



**MONKEYDM**

# DRAGON'S HOARD

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ECHOES OF EXTINCTION



## FEATS



### ARCANE DEFLECTOR



You've trained in denying magic and countering spells. You gain the following benefits:

- Whenever you cause another creature's spell to fail by breaking its concentration, or by using an ability or casting a spell (such as *counterspell*) to interrupt it, you gain temporary hit points equal to the level of the spell that failed + your proficiency bonus.
- When you are forced to make a saving throw as a result of a spell or an attack with an area of effect that has a recharge notation, you can attempt to deflect it with your weapon as a reaction. Make an ability check using your Strength or Dexterity (your choice). If the result rolled is higher than the DC of the attack or ability that required the saving throw, choose one creature within the area that is within 10 feet of yourself (you can target yourself). It doesn't receive any of the effects of being within the area.

### STUBBORN CASTER



*Prerequisite:* The ability to cast at least one spell

No matter how much people try to stop you, you somehow succeed in casting your spells. Whenever a spell you cast of 5th level or lower is countered (such as with *counterspell*) on the turn that you cast it, you can cast a spell of lower level with the same casting time as part of the same action, expending a spell slot as normal.





## FEATS



### EXPERIENCED CASTER



*Prerequisite:* The ability to cast at least one spell of 6th level or higher

You've spent countless hours casting simple spells, learning to do so with great ease. You can cast a 2nd-level spell by expending a 1st-level spell slot. You can use this feat twice, regaining all expended uses when you finish a long rest.

### SAURIAN SOUL



You are bound to the dinosaurs and the land, bettering your connection to them in many ways. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You learn to speak, read, and write Druidic. When you speak Druidic, dinosaurs understand you perfectly.
- You learn one cantrip of your choice from the druid spell list. Your spellcasting ability for this spell is the ability increased by this feat.



## ZINDAUR RACE

Nestled in the enigmatic depths of Qilo Isle, the zindaurs dwell—a tribe once human, but now imbued with the primeval essence of dinosaurs by the grace of their avatar deity. They are devout followers of Yamiran, the Serpent of a Thousand Heads, a deity as ancient as the land itself. These half-saurian mystics wear their reptilian features as badges of honor, eschewing any among them who bear an excess of their original human traits. The unforgiving hierarchy places these so-called "halfbreeds" at its lowest echelons.

At the pinnacle of their social structure, one finds not warriors, but bards—poets and vocalists of exquisite talent. These esteemed artists weave the divine praises of Yamiran into their tales, uplifting their kin with soul-stirring performances that echo through the depths of their sacred caverns. To question or reject the sanctity of communion with one's inner beast—a theme pervading their art and daily life—is to invite unforgiving retribution.

*Note: It should come as no surprise that the zindaurs society described above might seem, to put it mildly, unhealthy. It is.*



Yet, within the ordered tapestry of their society lies a single thread of chaos: the zindaurs venerate the primal dance of combat. Feuds and fights, even amongst kith and kin, are not just permitted but encouraged. The shedding of blood in such skirmishes is not cause for lament but a rite of passage. To fall or be maimed at the hands of a comrade is considered the ultimate honor, a sacrosanct step on one's journey to achieving the fullest expression of their dual nature.

## ZINDAUR TRAITS

- **Ability Score Increase.** Your Strength score increases by 2.
- **Age.** Zindaurs have abnormally long lifespans, some living nearly a thousand years. They reach maturity roughly 20 years into their lifespan.
- **Alignment.** Lawful followers of Yamiran and appreciative of bloodshed even among their own, zindaurs are mostly lawful evil.
- **Languages.** You can speak, read, and write Common and Draconic.
- **Size.** The zindaurs stand up to 8 feet tall and weigh about twice as much as a regular human. Your size is Medium.
- **Speed.** You have a walking speed of 30 feet.
- **Beast Within.** Once per day, when you are brought below half of your maximum hit points, you can enter a beastly rage as a reaction. For the next minute or until you regain hit points, your movement speed is increased by 15 feet, and you have advantage on the first melee attack you make on each of your turns.
- **Natural Armor.** When you aren't wearing armor, your base AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.
- **Natural Weapon.** You have dinosaur body parts which you can use to make unarmed strikes. This weapon can be either your jaws, horns, tail, or even back spikes. When you hit with your dinosaur parts, the strike deals 1d6 + your Strength modifier bludgeoning, piercing, or slashing damage (your choice when you make the attack), instead of the bludgeoning damage normal for an unarmed strike.
- **Subraces.** Zindaurs society is divided into castes based on how much and in what way their dinosaur blood manifests. You can be either a half-daur, skyscale, sunblood, or terrasaur.

