

TIRVANDOR

MONSTER MANUAL

CREATURES OF THE SUNDERED REALMS



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CHAPTER 1

BORDER CREATURES



HE CONTESTED LANDS BETWEEN THALDROS AND Aethoria are a lawless frontier where desperate souls eke out survival among ancient ruins and war-scarred terrain.

BORDER BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.



BORDER BANDIT

LORE

Border bandits are desperate refugees, deserters, or opportunists who prey on travelers in the contested lands. They know the terrain intimately and fight with the desperation of those with nothing left to lose.

TACTICS

- Use terrain for ambushes
- Target weakest-looking party member
- Flee when outnumbered or badly wounded
- May surrender if offered mercy

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

Skills Stealth +4, Deception +2 **Senses** passive Perception 10

Languages Common **Challenge** 1/2 (100 XP)

Border Cunning. The bandit has advantage on Stealth checks in the Border region's ruins and wilderness.

Desperate Fighter. When reduced to half hit points or less, the bandit's next attack deals an extra 1d6 damage.

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SMUGGLER CAPTAIN

LORE

Smuggler captains run illicit goods across the Border—weapons, refugees, contraband, and information. They're neutral parties in the conflict, caring only for profit, but their networks make them valuable allies or dangerous enemies.

SMUGGLER CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 58 (9d8 + 18)

Speed 30 ft.



TACTICS

- Negotiate before fighting if possible
- Use Cunning Action to stay mobile
- Call for backup if losing
- Always have an escape route planned

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

Saving Throws Dexterity +5, Intelligence +4 **Skills** Deception +6, Insight +3, Persuasion +6, Stealth +5 **Senses** passive Perception 11 **Languages** Common, Thieves' Cant, plus two others
Challenge 3 (700 XP)

Cunning Action. On each of its turns, the captain can use a bonus action to take the Dash, Disengage, or Hide action.

Border Network. The captain knows safe routes through the Border and has contacts in most settlements. Can call for reinforcements (1d4 border bandits arrive in 1d4 rounds).

Sneak Attack (1/turn). The captain deals an extra 10 (3d6) damage when hitting with a weapon attack and has advantage on the attack roll.

ACTIONS

Multiattack. The captain makes two attacks with their rapier.

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

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Contract Offer (Recharge 5-6). The captain offers a bargain. One humanoid within 30 feet that can hear the captain must make a DC 14 Wisdom saving throw. On a failure, the target is charmed for 1 minute or until the captain or their allies harm it. While charmed, the target is inclined to accept reasonable deals.

REACTIONS

Parry. The captain adds 2 to their AC against one melee attack that would hit them. To do so, the captain must see the attacker and be wielding a melee weapon.

WAR-SCARRED VETERAN

LORE

These veterans have fought in countless Border skirmishes for both sides, mercenary bands, or their own survival. They're hard as nails, cynical, and

incredibly difficult to kill. Many become mercenaries, bandits, or hermits.

TACTICS

- Fight defensively, conserving energy
- Use intimidation to avoid fights
- Know when to retreat (and how)
- Protect allies instinctively

WAR-SCARRED VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)

Hit Points 68 (8d8 + 32)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Strength +5, Constitution +6 **Skills** Athletics +5,

Intimidation +2, Survival +3 **Senses** passive Perception 11

Languages Common **Challenge** 4 (1,100 XP)

Survivor. The veteran has advantage on death saving throws.

Seen It All. The veteran is immune to being frightened and has advantage on saving throws against being charmed.

Battle Scarred. When the veteran takes damage that would reduce them to 0 hit points, they can make a DC 10 Constitution saving throw. On a success, they drop to 1 hit point instead. This DC increases by 5 each time this feature is used and resets after a long rest.

ACTIONS

Multiattack. The veteran makes two longsword attacks or two longbow attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Intimidating Presence (Recharge 5-6). The veteran roars a challenge. Each enemy within 30 feet that can see or hear the veteran must make a DC 13 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the save at the end of each of its turns, ending the effect on a success.

BORDER WRAITH

LORE

Border wraiths are the spirits of soldiers and civilians who died in the countless conflicts in the Border region. They're drawn to battles, feeding on death and violence. Some retain fragments of their former identities and may be laid to rest if their remains are properly buried.

BORDER WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)



TACTICS

- Ambush from walls/objects
- Target squishier party members
- Use Create Specter on fallen enemies
- Flee if seriously injured (unless enraged)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Senses darkvision 60 ft., passive Perception 12 **Languages** the languages it knew in life **Challenge** 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Border-Bound. The wraith is bound to the Border region where it died. If forced outside the Border, it takes 10 (3d6) psychic damage at the start of each of its turns.

Echoes of War. When the wraith first appears, each creature within 30 feet hears a snippet of the battle where it died (screams, clashing steel, etc.). The wraith can speak one phrase from its final moments.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that died violently in the last minute. The target's spirit rises as a specter under the wraith's control. The wraith can have no more than three specters under its control at one time.

CONTESTED LAND ELEMENTAL

LORE

These elementals form in the Border region, composed of earth from both nations. The constant conflict and bloodshed has made the land itself angry and unstable.

CONTESTED LAND ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.



They attack anyone who further damages the land but may ignore peaceful travelers.

TACTICS

- Emerge from underground (surprise)
- Focus on those damaging terrain
- Use Border Quake to knock down groups
- Retreat underground if badly hurt

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

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception

10 Languages Terran **Challenge** 6 (2,300 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, it doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Mixed Form. The elemental's body contains earth from both Thaldros and Aethoria, making it unstable. When the elemental takes damage, roll 1d6. On a 5-6, it erupts, dealing 7 (2d6) bludgeoning damage to all creatures within 5 feet.

Territorial Fury. The elemental has advantage on attack rolls against creatures that have dealt damage to structures or the earth in the last minute.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Border Quake (Recharge 5-6). The elemental strikes the ground, creating a localized earthquake. Each creature on the ground within 20 feet must make a DC 15 Strength saving throw. On a failure, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. On a success, the creature takes half damage and isn't knocked prone. Additionally, the ground in that area becomes difficult terrain until cleared.

REFUGEE MOB

LORE

Desperate refugees sometimes form angry mobs, driven by fear, hunger, or manipulation. They're not evil—just desperate people in terrible circumstances. Most will flee or surrender if given the opportunity.

REFUGEE MOB

Large swarm of Medium humanoids, any alignment

Armor Class 10

Hit Points 39 (6d10 + 6)

Speed 30 ft.



