

BESTIARY

THE OBELISK ORGANISATION
FULL VERSION



obelisk



We are your fears made flesh

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ORGANIZATION STRUCTURE

"Obelisk" is a secret organization entangled in a web of intrigue and terror, aiming to overthrow the rule of the elven city and take control of the Forest of Azure Leaves. Its structure follows a strict hierarchy, where each rank serves the ultimate goal, and members are ready to sacrifice themselves to achieve it.

Leader – "Prism" The absolute leader, strategist, and inspiration. Operates from the shadows, never revealing their identity. Sets the organization's overall strategy and coordinates the actions of the "Fragments".

Lieutenants – "Fragments" Commanders, each aligned with one of the four elements: Fire, Water, Air, and Earth. They lead key operations, control resources, and oversee subordinate divisions.

Elite Operatives – "Mosaics" Mercenary assassins, saboteurs, and agents who carry out complex missions. They participate in kidnappings, acts of sabotage, and covert killings. Operate in pairs, wear masks, and use codenames.

Inquisitors Those entrusted with eliminating traitors and dealing with internal or external threats.

Combat Units – "Shards" The main fighting force, carrying out missions and often used as expendable assets. Participate in assaults and guard key locations.

Lightbearers Experts in enchanting artifacts, conducting rituals, and providing magical support. Assist in operations through magic and alchemy, and conduct reconnaissance using rituals.

Shadows Secret agents embedded in other factions and communities. They gather intelligence, spread disinformation, and recruit new members.

Special Weapon – "Resonace Golem" A magical construct used in critical moments such as assaults or large-scale battles.

Hierarchy

"Prism" controls the "Fragments", defining the strategic direction of the organization.

"Fragments" command the "Shards" and "Mosaics" in their operations.

Inquisitors report directly to the "Prism" and have authority over all ranks.

"Shadows" and "Lightbearers" ensure vital magical and intelligence functions.



SHARDS

The Shards are the main strike force of Obelisk, a group of soldiers whose lives and identities hold no value to the leadership. Most of them are lost souls, broken and molded by the organization into unquestioningly obedient fighters. Their paths into the ranks of Obelisk vary, but they all lead to the same end — a complete severance from the past and the destruction of personal will.

Many of them were once criminals, mercenaries, or war survivors. What unites them is that they have nothing to lose and nowhere to return. Upon recruitment, each new member undergoes a magical ritual that suppresses their will and instills fanatical loyalty to Obelisk.

FOREST WARDEN-HYBRID

Humanoid (hybrid), Neutral Evil

Armor Class 15 (natural armor, beastly agility)

Hit Points 85 (10d8 + 40)

Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	10 (+0)	13 (+1)	7 (-2)

Skills Stealth +9, Perception +4, Athletics +6

Resistances Poison, charm

Condition Immunities Sleep

Senses darkvision 60 ft., passive Perception 16

Threat Sense The hybrid can detect enemies within 30 ft., even behind cover

Languages Elvish, Sylvan, Deep Speech (if connected to Obelisk's dark magic or rituals)

Challenge 5 (1800 XP)

Proficiency Bonus +3

FEATURES

Shadow Hunter: The hybrid has advantage on Stealth checks in forests or areas with dim light or darkness.

Savage Endurance: When reduced to 0 hit points, the hybrid remains conscious for 1 extra round before gaining 1 level of exhaustion.

Forest Synergy: As an action, the hybrid can summon creeping vines (similar to Entangle), creating difficult terrain in a 10-foot radius.

ATTACKS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit 10 (2d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit 8 (1d10 + 3) piercing damage.

The target must succeed on a DC 14 Constitution saving throw or be poisoned, taking 1d6 damage at the start of each of its turns until the condition ends (saving throw at the end of each turn).

Rending Strike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit 14 (2d8 + 3) slashing damage.

If the target is a humanoid, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Bonus Action. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

ACTIONS

Forest Dash (Recharge 5–6).

The hybrid dashes 40 ft. through forest terrain without provoking opportunity attacks, making two claw attacks at the end of its movement.

Terrifying Roar (1/Day).

All creatures within 30 ft. must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns.



DESCRIPTION

The Forest Warden-Hybrid stands tall and imposing, a grotesque fusion of elven grace and animal ferocity. Its body is lean and sinewy, covered in patches of coarse fur and bark-like skin that provide natural camouflage among the trees. The hybrid's face retains some elven features, but its eyes glow with an eerie yellow light, betraying its animalistic instincts. Sharp claws extend from its fingers, and a set of elongated canines emerges from its wolf-like mouth, ready to strike. With a blend of agility and strength, the Forest Warden-Hybrid embodies the untamed spirit of the forest, making it a deadly predator.

BIOGRAPHY

Once an elven guardian of the forest, the Forest Warden fell victim to the dark machinations of the Obelisk, a secretive organization seeking to dominate the woods and its inhabitants. In a desperate attempt to strengthen their ranks, the Obelisk performed a forbidden ritual, merging the essence of the elf with that of savage beasts. The result was the Forest Warden-Hybrid, a creature that retains vestiges of its elven heritage while embracing its new, brutal nature.

The hybrids serve as the enforcers of the Obelisk, stalking their prey through the shadows and ambushing those who dare to challenge the organization's authority. Driven by a primal instinct to hunt and protect their territory, they strike fear into the hearts of elves and intruders alike. While they may still possess some memories of their past life, the hybrids are consumed by their new identity, acting as ruthless agents of chaos in the forests they once protected.



GARGOYLE — “STONE CRUSHER”

Construct Monster, Large, Undead (can be changed to construct if needed)

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., flying 60 ft..

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

Skills Perception +3, Athletics: +9, Stealth: +4 (when using Silent Strike)

Resistances Bludgeoning, piercing, and slashing from nonmagical attacks

Immunities Poison, psychic damage

Condition Immunities Charmed, deafened, frightened, paralyzed, poisoned.

Senses darkvision 60 ft. blindsight: 10 ft.

Passive Perception 11

Languages Gargoyles understand the languages of their commanders but cannot speak. They respond to simple commands given in those languages.

Challenge 5 (1800 XP)

FEATURES

Territorial Defender: When engaged in battle, the gargoyle gains +2 damage on attacks if it is within its designated territory (a specific area it protects).

Silent Strike: The gargoyle can conceal itself by turning into a statue. When it does so, it becomes invisible to all creatures except those with magical abilities. The first attack it makes after returning to an active state has advantage.

ATTACKS

Stone Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit 2d8 + 5 (bludgeoning)

On a hit, the target must make a Strength saving throw (DC 16) or become knocked prone.

Shockwave. *Ranged Attack (once every 3 turns).*

All creatures within a 10-foot radius must make a Dexterity saving throw (DC 16) or take 3d6 damage from the impact and be pushed back 5 feet. On a successful save, the damage is halved, and the push does not occur.

ACTIONS

Immovable Guardian (recharge 5-6). The gargoyle can freeze in place, becoming impervious for 1 minute, turning invisible to all except magical creatures. This state requires concentration, and the gargoyle can return to an active state at any moment.



DESCRIPTION

The Gargoyle — “Stone Crusher” is a towering construct with a grotesque, fearsome appearance, crafted from rough, dark stone. Its body is muscular and covered in jagged edges, resembling a fusion of organic and rock-like features. The gargoyle’s wings are expansive, allowing it to take flight with surprising agility, while its eyes glow with an eerie light, suggesting an otherworldly sentience. This monstrous sentinel stands ready to defend its territory, its massive stone fists capable of delivering devastating blows to any intruder.

BIOGRAPHY

The “Stone Crushers” are the backbone of the Obelisk organization, created from lost souls and abandoned beings. In life, many of them were criminals, mercenaries, or victims of war, their spirits shattered and their will extinguished. The Obelisk found these individuals at their lowest, offering them a twisted form of salvation through transformation into gargoyles.

Once recruited, these lost souls undergo a brutal process, where their essence is bound to magically infused stone, creating a loyal and mindless warrior. The ritual strips them of their identities, leaving only a singular purpose: to serve the Obelisk and protect its interests with unwavering dedication. The transformation process includes a magical ceremony that suppresses their will, replacing it with a fanatic loyalty to the organization.

As Stone Crushers, they are deployed to guard critical locations, carry out ambushes, and confront enemies of the Obelisk with ruthless efficiency. They are often positioned atop buildings or hidden in dark corners, waiting to spring into action against intruders.

Though they resemble fearsome beasts, the Stone Crushers are a tragic reminder of what they once were. They serve as a cautionary tale of the dangers of desperation and the lengths to which individuals may go when they have nothing left to lose. In the eyes of their creators, they are tools—powerful constructs devoid of humanity, but in the depths of their stone hearts, the echoes of their past lives still linger.



SHADOWS

A secret group formed from spies and assassins serving the “Obelisk” organization. Their goal is to overthrow the ruling power in the elven forests using stealthy and deadly methods. The “Shadows” are known as elusive beings who bring fear and chaos, acting from the darkness and leaving behind only whispers and ash...



SHAR'ZAN

Spirit(Darkness), Chaotic Evil

Armor Class 17

Hit Points 110(13d8 + 39)

Speed 40ft., Shadow Leap 60 ft.

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

Skills Stealth +11, Perception +5

Saving Throws Dexterity +8, Con +6

Resistances Necrotic damage, non-magical weapons

Immunities Charmed and frightened conditions

Senses darkvision 60 ft. blindsight 10 ft.

Passive Perception 15

Languages Understands common and infernal but cannot speak

Challenge 7 (2900 XP)

FEATURES

Fog Cloak (Recharge 5-6) Shar'Zan creates a dense fog in a 20-ft. radius. Enemies within the fog attack with disadvantage, and Shar'Zan gains advantage on stealth checks.

Invisibility in Shadows While in a shaded area, Shar'Zan becomes invisible. This invisibility persists even after the first attack, as he remains in the shadows.

Shadow Leap Shar'Zan can instantly move from one shadow to another within 60ft. This action doesn't consume his turn.

ATTACKS

Shadow dagger +8 to hit, reach 5 ft., one target.

Hit 11 (2d6 + 5) piercing damage +7 (2d6) necrotic damage

If the target was surprised or didn't see Shar'Zan, it must succeed on a Constitution Saving Throw (DC 15) or become frightened for 1 minute.

Shadow Bolt Ranged Spell Attack. +8 to hit, range 120ft.

Hit 22 (4d10) necrotic damage.

On a hit, the target must make a Constitution saving throw (DC 15) or have its speed halved until the end of the next turn.

Nightmare Whispers (Recharge 4-6)

Each creature of Shar'Zan's choice within 30ft. must succeed on a Wisdom saving throw (DC 15) or take 27 (6d8) physical damage and be frightened until the end of their next turn.



DESCRIPTION

Shar'Zans are mystical beings woven from shadows and ancient spells, embodying the essence of darkness and fear. They typically operate alone or in small groups, executing their deadly missions with precision and stealth, leaving no trace of their presence behind. Rumors suggest that these creatures were created by the mages of the Obelisk as tools of assassination, but over time, they have gained their own autonomy, reveling in chaos and the thrill of murder. Their movements are eerily silent, gliding through the night like a whisper, and their appearance is reminiscent of a nightmare: cloaked in dark, flowing robes with hoods that obscure their features. To encounter a Shar'Zan is to confront your worst fears, as in an instant, you may find yourself marked for death.

BIOGRAPHY

The origins of the Shar'Zans are steeped in mystery and darkness. It is said that they were once loyal servants of the mages of the "Obelisk", created through forbidden rituals to carry out their nefarious deeds and execute enemies of the state. However, as time passed, these shadowy beings began to develop a will of their own, breaking free from the control of their creators. This rebellion led them to thrive in the darkness, seeking out the fearful and unsuspecting to enact their sinister will.