## HALF-DAUR

Relegated to the fringes of zindaur enclaves, the half-daur exist in a state of spiritual and social liminality. Their forms bear the indelible marks of their incomplete transformation, a stark contrast to the fully-realized zindaur who stand as living testaments to Yamiran's divine bestowment. Though their scales may shimmer, and their eyes flicker with a reptilian glow, the lingering vestiges of their human ancestry remain—rendering them both intriguing and pitiable in the eyes of their purer kin.

Deemed not yet worthy to walk the hallowed grounds closer to the heart of their sanctuaries, the half-daur inhabit the peripheries, a living reminder of the need for fervent devotion to their Serpent Deity. Their partial transformation serves as both a cautionary tale and a call to action, a state of being that can either be transcended through unwavering faith or solidified through spiritual apathy.

- **Ability Score Increase.** One ability score of your choice increases by 1.
- **Humanoid Blood.** You gain your choice of one of the following traits: Dwarven Resilience, Fey Ancestry, Gnome Cunning, Brave, Relentless Endurance, or Hellish Resistance. You can find these in the Basic Rules.
- **Versatile.** You gain proficiency in one skill of your choice.

## SKYSCALE

Among the esteemed ranks of the zindaur, the

skyscales hold a place of awe and veneration. Gifted with wings reminiscent of ancient pterodactyls, they possess the power to transcend earthly limitations, if only for ephemeral moments. These bursts of flight, though short-lived, are seen as an exalted connection to Yamiran, an ability that draws them nearer to their divine essence. Elevated by their unique gifts, the skyscales serve as both spiritual and physical guardians of their communities.

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Pterowings.** You have a flying speed equal to your walking speed. If you are flying at the end of your turn, you fall to the ground.
- **Skysense.** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. You cannot use this trait while deafened.

## SUNBLOOD

Within the intricate tapestry of zindaur society, woven





with the threads of tradition, spirituality, and hierarchy, the sunbloods reign supreme. These exceptional individuals are not only bestowed with the prehistoric features that mark their tribe, but they also wield a radiant magic that is nothing short of divine. A blessing from Yamiran, the Serpent of a Thousand Heads, this celestial energy is both a potent force and a profound symbol of their mastery over the inner beast that dwells within each zindaur.

In stark contrast to the hues of earth and shadow that color their community, the sunbloods shimmer with an ethereal light. When they invoke their radiant spells, their eyes glow like twin suns, and the ambient energy they radiate feels akin to the warmth of a dawn's first light breaking through the night sky. They are living exemplars of Yamiran's ideal—a perfect fusion of primal ferocity and divine grace.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Sunblood Magic.** You know the *light* cantrip. Starting at 3rd level, you can cast the *guiding bolt* spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the *calm emotions* spell with this trait, without requiring a material component. Once you cast *guiding bolt* or *calm emotions* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Wisdom is your spellcasting ability for these spells when you cast them with this trait.
- **Radiant Essence.** You have resistance to radiant damage.

light, the terrasaur are intimately connected to the very soil, flora, and elements of Qilo Isle. They embody the raw, untamed essence of the land, their very beings suffused with its elemental powers.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Elemental Affinity.** When you take cold, fire, lightning, or thunder damage, you can reduce that damage by an amount equal to twice your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Elemental Understanding.** You know how to speak, read, and write Primordial.
- **Friend of the Land.** You have proficiency in two of the following skills of your choice: Animal Handling, Nature, Perception, and Survival.



