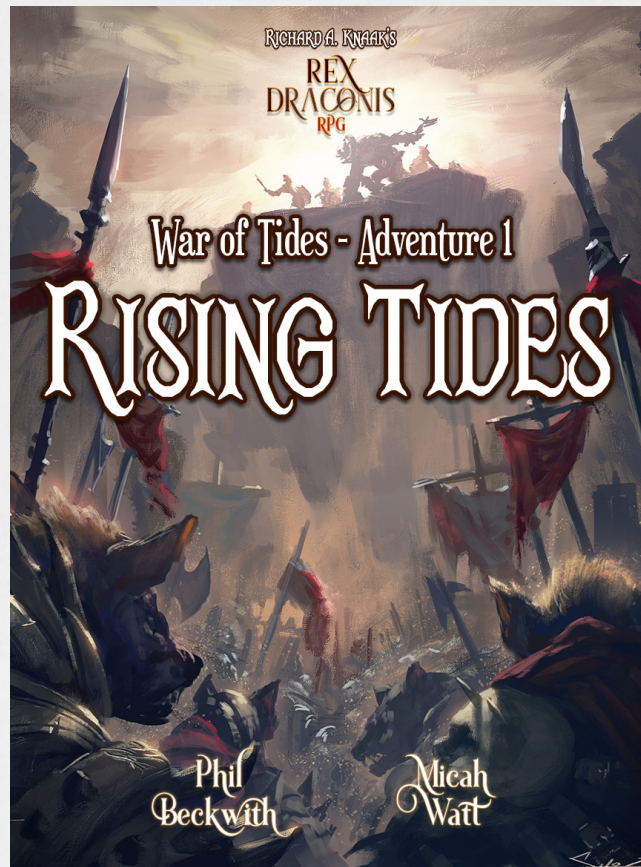
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NPCs and Monsters

ESC IRONTOE

Medium humanoid (hill dwarf), neutral

Armor Class 12 (leather armor)

Hit Points 32 (5d6+10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	16 (+3)	10 (+0)	9 (-1)

Saving Throws Con +5, Int +6

Skills History +6, Investigation +6, Perception +3,
Tools Artisan's Tools (tinkers tools)

Senses darkvision 60 ft., passive Perception 13

Languages Dwarven, Common, Gnomish, Draconic

Challenge 1 (200)

Artificer's Lore. Esc gains twice his proficiency bonus (+3) to Intelligence (History) check related to magic items, alchemical objects, or technological devices.

Tinker. Esc can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device (AC 5, 1 hp). The device functions for 24 hours (unless Esc spends 1 hour repairing it to keep the device functioning), and he can use an action to dismantle it and reclaim the materials used to create it. Esc can have up to three such devices active at a time.

Esc can choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires an action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Inventor. Esc can create pseudo-magical devices. He may select any spell of 3rd level or lower, and using a number of hours and materials equal to 100 gold pieces per spell level (ie a 3rd level spell takes 3 hours and 300 gold pieces) he may craft a device that can generate the spell effect as if he had cast it. Cantrips are treated as 1st level spells for the purposes of this ability. Anyone may use the created device, but the device must adhere to the rules of the spell (ie concentration spells still require concentration to use). Each device may be used a number of times equal to his Intelligence modifier (3), and then ceases to function unless Esc repairs it with another use of his Inventor ability. The device lasts until he takes a long rest, but may be maintained by expending a use of this ability.

Devices are fragile and temperamental. Each device has an AC of 12, and hit points equal to twice Esc's hit dice (10 hp). A device losing all of its hit points is destroyed.

Esc may use this ability 3 times per long rest, or maintain up to 3 devices at one time. The materials are not consumed.

ACTIONS

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

Sample Inventions.

Parachute – featherfall spell

Energy projector gun – magic missile spell

Flamethrower – burning hands or aganazar's scorcher spell.

Hot Air Balloon – levitate spell

Improved Hot Air Balloon – fly spell

Inflatable raft – waterwalking spell



GIANT CATFISH

Large beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 18 (4d8)

Speed swim 30 ft.

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

Saving Throws DEX +4

Skills Perception +4, Stealth +3

Senses Darkvision 30 ft., Passive Perception 14

Languages --

Challenge 1/4 (50 XP)

Suction Grapple. The giant catfish can attempt to suction grapple a target without needing to bite it. The catfish has

advantage on its Athletics check when attempting this with its suction mouth whilst underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the giant catfish can't bite another target.

