Achaemenid Persia

**Immortals:** Trained for war since birth, Immortals are an elite soldier trained be ruthless in battle.

Immortals fight behind a large wicker shield, planted in the ground, offering them cover from ranged attacks while they fire with their bows. Up close, Immortals are deadly with a spear, striking from behind the cover of their shields when the enemy least expects it.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Immortal  *Medium humonoid, any alignment* | I | | | |
| Armor Class 16 (padded armor, shield)  Hit Points 76(17d8)  Speed 30 ft. | |  |  |  |
| **STR DEX CON** | **INT** | **WIS** | **CHA** |  |
| 13 (+1) 16 (+3) 10 (+0) | 10 (+0) | 14 (+2) | 12 (+1) |  |

Saving Throws Dex \*5

Skills Perception \*4

Senses passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

*Large Wicker Shield.* The Immortal has +2 AC against ranged weapon and ranged spell attacks while wielding its shield. The Immortal may make melee and ranged attacks while wielding its shield.

Actions

*Multiattack.* The Immortal may either make three attacks with its shortbow or two attacks with its spear.

*Shortbow. Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1 d6 + 3) piercing damage.

*Spear. Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4(ld6+ 1) piercing damage.

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**Immortals in your campaign:**

Where do your Immortals hail from? How might their capabilities change based on their lineage?

Who are they sworn to protect? How has their life of training shaped the person they are today? How does this effect their views toward allies with less training?

As an elite fighting force, what types of missions might the Immortals be involved in? Punishing a rebellious client state? Eliminating a political foe? Protecting a ruler from a coup?



**War Elephants:** Nothing strikes fear into the hearts of soldiers and horses quite like a massive elephant striding across the battlefield. Outfitted with scale armor and two riders, a trained War Elephant can be deadly for those not prepared to deal with it.

| War Elephant/Elephant  *Huge Mounted Unit/Beast, any alignment* | Elephant Driver  *Medium humanoid, any alignment* |
| --- | --- |
| Armor Class 13 (scale mail) | Armor Class 18 (plate) |
| Hit Points 76 (8d12 + 24) | Hit Points 22 (5d8) |
| Speed 40 ft. | Speed 30 ft. |
| **STR DEX CON INT WIS** | **CHA STR DEX CON INT WIS CHA** |
| 22 (+6) 9(-1) 17 (+3) 3 (-4) 11 (+0) | 6 (-2) 11 (+0) 10 (+0) 10 (+0) 10 (+0) 14 (+2) 12 (+1) |
| Senses passive Perception 10 | Skills Animal Handling +6 |
| Languages — | Senses passive Perception 12 |
| Challenge 4 (1,100 XP) | Languages Common |
|  | Challenge 1/8 (25 XP) |
|  | |

Elephant Warrior

*Medium humanoid, any alignment*

Armor Class 13 (padded armor) Hit Points 38 (7d8 4- 7)

Speed 30 ft.

*Trampling Charge.* (Elephant) If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

**STR**

**DEX**

14 (+2)

**CON**

**INT WIS**

8(-1) 10 (+0)

**CHA**

11 (+0)

*Scare Horses.* All horses and their riders within 10 ft. of the Elephant that are not friendly to the War Elephant have disadvantage on attack rolls.

Actions

Saving Throws Dex +4

Skills Animal Handling +2

Senses passive Perception 10

Languages Common

Challenge 1 /2 (10O XP)

*Multiattack.* The War Elephant may make two attacks on its turn, one with either its Gore or Stomp (the Elephant must be alive) and one with its spear or shortbow (the Elephant Warrior must be alive).

Gore. *Melee Weapon Attack:* (Elephant) +3 to hit, reach 5 ft., one target. *Hit:* 14 (3d8 \* 1) piercing damage.

*Stomp. Melee Weapon Attack:* (Elephant) +3 to hit, reach 5 ft., one prone creature. *Hit:* 17 (3d10 + 1) bludgeoning damage.

*Shortbow. Ranged Weapon Attack:* (Elephant Warrior) +4 to hit, range 80/320 ft., one target. *Hit:* 5 (Id6 + 2) piercing damage.

*Spear. Melee Weapon Attack:* (Elephant Warrior) +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 \* 1) piercing damage.

**Author’s note:** please see subsequent page for a few thoughts on managing War Elephants in encounters.



**Recommendations on managing War Elephants in encounters:** Obviously, feel free to adapt this as you see fit, but I think of the ‘War Elephant’ as a collective of three individual parts: The Elephant (top left statblock on the prior page), Elephant Driver (top right statblock) and the Elephant Warrior (bottom left).

On the War Elephant’s turn, it uses the abilities and actions of the living collective. On other creatures’ turns, attacks/spells/actions, etc. can target each of the three individual creatures that comprise the War Elephant.

*Example: On initiative 20, the War Elephant (the collective, comprised of an Elephant, Elephant Driver and Elephant Warrior, all currently living) moves 40 feet using the Elephant’s (the individual’s) speed, then makes a gore attack and a spear attack against Jana, a wizard.*

*On Jana’s turn, they cast a spell that targets the Elephant Warrior (the individual) and deals 44 points of damage, killing the Elephant Warrior. Going forward, the War Elephant (the collective) can no longer use actions and abilities with ‘Elephant Warrior’ in parentheses.*

*On the War Elephant’s next turn, it makes a gore attack against Jana. Since the Elephant Warrior was killed, the War Elephant can no longer make spear or shortbow attacks.*

**Author’s Note:** As a DM myself, I fully recognize that a large, low Intelligence and low Charisma creature is ripe for PC shenanigans- for this purpose I have held off on giving any guidance as to how the elephant may react should PCs dispatch its prior riders and attempt to control/ride/befriend/free it. I leave it up to you, fellow DM, to set DCs, interpret results and generally determine how to best resolve what mayhem may ensue. Best of luck!