TACTICS

- Overwhelm through numbers
- Target obvious threats
- Flee if leaders fall or hope is offered
- Can be calmed with Persuasion (DC 15)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	8 (-1)

Senses passive Perception 10 **Languages** Common **Challenge** 1 (200 XP)

Swarm. The mob can occupy another creature's space and vice versa, and the mob can move through any opening large enough for a Medium humanoid. The mob can't regain hit points or gain temporary hit points.

Desperate Horde. The mob has advantage on attack rolls if it has half its hit points or more.

Panicked. The mob has disadvantage on Wisdom saving throws while below half hit points.

ACTIONS

Mob Violence. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the swarm has half its hit points or fewer.

REACTIONS

Stampede. When the mob takes damage from an area effect, it can move up to its speed away from the source of danger. This movement doesn't provoke opportunity attacks.

SCAVENGER GHoul

LORE

The Border's constant violence creates ample food for ghouls. These undead scavengers lurk near battlefields and ambush sites, waiting for fresh corpses—or making their own.

SCAVENGER GHoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.



TACTICS

- Hunt in packs (2-8 ghouls)
- Target wounded enemies
- Use paralysis on dangerous foes
- Feast mid-combat if possible

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 10 Languages Common Challenge 1 (200 XP)

Battlefield Scavenger. The ghoul has advantage on Wisdom (Perception) checks to find corpses or wounded creatures.

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed 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.

Corpse Feast (Recharge 5-6). If the ghoul is adjacent to a corpse or unconscious creature, it can spend its action feeding. It regains 10 (3d6) hit points.

TERRITORIAL DRAKE

LORE

These drakes have claimed territories in the Border's ruins and caves. They're aggressive toward intruders but intelligent enough to recognize when they're outmatched. Some mercenary bands have trained them as mounts or guards.

TERRITORIAL DRAKE

Large dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 30 ft., climb 30 ft.



TACTICS

- Ambush from high ground
- Work in pairs if possible
- Use tail to knock down enemies
- Flee to lair if seriously wounded

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +2 **Senses** darkvision 60 ft., passive Perception 12 **Languages** understands Draconic but can't speak **Challenge** 2 (450 XP)

Border Camouflage. The drake has advantage on Dexterity (Stealth) checks in rocky or ruined terrain.

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

ACTIONS

Multiattack. The drake makes one bite attack and one tail attack.

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

Hit: 7 (1d8 + 3) piercing damage.

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

Hit: 6 (1d6 + 3) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Warning Roar (Recharge 5-6). The drake roars, alerting other drakes in a 1-mile radius. Allied drakes within 60 feet gain advantage on their next attack roll.

WAR BEAST

LORE

Both armies use war beasts—massive wolves, war dogs, or other predators bred and trained for combat. Some have escaped and gone feral in the Border, becoming apex predators.

WAR BEAST

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 50 ft.



TACTICS

- Hunt in packs (2-5 beasts)
- Use Pounce to knock down targets
- Focus on frightened enemies
- Protect handlers if trained

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4 **Senses** passive Perception 13

Languages — **Challenge** 3 (700 XP)

Keen Hearing and Smell. The beast has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Trained Killer. The beast was trained for war. It has advantage on attack rolls against frightened creatures.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

Intimidating Howl (Recharge 5-6). The beast howls. Each enemy within 30 feet that can hear it must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the save at the end of each of its turns, ending the effect on a success.

HAUNTED BATTLEFIELD

LORE

Some battlefields in the Border have seen so much death that the land itself became haunted. These cursed areas trap the spirits of fallen soldiers, endlessly reenacting their final battle. The only way to

HAUNTED BATTLEFIELD

Gargantuan hazard/swarm, chaotic neutral

Armor Class 15

Hit Points 150 (12d20 + 24)

Speed 0 ft.



permanently end a haunted battlefield is to consecrate it with proper funeral rites—a dangerous undertaking.

TACTICS

- Describe the horror and chaos
- Track who enters the area
- Roll for spectral spawns
- Allow creative solutions (not just combat)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	14 (+2)	10 (+0)	14 (+2)	16 (+3)

Senses blindsight 120 ft., passive Perception 12 **Languages** understands all languages but can't speak **Challenge** 7 (2,900 XP)

Immobile Hazard. The battlefield doesn't move. It exists as a 120-foot radius area of lingering death magic and tortured spirits.

Echo of Battle. Any creature that enters the area for the first time on a turn or starts its turn there must make a DC 15 Wisdom saving throw or take 14 (4d6) psychic damage and have disadvantage on attack rolls until the start of its next turn as ghostly weapons strike and spectral screams assault it.

Restless Dead. At the start of each round, 1d4 spectral soldiers (use specter statblock) manifest within the area. They attack the nearest living creatures and disappear after 1 minute or when reduced to 0 hit points.

Consecration Vulnerable. If a cleric or paladin spends 10 minutes performing funeral rites within the area, the battlefield's power is suppressed for 24 hours in a 30-foot radius around the ritual site.

ACTIONS

Phantom Army (Recharge 5-6). At initiative count 20, the battlefield can summon a phantom army. All creatures in the area see ghostly soldiers fighting and dying around them. Each creature must make a DC 15 Wisdom saving throw. On a failure, a creature takes 22 (4d10) psychic damage and is frightened until the end of its next turn. On a success, the creature takes half damage and isn't frightened.

CHAPTER 2

THALDROS MILITARY



THE IRON FIST OF THE THALDROS EMPIRE—disciplined soldiers, ruthless inquisitors, and devastating war machines that enforce the Emperor's will.

THALDROS CONSCRIPT

Medium humanoid (any race), lawful neutral

Armor Class 10 (no armor)

Hit Points 4 (1d8)

Speed 30 ft.



THALDROS CONSCRIPT LORE

Most of Thaldros's army consists of conscripted farmers, laborers, and urban poor. They're given minimal training and thrown into battle. Many desert if given the chance. Conscripts often have families back home they're fighting to return to.

TACTICS

- Fight in large groups (5-20)
- Flee if leaders fall
- May surrender if treated well
- Protect each other (poorly)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	9 (-1)	10 (+0)	9 (-1)

Senses passive Perception 10 Languages Common Challenge 1/8 (25 XP)

Poorly Trained. The conscript has disadvantage on attack rolls if an ally within 5 feet is reduced to 0 hit points since the end of the conscript's last turn.