Legends tell of their ability to strike from the shadows, eliminating targets with ruthless efficiency. Each encounter with a Shar'Zan often ends in death or madness, leaving survivors haunted by nightmares and a lingering sense of dread. Those who have faced them know that their return is inevitable, as the Shar'Zans continue to hunt, driven by an insatiable thirst for chaos and destruction.



SHADOW ELEMENTAL

Elemental (Shadow)

Armor Class 16 (natural armor)

Hit Points 150 (14d10 + 30)

Speed 40ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	6 (-2)	10 (+0)	1 (-5)

Skills Stealth +10, acrobatics +8

Saving Throws Dexterity +8, Constitution +6

Resistances Non-magical damage

Immunities Poison, charmed, frightened

Senses Darkvision 120ft., Blindsight 60ft.

Passive Perception 10

Languages Understands common but cannot speak

Challenge 4 (1100 xp)

FEATURES

Dark Form Gains advantage on Dexterity and Stealth checks while in shadows, can ignore obstacles up to 10 feet high.

Invisibility (3/Day) Can turn invisible for 1 minute or until it attacks or uses magic.

Sensory Perception Can sense creatures within 60ft.

ATTACKS

Shadow Grasp +8 to hit, reach 5ft., one target

Hit 27 (6d8) necrotic damage

Effect: Target must succeed on a DC 15 Constitution saving throw or take an additional 15 hit points of damage.

ACTIONS

Shadow Sphere (3/Day) Creates a sphere of shadow energy, dealing 36 (8d8) necrotic damage in a 15-foot radius. Creatures in the area must take a DC 16 Dexterity saving throw, taking half damage on a success.

Shadow Jump Can teleport up to 30ft. to an unoccupied space it can see when moving through a shadow.



DESCRIPTION

The Shadow Elemental is the embodiment of darkness itself, an ethereal and intangible being forged from pure shadows. Its form shifts constantly, like swirling mist or flickering silhouettes. At first glance, it appears shapeless, but when needed, it takes on terrifying contours—resembling the shadow of a beast or a giant. In its presence, the air turns cold and suffocating, as if the darkness has come alive, seeping into the mind and instilling fear.

BIOGRAPHY

Shadow Elementals are born in places where dark energy or magic concentrates—underground sanctuaries, forgotten realms, or the borders between the Material Plane and the Shadowfell. They can manifest as a side effect of catastrophic events involving dark magic or be summoned by powerful spellcasters seeking unseen allies.

These beings are known for their unpredictability. While they may initially serve their summoners, they are prone to breaking their bonds if they sense weakness or boredom. Shadow Elementals feed on fear and despair, growing stronger in the presence of terror or chaos.

They despise light, as it threatens to unravel their form. However, prolonged exposure to the Material Plane sharpens their cunning, allowing them to use shadows for ambushes and covert operations. Some Shadow Elementals aspire to be more than mere instruments of others, weaving their own schemes in the dark corners of worlds.

LUMINARIES

The **Luminaries** are the arcane elite of the “Obelisk”, comprised of Arcanists and various Ritualists. They specialize in powerful spells and intricate rituals, providing crucial magical support and knowledge to reshape the balance of power. United by their pursuit of knowledge, they wield ancient artifacts and command the forces of magic to protect and empower their allies.

RED ALCHEMIST

Humanoid (Arcanist), medium size

Armor Class 14 (Mage armor)

Hit Points 78 (12d8+24)

Speed 30ft.

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

Skills Arcana +8, Medicine +5, Insight +5

Saving Throws Intelligence +7, Constitution +5

Resistances Necrotic damage

Immunities None

Senses Darkvision 60ft.

Passive Perception 11

Languages Common, Draconic, Infernal

Challenge 6 (2300xp)

FEATURES

Blood Magic The Red Alchemist can use its own or others' life force to fuel spells. Whenever the Red Alchemist takes damage equal to half their level, they can cast a 1st-level spell without consuming a spell slot.

Bloodletting Curse (Recharges 5-6) As a bonus action, the Red Alchemist can curse a creature within 60ft. for 1 minute. The target must succeed on a DC 15 Constitution saving throw or take an additional 1d6 necrotic damage each time it takes damage.

Sanguine Ritual During a short rest, the Red Alchemist can perform a ritual using the blood of fallen creatures. For every 25 HP sacrificed this way, they restore a spell slot or 3rd level or lower.

ATTACKS

Blood Lance (spell Attack) Ranged Spell Attack +7 to hit, range 60ft., one target.

Hit 21 (6d6) necrotic damage. If the target is bloodied (half HP or lower), it must succeed on a DC 15 Constitution saving throw or be paralyzed until the end of its next turn.

ACTIONS

Multiattack The Red Alchemist makes two attacks with Blood Lance or casts one spell and uses Bloodletting Curse.

Life Transference (3/Day) The Red Alchemist is a 6th-level spellcaster. Its spellcasting ability is intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): Chill Touch, Mage Hand, Minor Illusion, Toll the Dead

1st Level (4 slots): Mage Armor, Shield, Inflict Wounds

2nd Level (3 slots): Mirror Image, Hold Person

3rd Level (3 slots): Counterspell, Vampiric Touch



DESCRIPTION

Red Alchemist is a master of occult magic, manipulating life energy through the use of blood. His magic is sinister, relying on bloodletting, curses, and pacts with otherworldly entities. His body is marked with numerous scars—remnants of spells where he used his own blood as a conduit. He wears dark robes with crimson accents, and fresh cuts on his wrists and palms are a constant reminder of his devotion to dark magic.

His magical aura weighs heavily on those around him, evoking a sense of unease and weakness. Victims of his spells often feel drained, as if their life force slowly seeps away along with their blood.

BIOGRAPHY

Red Alchemist was once an ordinary student at a magical academy, but his dissatisfaction with traditional methods led him down a dangerous path of experimentation with blood magic. In pursuit of power, he violated forbidden laws and performed a bloody ritual, forging a pact with an ancient entity. This deal granted him dominion over life and death but twisted his mind, enslaving him to a thirst for power and control.

Exiled from the academy, Red Alchemist found a new purpose within the secret organization known as the “Obelisk,” becoming one of the primary spellcasters in the “Luminaries” unit. He specializes in rituals that drain the life force from enemies and empower his allies. Pragmatic and ruthless, he is unafraid to sacrifice his comrades if it serves the greater cause or enhances his personal power.

For Red Alchemist, blood is more than a mere source of magic—it is the essence of life itself, something to be mastered and controlled. He sees himself as the architect of a perfect world where only those who wield the secret power of blood are fit to survive. His belief in the supremacy of blood magic makes him both merciless and unyielding—a valuable ally, yet a dangerous one, and a deadly, cunning foe.





DREAM NECROMANCER

Humanoid (Mage)

Armor Class 15 (Magical armor)

Hit Points 95 (10d8 + 40)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	18 (+4)	17 (+3)	16 (+3)	20 (+5)

Skills Deception +8, Arcana +6, Insight +6, Indimidation +8

Saving Throws Wisdom +6, Charisma +8

Resistances Physical damage, Charm damage

Immunities Sleep, fear

Senses Darkvision 60ft., *Mystic Vision*: allows the Necromancer to see traces of magical energy and “shadows” of recent events within 30-40ft., *Dream Sense*: detects living creatures in a state of unconsciousness or sleep within 60ft.

Passive Perception 13

Languages Common, Elvish, Undercommon

Challenge 7 (2900xp)

FEATURES

Diving into Sleep The Dream Necromancer can use his action to force a target within 30ft. to fall asleep for 1 minute (Wisdom Saving Throw DC 15). The sleep can also be triggered when attempting telepathic communication. The target can repeat the Saving Throw at the beginning of each of its turns.

Nightmare Paralysis Whenever an opponent attempts to attack or use an ability against the Dream Necromancer and misses, they must make a Charisma saving throw (DC 15) or fall into fear for 1 minute. They can repeat the saving throw at the end of each of their turns.

Echoes of Dreams The Dream Necromancer can see and hear recent events that have occurred in their line of sight, as if they are observing them in a dream. Using this ability, they can study the surrounding and gather information about enemies.

ATTACKS

Physic Mist Ranged Spell Attack, 30ft. range, +8 to hit

Hit 2d8+5 physical damage, and the target must make a Wisdom saving throw (DC 15) or become incapacitated for 1 turn.

Nightmare Scream (Recharge 5-6): all creatures within a 20ft. radius must make a Charisma saving throw (DC 15). On a failure, the creature becomes frightened for 1 minute and loses their reaction. They can repeat the saving throw at the end of each of their turns.

ACTIONS

Awakening of Terror (1/Day) The Dream Necromancer can force all enemies within 30 ft. to experience their worst fears. Each creature must make a Wisdom saving throw (DC 15) or take 4d10 physical damage and become paralyzed for 1 minute.



DESCRIPTION

The Dream Necromancer is a mage capable of delving into dreams and bending them to his will. His presence is both enchanting and unsettling: those who encounter him often report feeling something elusive, as if the boundary between the dream world and reality becomes thinner. His eyes emit a soft, mysterious glow, and his skin has a pale, misty hue, as if he exists between worlds. He wears robes of deep indigo and silver, adorned with symbols of moonlight and eclipses, reflecting his power over the realm of dreams. The Dream Necromancer speaks in riddles, his voice melodious, drawing listeners into a trance.

BIOGRAPHY

The Dream Necromancer hails from an ancient settlement renowned for its dedication to the secrets of dreams and prophecy. In his youth, he was known as an enigmatic child who always seemed to know things that no one had told him, as if he could slip into people's minds while they slept and read their hidden thoughts. Naturally gifted, he began exploring his ability to enter others' dreams—first out of curiosity, then out of a desire to control the realm of dreams. One day, agents of Obelisk discovered him accidentally, when he entered the dream of a local cult leader, and they offered him a place in the "Luminaries."

Obelisk became a sanctuary for him, a place where he could explore the magic of dreams safely and without limitations. He dedicated himself to the art of crafting nightmares, capable of draining Obelisk's enemies, instilling fear, or manipulating their minds. Under his control, the dream world became a tool for magical operations, and the dreams of the townsfolk turned into a well of secret information, advancing Obelisk's goals.

The Dream Necromancer guards his personal motives and true intentions carefully, preferring to remain in the shadows, much like his spells. His ultimate goal is to master the highest forms of dream magic, so that one day, he might bring dreams into reality and rule over them.

WHISPER OF SHADOWS

Humanoid (Ritualist)

Armor Class 16 (Magical armor)

Hit Points 75 (8d8 + 24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	20 (+5)	15 (+2)	18 (+4)

Skills Arcana +6, Insight +6, Deception +7, History +8

Saving Throws Intelligence +8, Charisma +7

Resistances Necrotic damage, Illusion Damage

Immunities Fear, sleep, magic control (e.g. hypnosis or domination)

Senses Darkvision 60ft., *Astral Perception*: allows him to see and feel astral beings and rituals within 30ft.

Passive Perception 12

Languages Common, Elvish, Draconic

Challenge 7 (2900xp)

FEATURES

Portal Whisper can create a temporary portal to transport himself to another world or location within 300ft. Using this ability requires 1 minute to prepare the ritual.

Astral Projection (1/Day). Whisper can project his consciousness into the astral plane for 1 hour, allowing him to explore other worlds and gain information about them.

Waymakers he can establish special markers in different worlds, allowing him to return to previously visited places using the ritual *Return to marker*.

ATTACKS

Energy Sphere Ranged spell attack, 60ft., +8 to hit.

Hit: 3d10 +5 energy damage.