Swallow. The catfish makes one bite attack against a Small or smaller target it is currently grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the catfish, and it takes 5 (2d4) acid damage at the start of each of the catfish's turns. The catfish can have only one target swallowed at a time. If the catfish dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT LEECH

Small beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 10 (3d4 + 3)

Speed 5 ft., swim 40 ft.

STR 4 (-3) **DEX** 16 (+3) **CON** 12 (+1) **INT** 2 (-4) **WIS** 8 (-1) **CHA** 6 (-2)

Skills Stealth +5

Senses Darkvision 60 ft., Passive Perception 9

Languages --

Challenge 1 (200 XP)

ACTIONS

Blood Sucker. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the giant leech suctions to the target. While attached, the giant leech doesn't attack. Instead, at the start of each of the giant leech's turns, the target loses 6 (1d6 + 3) hit points due to blood loss.

The giant leech can detach itself by spending 5 feet of its movement. It does so after it drains 15 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the leech.

GIANT TUNNEL GRUB

Huge monstrosity, unaligned

Armor Class 18 (Natural Armor)

Hit Points 145 (10d20 + 40)

Speed 40 ft., burrow 25 ft.

STR 22 (+6) **DEX** 7 (-2) **CON** 18 (+4) **INT** 1 (-5) **WIS** 8 (-1) **CHA** 4 (-3)

Saving Throws CON +8, WIS +3

Senses Blindsight 30 ft., Tremorsense 60 ft., Passive Perception 9

Languages --

Challenge 9 (5,000 XP)

Tunneler. The giant tunnel grub can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The giant tunnel grub makes three attacks: one with its Bite and two with its Pseudopod Clubs.

Pseudopod Clubs. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. If the target is a Large or Smaller creature it must succeed on a DC 14 Strength saving throw or be knocked back 10 feet and fall prone.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be swallowed by the grub. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the giant tunnel grub, and it takes 10 (3d6) acid damage at the start of each of the grub's turns.

If the giant tunnel grub takes 15 damage or more on a single turn from a creature inside it, the grub must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the giant tunnel grub. If the grub dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.



Giant Tunnel Grub

LICH HOUND

Medium undead, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR 18 (+4) **DEX** 16 (+3) **CON** 16 (+3) **INT** 12 (+1) **WIS** 12 (+1) **CHA** 6 (-2)

Saving Throws STR +7, CON +6, WIS +4, CHA +1

Skills Perception +4, Stealth +6

Damage Vulnerabilities Radiant

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Senses Darkvision 120 ft., Passive Perception 14

Languages Telepathy

Challenge 5 (1,800 XP)

Undead Regeneration. The lich hound has the ability to regenerate itself when injured. The lich hound can regain 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the lich hound has taken radiant damage or damage from a kwillum's quill (or a weapon crafted from a kwillum's quill) since its last turn, this trait doesn't function at the start of the lich hound's next turn.

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

Hive Mind. Lich hounds within 100 feet of each other are connected telepathically, and think as one hive mind.

Anything that a lich hound may learn or know within any situation, the hive mind also knows. An example of this is when a lich hound discovers an enemy, others within the hive mind instantly know of the enemy's presence too, and may come to the lich hound's aid.

Harmed by Kwillum Quill. If successfully attacked and hit with a quill from a kwillum's mane, or a weapon crafted from one, the lich hound takes 20 piercing damage and is unable to use its Undead Regeneration trait.

ACTIONS

Multiattack. The lich hound makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Paralyzing Force (recharge 5-6). The lich hound can use an action to force a creature to make a DC 14 Wisdom saving throw if the lich hound isn't incapacitated, it can see the creature and it is within 30 feet. A creature that fails the save becomes paralyzed for 1 minute unless the lich hound wishes to release it before hand, or when the lich hound dies. A paralyzed creature can attempt to break the paralyzing force by repeating the DC 14 Wisdom saving throw at the end of each of its turns until it is released, broken, or expires.

The lich hound can only use its paralyzing force against one creature at a time and is considered a concentration spell.

MOLTEN GUARDIAN (MINOR)

Large construct, unaligned

Armor Class 17 (Natural Armor)

Hit Points 52 (5d10 + 25)

Speed 30 ft.

STR 18 (+4) **DEX** 9 (-1) **CON** 20 (+5) **INT** 3 (-4) **WIS** 13 (+1) **CHA** 1 (-5)

Skills Perception +5

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft., Passive Perception 15

Languages Understands the languages of its creator but can't speak

Challenge 3 (700 XP)

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

Magic Weapons. The molten guardian's weapon attacks are magical.

ACTIONS

Multiattack. The molten guardian makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 1 (1d2) fire damage.