Reluctant Fighter. The conscript has disadvantage on death saving throws.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands for a melee attack.

THALDROS SOLDIER

LORE

Professional soldiers of Thaldros are disciplined, well-equipped, and indoctrinated into loyalty to the empire. Unlike conscripts, they're career soldiers who believe in Thaldros's vision of order and stability.

THALDROS SOLDIER

Medium humanoid (any race), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.



TACTICS

- Fight in formation (shield wall)
- Support allies
- Follow orders strictly
- Retreat only when commanded

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

Skills Athletics +3, Perception +2 **Senses** passive Perception 12

Languages Common **Challenge** 1/2 (100 XP)

Formation Fighter. The soldier has advantage on saving throws against being frightened while within 5 feet of an ally.

Imperial Discipline. The soldier can reroll a failed saving throw once per short rest.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Shield Wall. When an ally within 5 feet is hit by an attack, the soldier can grant them +2 to AC against that attack.

IRON LEGION ENFORCER

LORE

The Iron Legion are Thaldros's internal security force—brutal enforcers who maintain order through fear and violence. They're called when the regular army isn't

cruel enough. Hated by commoners and feared even by soldiers.

TACTICS

- Use intimidation liberally
- Beat down resisters
- Work in pairs or groups
- Make examples of defiers

IRON LEGION ENFORCER

Medium humanoid (any race), lawful evil

Armor Class 13 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Skills Intimidation +4, Perception +3 Senses passive Perception

13 Languages Common Challenge 2 (450 XP)

Brutal. The enforcer's melee weapon attacks deal one extra die of damage (included in the attacks).

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

ACTIONS

Multiaction. The enforcer makes two attacks with its mace.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 9 (2d6 + 2) bludgeoning damage.

Intimidate. The enforcer targets one creature it can see within 30 feet. The target must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the save at the end of each of its turns, ending the effect on a success.

ROYAL GUARD ELITE

LORE

The Royal Guard are the elite soldiers of Thaldros, sworn to protect nobility and enforce the king's will. They're highly trained, well-equipped, and fanatically loyal. Unlike Iron Legion thugs, Royal Guards are respected even by their enemies.

ROYAL GUARD ELITE

Medium humanoid (any race), lawful neutral

Armor Class 18 (plate armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.



TACTICS

- Protect VIPs at all costs
- Use Leadership to buff allies
- Fight honorably but effectively
- Coordinate attacks

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Constitution +4, Wisdom +2 **Skills** Athletics +5, Intimidation +4, Perception +2 **Senses** passive Perception 12

Languages Common **Challenge** 5 (1,800 XP)

Brave. The guard has advantage on saving throws against being frightened.

Royal Authority. Allied creatures within 10 feet gain advantage on saving throws against being frightened.

ACTIONS

Multiattack. The guard makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the guard can utter a command or warning whenever a nonhostile creature within 30 feet makes an attack roll or saving throw. That creature can add a d4 to its roll. A creature can benefit from only one Leadership die at a time.

REACTIONS

Parry. The guard adds 2 to their AC against one melee attack that would hit them.

STATE INQUISITOR

LORE

State Inquisitors are Thaldros's secret police—spies, assassins, and interrogators who root out dissent and eliminate threats to the empire. They're feared throughout Tirvandor and operate with complete authority.

STATE INQUISITOR

Medium humanoid (any race), lawful evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.



TACTICS

- Gather intelligence first
- Poisoned weapons on priority targets
- Use Interrogate to extract info
- Escape if discovered

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Dexterity +6, Intelligence +6, Wisdom +5 **Skills** Deception +6, Insight +5, Investigation +9, Perception +5, Stealth +6 **Senses** passive Perception 15 **Languages** Common, plus three others **Challenge** 6 (2,300 XP)

Cunning Action. On each turn, the inquisitor can use a bonus action to Dash, Disengage, or Hide.

Evasion. If the inquisitor is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they take no damage on a success and half damage on a failure.

Sneak Attack (1/turn). The inquisitor deals an extra 14 (4d6) damage when hitting with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally.

Information Network. The inquisitor can spend 1 hour in a settlement to learn one piece of useful information about a specific person or event.

ACTIONS

Multiattack. The inquisitor makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, plus poison (see Poisoned Blade).

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, plus poison (see Poisoned Blade).

Poisoned Blade. The inquisitor's weapon is coated in a special poison. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a success.

Interrogate (3/day). The inquisitor targets one creature within 30 feet that can hear them. The target must make a DC 14 Wisdom saving throw. On a failure, the target is compelled to answer one question truthfully. This is a magical compulsion effect.

REACTIONS

Uncanny Dodge. When an attacker the inquisitor can see hits them with an attack, they can halve the attack's damage.

WAR MAGE OF THALDROS

LORE

Thaldros trains battle mages specifically for military operations. Unlike academic wizards, War Mages focus on destructive evocation magic and battlefield control. They're attached to military units and respected (and feared) by soldiers.

WAR MAGE OF THALDROS

Medium humanoid (any race), lawful neutral

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.



TACTICS

- Stay behind front line
- Use *fireball* and *lightning bolt* on groups
- *Counterspell* enemy magic
- *Misty step* away from danger
- Conserve 5th level slot for emergency

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Intelligence +6, Wisdom +4 **Skills** Arcana +6, History +6 **Senses** passive Perception 11 **Languages** Common, plus three others **Challenge** 7 (2,900 XP)

Spellcasting. The mage is a 9th-level spellcaster. Spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

War Caster. The mage has advantage on Constitution saving throws to maintain concentration on spells. When a hostile creature's movement provokes an opportunity attack, the mage can cast a spell at the creature rather than making an opportunity attack.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) if used with two hands.

SIEGE GOLEM

LORE

Thaldros's military mages have created these massive constructs for sieges and large battles. They're slow but nearly unstoppable, designed to break through fortifications and scatter enemy formations.

SIEGE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 20 ft.



TACTICS

- Advance slowly and steadily
- Focus on structures in Siege Mode
- Target clustered enemies with Boulder Launch
- Ignore distractions

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons **Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned **Senses** darkvision 120 ft., passive Perception 10 **Languages** understands the languages of its creator but can't speak **Challenge** 8 (3,900 XP)

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

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Siege Monster. The golem deals double damage to objects and structures.

Military Programming. The golem follows tactical commands perfectly and can execute complex battle plans.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Boulder Launch (Recharge 5-6). *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 32 (4d12 + 6) bludgeoning damage. If the target is a structure, it takes double damage.

