

STELMARIA'S FRIENDS

What follows are stat blocks for Stelmara's pacted allies. Each such ally is an independent fey spirit with their own values and objectives. So long as Stelmara adheres to the terms of their pact, the ally will heed Stelmara's call.

Beware angering your allies! Most consider themselves your equal or even your better.

AVARR

AVARR

Large fey tiger, lawful neutral

Armor Class 13

Hit Points 63 (7d12 + 18)

Speed 50 ft, climb 40 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	10 (+0)	14 (+2)	9 (−1)

Skills Perception +5, Stealth +8

Senses darkvision 60 ft, pp 15

Languages Giant Tiger, understands Common and Sylvan but cannot speak

Challenge 2

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

Pounce. If Avarr moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, Avarr can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Mighty Leap. (1 / summoning) Avarr leaps 150 ft. If Avarr lands adjacent to a creature, he can make a claw attack as a part of this action.

PACT

You freed Avarr from Shymstani bondage. He came to respect you following your daring rescue of Bellevoja. Avarr has agreed to help you, so long as his homeland (the interior of Kharazan) remains wild and free.

PERSONALITY

Avarr is proud, and considers himself the apex of being.

OPINION OF YOU

Avarr is intrigued by your inversion of roles - he clearly considers you a prey animal. You seem to have his respect for now.

SNAAK

SNAAK

Large fey saltwater crocodile, true neutral

Armor Class 14 (natural armor)

Hit Points 54 (6d12 + 15)

Speed 25 ft, swim 40 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (−1)	17 (+3)	7 (−2)	10 (+0)	5 (−3)

Skills Stealth +9 (when underwater)

Senses pp 10

Languages Crocodile, understands Common and Sylvan but cannot speak

Challenge 2

Hold Breath. Snaak can hold his breath for 30 minutes.

Ambush. Once per turn, Snaak deals an extra 5d6 damage against the target if he is submerged in water and hidden.

ACTIONS

Multiattack. Snaak makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage, and the target is Grappled (escape DC 16). Until this grapple ends, the target is Restrained, and the Crocodile can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 5 ft., one target not grappled by Snaak. **Hit:** 14 (2d8 + 5) bludgeoning damage. The target must succeed on a DC 16 Strength saving throw or be knocked prone.

Drown. When Snaak is grappling an enemy in water, he can drag them to a watery grave. The target must succeed a DC 16 Strength save or take 27 (4d10 + 5) bludgeoning damage. A target that succeeds the save takes half damage.

PACT

Snaak agreed to aid you so long as you assist him in reclaiming his home (presumably a saltwater rivermouth) from the invaders that drove him off.

PERSONALITY

Snaak is a creature of simple pleasures. Kill and eat. Bask in the sun. Repeat.

OPINION OF YOU

Snaak doesn't seem like he has much going on upstairs.

PLEATH

PLEATH

Giant fey longneck, lawful neutral

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	9 (−1)	12 (+1)	5 (−3)

Skills Perception + 3, Stealth +5 (when underwater)

Senses pp 13

Languages Longneck, understands Common and Sylvan but cannot speak

Challenge 2

Hold Breath. Pleath can hold her breath for 2 hours.

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 14 (3d6 + 4) piercing damage.

Release the Storm. Concentration (1 min): While submerged in water, Pleath whips up a local storm and gains control over the wind and water in a 60 ft diameter cylinder centered on her. The cylinder counts as difficult terrain, and creatures (other than Pleath and Stelmara) that begin their turn in the cylinder must make a DC 14 strength save or be slid 10 ft and knocked prone.

PACT

You destroyed Lobi Thic, releasing the storm trapped within her and fulfilling your pact with Pleath.

PERSONALITY

She seems single-minded in her mission to release the storm, and apparently turned on Thic without provocation.

OPINION OF YOU

Pleath holds you in high regard since you fulfilled your bargain.

NAKAL

NAKAL

Large fey monitor lizard, true neutral

Armor Class 12 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	5 (−3)	13 (+1)	5 (−3)

Skills Athletics + 3

Senses pp 11

Languages Monitor Lizard, understands Common and Sylvan but cannot speak

Challenge 1

Charge. If Nakal moves at least 20 ft. in a straight line towards a target and then hits it with a bite attack on the same turn, the target takes an extra 10 (3d6) piercing damage. If the target is a creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 3) piercing damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw against disease or become poisoned until the disease is cured. Every hour that elapsed, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

PACT

Nakal agreed to aid you on the condition that she is allowed to participate in a hunt.

PERSONALITY

Nakal is a creature of simple pleasures, although she seems unfulfilled by her life of manual labor and easy food.

OPINION OF YOU

Nakal seems excited by the prospect of adventuring with you.

CHIPPAH

Special: must be summoned with a 5th level spell slot

CHIPPAH

Gargantuan fey dragon turtle, true neutral

Armor Class 17 (natural armor)

Hit Points 119 (8d20 + 35)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	7 (-2)	12 (+1)	8 (-1)

Skills Athletics + 10

Senses darkvision 120 ft., pp 11

Languages Dragon Turtle, understands Common, Draconic, and Sylvan but cannot speak

Challenge 4

Amphibious. Chippah can breath both air and water.

ACTIONS

Multiattack. Chippah makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Steam Breath. (1 / summoning): Chippah exhales scalding steam in a 60 foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 28 (8d6) fire damage on a failed save or half as much damage on a successful one. Being underwater does not grant resistance against this damage.

PACT

You have fulfilled your promise to take Chippah to the sea.

PERSONALITY

Chippah is old, sheltered, and tired, but not ready die yet.

OPINION OF YOU

Chippah seems grateful for your help.