Lava Blast (Recharge 3-6). The molten guardian expels a blast of lava, from an opening in its face, in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Molten Guardian (minor)



VELIERAN THE CHARMING

Medium humanoid (human), neutral good

Armor Class 15 (Chain Shirt)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws DEX +4, WIS +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses Passive Perception 15

Languages Common, Minotaur

Challenge 1 (200 XP)

Spellcasting. Velieran is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *message*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *comprehend languages*, *illusory script*

2nd level (2 slots): *invisibility*, *heat metal*

Song of Rest. Velieran can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Velieran can confer this benefit on himself as well.

Bardic Inspiration (Recharge 4 - 6). Velieran can use a bonus action on his turn to choose one creature other than himself within 60 feet of him and who can hear him. That creature gains one bardic inspiration die, a d6. Once within the next 10 minutes that creature can use the bardic inspiration die to roll and add the result to an ability check, attack roll, or saving throw that they make. This can be done after the d20 has been rolled for the check but must be done before the GM states if the check was successful or not. Once the bardic inspiration is used, it is lost and a creature can only have one bardic inspiration at a time.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



WHEYR ALPHA

Large humanoid, any evil alignment

Armor Class 17 (Half Plate + Ring of Protection)

Hit Points 59 (7d10 + 21)

69 (7d10 + 21+10) for Gnarfang Possessed

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	10 (+0)	8 (-1)

Saving Throws STR +7, DEX +2, CON +4, INT +0, WIS +1, CHA +0

Skills Athletics +6, Intimidation +1, Perception +4

Condition Immunities Charmed

Senses Passive Perception 14

Languages Common, Wheyr

Challenge 3 (700 XP)

Lockjaw. If the wheyr alpha succeeds in hitting a foe with its Bite attack by 2 or more against the target's AC, the target is then grappled (escape DC 15). If the target is still grappled at the start of the wheyr's next turn the target takes an automatic 8 (2d4 + 4) slashing damage.

Keen Sense of Smell. Thanks to the wheyr's keen canine sense of smell, it gains proficiency and a +2 added bonus to Perception. The wheyr also can't be surprised, and other creatures can't gain advantage on attack rolls against it as a result of being hidden from the wheyr.

Gnarfang Possessed (OPTIONAL). If the wheyr alpha has undertaken the possession of Gnarfang, it gains 10 temporary hit points at the beginning of each day, Advantage on Wisdom (Survival) and Strength (Athletics) checks, and is unable to be surprised.

ACTIONS

Multiattack. The wheyr warrior can make two melee attacks: one with its Bite and one with its Glaive, or Handaxe.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 4) piercing damage.

Greataxe (+1). *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 4 + 1) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Alpha Redirect. When a creature the wheyr alpha can see targets it with an attack, the wheyr alpha chooses another wheyr from its pack within 5 feet of it. The two wheyrs swap places, and the chosen wheyr becomes the target instead.

WHEYR BRUTE

Medium humanoid, chaotic evil

Armor Class 16 (Scale Plate)

Hit Points 33 (6d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	8 (-1)	8 (-1)	8 (-1)

Saving Throws STR +5

Skills Athletics +6, Perception +4

Senses Passive Perception 14

Languages Common, Wheyr

Challenge 2 (450 XP)

Lockjaw. If the wheyr warrior succeeds in hitting a foe with its Bite attack by 2 or more against the target's AC, the target is then grappled (escape DC 15). If the target is still grappled at the start of the wheyr's next turn the target takes an automatic 4 (1d4 + 2) slashing damage.

Keen Sense of Smell. Thanks to the wheyr's keen canine sense of smell, it gains proficiency and a +2 added bonus to Perception.

Bounding Tackle. *If the wheyr brute moves at least 10 feet straight toward a target and then hits it with a shoulder attack on the same turn, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a creature and no more than 1 size larger than the wheyr brute, it must succeed on a DC 14 Strength saving throw or be knocked prone along with the wheyr brute, and become grappled on the floor. The target can contest the grapple on their next turn.*

ACTIONS

Multiattack. The wheyr warrior can make two melee attacks: one with its Bite and one with its Handaxe.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

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

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.



Wheyr Alpha
(Gnarfang Possessed variant)

The Wheyr

No one is certain as to the origins of the canine race, although some claim them an offshoot of the ogres. The first reports of wheyr show up in old texts from before the Shadowtimes and refer to "a party of literal curs out of the chill north who laid waste to the Darnathian Empire's colony of Bastas".

They have several hidden ports and shipbuilding facilities to support their black raiders, as their ships are known to outsiders.

Wheyr vary in size, ranging from medium to large. Strength matches accordingly. Their appearance resembles a bipedal hound, with variations based on pack bloodlines.