Siege Mode (1/Day). For 1 minute, the golem becomes rooted in place (speed 0) but gains advantage on attack rolls and its attacks deal maximum damage to structures.

GENERAL'S CHAMPION

LORE

Thaldros generals sometimes send their personal champions to deal with important threats or lead special missions. These warriors are the best of the best—veterans of countless battles, master tacticians, and nearly unbeatable in single combat.

GENERAL'S CHAMPION

Medium humanoid (any race), lawful neutral

Armor Class 18 (plate armor)

Hit Points 143 (22d8 + 44)

Speed 30 ft.



TACTICS

- Challenge the strongest enemy
- Use Rally to support troops
- Fight honorably but ruthlessly
- Never surrender

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Strength +9, Constitution +6 **Skills** Athletics +9, Intimidation +5, Perception +6 **Senses** passive Perception 16

Languages Common **Challenge** 9 (5,000 XP)

Indomitable (2/Day). The champion can reroll a saving throw. They must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with their greatsword or longbow.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Rally (Recharges after a Short or Long Rest). The champion rallies their allies. Each ally within 30 feet regains 10 hit points and gains advantage on their next attack roll or saving throw.

REACTIONS

Parry. The champion adds 4 to their AC against one melee attack that would hit them.

IRON CROWN KNIGHT

LORE

The Iron Crown Knights are Thaldros's holy warriors, fanatically devoted to the concept of ordered civilization through strength. They're paladins who've sworn the Oath of the Iron Crown and serve as both warriors and enforcers of imperial law.

IRON CROWN KNIGHT

Medium humanoid (any race), lawful evil

Armor Class 20 (plate armor +2, shield)

Hit Points 153 (18d8 + 72)

Speed 30 ft.



TACTICS

- Use Aura of Tyranny to buff allies
- Command the battlefield
- Iron Command at start of combat
- Protect important allies

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Constitution +8, Wisdom +6, Charisma +7 **Skills** Athletics +8, Intimidation +7, Religion +5 **Damage Resistances** necrotic **Condition Immunities** frightened **Senses** passive Perception 12 **Languages** Common **Challenge** 10 (5,900 XP)

Aura of Tyranny (10 ft.). Allied creatures within 10 feet deal an extra 1d4 damage on weapon attacks. Enemy creatures have disadvantage on saving throws against being frightened.

Iron Will. The knight has advantage on saving throws against being charmed or frightened.

Spellcasting. The knight is a 12th-level spellcaster (Oath of the Iron Crown subclass). Spellcasting ability is Charisma (spell save DC 15, +7 to hit). Prepared spells:

ACTIONS

Multiaction. The knight makes two longsword attacks.

Longsword +2. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands.

Channel Divinity: Iron Command (1/Day). Each hostile creature within 30 feet must make a DC 15 Wisdom saving throw. On a failure, the creature is paralyzed until the end of the knight's next turn.

REACTIONS

Oath of Protection. When a creature within 5 feet is hit by an attack, the knight can make that attack target them instead.

LORD COMMANDER VARIUS

LORE

Lord Commander Varius is Thaldros's supreme military leader—a brilliant tactician, legendary warrior, and unshakeable loyalist. He's not evil, but he genuinely believes in Thaldros's vision of ordered civilization. Many soldiers would die for him, and even his enemies respect him.

LORD COMMANDER VARIUS

Medium humanoid (human), lawful neutral

Armor Class 21 (plate armor +3, shield +1)

Hit Points 187 (22d8 + 88)

Speed 30 ft.



TACTICS

- Command the battlefield
- Use Tactical Genius and Legendary Actions to control action economy
- Rally troops when needed
- Lead from the front but strategically
- Respect worthy opponents

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

Saving Throws Strength +10, Constitution +9, Wisdom +8, Charisma +9 **Skills** Athletics +10, History +8, Insight +8, Intimidation +9, Perception +8 **Damage Resistances** all damage from spells **Condition Immunities** frightened **Senses** passive Perception 18 **Languages** Common, plus four others **Challenge** 13 (10,000 XP)

Legendary Resistance (3/Day). If Varius fails a saving throw, he can choose to succeed instead.

Supreme Commander. Allied creatures within 60 feet have advantage on saving throws against being frightened and add 1d6 to damage rolls.

Tactical Genius. Varius can take a special reaction at initiative count 20 (losing ties) to command an ally within 60 feet to immediately take an action.

Magic Resistance. Varius has advantage on saving throws against spells and other magical effects.

ACTIONS

Multattack. Varius makes three longsword attacks.

Longsword of Command +3. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 12 (1d8 + 8) slashing damage, or 13 (1d10 + 8) slashing damage if used with two hands, plus 9 (2d8) radiant damage.

Javelin of Lightning +2. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage plus 9 (2d8) lightning damage.

Commanding Shout (Recharge 5-6). Varius issues a tactical command. Each ally within 60 feet can immediately move up to half their speed and make one weapon attack as a reaction.

LEGENDARY ACTIONS

Move. Varius moves up to half his speed.

Attack. Varius makes one longsword attack.

Rally (Costs 2 Actions). Each ally within 30 feet regains 15 hit points and gains advantage on their next attack roll.

Tactical Reposition (Costs 3 Actions). Varius and up to four allies within 60 feet can move up to their speed without provoking opportunity attacks.

CHAPTER 3

AETHORIA & IRON GUILD



REEDOM FIGHTERS STRUGGLING AGAINST TYRANNY
and professional mercenaries who serve
only coin.

AETHORIA RESISTANCE

Brave souls fighting for liberation from Thaldros rule.

AETHORIAN MILITIA

Medium humanoid, any alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.



AETHORIAN MILITIA LORE

Untrained civilians who took up arms. Brave but inexperienced.

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

Skills Stealth +4, Survival +3 **Languages** Common **Challenge** 1/4 (50 XP)

Guerrilla Fighter. Advantage on attacks when hidden or unseen by target.

ACTIONS

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

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

RESISTANCE FIGHTER

RESISTANCE FIGHTER

Medium humanoid, any good alignment

Armor Class 14 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.



LORE

More experienced than militia. Fighting for families and freedom.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	11 (+0)	13 (+1)	12 (+1)

Skills Stealth +4, Survival +3 **Languages** Common **Challenge** 1 (200 XP)

Freedom's Fury. Extra 1d6 damage against Thaldros forces.

ACTIONS

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

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

Inspiring Cry (Recharge 5-6). Allies within 30 ft gain advantage on next attack.