Illusion of Travel Creates an illusory portal that deceives enemies into thinking they can pass through it. Creatures within 10ft. of the portal must make an Intelligence saving throw (DC 15) or lose their turn trying to pass through the illusion.

ACTIONS

Call Astray Ally (1/Day) Whisper can summon an astral being for 1 minute to assist in battle. The entity has 30 hits and acts at Whisper's commands.

LEGENDARY ACTIONS

Whisper of Shadows has 2 legendary actions on his turn:

Interworld Shift Whisper can instantly teleport up to 60ft. within sight, avoiding attacks that occur in his old location.

Merge with Reality Whisper can create a temporary illusion of his likeness within 30ft., causing enemies attack this illusion. Creatures within 10ft. of the illusion must make a Wisdom saving throw (DC 15) or spend their attack on this illusion.



DESCRIPTION

Whisper of Shadows is a ritualist with a rare mastery of the boundaries of reality, able to forge paths through hidden dimensions and into other realms. He possesses a dark charisma and an aura of inevitable mystery; many say that time seems to blur when speaking with him. His face is obscured by a half-mask, revealing only his eyes, which glow like fading stars. Constantly shrouded in ephemeral shadow, he moves in a long, dark robe that seems to absorb the light. His voice is soft, like a whisper, yet every word carries weight and hidden meaning. Whisper of Shadows has a unique sensitivity to magical flows, detecting faint vibrations and shifts when someone nears secret passages or other planes. In his presence, a faint, distant hum is sometimes heard—the echoes of worlds he has traveled through.

BIOGRAPHY

Few know Whisper of Shadows' real name or origins. Rumor has it he grew up in a small village on the border between a forest and a fog-shrouded marsh. Legend tells of a young Whisper who once accidentally opened a portal to an unknown realm, disappearing for years and returning as a changed man. This first encounter with the world of shadows and ancient forces left not only a physical mark on him but also awakened a thirst for knowledge of universes beyond his own.

He joined a mysterious cult, honing his skills in the arts of rituals and crossing spells. There, Obelisk agents noticed his talents and offered him power and knowledge that the cultists could only dream of. To access true magic and the most complex rituals, Whisper left his cult, becoming one of Obelisk's most valued ritualists. Over the years, he constructed an entire network of secret portals, allowing his allies to move unexpectedly and avoid pursuit.

Whisper of Shadows has no attachments—no friends, no family, only loyalty to Obelisk and his research. His goal is to find and create pathways into unknown worlds where, it is rumored, knowledge is hidden that could alter the course of history.

INQUISITORS

The Obelisk Inquisitors are sinister shadows shrouded in mystery and fear, whose true nature remains unknown even to those who serve in their ranks. Clad in dark robes and concealing their faces beneath iron masks, they have become a symbol of ruthless suppression and brutal control. Their presence instills terror, and their methods are veiled in whispers and dread: the inquisitors operate as unyielding judges, eradicating treachery and rebellion with surgical precision. Like phantoms, they appear and vanish, leaving behind only the whisper of fear and the sense of impending doom, reinforcing their power in the eyes of all who dare to oppose the Obelisk.

STEEL SHADOW

Inquisitor, humanoid (human), lawful evil

Armor Class 18 (heavy armor)

Hit Points 120 (15d10 + 45)

Speed 30 feet.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Skills Intimidation +6, Perception +5, Athletics +7

Resistances Necrotic damage, psychic damage

Condition Immunities Charmed, frightened

Senses

Sense of Betrayal: Can detect intentions of betrayal or deception within 30 feet.

Echo of Shadows: Can hear the faintest sounds within 60 feet.

Aura of Terror: Enemies within 10 feet find it difficult to concentrate, reducing their confidence.

Threat Sense Ability to detect threats within 30 feet.

Languages Common

Challenge 9 (5000 XP)

FEATURES

Thousand Teleports (1/Day): For 6 seconds, the inquisitor instantly moves short distances up to 10 feet, creating chaos around him. Enemies within 15 feet must make a Wisdom saving throw (DC 15) or be stunned until the end of their turn.

Iron Mask: Steel Shadow is immune to effects that force him to reveal personal thoughts or submit to manipulation. He has advantage on saving throws against magical mind control.

Short-Range Teleportation (Recharge 3 turns): Can teleport up to 10 feet to any visible location.

ATTACKS

Chains of Penitence: Melee Weapon: +7 to hit, reach 5 ft., one target.

Hit 15 (2d10 + 4) bludgeoning damage.

Strike of Fear: Melee Weapon Attack: +7 to hit, reach 5 feet, one target.

Hit: 12 (2d8 + 4).

ACTIONS

Chains of Penitence: On a critical hit, the target must make a Constitution saving throw or lose the ability to move until the end of its next turn.

Strike of Fear: Melee Weapon Attack: +7 to hit, reach 5 feet, one target. Hit: 12 (2d8 + 4) damage. Additionally, the target must make a Wisdom saving throw (DC 15) or become frightened until the end of its next turn.

LEGENDARY ACTIONS

Mark of Punishment: The Steel Shadow activates the power of the Chains of Penitence, forcing all enemies within a 15-foot radius to make a Wisdom saving throw. On a failed save, the enemies feel an overwhelming pressure, reducing their speed by half and preventing them from taking reactions until the end of their next turn.



DESCRIPTION

Steel Shadow is a mysterious inquisitor, embodying the ruthless will of the Obelisk. His face is concealed behind a heavy iron mask, enhancing his intimidating presence. The dark robe that envelops his powerful physique is adorned with symbols signifying his high rank. Every movement exudes confidence, while the cold fire in his hidden eyes pierces through any situation.

With his Chains of Penitence, he delivers crushing blows and deprives enemies of the ability to resist, unleashing both physical and psychological pressure. Legend has it that he can appear and vanish like a ghost, leaving only confusion in his wake. Among traitors, his name is synonymous with terror, and even the bravest freeze at its mention. He is unwavering in his duty, where there is no room for pity or doubt.

BIOGRAPHY

Born in a troubled district, Steel Shadow faced cruelty and betrayal from a young age. He lost his loved ones in an uprising when those he trusted turned against him. This event irrevocably changed his fate, leaving deep scars on his soul. Witnessing chaos and destruction, he vowed never to let such a thing happen again.

Under the protection of the Obelisk, he underwent rigorous training, honing his combat skills and studying the art of manipulation. He became an expert in the psychology of fear, understanding how to exploit the weaknesses of his enemies against themselves. His dedication to the cause of the inquisition made him one of the organization's most fearsome agents, and he quickly rose through the ranks, earning respect and fear among his colleagues.

Since becoming an Inquisitor, Steel Shadow has become not only an executioner of sentences but also a symbol of dread for anyone daring to challenge the authority of the Obelisk. His methods lack mercy, and even the most courageous traitors tremble at the mere mention of his name. He tirelessly seeks new victims, watching those who attempt to defy the power of the Obelisk.

Having earned a reputation for invincibility, Steel Shadow continues his mission, punishing those who dare to oppose him. His sole purpose is to maintain order and intimidate potential rebels, for he knows that only in this way can peace be preserved in this tumultuous world. Every step he takes is a step toward establishing a new order based on fear and respect for authority.





MORPHOSIS

Inquisitor, humanoid, lawful evil

Armor Class 16 (robes)

Hit Points 120 (15d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Athletics +6, Persuasion +3, Stealth +8

Resistances Paralysis, Poisons

Condition Immunities Stunned, Blinded

Senses Mystic Vision 60 ft. See normally in darkness and through illusions/invisibility within 60 feet.

Passive Perception 12

Threat Sense 30 ft.

Languages Common, Dremir

Challenge 9 (5000 XP)

FEATURES

Summon Morphosis: Once every 1d4 rounds, the inquisitor can summon Morphosis in the form of any animal (of choice) to perform various tasks (spying, attacking, etc.).

Adaptation: The inquisitor can temporarily gain the abilities of one summoned animal in a turn, enhancing their combat abilities or providing tactical advantages.

ATTACKS

Multiattack: The inquisitor makes two attacks with their Twin Blades.

Twin Blades with Poison Stones Melee Weapon Attack: +7 to hit, reach 5 feet, one target for each blade.

Hit: 10 (1d8 + 3) slashing damage from each blade.

Activation Stones:

Venom Stone: When activated, this stone releases a potent poison that forces the target to make a Constitution saving throw (DC 15) or take 3d6 poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Frost Stone: Activating this stone imbues the blade with icy energy, dealing an extra 2d6 cold damage on a successful hit. Additionally, the target must succeed on a Dexterity saving throw (DC 15) or have its speed reduced by 10 feet until the end of its next turn.

Blinding Stone: This stone releases a flash of radiant energy upon activation. The target must make a Constitution saving throw (DC 15) or be blinded until the end of its next turn. Additionally, on a successful hit, the target takes an extra 1d8 radiant damage.

ACTIONS

Activate Stones (bonus action): The inquisitor can activate one of the poisons on their blade by pressing the corresponding stone on the hilt. This effect applies to the next attack with the blade.

Animal Summon: The inquisitor summons one animal within 30 feet that can act on their command for one round.

Use of Morphosis: As an action, the inquisitor can temporarily transform himself, gaining the abilities of the summoned animal for 1 minute.



DESCRIPTION

Inquisitor Morphosis is a sinister figure in the world of the Obelisk, known for his refined style and brutal methods. His sophisticated appearance conceals a ruthless nature. Morphosis symbolizes cold-bloodedness and determination, employing any means necessary to achieve his goals. He possesses impressive physical strength, making him an adversary not to be underestimated.

His talismans—animals that embody loyalty and strength—serve as reminders of his mission. Morphosis skillfully manipulates opponents, using their fears against them to intimidate and dominate. The fire of vengeance burns in his eyes, and his methods invoke fear among his enemies. It is said that he can anticipate their fears and weaknesses and uses this knowledge to his advantage.

He takes pleasure in staying one step ahead of his enemies, devising cunning plans to avoid traps and revelations. By concealing his intentions, Morphosis creates an air of unpredictability, leaving those around him never knowing what to expect.

BIOGRAPHY

Morphosis was born into a wealthy and influential family, where ideals of power and superiority were instilled in him from a young age. His childhood was filled with privileges, but it also shaped a disdain for disobedience and weaknesses within him. In a family where any sign of vulnerability was seen as a flaw, he sought to demonstrate his strength and independence. This influence became the foundation of his character and defined his life path.

Upon joining the ranks of the Inquisitors, he quickly earned a notorious reputation even among his peers. His methods are brutal; he does not hesitate to use force to suppress rebellions and eliminate threats both within and outside the organization. He displays mercilessness toward enemies and potential traitors, emphasizing his commitment to the ideals of absolute control.

Morphosis believes that unconditional control is the only way to ensure safety and stability, and he does not allow weaknesses or emotions to interfere with his goals. His cold and calculating approach instills fear in adversaries and wariness among allies. The drive for power and control propels his actions; he is willing to go to great lengths to assert his authority in this harsh world.

In each of his steps and decisions, a strategic depth is evident. He becomes increasingly influential, seeking recognition and respect that he believes he deserves. However, his uncompromising approach also leaves a trail of enemies and animosity in its wake. Those who dare to stand in his way risk facing his ruthless wrath, and his name becomes synonymous with fear and power among all who hear of his deeds.

STAR SENTINEL

Inquisitor

Armor Class 18 (astral barrier)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	15 (+2)	20 (+5)

Skills Perception +6, Intimidation +8, Acrobatics +5

Resistances Cold damage, necrotic damage

Condition Immunities Frightened, exhaustion, blinded, poisoned, charmed, stunned, paralyzed

Senses Darkvision 60 ft.