## TERRASAUR



Forming the sturdy backbone of zindaur society, the terrasaur are the heart and sinew of their communal life. Unlike their more specialized kin—the skyscales and sunbloods—who touch the skies and command divine





# PRIMANHELUS



Born from the crucible of great disasters, the primanhelus are a rare and enigmatic offshoot of the aasimar, whose celestial lineage is entwined with the primal forces of the world. Each primanhelus is imbued with the essence of the catastrophe that gave birth to them, but the true nature of their soul is unknown. Some myths call them "elemental angels", sent to alleviate the pain of great disasters. Others consider them to be living, breathing warnings against humanity's encroachment upon nature.

What's certain is the strength of their character. *Vulcani* emanate the infernal heat of volcanic eruptions, their skin often resembling molten rock. *Inundi* are children of devastating floods, their visages bearing an ever-changing fluidity. *Terramoti* resonate with the tumultuous power of earthquakes, their forms appearing as if hewn from living stone. Lastly, *tempesti* are whirlwinds incarnate, born of mighty hurricanes and emanating an air of constant, restless motion.




## PRIMANHELUS TRAITS



- **Ability Score Increase.** Your Charisma score increases by 2.
- **Age.** Primanhelus are born mature as nature roils, then live about 30 years before blending back into nature.
- **Alignment.** Most primanhelus are traditionally kind spirits, bound to the whims of nature more than law. They are chaotic good or chaotic neutral.
- **Size.** Primanhelus greatly vary in size based on their origin. You are Medium or Small. You choose the size when you select this race.
- **Speed.** You have a walking speed of 30 feet.
- **Languages.** You can speak, read, and write Common and Primordial.
- **Devastation Born.** Whenever you fail a Strength, Dexterity, or Constitution saving throw, you become inspired by the pain and hardship. You gain advantage on the next ability check or attack roll you make within the next minute.
- **Divert Disaster.** When another creature you can see within 30 feet of you takes cold, fire, or force damage or bludgeoning damage as a result of falling, you can spend your reaction to reduce that damage by an amount equal to your level. Once you use this trait, you can't use it again until you finish a long rest.
- **Soul of the Land.** You gain proficiency in the Nature skill.
- **Subrace.** Primanhelus are split into the four great disasters of the world. They can be either be *inundati*, *tempesti*, *terramoti*, or *vulcani*.





• **Calamitous Form.** When you reach 3rd level, you gain access to a calamitous form based on your subrace. You can use a bonus action to unleash the calamitous energy within yourself, gaining the benefits of that form. Your transformation lasts for 1 minute or until you end it as a bonus action. Once you transform using your form, you can't use it again until you finish a long rest.



## INUNDATI PRIMANHELUS



*Emerging from the chaotic wrath of monumental floods, inundati are the essence of ever-changing fluidity. Their appearance evokes the qualities of flowing water, with skin that seems to ripple and shimmer. The inundati are drawn to bodies of water, feeling most at peace near rivers, lakes, or oceans. Harnessing the power of their watery origins, they flow freely and quickly, saving people from great waves.*

- **Ability Score Increase.** Your Strength score increases by 1.
- **Child of Waves.** You have a swimming speed of 20 feet and can breathe underwater.
- **Ever-Changing.** You gain one skill proficiency of your choice. When you level up or by spending 12 hours studying in the course of a single day, you can choose to replace it with any other skill proficiency.
- **Calamitous Form: Flood's Savior.** You turn into a wave of roiling strength. Until the transformation ends, your swimming speed is doubled, you can't be pushed, pulled, grappled, or restrained, and any creature you touch gains the ability to breathe underwater for the next hour.



## TEMPESTI PRIMANHELUS



*Conceived in the tumultuous gales of cataclysmic hurricanes, tempesti personify the relentless energy of swirling winds and torrential rain. A constant sense of movement accompanies them, manifesting as a faint aura of windswept air or a sudden gust that seems to follow them. Skies and open fields are their sanctuaries, where they feel an insatiable urge to ascend and touch the clouds. When roused, a tempesti can summon winds strong enough to buffet foes and disperse clouds, or even to lift themselves briefly off the ground.*

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Deflective Gust.** When another creature hits you with a melee attack, you can use your reaction to gain a bonus to your AC equal to half your proficiency bonus (rounded down). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Calamitous Form: Unstoppable Wind.** Your legs turn into a miniature tornado. Until the transformation ends, you have a flying speed equal to your walking speed, and opportunity attacks against you are made at disadvantage.