PEOPLE'S CHAMPION

PEOPLE'S CHAMPION

Medium humanoid, chaotic good

Armor Class 16 (chainmail)

Hit Points 58 (9d8 + 18)

Speed 30 ft.



LORE

Local heroes who stood up to tyranny. Inspirational leaders.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Strength +5, Constitution +4 **Skills** Athletics +5, Persuasion +4 **Languages** Common **Challenge** 3 (700 XP)

Defender of the Weak. Advantage on attacks against enemies threatening civilians.

ACTIONS

Multiattack. Two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+3 slashing damage

Rally the People (1/Day). All allies within 30 ft gain 10 temp HP and advantage on saves vs fear.

REVOLUTIONARY MAGE

REVOLUTIONARY MAGE

Medium humanoid, chaotic good

Armor Class 12 (15 with mage armor)

Hit Points 49 (11d8)

Speed 30 ft.



LORE

Aethorian mages who use magic to free the oppressed.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Intelligence +6, Wisdom +4 **Skills** Arcana +6, History +6 **Languages** Common +2 others **Challenge** 5 (1,800 XP)

CHAIN BREAKER MONK

CHAIN BREAKER MONK

Medium humanoid, lawful good

Armor Class 17

Hit Points 91 (14d8 + 28)

Speed 50 ft.



LORE

Former slaves who mastered martial arts. Dedicated to freeing others.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	13 (+1)	17 (+3)	12 (+1)

Saving Throws Strength +3, Dexterity +7 **Skills** Acrobatics +7, Stealth +7 **Languages** Common **Challenge** 6 (2,300 XP)

Unarmored Defense. AC = 10 + Dexterity + Wisdom

Unarmored Movement. +20 ft speed

Ki (11 points). Regain on short rest.

ACTIONS

Multiattack. Four unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 1d8+4 bludgeoning damage

Shatter Bonds (3 ki). Automatically break all restraints on touched creature. Can use on self.

Stunning Strike (1 ki). DC 15 Constitution save or stunned until end of your next turn.

GUERRILLA COMMANDER

GUERRILLA COMMANDER

Medium humanoid, chaotic good

Armor Class 16 (studded leather +1)

Hit Points 117 (18d8 + 36)

Speed 30 ft.



LORE

Brilliant guerrilla leader. Master of ambush and hit-and-run tactics.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Dexterity +7, Wisdom +6 **Skills** Stealth +10, Survival +6, Persuasion +6 **Languages** Common +2 others
Challenge 7 (2,900 XP)

Tactical Mind. Allies within 60 ft add +2 to initiative.
Sneak Attack (1/turn). +4d6 damage with advantage.

ACTIONS

Multiattack. Three shortsword or shortbow attacks.

Shortsword +2. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 1d6+6 piercing damage

Strategic Command (Recharge 5-6). All allies within 60 ft can move half speed and make one attack as reaction.

THE LIBERATOR

THE LIBERATOR

Medium humanoid, chaotic good

Armor Class 19 (studded leather +3)

Hit Points 178 (21d8 + 84)

Speed 40 ft.



LORE

Legendary resistance leader. Symbol of hope for all oppressed people.

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

Saving Throws Dexterity +10, Wisdom +8, Charisma +10 **Skills** All +9 or higher **Languages** All common **Challenge** 11 (7,200 XP)

Legendary Resistance (2/Day). Can choose to succeed on failed save.

Aura of Freedom (30 ft). Allies have advantage vs charmed/frightened.

Sneak Attack (1/turn). +6d6 damage

ACTIONS

Multiaction. Four rapier attacks.

Freedom's Blade +3. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 1d8+8 piercing damage + 2d8 radiant damage

Break All Chains (1/Day). All restraints/prisons within 60 ft shatter. All allies gain 30 temp HP.

Move. Half speed

Attack. One rapier attack

Inspire (2 actions). One ally makes attack or spell as reaction

PROPHESIED HERO

PROPHESIED HERO

Medium humanoid, any good

Armor Class 20 (plate +1, shield +1)

Hit Points 210 (20d8 + 120)

Speed 30 ft.



LORE

One of “the Seven” from prophecy. Destined hero.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	12 (+1)	18 (+4)	20 (+5)

Saving Throws Strength +10, Constitution +11, Wisdom +9, Charisma +10 | **Condition Immunities** frightened **Languages** Common +3 others **Challenge** 12 (8,400 XP)

Destiny's Chosen. Advantage on all saves. Crits on 19-20.
Aura of Destiny (30 ft). Allies add +3 to all saves.

ACTIONS

Multiaction. Three longsword attacks.

Destiny's Blade +2. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 1d8+7 slashing damage + 3d8 radiant damage

Channel Divinity: Smite the Tyrant (3/Day). Next attack deals +50 radiant damage vs evil targets.

IRON GUILD MERCENARIES

Professional soldiers for hire—loyal only to the contract.

GUILD RECRUIT

LORE

New mercenaries learning the trade. Disciplined and eager to prove themselves.

GUILD RECRUIT

Medium humanoid, any

Armor Class 14 (leather, shield)

Hit Points 16 (3d8 + 3)

Speed 30 ft.



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

Skills Athletics +3 **Languages** Common **Challenge** 1/2 (100 XP)

Professional Training. Advantage on saves vs fear while within 10 ft of ally.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1d8+1 slashing damage

Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 1d8+1 piercing damage

VETERAN MERCENARY

LORE

Experienced fighters who've survived many contracts.

VETERAN MERCENARY

Medium humanoid, any

Armor Class 16 (chain shirt, shield)

Hit Points 45 (7d8 + 14)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Athletics +4, Survival +3 Languages Common Challenge 2 (450 XP)

Combat Veteran. Advantage on saves vs poison and disease.

ACTIONS

Multiattack. Two longsword attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d8+2 slashing damage

Tactical Retreat. Disengage as bonus action.

GUILD ENFORCER

LORE

Enforce Guild rules and handle troublemakers.