Passive Perception 17

Threat Sense Detects hidden enemies and traps within a 30-foot radius.

Languages Common, Astral

Challenge 9 (5000xp)

FEATURES

Astral Light: Once per day, the Inquisitor can cover themselves in astral light, gaining temporary AC (+2) and +10 ft. to movement speed for 1 minute.

Constellation of Power: By focusing starlight, the Inquisitor temporarily enhances all attacks with an extra 1d6 radiant damage, and allies within 20 feet receive a +1 bonus to hit.

Summon of the Star Herald (1/day): Summons a celestial entity to the battlefield for 2 rounds, which has special properties (see Star Herald).

Light Absorption: Restores 20 hit points by absorbing light energy around them; if there is no bright light, the Inquisitor regains half the healing amount.

ATTACKS

Star Scepter: Melee Weapon Attack, magical. +8 to hit, 5 ft., 1 target.

Hit: 10 (1d10 + 4) bludgeoning damage + 5 (1d8) radiant damage.

Cosmic Ray: Ranged Weapon Attack, 60 ft., 1 target.

Hit: 12 (2d6 + 4) radiant damage, and the target must succeed on a Wisdom saving throw (DC 15) or be blinded until the end of its next turn.

ACTIONS

Multiaction: The Star Sentinel makes two attacks with the Star Scepter or uses Cosmic Ray twice.

Activate Summoning Stones: Bonus Action. Activates one of the stones on the weapon, triggering the following effect (DC 15 if required):

Stone of Decay – Deals necrotic damage and reduces the target's speed by 10 feet.

Stone of Dazzling – Blinds the target for 1 turn.

Stone of Restoration – Restores 10 hit points to the Inquisitor.

LEGENDARY ACTIONS

Constellation Absorption: As a legendary action, the Inquisitor creates an astral field that temporarily absorbs magical energies around them and redirects them back at attackers.



DESCRIPTION

The Star Sentinel is a mysterious and awe-inspiring Inquisitor of the Obelisk, possessing the unique ability to manipulate the light of the stars and draw power from the depths of the cosmos. His armor, reminiscent of a shimmering starry sky, reflects the brilliance of distant galaxies, while his weapon is enveloped in an aura of mysterious energy capable of blinding and devastating foes. His presence on the battlefield creates a strange sensation, as if the very universe is watching the events unfold. The Star Sentinel does not rely on brute strength—his command over cosmic energies makes him a formidable force for those who dare to resist.

BIOGRAPHY

The Star Sentinel is a unique being, born from the flames of a cosmic ritual that fused the magic of the stars with the mysterious forces of the universe. He knows nothing of family or earthly ties—his existence has been predetermined from the very beginning. When he came into being, the light of the stars illuminated his path, and everything around him paused in awe.

His childhood was spent in solitude, filled with enigmas and discoveries. The Star Sentinel explored his abilities, learning to harness cosmic energy and summon celestial entities. He soon realized that his destiny was to protect the world from darkness and evil, which led him to the ranks of the Obelisk.

Within this secret organization, he found purpose in his existence. His unique abilities evoked both fear and respect among the Inquisitors. The Star Sentinel became a living weapon, capable of merging his strength with cosmic beings, calling upon them for aid in battle. His capabilities are not limited to physical attacks; he also wields the magic of the stars to blind foes and shield his allies.

The Star Sentinel is not only a warrior but also a mystery to those around him. He often delves into profound contemplation, sincerely exploring the secrets of the universe while other Inquisitors envy his connection to the heavens. His courage and determination make him an invaluable member of the order, and while he may seem distant, his passion for fighting evil makes him a devoted protector of his comrades and the ideals of the Obelisk.





TENESTRAT, INQUISITOR OF CHAOS AND TIME

Inquisitor

Armor Class 18 (armor)

Hit Points 120 (16d10 + 32)

Speed 40 feet

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	18 (+4)	10 (+0)

Skills Athletics +10, Insight +8, Persuasion +5

Resistances Damage from chaos, damage from time

Condition Immunities Frightened, paralysed, blinded, exhaustion, poisoned, charmed, stunned

Senses Darkvision 60 feet

Passive Perception 17

Threat Sense 10 feet

Languages Common, Elvish, Lost, Cosmic Runes

Challenge 9 (5000xp)

FEATURES

Energy of Chaos: The Inquisitor's attacks can add 1d6 chaos damage.

Resonance of Time: Once per short rest, the Inquisitor can use an action to temporarily slow down enemies. Enemies within a 30-foot radius must make a Wisdom saving throw (DC 9) or suffer disadvantage on all attacks for their next turn.

ATTACKS

Sword of Chaos: Magical Attack, +10 to hit, 5 ft., 1 target.

Hit: 4d8 + 5 Piercing + 1d6 chaos damage

Chaos of Time: Magical Attack, +8 to hit, 30 ft., 1 target.

Hit: 3d10 damage (half chaos, half time) Chaos and time damage

Effect: If the target fails a Wisdom saving throw (DC 9), they gain 1 level of exhaustion.

Special Ability: Activate Energy of Chaos (bonus action) – the Inquisitor can activate energy in his attacks, increasing damage by 1d6.

ACTIONS

Multiattack: Tenestrat can make two attacks with his sword or use his "Energy of Chaos" ability.

Time Leap Once per turn, Tenestrat can choose to leap through time to reposition himself. He can move up to half his speed without provoking opportunity attacks. After using this ability, he gains advantage on his next attack roll before the end of his turn.

LEGENDARY ACTIONS

Temporal Burst: Tenestrat can use a legendary action to create a time rift in a 15-foot radius around him. All creatures in the area must make a Dexterity saving throw (DC 15) or take 3d6 time damage and be slowed for 1 turn.



DESCRIPTION

Tenestrat is a mysterious inquisitor whose abilities are infused with the energies of chaos and time. His armor, forged from the flames of chaos in the volcano Hanaris, sparkles like the cosmic sky, reflecting the raging currents of time and destructive chaos. Each plate of his armor is adorned with patterns that change according to his mood and intentions, creating the impression that they are alive. He is a master of physical combat, and his strikes are filled with mystical energy capable of distorting reality and confusing his foes.

Tenestrat fights with the grace of a dancer; each of his movements seems preemptive, and the air crackles with tension when he enters battle, as if time and space are warping at his command. Not only is he deadly in close combat, but he can also manipulate the flow of time, allowing himself and his allies to act faster than their opponents. With his presence on the battlefield, enemies feel order and predictability slipping away, giving way to chaos and uncertainty.

BIOGRAPHY

Tenestrat was not born like an ordinary human but as an embodiment of chaos and time, resulting from an ancient ritual conducted in search of power capable of controlling reality. From an early age, he exhibited extraordinary abilities that had no parallels; his influence over chaos and time attracted the attention of various organizations and mages eager to exploit his powers for their own ends. This made him a target, but rather than becoming a victim, he learned to protect himself and manipulate those around him.

In search of a way to wield his powers for good, Tenestrat joined the Inquisitors of the Obelisk, believing that his abilities could be directed against those who threaten order. However, his approach proved to be brutal and merciless: he does not forgive disobedience and betrayal, even among his fellow inquisitors. His methods evoke fear and resentment, leading to a notorious reputation among those familiar with his name.

Tenestrat seeks power and control, using chaos and time as his primary tools to achieve his goals. He believes that only he is capable of mastering the forces that others deem destructive. In his eyes, chaos is not just a threat but a source of power that he intends to wield to establish his influence and order in the world, even if it requires the destruction of everything that stands in his way.

MOSAICS

The “Mosaics” squad is an elite group of agents and assassins specializing in executing complex and high-risk assignments that require cunning and ingenuity. Each group consists of two members who act as a cohesive unit, utilizing their unique abilities to achieve their goals. They engage in kidnappings, sabotage, and covert killings, leaving nothing but shadows in their wake.

Members of the “Mosaics” always conceal their faces behind masks and operate under code names, making them nearly untraceable. Each group bears its own distinguishing mark, highlighting their individuality: the first group wears unique earrings, the second group is characterized by heterochromia with golden and purple eyes, while the third group consists of beast-like twins capable of synchronizing their actions to create the illusion of unity.

These agents thrive in chaos and secrecy, and their methods are inspired by ancient traditions of assassination and espionage. Their skills in disguise and information manipulation make them ideal operatives for the “Obelisk,” and every step they take is meticulously planned.

In the “Mosaics,” there are three squads, each responsible for a specific task: “Ergos”, “Chromos”, and “Shadow of Two Faces”.

The “**Ergos**” squad specializes in reconnaissance and information gathering, using their unique abilities in stealth and manipulation. Their task is to identify the weaknesses of enemies and collect data necessary for planning operations for the “Obelisk” organization.

The “**Chromos**” squad focuses on torture and psychological manipulation of enemies, employing their magical and physical skills to extract information. They use fear and manipulation to break the will of opponents and force them to reveal secrets.

The “**Shadow of Two Faces**” squad handles dirty work, executing tasks that require strength and ruthlessness. The beast brothers act as merciless hunters, eliminating targets and dealing with the enemies of the “Obelisk” organization.

ERGOS SQUAD



SLIPPING WHISPER

Kenku Scout

Armor Class 16 (natural agility and light armor)

Hit Points 108 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	16 (+3)	18 (+4)	14 (+2)

Skills Acrobatics +9, Deception +8, Insight +8, Perception +10, Stealth +11, Investigation +7

Resistances Psychic damage

Condition Immunities Charmed, frightened

Senses Darkvision 60 ft., keen hearing 90 ft.

Passive Perception 17

Threat Sense Detects hidden threats within 30 ft.

Languages Common, Kenku, Thieves' Cant

Challenge 8 (3900xp)

FEATURES

Master of Mimicry: Slipping Whisper can mimic sounds and voices he has heard, allowing him to impersonate others perfectly. He has advantage on Deception checks related to voice mimicry.

Keen Perception: Slipping Whisper can sense creatures within 30 feet behind thin walls and doors, effectively “seeing” them by sound.

Evasion: If subjected to an effect that requires a Dexterity saving throw to take only half damage, Slipping Whisper instead takes no damage on a successful save.

ATTACKS

Multiattack: Slipping Whisper makes two attacks with either his claws or his dagger.

Claw: Melee Weapon Attack: +9 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 5) slashing damage.

Dagger: Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 8 (1d4 + 5) piercing damage.

ACTIONS

Ghostly Step (Recharge 5–6): Slipping Whisper can take the Dodge or Dash action as a bonus action.

Spectral Glide (Recharge 6): Slipping Whisper moves up to 30 ft., leaving behind a shadowy trail. While within this shadow until the start of his next turn, he gains advantage on Stealth checks.

Trap Expertise: As an action, Slipping Whisper can set a subtle trap in a 5 ft. square within reach. The first creature to enter the square must succeed on a DC 15 Dexterity saving throw or become paralyzed for 1 turn.

LEGENDARY ACTIONS

Keen Alertness: Slipping Whisper can make an Insight or Perception check with advantage at the end of another creature's turn.



DESCRIPTION

Slipping Whisper is a Kenku with sleek, black feathers that glisten like obsidian in the light. His eyes are a striking emerald green, which gleam with intelligence and cunning. He wears a mask that covers the upper part of his face, adding to his mysterious aura, and a unique earring that signifies his membership in the "Ergos" squad, enhancing his stealth abilities. Slipping Whisper is agile and stealthy, able to move with cat-like grace. He excels in the art of traps and sabotage, using his keen hearing to detect even the faintest sounds. His unique ability to mimic voices and sounds makes him an invaluable asset in infiltration missions.

