

## 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 its 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 Avarr 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 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, chaotic 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 13 strength save or be slid 10 ft and knocked prone.

## PACT

Pleath agreed to aid you in return for your future assistance. Pleath asked for your help to “release the storm” when the time comes.

## PERSONALITY

Pleath is currently serving the singer Lobi Thic, but is apparently not domesticated. She claims that Thic “harbors the storm” and will be of use in the future.

## OPINION OF YOU

Pleath is reserved in judgement. She seems to be trusting you to do the right thing when the time comes.