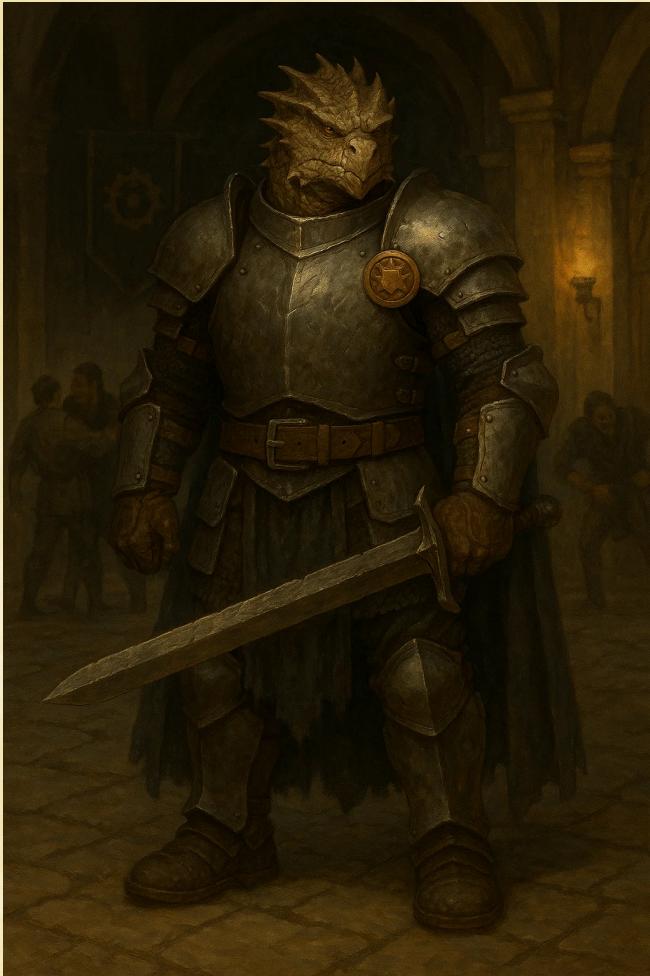
GUILD ENFORCER

Medium humanoid, any

Armor Class 17 (half plate)

Hit Points 68 (8d8 + 32)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	11 (+0)	13 (+1)	12 (+1)

Skills Athletics +5, Intimidation +3 | Languages Common
Languages Common Challenge 4 (1,100 XP)

Guild Authority. Can call for backup (1d4 recruits arrive in 1d4 rounds).

ACTIONS

Multiattack. Two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2d6+3 slashing damage

Intimidating Presence (Recharge 5-6). DC 13 Wisdom save or frightened 1 min.

CONTRACT KILLER

LORE

Guild assassins for special contracts. Professional and ruthless.

CONTRACT KILLER

Medium humanoid, any

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dexterity +6 **Skills** Stealth +9, Perception +3

Languages Common, Thieves' Cant **Challenge** 5 (1,800 XP)

Assassinate. Advantage vs creatures that haven't acted. Crits on surprise hits.

Sneak Attack (1/turn). +3d6 damage with advantage.

ACTIONS

Multiattack. Two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+3 piercing damage

Poisoned Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 1d4+3 piercing damage + DC 14 Constitution save or 3d6 poison damage

IRON GUILD CAPTAIN

IRON GUILD CAPTAIN

Medium humanoid, any

Armor Class 18 (plate)

Hit Points 135 (18d8 + 54)

Speed 30 ft.



LORE

Lead mercenary squads. Respected tacticians and fighters.

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

Saving Throws Strength +7, Constitution +6, Wisdom +5 **Skills** Athletics +7, Persuasion +6 **Languages** Common +2 others **Challenge** 7 (2,900 XP)

Tactical Leader. Allies within 30 ft add +2 to attack rolls.

Second Wind (1/Short Rest). Bonus action to heal 20 HP.

ACTIONS

Multiattack. Three longsword attacks.

Longsword +1. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d8+5 slashing damage

Command Squad (Recharge 5-6). All allies within 60 ft can attack as reaction.

GUILDMaster's ELITE

Medium humanoid, any

Armor Class 19 (plate +1)

Hit Points 165 (22d8 + 66)

Speed 30 ft.



LORE

The Guildmaster's personal guard. Legendary mercenaries.

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

Saving Throws Strength +9, Constitution +7 **Skills** Athletics +9, Intimidation +6 **Languages** Common +2 others **Challenge 9** (5,000 XP)

Indomitable (2/Day). Reroll failed save.

Mercenary's Pride. Advantage vs fear and charm.

ACTIONS

Multiattack. Three greatsword attacks.

Greatsword +2. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 2d6+7 slashing damage

Commanding Strike (Recharge 5-6). One ally makes attack with advantage.

GARRICK IRONHEART

GARRICK IRONHEART

Medium humanoid (dwarf), lawful neutral

Armor Class 20 (plate +2, shield +1)

Hit Points 195 (23d8 + 92)

Speed 25 ft.



LORE

Founded Iron Guild. Legendary warrior and fair leader. Respected even by enemies.

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

Saving Throws All +7 or higher **Skills** Insight +11, Persuasion +12 **Languages** Common, Dwarvish +3 **Challenge** 11 (7,200 XP)

Legendary Resistance (2/Day). Choose to succeed on failed save.
Guildmaster's Authority. All Iron Guild members within 60 ft gain +3 to all rolls.

ACTIONS

Multiattack. Three warhammer attacks.

Iron Will +3. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 1d8+8 bludgeoning damage + 2d8 force damage

Honor Duel (1/Day). Challenge one creature. Both have advantage vs each other, disadvantage vs others. Lasts 1 min.

Attack. One warhammer attack

Tactical Order (2 actions). One ally acts immediately

Iron Defense (2 actions). +5 AC until next turn

CHAPTER 4

ASCENDED & ANCIENT



IVINE CHAMPIONS BLESSED BY THE SEVEN
Ascended, ancient guardians from ages past,
and corrupted creatures twisted by dark
magic.

ASCENDED-TOUCHED

Champions blessed by the gods.

BLESSED PALADIN

Medium humanoid, lawful good

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.



BLESSED PALADIN LORE

Paladins blessed by the Seven Ascended. Champions of good.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Wisdom +4, Charisma +5 **Skills** Religion +2

Senses passive Perception 12 **Languages** Common **Challenge 4** (1,100 XP)

ACTIONS

Multiattack. Two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8+3 slashing damage

Divine Smite (3/Day). Add 2d8 radiant to hit.

THANDROS'S JUSTICAR

LORE

Chosen enforcers of Thandros, god of law. Hunt criminals and maintain order.

THANDROS'S JUSTICAR

Medium humanoid, lawful neutral

Armor Class 17 (chain mail, shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft.