BIOGRAPHY

Slipping Whisper was born into a life of servitude in a bustling city, where his natural talents for stealth and mimicry allowed him to survive. Orphaned at a young age, he learned to navigate the shadows and became adept at picking locks and avoiding detection. His keen hearing and ability to blend into the background made him a master thief. Over time, he developed a reputation among the criminal underworld for his cunning and intelligence. However, this life of crime was not enough for him; he sought greater purpose. Eventually, his skills caught the attention of the Obelisk, who recruited him into the "Ergos" squad. Now, Slipping Whisper uses his talents for espionage and intelligence gathering, working alongside his Tabaxi partner, pushing the limits of his abilities while seeking to uncover the deeper mysteries of the world around him.





AZURE GALE

Tabaxi Rogue

Armor Class 15 (light armor)

Hit Points 112 (16d8 + 32)

Speed 40 ft.

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

Skills Stealth +12, Acrobatics +10, Perception +8, Insight +8, Deception +6

Resistances Damage from non-concentrated, penetrating, and destructive attacks

Condition Immunities Sleep, exhaustion, blindness

Senses Darkvision 60 ft., keen hearing, and smell

Passive Perception 18

Threat Sense Advantage on initiative rolls

Languages Common, Tabaxi, and one other language of choice

Challenge 8 (3900 XP)

FEATURES

Catlike Agility: When the Tabaxi moves in combat, it can double its speed until the end of its turn. It cannot use this feature again until it moves 0 feet in one of its turns.

Cat Claws: The Tabaxi has retractable claws that are natural weapons and can be used for unarmed strikes, dealing 1d4 slashing damage on a hit.

Nine Lives: Once in a while, when the Tabaxi is reduced to 0 hit points, it can drop to 1 hit point instead.

ATTACKS

Multiattack: The Tabaxi makes three claw attacks or two rapier attacks.

Rapier Attack: Melee weapon attack: +10 to hit, reach 5 ft., one target.

Hit: 1d8 + 5 piercing damage.

Claw Attack: Melee weapon attack: +8 to hit, reach 5 ft., one target.

Hit: 1d4 + 5 slashing damage.

LEGENDARY ACTIONS

Shadow Dance: As an action, the Tabaxi can spend 10 seconds blending into its surroundings. While doing this, it becomes invisible until the end of its next turn. If it attacks or uses any spell, the invisibility ends.



DESCRIPTION

Azure Gale is a Tabaxi with a sleek, azure coat that shimmers in shades of blue and hints of silver, reminiscent of a clear sky. His fur is soft to the touch, and his eyes are a captivating azure color, exuding a playful yet sharp intelligence. He wears a mask that conceals his features, adding an air of mystery, and a unique earring that signifies his affiliation with the "Ergos" squad. Agile and nimble, Azure Gale moves with the grace of a dancer, effortlessly navigating through obstacles. His keen senses and exceptional hearing allow him to detect the slightest sounds, making him an expert at ambush and surprise.

BIOGRAPHY

Born in a remote jungle village, Azure Gale was raised in a culture that revered agility and stealth. From a young age, he demonstrated extraordinary speed and reflexes, quickly becoming a notable figure in his community for his athletic prowess. However, he always felt a pull towards the unknown, driven by a desire for adventure and exploration. Leaving his home behind, he traveled to distant lands, honing his skills as a thief and scout. His journey eventually led him to cross paths with the Obelisk, where he found a place among the "Ergos" squad. With his charismatic charm and natural talents, Azure Gale is dedicated to gathering information and carrying out covert operations, seeking thrill and excitement while serving a higher purpose.

CHROMOS SQUAD





ZOLTHARIS

Aasimar

Armor Class 17

Hit Points 85 (10d8 + 40)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	18 (+4)	16 (+3)	20 (+5)	20 (+5)

Skills Insight +10, Deception +12, Survival +10

Resistances Fire Damage

Condition Immunities Blinded, Aging

Senses Darkvision 60 feet, passive perception 15

Threat Sense Advantage on perception checks to detect hidden or invisible creatures

Languages Common, Celestial, Abyssal

Challenge 8 (3900 XP)

FEATURES

Hypnotic Gaze: Aasimar can compel a target to make a Wisdom saving throw (DC 15) or become charmed for 1 minute.

Radiant Aura: Each ally within 10 feet gains +2 to saving throws.

ATTACKS

Shadow Blade: +10 to hit, Melee, 5 feet, 1d8 + 6 piercing damage.

Aasimar wields a blade made of pure shadow, striking swiftly and silently. On a hit, the target must succeed on a DC 15 Constitution saving throw or take an additional 2d6 necrotic damage from the shadows' lingering touch.

Hypnotic Attack: One action, can be used once per short rest.

Aasimar can attempt to mesmerize a target within 30 feet, requiring them to make a Wisdom saving throw (DC 15). On a failed save, the target is charmed for 1 minute and must use its action to take no offensive actions on its turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Moonlight: Aasimar creates an area of radiant light within a 30-foot radius. Enemies within this area must make a Constitution saving throw (DC 15) or become blinded until the end of their next turn. Allies within the area regain 1d6 hit points.



DESCRIPTION

Zoltharis is an aasimar with dazzling golden and sapphire eyes. Her long, silvery hair seems to reflect the moonlight, giving him an ethereal and otherworldly charm. She wears armor adorned with intricate patterns resembling stars and constellations, and she always hides his face behind a mask, which adds to his mysterious and enigmatic appearance. This mask, crafted from noble metal, symbolizes her dedication to her cause and the secrets she holds. Her presence evokes both hope and fear, as she embodies strength, protection, and determination.

BIOGRAPHY

Zoltharis was born in a remote sanctuary where light and darkness intertwine, surrounded by sacred rituals and mysterious legends. From a young age, she displayed unique abilities in the magic of light and darkness, which predetermined her path as a defender and hunter of evil. Her parents, priests, taught her to control magic and prepared her to combat the forces threatening their world. However, as she grew older, Zoltharis realized that her true power lies in the ability to unite light and darkness, creating harmony capable of saving or destroying.

Zoltharis left her homeland to venture into a world full of darkness and chaos in search of experience and knowledge. She sought wisdom and strength, training under various masters and exploring forgotten mysteries. Traveling the world, she understood that her destiny is not just to protect but also to serve as a bridge between different forces, helping to find balance.

Joining the organization "Obelisk," she hopes to use his abilities for the benefit of the organization. As part of the "Chromos" squad, Zoltharis applies her skills to artfully torture and uncover the weaknesses of her enemies through the most sophisticated methods. She believes that only by uniting the forces of light and darkness can such goals be achieved.

KVAZIR

Genasi (Water)

Armor Class 16

Hit Points 80 (10d8 + 30)

Speed 30 feet, swimming 40 feet

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	14 (+2)	16 (+3)	20 (+5)

Skills Intimidation +10, Stealth +9

Resistances Cold Damage

Condition Immunities Deafened, Frightened, Poisoned, Charmed

Senses Darkvision 60 feet, passive perception 14

Threat Sense Advantage on perception checks to detect hidden or invisible creatures

Languages Common, Primordial, Aquan

Challenge 8 (3900 XP)

FEATURES

Water Illusion: Genasi can create an illusion to confuse enemies, giving them a -2 to saving throws against illusion effects for 1 minute.

Hypnotic Flow: Each action can force an enemy to make a Wisdom saving throw (DC 15) or lose their reaction on their next turn.

ATTACKS

Water Blade: Weapon attack, +8 to hit, Melee, 5 feet, 1d10 + 5 slashing damage

Kvazir strikes with a blade formed from flowing water, causing severe slashing damage. On a hit, the target must succeed on a DC 15 Constitution saving throw or become drenched, imposing disadvantage on their next attack roll.

Hypnotic Pressure: Kvazir can unleash a wave of hypnotic energy in a 15-foot cone. Each creature in the area must make a Wisdom saving throw (DC 15) or become charmed for 1 minute. Charmed targets must use their actions to move toward Kvazir on their turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Water Stream: Kvazir creates a stream of water in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a Dexterity saving throw (DC 15) or be knocked prone.

Additionally, any creature that is knocked prone takes 1d6 bludgeoning damage from the force of the water.



DESCRIPTION

Kvazir is a Jenasi with striking heterochromatic eyes, one golden and the other sapphire, mirroring those of his partner Zoltharis. His skin glimmers with an otherworldly sheen, hinting at the elemental powers that flow within him. His hair cascades in swirling colors reminiscent of smoke and flame, shifting with his emotions and enhancing his already charismatic presence. Kvazir wears tight-fitting purple attire that allows him to be agile and stealthy, adorned with subtle elemental motifs woven into the fabric, emphasizing his connection to the elements. Like Zoltharis, he sports a mask that conceals his face, adding to his air of mystery and heightening the intrigue surrounding him.

BIOGRAPHY

Kvazir was born amidst the tumultuous merging of elemental energies in a hidden enclave where air, fire, earth, and water collided. His childhood was spent exploring the chaotic forces of the elements, learning to manipulate them at will while balancing on the edge of his wild Jenasi heritage. From an early age, he displayed remarkable talents in the arts of persuasion and deception, making him a natural candidate for the shadowy paths he would later choose.

As he matured, Kvazir honed his combat and sabotage skills, developing a keen sense for uncovering the vulnerabilities in others. He studied the art of stealth under various mentors, each teaching him different ways to exploit the elements in conjunction with his abilities. The call of adventure and the thrill of danger beckoned him, pushing him to carve his own path in the world.

Joining the organization "Obelisk," Kvazir found his place in the "Chromos" squad, where he works alongside Zoltharis. Together, they form a formidable pair, utilizing their unique talents for extracting information and psychologically tormenting their targets. Kvazir believes that understanding the minds of others is as important as mastering the elements, and he relishes the challenge of unraveling the complexities of his enemies. Working in tandem with Zoltharis, he aims to achieve their goals by blending their contrasting yet complementary powers, making them an inseparable force within the organization.



SHADOW OF TWO FACES





RUMBLE

Bugbear

Armor Class 15 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 50 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Skills Stealth +6, Intimidation +4

Resistances Poison, psychic damage

Condition Immunities Paralysis, sleep

Senses Darkvision 60 ft., keen senses

Threat Sense 12ft.

Languages Understands gestures but does not speak

Challenge 9 (5000xp)

FEATURES

Wild Rush: Rumble can make an additional movement after an attack.

Unseen: If Rumble is out of sight, he has advantage on Stealth checks.

ATTACKS

Bite: Melee Weapon Attack, +8 to hit, 5ft., one target
Hit: 14 (2d10 + 4) piercing damage.

Claws: Melee Weapon Attack, +8 to hit, 5ft., one target
Hit: 12 (2d8 + 4) slashing damage.

ACTIONS

Beast Form: As an action, Rumble can enhance his physical abilities by 1d6 for 1 minute.

LEGENDARY ACTIONS

Rumble can take 2 legendary actions, choosing from the following:

Movement: Rumble can move up to his speed without provoking an attack of opportunity.

Attack: Rumble can make one claw or bite attack.



ROAR

Bugbear

Armor Class 15 (natural armor)

Hit Points 130 (17d10 + 34)

Speed 50 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	2 (-4)	11 (+0)	6 (-2)

Skills Stealth +5, Intimidation +4

Resistances Poison, psychic damage

Condition Immunities Paralysis, sleep

Senses Darkvision 60 ft., keen senses

Threat Sense 12ft.

Languages Understands gestures but does not speak

Challenge 9 (5000xp)

FEATURES

Silence of the Night: Roar can mute sounds around him in a 10-foot radius, allowing him to pass unnoticed.

Unseen: If Roar is out of sight, he has advantage on Stealth checks.