Leaders are chosen by strength, cunning, and savagery. The wheyr are led by a warlord, underneath whom are individual pack lords. Under the pack lords are alphas, who command raiding parties. If an alpha is killed, the second in command takes over as alpha.

WHEYR WARRIOR

Medium humanoid, chaotic evil

Armor Class 15 (Hide Armor, Shield)

Hit Points 23 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	10 (+0)	8 (-1)	10 (+0)	8 (-1)

Skills Athletics +4, Perception +5

Senses Passive Perception 15

Languages Common, Wheyr

Challenge 1 (200 XP)

Lockjaw. If the wheyr warrior succeeds in hitting a foe with its Bite attack by 2 or more against the target's AC, the target is then grappled (escape DC 15). If the target is still grappled at the start of the wheyr's next turn the target takes an automatic 4 (1d4 + 2) slashing damage.

Keen Sense of Smell. Thanks to the wheyr's keen canine sense of smell, it gains proficiency and a +2 added bonus to Perception.

ACTIONS

Multiattack. The wheyr warrior can make two melee attacks: one with its Bite and one with its Long Knife, or Handaxe.

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

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

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

WHEYR SCOUT

Medium humanoid, chaotic evil

Armor Class 13 (Hide Armor)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	10 (+0)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +6, Survival +2

Senses Passive Perception 14

Languages Common, Wheyr

Challenge 1/2 (100 XP)

Lockjaw. If the wheyr warrior succeeds in hitting a foe with its Bite attack by 2 or more against the target's AC, the target is then grappled (escape DC 15). If the target is still grappled

at the start of the wheyr's next turn the target takes an automatic 4 (1d4 + 2) slashing damage.

Keen Sense of Smell. Thanks to the wheyr's keen canine sense of smell, it gains proficiency and a +2 added bonus to Perception.

Light Feet. *The wheyr scout has expertise in stealth.*

ACTIONS

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

Shortbow. *Melee or Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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



WULF NUINCHILD - MONK OF NUIN

Medium humanoid (half-elf), lawful good

Armor Class 14 (Unarmored Defense)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	10 (+0)

Saving Throws STR +3, DEX +4, INT +3, WIS +4

Skills Insight +4, Perception +4

Senses Darkvision, Passive Perception 14

Languages Common, Elvish

Challenge 2 (450 XP)

Fey Ancestry. Wulf has advantage on saving throws against being charmed, and magic can't put the Wulf to sleep.

Unarmored Defense. While the Wulf is wearing no armor and

wielding no shield, his AC includes his Wisdom modifier.

Tracking Wheyr. Wulf is experienced in tracking wheyr and as such, he has advantage on any Survival or Perception checks used to track them.

ACTIONS

Multiattack. Wulf makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage. If the hit exceeds the target's AC by 2 or more, the target must succeed on a DC 12 Dexterity saving throw or be knocked prone. This is a magic weapon attack.

REACTIONS

Nuin's Defensive Reaction. Wulf can use his reaction to dodge one attack when hit by an enemy.

Magic Items

Handaxe of Darkvision

Weapon (handaxe), uncommon

While holding this magic handaxe, you have darkvision out to a range of 60 feet. If you already have darkvision, holding the handaxe increases its range by 60 feet.

Hammer of Garan

Weapon (warhammer), rare (requires attunement by a good or neutral aligned character)

The Hammer of Garan is a warhammer blessed by the god of creation, Hagryn.

You gain a +1 bonus to attack and damage rolls made by this magic weapon.

The hammer also has 3 charges. While attuned to it, you may use a bonus action to speak its command words and spend a charge to activate one of the below abilities. The hammer regains all expended charges daily at dawn.

Command words:

- **'Praise Hagryn's Beard'** - You gain advantage on your next attack roll made this turn against an evil-aligned creature. If you do not attack an evil creature, the charge is still lost.
- **'Nåst Gedor'** - You target one creature you can see, and learn if that creature is evil-aligned or not.

Niso's Necklace

Wondrous item, very rare

These necklaces appear simple but are imbued with the magic of nature. When worn, if you fail a saving throw, you may choose to succeed instead. The feature works just once, then the necklace merely becomes a non-magical memento.

Raven Shield

Armor (shield), rare

While holding the Raven Shield, you have a +1 bonus to your AC. This bonus is in addition to the shield's normal bonus to AC.

In addition, Sir Edoran Ravenshield had the Raven Shield imbued with magic for a specific purpose; to defend against lich hounds. While holding the Raven Shield, you have advantage on all Wisdom saving throws against a lich hound's Paralyzing Gaze ability.



Hammer of Garan

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