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

Saving Throws Wisdom +6, Charisma +5 **Skills** Insight +6, Persuasion +5 **Languages** Common **Challenge** 6 (2,300 XP)

ACTIONS

Multiattack. Two mace attacks.

Mace of Justice. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+3 bludgeoning damage + 2d8 radiant damage vs evil

Gavel Strike (Recharge 5-6). DC 14 Wisdom save or stunned 1 round (symbol of law striking).

AETHOR'S LIBERATOR

AETHOR'S LIBERATOR

Medium celestial, chaotic good

Armor Class 17 (natural)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.



LORE

Divine servants of Aethor sent to break chains and free the oppressed.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wisdom +8, Charisma +8 **Skills** Insight +8, Perception +8 **Damage Resistances** radiant; bludgeoning, piercing, slashing from nonmagical **Condition Immunities** charmed, frightened | **Senses** darkvision 120 ft. **Senses** darkvision 120 ft. **Languages** all, telepathy 120 ft. **Challenge** 7 (2,900 XP)

ACTIONS

Multiattack. Two mace attacks.

Freedom's Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6+4 bludgeoning damage + 4d8 radiant damage

Break All Bonds. All restrained/paralyzed creatures within 30 ft freed automatically.

Change Shape. Can polymorph into humanoid or Medium beast.

MOIRA'S SEER

LORE

Priests of Moira who see threads of fate. Cryptic but helpful.

MOIRA'S SEER

Medium humanoid, any

Armor Class 12 (15 with mage armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	18 (+4)	20 (+5)	14 (+2)

Saving Throws Intelligence +7, Wisdom +8 **Skills** Arcana +7, History +7, Insight +11 **Languages** Common +4 others
Challenge 5 (1,800 XP)

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d6-1 bludgeoning

Prophetic Vision (Recharge 5-6). One creature within 60 ft sees possible futures. DC 16 Wisdom save or incapacitated 1 round (overwhelmed by visions).

Weaver's Warning (1/Day). Grant one creature reroll on any d20 within next hour.

SYLVARA'S WILD HUNTER

SYLVARA'S WILD HUNTER

Medium fey, chaotic neutral

Armor Class 16 (natural)

Hit Points 127 (15d8 + 60)

Speed 40 ft.



LORE

Sylvara's chosen hunters. Defend wilderness, punish those who harm nature.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Dexterity +7, Wisdom +6 **Skills** Nature +5, Perception +9, Stealth +10 **Damage Resistances** lightning, thunder | **Senses** darkvision 120 ft. **Senses** darkvision 120 ft. **Languages** Sylvan, Common **Challenge** 8 (3,900 XP)

ACTIONS

Multiattack. Three longbow attacks or two spear attacks.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6+4 piercing damage + 2d6 lightning damage

Storm Bow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 1d8+4 piercing damage + 2d6 lightning damage

Call the Wild (Recharge 5-6). Summon 2d4 wolves (arrive next round, last 1 hour).

Lightning Leap. Teleport up to 60 ft as bonus action, leaving lightning in space (5d6 lightning, DC 15 Dexterity).

SERA'S MERCY

LORE

Sera's divine messengers. Heal wounded and offer mercy to repentant.

SERA'S MERCY

Small celestial, neutral good

Armor Class 14

Hit Points 45 (10d6 + 10)

Speed 30 ft., fly 60 ft.



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

Skills Medicine +8, Insight +6 **Damage Resistances** radiant
Condition Immunities charmed, frightened | **Senses** darkvision 60 ft. **Senses** darkvision 60 ft. **Languages** all, telepathy 60 ft.
Challenge 3 (700 XP)

ACTIONS

Touch of Mercy. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* target healed for 2d8+4 HP or takes 2d8+4 radiant (undead only).

Shield of Compassion (3/Day). Grant one creature within 60 ft resistance to all damage until end of its next turn.

Peaceful Presence (Recharge 6). All creatures within 30 ft make DC 14 Wisdom save or can't attack for 1 minute (charmed effect).

MORDAIN'S SENTINEL

LORE

Mordain's chosen guardians. Protect sacred sites and honor the dead.

MORDAIN'S SENTINEL

Medium undead, lawful neutral

Armor Class 20 (plate, shield)

Hit Points 180 (19d8 + 95)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Strength +9, Constitution +9, Wisdom +7 |

Damage Immunities necrotic, poison **Damage Immunities** necrotic, poison **Condition Immunities** exhaustion, frightened, poisoned | **Senses** darkvision 120 ft. **Senses** darkvision 120 ft. **Languages** Common **Challenge** 10 (5,900 XP)

ACTIONS

Multiattack. Three longsword attacks.

Longsword of Vigil. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 1d8+5 slashing damage + 3d8 necrotic damage

Sentinel's Command (Recharge 5-6). All undead within 60 ft gain +2 AC and advantage on attacks for 1 min.

Honor the Fallen (1/Day). All dead within 30 ft rise as shadows under sentinel's control for 1 hour.

FALLEN CHAMPION

LORE

Heroes who broke their oaths or fell to corruption.
Tragic enemies.

FALLEN CHAMPION

Medium undead, any evil

Armor Class 18 (plate)

Hit Points 135 (18d8 + 54)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Strength +8, Constitution +7 | **Damage**

Immunities poison **Damage Immunities** poison **Condition**

Immunities exhaustion, poisoned | **Senses** darkvision 60 ft.

Senses darkvision 60 ft. **Languages** Common **Challenge** 9 (5,000 XP)

ACTIONS

Multiaction. Three greatsword attacks.

Cursed Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d6+4 slashing damage + 2d8 necrotic damage

Aura of Despair (Recharge 5-6). All creatures within 30 ft make DC 15 Wisdom save or frightened 1 min. Frightened creatures have speed 0.

Corrupted Smite (3/Day). Add 4d8 necrotic to attack.

ANCIENT & PROPHECY

Timeless guardians and prophetic beings.

ANCIENT GUARDIAN LORE

Ancient constructs guarding prophetic sites. Test those who seek knowledge.

ANCIENT GUARDIAN

Large construct, neutral

Armor Class 17 (natural)

Hit Points 178 (17d10 + 85)

Speed 20 ft.



STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	10 (+0)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned **Senses** darkvision 120 ft., truesight 30 ft. **Languages** understands Ancient tongue **Challenge** 8 (3,900 XP)

ACTIONS

Multiattack. Two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 3d8+6 bludgeoning damage

Time Ripple (Recharge 5-6). All creatures in 20 ft radius make DC 16 Wisdom save. Failed save: sent forward in time 1 round (miss turn, reappear in same space). Success: take 4d10 psychic damage.