ATTACKS

Savage Bite: Melee Weapon Attack, +7 to hit, 5ft., one target
Hit: 15 (2d10 + 3) piercing damage.

Brutal Pounce: Melee Weapon Attack, +7 to hit, 5ft., one target
Hit: 12 (2d6 + 3) bludgeoning damage, and if the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Clawing Strike: Melee Weapon Attack, +7 to hit, 5ft., one target.
Hit: 10 (2d6 + 3) slashing damage.

ACTIONS

Beast Form: As an action, Roar can enhance his physical abilities by 1d6 for 1 minute.

LEGENDARY ACTIONS

Quick Strike: Roar makes one more Clawing Strike attack.

Terrifying Roar: Roar emits a fearsome roar. Each creature of his choice within 30 feet must succeed on a DC 15 Wisdom saving throw or be frightened until the end of their next turn.

Nimble Escape: Roar can take the Disengage action and move up to half his speed.

DESCRIPTION

The “Shadow of Two Faces” squad consists of two beast brothers, representing a unique blend of agility, cunning, and brutality. They are masters of disguise, capable of blending into their surroundings, making them nearly invisible during the dirty work they perform for the “Mosaics” squad. Their physical characteristics emphasize their beastly heritage: sharp fangs, powerful limbs, and acute senses that allow them to detect the slightest changes in the atmosphere. These brothers wear identical masks that conceal their faces and accentuate their ominous aura. Their attire is functional and tactical, crafted in dark tones to facilitate stealth.

BIOGRAPHY

The brothers were born in a remote forest village where beast clans hunted and survived in a harsh world. From a young age, they were trained in the arts of hunting, survival, and combat. The brothers have always been inseparable, sharing not only blood but also dreams of great achievements. Over time, they developed a unique ability to work as a team, making them true masters of disguise and combat.

When they learned of the opportunity to join the “Obelisk” organization, their thirst for power and influence led them to this choice. Joining the “Mosaics” squad, they found their calling in executing the most dangerous and dirty tasks, where their beastly instincts and stealth skills were particularly valued. Their guiding motto is, “We leave no trace.” They use their ability to confuse and deceive to manipulate enemies and hide their true intentions. In the “Shadow of Two Faces,” they become not only executors but also dark instruments, carrying out the plans of the “Obelisk” and leaving fear and chaos in their wake.

Rumble

Rumble was born deep within the wild forests, where his tribe was known for their expertise in hunting and survival. From an early age, he displayed remarkable skills in stealth and ambush, making him the perfect candidate for carrying out dirty work. After his tribe was betrayed, Rumble vowed to take revenge and set out into the world to hone his skills and find new allies. He became part of the “Obelisk” organization, using his abilities to tackle challenging assignments within the “Shadow of Two Faces” squad. Now, he works alongside his brother, forming a formidable force together.

Roar

Roar is the elder brother of Rumble, who has been trained in the art of combat and strategy from a young age. He grew up witnessing brutal fights in their native forests and studying the behavior of animals. Roar has become a master of tactics, and his combat skills have been forged in battle. Roar’s path led him to the

“Obelisk” organization, where he employs his strength and intellect to undertake the most difficult tasks. He and Rumble work as one, combining their unique talents and instincts to carry out dirty work and eliminate enemies.



FRAGMENTS

Elite commanders and the closest deputies of Prisma, each tied to one of the four elements: **Fire**, **Water**, **Air**, and **Earth**. As masters of their respective elements, they have reached the pinnacle of elemental power and wield exceptional authority. Fragments lead key operations, control resource distribution, and oversee subordinate units, ensuring the flawless execution of the Obelisk's strategic plans...

FIRE FRAGMENT

Fiery Aarakocra, Fire Mage, Prism's Deputy

Armor Class 19 (natural armor, charred feathers)

Hit Points 225 (21d10 + 105)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	14 (+2)	16 (+3)	18 (+4)

Skills Athletics +9, Perception +8, Intimidation +10

Resistances Elemental: Fire (immunity), Cold (vulnerability), limited resistance to physical damage (non-magical weapons)

Condition Immunities Blinded, stunned, paralyzed, poisoned

Senses Heat Vision 60 ft., Passive Perception 18

Languages Common, Ifrit, Aarakocra, Infernal

Challenge 13 (10,000xp)

FEATURES

Flaming Wings: With each wingbeat, it creates a blinding flame. All creatures within 5 feet of it at the start of its turn take 10 (3d6) fire damage. If the Fire Fragment takes melee damage, the attacker takes 5 (1d10) fire damage.

Explosive Flight (Recharge 5-6): The Fire Fragment makes a swift surge, generating a wave of fire in a 20-foot radius around itself. All creatures within this area must make a Dexterity saving throw (DC 18) or take 45 (10d8) fire damage (half damage on a successful save).

Ashen Rebirth: When reduced to 0 hit points, the Fire Fragment regains half its maximum hit points and instantly teleports up to 30 feet to a random location, leaving an explosion that deals 6d10 fire damage to all creatures within 10 feet (Dexterity save DC 17 for half damage). This ability activates once per combat.

ACTIONS

Flaming Claws: *Melee Weapon Attack*, +9 to hit, reach 5 ft., one target.

Hit: 21 (3d8 + 4) fire damage.

Fire Slash (Recharge 5-6): The Fire Fragment creates a fiery blade that cuts through a 30-foot line, dealing 4d10 fire damage to all creatures along its path (Dexterity save DC 18 for half damage).

LEGENDARY ACTIONS

The Fire Fragment can use up to 3 legendary actions per round.

Fire Veil (1 action): Creates a fiery veil in a 10-foot radius around itself. All creatures within this area take 10 (3d6) fire damage.

Bright Flash (2 actions): Emits a blinding flash, blinding all creatures within a 15-foot radius (Constitution saving throw DC 17 to avoid blindness for 1 round).

Phoenix Flame (3 actions): The Fire Fragment regains 30 hit points and gains temporary resistance to cold and lightning damage until the start of its next turn.



FIRE FRAGMENT'S LAIR

The Fire Fragment's lair is an ancient volcanic temple, a cavern filled with streams of lava and blinding fiery reflections. Within its lair, the Fire Fragment gains additional powers, manipulating the surrounding fire element.

LAIR ACTIONS

- **Fiery Fissures:** At the beginning of each initiative round, the Fire Fragment can cause a lava eruption within 60 feet. All creatures within 10 feet of this point must make a Dexterity saving throw (DC 18) or take 18 (4d8) fire damage.
- **Scorching Veil:** Once every 1d4 rounds, the Fire Fragment creates a 20-foot-wide veil of fire. All creatures starting their turn in this radius take 10 (3d6) fire damage. The veil lasts until the start of the Fire Fragment's next turn.
- **Ashen Flash:** The Fire Fragment can summon an explosive cloud of ash and smoke in a 15-foot radius. Creatures within the cloud must succeed on a Constitution saving throw (DC 16) or become blinded until the end of their next turn.

REGIONAL EFFECTS

The region around the Fire Fragment's lair, extending up to 1 mile, can display the following effects:

- **Thermal Surge:** The temperature within a mile radius of the lair rises, causing unprotected water sources to quickly evaporate.
- **Random Fires:** Within a mile radius, spontaneous fires may ignite, setting dry bushes and wood ablaze.
- **Quakes and Fiery Flares:** At night, fiery flares are visible in the sky, and the ground occasionally trembles, creating a sensation of latent heat beneath the surface.

These effects dissipate within 1d10 days after the Fire Fragment leaves its lair or is defeated.



DESCRIPTION

The Fire Fragment is a formidable and enigmatic Aarakocra, distinct among the ranks of the “Obelisk” organization with his imposing presence and the power that burns within. His red-orange plumage is scorched with marks of past battles and coated with a layer of ash, giving him the appearance of one who has endured countless flames. Fire to him is not merely an element but an extension of his own being, an expression of inner strength and unbreakable will. Each beat of his wings leaves a trail of sparks, and his movements amplify the fiery aura that radiates from him, felt even at a distance. His piercing gaze instills fear and breaks the spirit of his enemies, leaving them vulnerable to his power.

The Fire Fragment is surrounded by an air of strict discipline and majesty, embodying the ideal that strength must always be controlled. Despite his fierce exterior, his movements are precise and harmonious, as if he merges with the fire he commands. In battle, he combines aggression and strategy, preferring to first weaken his foes with his fearsome aura and fiery magic before delivering precise strikes. :

BIOGRAPHY

From an early age, the Fire Fragment stood out among his kin with his unique affinity for the fire element. His abilities quickly attracted the attention of high-ranking members of the “Obelisk” organization, who saw in him the potential to embody their ideals of power and authority. Under the guidance of “Obelisk’s” best mentors, he honed his abilities, mastering the art of fire control and building an iron discipline. This training instilled in him resilience, discipline, and the belief that fire must serve his purpose, never spiraling beyond control.

As the Commander of Fire, he assumed one of the highest positions in “Obelisk,” becoming one of the four elemental commanders responsible for operations and resource management related to his element. The Fire Fragment is known for his flawless strategies and strict methods, aimed at strengthening “Obelisk’s” dominance and crushing all opposition. He is entrusted with critical missions during the most dangerous and decisive phases of operations, as his reputation instills fear in even the most seasoned foes.

His lair is an ancient volcanic temple filled with flowing lava and stone carvings commemorating past battles. This temple not only enhances his powers but also stands as a symbol of his mastery over fire. Here he meditates, sharpens his skills, and trains his subordinates, inspiring them to follow his path. His ultimate goal is to prove that fire, under his command, can be a weapon to purge the world of weakness and chaos, leaving only ashes for “Obelisk’s” future conquests.





WATER FRAGMENT

Triton, Water Mage, Prism's Deputy

Armor Class 17 (magical shield + protective enchantments)

Hit Points 150 (20d8 + 60)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	20 (+5)	18 (+4)	16 (+3)

Skills Perception +8, History +8, Arcana +10

Resistances Water damage (50%), Cold (20%)

Condition Immunities Exhaustion, Poison, Drowning effects, Acid damage, Slowed, Frightened

Senses Darkvision 60 ft., Water sensitivity (ability to sense movement and currents in water within a 90-ft. radius)

Languages Common, Aquatic, Ancient Triton

Challenge 13 (10,000xp)

FEATURES

Water Magic: The Triton can manipulate water at the highest level, enhancing spells that create walls of water, traps for enemies, and control water elements for both defense and offense. Ability: The Fragment gains +2 to all water-related spellcasting success.

Essence of the Sea: This allows the Water Fragment to breathe underwater and move at the same speed as on land. It can also effortlessly move large masses of water, influencing its surroundings. Passive Ability: The Fragment can transform water into any other form (ice, steam) or manipulate existing water bodies.

Deep Gaze: The Water Fragment can peer into the souls of enemies, manipulating their emotions through water magic. Action: The Water Fragment can use its magic to cause targets to experience intense fear or pain, lowering their resistance.

ACTIONS

Deep Abyss: The Triton summons a giant wave or whirlpool, engulfing enemies and pulling them into the depths. Range: 60 ft., 20-ft. radius. Targets must make a Dexterity saving throw (DC 18), or be swallowed by the water elemental.

Storm of Night: The Fragment summons a storm within a 100-ft. radius around itself, lowering visibility, enhancing attacks, and weakening enemies. All creatures in the storm's zone receive +1 to damage from water magic.



LEGENDARY ACTIONS

Water Mastery: The Water Fragment can manipulate water currents and create magical water shields. It can summon storms or, regardless of the environment, create waves that knock enemies prone. Action: The Fragment can create a water shield that grants +2 AC for 1 minute.

Water Shield: The Fragment creates a protective water barrier that blocks all incoming attacks and damages enemies who make contact. Damage: 2d10 water damage, cold type.