PROPHECY KEEPER

PROPHECY KEEPER

Medium aberration, lawful neutral

Armor Class 15 (natural)

Hit Points 142 (15d8 + 75)

Speed 0 ft., fly 40 ft. (hover)



LORE

Cosmic entities who record prophecies. Neutral—they just observe and remember.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	20 (+5)	22 (+6)	22 (+6)	18 (+4)

Saving Throws Intelligence +10, Wisdom +10, Charisma +8

Skills Arcana +14, History +14 **Damage Resistances** psychic |

Senses truesight 120 ft., passive Perception 16 **Senses** truesight

120 ft., passive Perception 16 **Languages** all, telepathy 120 ft.

Challenge 10 (5,900 XP)

ACTIONS

Multiaction. Three psychic lance attacks.

Psychic Lance. *Ranged Weapon Attack:* +10 to hit, range 120 ft., one target. *Hit:* 3d10+5 psychic damage

Reveal Fate (Recharge 5-6). Show one creature their destined future. DC 18 Wisdom save or stunned 1d4 rounds (overwhelming vision). On success, gain advantage on next d20 roll.

Alter Memory (3/Day). As *modify memory* spell.

FORGOTTEN KING

LORE

Ancient king whose dynasty fell. Part of the original “Seven” who failed. His throne is prophesied to be reclaimed.

FORGOTTEN KING

Medium undead, neutral evil

Armor Class 17 (natural)

Hit Points 135 (18d8 + 54)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Constitution +9, Intelligence +11, Wisdom +8

Skills Arcana +17, History +17 **Damage Resistances** cold, lightning, necrotic **Damage Immunities** poison; nonmagical weapons **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned **Senses** truesight 120 ft.

Languages Common +10 others **Challenge** 15 (13,000 XP)

ACTIONS

Touch of Death. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 3d6 cold damage + 3d6 necrotic damage. DC 17 Constitution save or paralyzed 1 min.

Crown of Forgotten Kings (Recharge 5-6). All creatures within 60 ft make DC 19 Wisdom save or forget their purpose (confusion effect) for 1 min.

Cantrip. Cast a cantrip

Move. Fly up to half speed

Cast Spell (2 actions). Cast spell of 1st-3rd level

Summon Undead (3 actions). 1d6 wraiths appear

HERALD OF THE SEVEN

HERALD OF THE SEVEN

Large celestial, lawful good

Armor Class 19 (natural)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 120 ft.



LORE

Direct messenger of the Seven Ascended. Appears during pivotal moments.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Constitution +12, Wisdom +11, Charisma +12
Skills Insight +11, Perception +11 **Damage Resistances** radiant; nonmagical weapons **Condition Immunities** charmed, exhaustion, frightened | **Senses** truesight 120 ft. **Senses** truesight 120 ft. **Languages** all, telepathy 120 ft. **Challenge** 12 (8,400 XP)

ACTIONS

Multiattack. Two greatsword attacks.

Greatsword of the Seven. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 4d6+7 slashing damage + 5d8 radiant damage

Ascended's Command (Recharge 5-6). Issue divine command. All creatures within 60 ft must obey one-word command (as *command* spell) if they fail DC 20 Wisdom save.

Healing Touch (4/Day). Touch heals 6d8+7 HP and removes all conditions.

CORRUPTED & CURSED

Twisted by war and dark magic.

CORRUPTION SPAWN

LORE

Spawn of war magic gone wrong. Corrupted by dark energies. Mindless and hungry.

CORRUPTION SPAWN

Small aberration, chaotic evil

Armor Class 9

Hit Points 67 (9d6 + 36)

Speed 10 ft., swim 10 ft.



STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone | Senses darkvision 60 ft. Senses darkvision 60 ft. Languages — Challenge 4 (1,100 XP)

ACTIONS

Multiattack. One bite, one spitting attack.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5d6 piercing damage

Spit Corruption. *Ranged Weapon Attack:* +2 to hit, range 15/30 ft., one target. *Hit:* 3d6 acid damage

Blinding Spittle (Recharge 5-6). Spit at point within 15 ft. 5-ft radius, DC 13 Dexterity save or blinded 1 min.

WAR-TWISTED SOLDIER

WAR-TWISTED SOLDIER

Medium undead, neutral evil

Armor Class 14 (armor scraps)

Hit Points 97 (13d8 + 39)

Speed 30 ft.



LORE

Soldiers who died violently and rose as undead, twisted by rage and trauma.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Constitution +6 **Skills** Perception +4, Stealth +5

Damage Resistances necrotic; bludgeoning, piercing, slashing from nonmagical

Damage Immunities poison | **Condition Immunities**

exhaustion, poisoned **Condition Immunities**

exhaustion, poisoned **Senses** darkvision 60 ft. **Languages**

Common **Challenge** 6 (2,300 XP)

ACTIONS

Multiattack. Two longsword attacks and one life drain.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d8+4 slashing damage

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2d6+4 necrotic. Target max HP reduced by amount (until long rest). Dies if max HP reaches 0.

Battle Cry (Recharge 6). All war-twisted soldiers within 30 ft can attack as reaction.

CURSE BEARER

CURSE BEARER

Large monstrosity, chaotic evil

Armor Class 15 (natural)

Hit Points 126 (12d10 + 60)

Speed 40 ft., climb 40 ft.



LORE

Result of powerful curses or exposure to corrupted magic. Was once human or beast.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Constitution +8, Wisdom +5 **Skills** Perception +5, Stealth +6 **Damage Resistances** necrotic | **Senses** darkvision 120 ft., blindsight 30 ft. **Senses** darkvision 120 ft., blindsight 30 ft. **Languages** understands Common but can't speak **Challenge** 8 (3,900 XP)

ACTIONS

Multiattack. Two claw attacks and one bite.

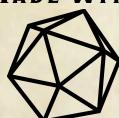
Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 2d6+4 slashing damage

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 2d8+4 piercing damage + 2d8 necrotic damage

Curse Touch (Recharge 5-6). One creature within 5 ft makes DC 15 Wisdom save or cursed. Cursed creature has disadvantage on all d20 rolls for 1 hour. *Remove curse* ends it.

Terrifying Howl (1/Day). All creatures within 60 ft make DC 15 Wisdom save or frightened 1 min. Can repeat save each turn.

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CHAPTER 4 - ASCENDED & ANCIENT

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