Wrath of the Sea: The Water Fragment can use one legendary action to create a wave that knocks enemies prone, forcing them to make a Strength saving throw (DC 16) or fall.

Water Absorption: The Water Fragment absorbs water magic or aquatic creatures within 60 feet, enhancing its magic and healing 1d8 hit points.

LAIR:

Sea Fortress

The lair of the Water Fragment is an awe-inspiring sea fortress located at the ocean's deepest depths, at the heart of a coral reef, where waters are magically purified and saturated with magic. Inside the fortress are vast underwater halls filled with turbulent waters and ancient stones engraved with runes that amplify water magic. This fortress serves as both the home and command center for the Water Fragment, from which it controls all aquatic operations and holds strategic meetings. Here, it can summon gigantic tides and storms to strike its enemies, flooding both land and sea.

LAIR EFFECTS:

Control of Water Currents:

Within 1 mile of the lair, the Water Fragment controls all water, creating deadly currents and storms that can destroy unwanted fleets or enemies.

Magical Influence:

All water-related spells are enhanced within the lair, granting the Water Fragment +2 to the success of all water magic and attacks.

REGIONAL EFFECTS:

Within 6 miles of the lair, the waters become murky and magically charged, creating areas of reduced visibility.

Storms and strong currents become common, quickly sweeping away ships or swimmers who enter these waters.

All creatures within this radius must make a Wisdom saving throw (DC 16), or feel disorientation and panic from the powerful water flows.



DESCRIPTION

The Water Fragment is a supreme water mage whose spirit is intricately linked with the ancient oceans and deep seas. His power extends beyond merely controlling water currents, manipulating the very essence of water itself, including its forms and magical properties. As Prism's deputy, he is not only a formidable mage but also a strategist capable of creating devastating aquatic catastrophes, managing tides and storms, and manipulating the emotions and consciousness of his enemies through water magic.

His lair, located within an underwater fortress, serves not only as his home but also as a crucial strategic point from which he controls all aquatic operations for the Obelisk, dispatching his subordinates on key missions. The Water Fragment is a majestic being whose imposing presence commands both fear and awe. :

BIOGRAPHY

Once a simple triton, the Water Fragment was chosen by Prism for his exceptional abilities in water magic and his power to control even the deepest bodies of water. In his youth, he was a scholarly mage at the Triton Academy, specializing in the study of ancient water magic. During this time, he discovered an ancient magical artifact that allowed him to bind his soul with the depths of the ocean, greatly expanding his powers in water magic.

Under Prism's guidance, the Water Fragment swiftly rose to power, becoming not just a mage but a full-fledged deputy. His abilities allow him to not only control water but also influence the emotions and minds of those around him, shattering their psyches through the manipulation of bodily and mental waters. He uses these abilities to manipulate opponents and create chaos when necessary to achieve the Obelisk's goals.

The Water Fragment is also known for his cold-bloodedness and strategic mindset, making him not only a powerful mage but also an invaluable leader for his faction. He is unafraid to use his magic not only for defense but for destruction when it is required to strengthen the Obelisk's positions and its ideals.

EARTH FRAGMENT

Giant, Earth Mage, Deputy of the Prism

Armor Class 20 (natural stone armor)

Hit Points 300 (20d12 + 160)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	26 (+8)	14 (+2)	16 (+3)	12 (+1)

Skills Athletics +13, Survival +9, Perception +9, Intimidation +7

Resistances Resistant to bludgeoning, piercing, and slashing (both normal and magical)

Resistant to earth and poison magic damage

Condition Immunities Petrified, Stunned, Knocked Prone, Immune to being pushed or grappled

Senses Tremorsense: Earth Fragment detects ground vibrations within a 60-foot radius, allowing it to “see” the movement of creatures in contact with the ground.

Darkvision 60 ft.

Passive Perception 19

Languages Common, Primordial, Terran

Challenge 13 (10,000 XP)

FEATURES

Rock Defense: Earth Fragment can absorb stones and minerals within 15 cubic feet every 3 turns, strengthening its armor and gaining 50 temporary hit points per absorbed volume of stone.

Geomancy: Earth Fragment can control stone and minerals, creating barricades, causing rockfalls, and building defensive structures around itself or allies.

Gravitational Pull: Enemies in contact with Earth Fragment feel a heavy force, reducing their speed by 10 feet. Any creature attempting to move away must make a DC 18 Strength saving throw or remain in place.

Merge with Earth: Earth Fragment can merge with the ground, moving within it at a speed of 20 feet, becoming invisible to most creatures.

ACTIONS

Multiattack: Earth Fragment can make two arm attacks.

Stone Strike: Melee Weapon Attack. Reach 10 ft., one target. Hit: +13 to hit, damage 25 (4d8 + 7) bludgeoning.

Earthquake (Recharge 5–6): Earth Fragment creates a powerful seismic shockwave in a 30-foot radius. Each creature must make a DC 18 Dexterity saving throw, taking 45 (10d8) bludgeoning damage on a failed save and falling prone. On a successful save, the creature takes half as much damage and remains standing.



LEGENDARY ACTIONS

Earth Fragment can take up to 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. It regains spent legendary actions at the start of its turn.

Stone Barrier (1 action): Raises a stone wall within a 15-foot radius, blocking enemy movement.

Gravitational Push (2 actions): Creates a powerful shockwave, pushing all enemies within a 20-foot radius. Each creature must make a DC 18 Strength saving throw or be pushed back 15 feet.

Petrify (3 actions): Forces one creature within 10 feet to make a DC 18 Constitution saving throw or be petrified for 1 minute.

LAIR

Earth Fragment inhabits a massive underground cavern surrounded by crystals and geological formations, amplifying its strength and providing resources for its defense.

LAIR ACTIONS

Geomantic Barriers: Once per round, Earth Fragment can raise stone barricades, blocking paths and making movement difficult for enemies.

Lair Regeneration: If Earth Fragment is within 15 feet of its lair, it regains 20 hit points at the start of its turn.

REGIONAL EFFECTS

Seismic Activity: Minor tremors occur within 1 mile of the lair, hindering movement and navigation.

Anti-Air Magic: Air-based magic is weakened within 1 mile of the lair, reducing the effectiveness of elemental spells tied to air.

Landslides: Rockfalls occur regularly around the lair, potentially trapping travelers or leaving them vulnerable to attacks.



DESCRIPTION

The Earth Fragment is a towering creature that fully embodies the might and resilience of the earth element. Its massive body is encased in natural stone armor that becomes denser with every battle. Large crystals grow from its shoulders and back, serving both as protection and as a source of energy. The Earth Fragment's eyes glimmer with a soft, flickering light, reflecting the ancient powers of the earth to which it is dedicated.

With its unique abilities to manipulate stone and soil, the Earth Fragment can create strong walls and barricades that shield allies and obstruct enemy movement. It reshapes the landscape to gain strategic advantage, and at pivotal moments in battle, it can unleash powerful tremors that paralyze or disorient its foes. Despite its slow movements, each step carries immense, hidden strength, sending cracks through the ground and instilling fear in anyone daring to approach.

BIOGRAPHY

The Earth Fragment was born in the heart of an ancient subterranean city, surrounded by minerals and ancient relics. Its devotion and symbiosis with the earth developed from childhood, as it protected sacred caves from invaders and natural threats. A natural guardian of the earth, it became known as a defender of underground relics and artifacts, as well as a master of unique geomantic knowledge that allowed it to control the terrain. Its deep understanding of earth magic and ability to protect territories without bloodshed caught the attention of the Prism, and it was recruited into the Obelisk as one of the Four Fragments.

Within the Obelisk, the Earth Fragment has proven itself to be an indispensable commander, leading major operations and holding strategic points with unyielding endurance. Its warriors call it the "Heart of the Mountain," as its presence in battle instills confidence and a sense of unbreakable protection. The Earth Fragment controls resources, distributing them to strengthen defenses and secure advantageous positions for its allies. Among subordinates, it is known as a wise yet stern mentor who favors tactical solutions over direct attacks. Its battle strategies rely on complete mastery over natural resources — stone, soil, and minerals — making its lair nearly impregnable.

The Earth Fragment remains deeply connected to its roots, seeing the protection of the earth as its primary mission, a conviction reflected in its leadership style. It never loses its sense of duty to its element, always seeking ways to harness natural elements without causing harm to the environment.





AIR FRAGMENT

Sovlin, Avatar of Air, Prism's Deputy

Armor Class 18

Hit Points 210 (20d8+100)

Speed 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	20 (+5)	16 (+3)	14 (+2)	16 (+3)

Skills Acrobatics +12, Perception +9, Deception +8, Stealth +12

Resistances Resistant to piercing and necrotic damage

Condition Immunities Charmed, Frightened, Paralyzed, Exhaustion

Senses Tremorsense 60 ft., passive Perception 19

Languages Common, Auran

Challenge 13 (10,000 XP)

FEATURES

Aerodynamic Dash: The Air Fragment can harness wind currents to increase its speed. Each turn it doesn't attack, its speed increases by 20 feet, up to a maximum of 150 feet.

Whirlwind Barrier: While moving, the Air Fragment generates a vortex that absorbs ranged weapon damage, reducing the effectiveness of ranged attacks against it.

Distorted Vortex (Recharge 5-6): The Air Fragment creates a powerful vortex in a 30-foot radius. All creatures within this area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone; on a successful save, it takes half damage and remains standing.

Aura of Turbulent Wind: All creatures within 10 feet of the Air Fragment must make a DC 16 Strength saving throw at the start of their turn or be pushed back 5 feet and lose their reaction until the start of their next turn.

ACTIONS

Multiattack: The Air Fragment makes three claw attacks or uses Whirling Strike once per turn.

Claw: Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 17 (3d8+6) slashing damage.

Whirling Strike: Ranged Weapon Attack: +9 to hit, 15 ft. radius, all creatures within range. Hit: 22 (4d8+5) wind damage. All creatures in the area must make a DC 17 Dexterity saving throw or be pushed 10 feet back.



LEGENDARY ACTIONS

The Air Fragment 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 Air Fragment regains spent legendary actions at the start of its turn.

Gust of Wind: The Air Fragment creates a powerful gust, pushing one creature within 30 feet back 10 feet.

Swift Maneuver: The Air Fragment moves 20 feet in any direction without provoking opportunity attacks.

Airstorm (2 actions): The Air Fragment summons a windstorm in a 15-foot radius; all creatures in the area must succeed on a DC 17 Strength saving throw, taking 2d10 bludgeoning damage and being pushed 10 feet on a failed save.

LAIR

The Air Fragment makes its lair atop high mountain peaks or ancient towers, where strong winds gather into powerful vortices. The lair is suffused with air energy, warping space and creating chaotic air currents.

LAIR ACTIONS

Unstable Winds: Within 90 feet of the lair, all creatures except the Air Fragment have their movement speed reduced by 10 feet.

Aura of Winds: Within 60 feet of the lair, the Air Fragment gains a +2 to AC, and all attacks against it are made with disadvantage.

Aerokinetic Resonance: Once per round, the Air Fragment can amplify its abilities, increasing the range of any wind-based spell or ability by 10 feet.

REGIONAL EFFECTS

Shifting Winds: Within 5 miles of the lair, strong, unpredictable gusts blow through, changing direction often and displacing light objects.

Whispering Air: Within 1 mile of the lair, travelers can hear faint whispers and echoing voices carried by the wind, unsettling any who wander too close.



DESCRIPTION

The Air Fragment is a mysterious and unpredictable being, deeply connected to the element of air. Its slender, streamlined form is often surrounded by a swirling aura of transparent, shimmering wind currents, making its figure hazy and elusive to the eye. Its movements are smooth and graceful, as if it floats effortlessly in defiance of gravity. The Air Fragment can move nearly soundlessly and so quickly that it often appears as a mirage. Its eyes emit a soft, silvery glow that reflects the swiftness and freedom of the wind it commands. This mystical light intensifies when it summons destructive airstrikes or directs gusts of wind for protection or attack.

With its unique ability to manipulate air currents, the Air Fragment can create wind barriers that hinder enemies from reaching it, as well as launch powerful bursts of air that strike foes from a considerable distance. Its skills in stealth and evasion make it a difficult target, known as a master of sudden and lightning-fast assaults. :

BIOGRAPHY

The Air Fragment was born of a rare natural phenomenon, formed when ancient winds fused with magical energy in the high northern mountains. Adopting the form of a Sovlyn, its existence has been dedicated to the element of air from the very beginning, bound by no place or ties like other beings. Its early life was spent among rocky peaks and clouds, where it learned the art of air magic and discovered the essence of the freedom that air embodies.

Prisma was drawn to this being and invited it to join the Obelisk, seeing in it not only a powerful fighter but also an elusive scout. Rising swiftly through the ranks, the Air Fragment became one of Prisma's personal bodyguards and one of the four Fragments. Thanks to its speed and stealth, it can cover vast distances in mere moments, delivering critical intelligence for the Obelisk.

In the Obelisk, its movements in battle resemble a dance of the wind: sudden attacks, evasions, and maneuvers that bewilder and disorient its enemies. Its allies know it as a steadfast protector and a master strategist who favors manipulating the environment. Moving effortlessly in any weather, it uses every gust of wind for stealth and speed, making it nearly impossible to catch or corner.

RESONANCE GOLEM

A devastating and ultimate weapon of the Obelisk. A fearless creation of magical crystals and ancient metal, capable of turning the tide of battle with a single strike and instilling terror into the hearts of its enemies...

RESONANCE GOLEM

Special Weapon of the Obelisk

Armor Class 22

Hit Points 500 (40d10+240)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	22 (+6)	10 (+0)	14 (+2)	5 (-3)

Skills Athletics +18, Perception +9, Stealth +5

Resistances Fire, Poison, Cold, Lightning, Earth (immunity)

Condition Immunities Paralysis, Stun, Fear, Blinded, Piercing

Senses Darkvision 120 ft., Passive Perception 19

Languages None (Operated by Prisma or two Fragments)

Challenge 15 (13,000 XP)

FEATURES

Resonance Surge: The Resonance Golem can accumulate energy through resonance crystals scattered across its body. Once every 1d4 turns, it can activate this resonance power, adding +4 to its attack strength for 1 round and dealing an extra 2d8 vibration (thunder) damage with each successful hit.

Tremorsense: The Resonance Golem can detect vibrations in the ground, allowing it to sense creatures moving within 60 feet, even if they are hidden. It has advantage on Perception checks to detect hidden creatures.

Crystal Storm: The Resonance Golem can release a destructive surge of energy from its resonance crystals. All creatures within a 30-foot radius must make a Dexterity saving throw (DC 18) or take 4d6 lightning damage and 4d6 thunder damage. On a successful save, damage is halved.

Earthquake (Recharge: 3 rounds): The Golem triggers a powerful tremor in a 60-foot radius. All creatures in the area must make a Strength saving throw (DC 18) or be knocked prone and paralyzed for 1 round, taking 4d10 damage. Structures in the area take 3d10 damage. A successful save results in half damage and prevents falling prone.

Resonance Weapon: On a successful melee attack, the Golem can channel its resonance energy, dealing an additional 3d6 thunder and lightning damage. This effect is also highly destructive to structures and barriers.

ACTIONS

Lightning Strike, Hit Bonus: +10, Range: Up to 10 feet, Targets: 1 creature

Damage: 3d10 lightning





LEGENDARY ACTIONS

The Resonance Golem can take 3 legendary actions, choosing from the options below:

Distant Strike: The Golem strikes with a surge of lightning at a creature up to 30 feet away, dealing 3d8 lightning damage.

Nature's Wrath: The Golem summons a resonance wave, forcing all creatures within 10 feet to make a Strength saving throw (DC 18) or be pushed 20 feet away and take 2d10 thunder damage.

Vibration: The Golem emits a resonant vibration, forcing all enemies within 20 feet to make a Dexterity saving throw (DC 18) or take 2d6 thunder damage and lose their reaction until the start of their next turn.

DESCRIPTION

The Resonance Golem is a grand and terrifying construct, crafted exclusively for the Obelisk and deployed only in the most critical operations. Its massive body, composed of durable metal and stone alloys, is reinforced with resonance crystals that emit a faint glow, reminiscent of raw energy locked within its every particle. These crystals not only grant the golem immense strength but also allow it to generate powerful vibrations capable of shattering any obstacle in its path.

The Resonance Golem possesses exceptional resilience and relentless strength, evident in every step it takes. Each strike is accompanied by a resounding echo, leaving cracks in the earth, and its mere presence instills profound fear, even among seasoned warriors. With its ability to trigger earthquakes, this golem can destabilize not only its enemies but the entire landscape around it, making it an almost insurmountable barrier. :

BIOGRAPHY

The Resonance Golem was created within the Obelisk as a secret weapon, intended for use only in cases of absolute necessity. Its creation required the combined expertise of the best mages and engineers, along with complex rituals to synthesize the resonance crystals and embed them within the golem's core. Unlike typical constructs, the Resonance Golem follows commands solely from the Obelisk's leader, the Prism, or, in rare cases, from two of the four Fragments.

As the Obelisk's most formidable weapon, it is rarely activated, but each deployment leaves a lasting impact. Known as a force that can destroy even the most fortified defenses and subdue masses of enemies, it stands as a symbol of suppression and power. Its destructive capabilities and absolute loyalty to its commanders make the very thought of its appearance on the battlefield a chilling threat to the Obelisk's enemies.



PRISM

A mysterious and commanding figure at the helm of the Obelisk. Under her control, this secretive organization weaves threads of intrigue, steering events from the shadows. Legends say that her power defies understanding, her presence inspiring both respect and fear. She has gathered around herself the Fragments—mighty beings who embody the raw force of their respective elements, each wielding the devastating power of their element. Occasionally, the Obelisk witnesses a dark ritual that summons its ultimate weapon—the Resonant Golem. But until her word is spoken, its crushing power waits in silent anticipation...

PRISM

Armor Class 12

Hit Points 50

Speed 0ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	6 (-2)	10 (+0)	24 (+7)	18 (+4)	22 (+6)

Resistances Physic Damage, Necrotic Damage

Condition Immunities Charmed, frightened, exhaustion, paralyzed, poisoned

Senses True Sight 60ft., Passive Perception 19

Languages None, Prism communicates only telepathically

Challenge 17(18,000xp)

FEATURES

Barrier of Fragments: As long as at least one Fragment is within 15 feet of Prism, she remains immune to all forms of damage. Prism cannot be attacked until all Fragments are defeated.

Mental Sovereign: Prism can communicate telepathically with the Fragments at an unlimited distance, guiding them and issuing commands.

Physic Blast (Recharge 5-6): Prism assaults the mind of one enemy within 60 feet, forcing it to make an intelligence saving throw (DC 20). On a failure, the target takes 10d10 physic damage and is blinded for 1 minute (the target may make additional saves at the end of each of its turns to end the blindness).

Illusory Deception: Prism can create up to two illusory copies of herself within 300 feet. Each copy has hit point equal to 10% of Prism's total hit points and dissipates upon taking and damage.

ACTIONS

Mind Enslave (Recharge 5-6): Prism may attempt to enslave the mind of a creature within 60 feet. The creature must make a Wisdom saving throw (DC 21). On a failure, the target temporarily falls under Prism's control without realizing it.

Energy Surge: Prism releases a burst of physic energy in a 30-foot radius, forcing all enemies within the area to make a Charisma saving throw (DC 19). On a failure, enemies take 6d8 physic damage and cannot use reactions until the end of their next turn.



LEGENDARY ACTIONS (3 PER ROUND)

Mental Shield: Prism creates a barrier around herself or one Fragment, granting 5 to AC until the beginning of Prism's next turn.

Physic Burst (2 actions): Prism unleashes a physic wave at an enemy whithin 60 feet which must make an Intelligence saving throw (DC 20) or take 4d10 physic damage and lose its reaction for 1 turn.

Telepathic Reinforcement (3 actions): Prism transfers additional mental strength to a Fragment, restoring it by 4d6 hit points or removing one condition affecting it.

SUMMONING THE GREAT DRAGON (FINAL RESORT)

If Prism's hit points fall to 10% or lower and all Fragments are defeated, she can summon a ghostly projection of the Great Dragon. The Dragon appears within 30 feet of Prism and doesn't attack directly but releases a powerful scream, affecting all enemieswithin a 120-foot radius.

Dragon;s Scream: All enemies within range must make a Wisdom saving throw (DC 23) or be paralyzed for 2 rounds. Paralyzed creatures may make additional saves at the end of each of their turns to break free from the effect.

After the scream, the Great Dragon moves toward Prism to "absorb" his protective cocoon. This process takes 2 turns. If the Dragon completes the absorption, Prism dies, and the Dragon's projection slowly fades, leaving only traces of its dark presence.

Note: This ability is Prism's ultimate and most dangerous action, used only in desperate situation.

WAYS TO PREVENT THE RITUAL'S COMPLETION AND SAVE PRISM

Use a Banishment or Repulsion Ritual: Spells such as *Banishment* or rituals targeting ethereal entities can help temporarily neutralize the projection of the Great Dragon.

Relocate Prism: If the barrier protecting Prism can be temporarily disabled, she could be teleported to a safe distance or another plane, where the Great Dragon would be unable to complete the absorption ritual. This method requires significant effort but could succeed if the characters have suitable spells or artifacts.

Use Dispel Magic: Dispel Magic can be used to weaken or completely interrupt the ritual, temporarily neutralizing the Great Dragon's projection. The spells should be directed at the Dragon itself to affect the magical construct creating its projection.



DESCRIPTION

Since birth, Prisma has been an extraordinary but fragile child. Her body is weak and often sickly, leaving her unable to move or play as other children do. However, her mental abilities manifested at an early age, drawing everyone's attention to her uniqueness. She could hear thoughts, influence people, and even move objects with her mind. At first, these powers appeared only sporadically, but it soon became evident that her abilities were far more powerful and dangerous than even the strongest wizards could have anticipated.

Due to uncontrollable magical surges triggered by seizures, Prisma was placed within a special containment capsule, designed to hold the barrier that safeguards her mind. During moments of mental overload, she can devastate everything around her, but the barrier, strengthened by her guardians, maintains stability. While her physical body remains weak and confined, her mind remains active and connected to the world through her loyal guardians—the Fragments.

MENTAL AND MAGICAL ABILITIES

Prisma controls the world around her through mental links. She can sense and respond to events, especially if they threaten her safety or the goals of the Obelisk. In extreme danger, Prisma can call upon immense powers, including the projection of the Supreme Dragon, whose presence serves as a final line of defense. Although physically frail, her mind is an extraordinary force, and those who encounter her know her power all too well.

RELATIONSHIP WITH THE OBELISK

Prisma commands the Obelisk through her Fragments, avoiding direct interaction with the outside world. Every major decision, task, and strategy originates from her but is seen through the actions and words of her guardians. The entire structure of the Obelisk understands that Prisma is their enigmatic leader, yet her true nature and physical state remain hidden from most. The Fragments uphold discipline and order in her absence, reflecting her will and reinforcing her influence, making her more than just a leader—she is their symbol and foundation.