## TERRAMOTI PRIMANHELUS

Carved from the seismic upheavals of earth-shattering quakes, terramoti exhibit a rugged and unyielding form. Their bodies resemble intricately hewn statues, appearing as if crafted from living stone or compacted earth. Naturally drawn to mountainous terrain and rocky outcrops, they possess an innate ability to interact with the earth. The terramoti can cause the ground to tremble and shift, manipulating the terrain to their advantage or break enemy positions with the force of a minor earthquake.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Roiling Earth.** When you take the Attack action on your turn, you can replace one of your attacks with a miniature earthquake in a 10-foot radius around you. Each creature in that area must make a Strength saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 force damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Calamitous Form. Uncertain Ground.** You meld with the ground, causing it to shift and change. You gain a burrowing speed equal to your walking speed. Whenever you burrow through a 5-foot square of terrain, it becomes magical difficult terrain for the next minute. Creatures standing on difficult terrain created by this trait have a penalty to their AC equal to half your proficiency bonus (rounded down).

## VULCANI PRIMANHELUS

Born from the molten fury of volcanic eruptions, vulcani are embodiments of untamed heat and unyielding stone. Their skin often bears an uncanny resemblance to molten rock, shifting and glowing in darkened shades of red and orange. A vulcanus exudes an aura of intensity, akin to the unquenchable flames that birthed them, and they often feel a deep affinity with places of volcanic activity.

- **Ability Score Increase.** Your Intelligence score increases by 1.



- **Erupt.** When you are prone, you can stand up using 5 feet of movement instead of half your speed, erupting with great power. When you do so, each creature within 10 feet of you must make a Strength saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 fire damage and is knocked back 10 feet. On a successful save, it takes half as much damage and isn't knocked back. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Calamitous Form: Molten Flight.** You sprout wings of lava. Until the transformation ends, you have a flying speed equal to half your walking speed, and whenever a creature hits you with a melee attack, it takes fire damage equal to your proficiency bonus.

# HUATKA HALF-ORCS

In the embrace of sprawling archipelagos, the huatka thrive as harmonious stewards of land and sea. Stilt houses and grand longhouses adorn the coasts, built with timbers lovingly carved with ancestral tales. Elaborate canoes, fitted with sails that billow like the wings of giant seabirds, skim across the ocean waves, guided by wayfinders who read the stars like an open book. For the huatka half-orcs, tattoos mark rites of passage, each intricate design a chapter in a grand, unending narrative. Conflicts are rare, for to harm another is to fracture the delicate tapestry of the community. Cooperation is not a choice, but a cultural imperative, etched into the soul from birth. The rhythm of drums and the melodies of ancestral chants fill the air during feasts and ceremonies, stitching the past and the present into a single, undying tapestry. Similar and yet very different to the zindaur, the huatka choose to hide among the beaches of Qilo and other nearby isles, never delving into the deep, troubling jungles.

- **Ability Score Increase.** Your Strength score increases by 2, and your Dexterity score increases by 1.
- **Age.** Huatka half-orcs live about as long as other orcs, maturing around 14 and dying around 60.
- **Alignment.** Focused on community and freedom, huatka are often chaotic good.
- **Languages.** You can speak, read, and write Common, Orcish, and Primordial.
- **Size.** Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Communal Trust.** As a bonus action, you can move up to your speed toward an unconscious ally that you can see or hear.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Huatka Tattoos.** As a part of huatka tradition, you get tattoos to represent your life's story. You can choose between one of two tattoos at 1st, 3rd, and 5th level.
- **Huatka Training.** You are proficient with navigator's tools and water vehicles.

## HUATKA TATTOOS

- **Shaman (1st Level).** You know the *druidcraft* cantrip.
- **Voyager (1st Level).** You are proficient in the Survival skill.
- **Tidecaller (3rd Level).** You learn the create or destroy water spell, which you can cast using this trait, without requiring a spell slot or components. You can also cast the spell using any spell slots you have of the appropriate level.
- **Stormwielder (3rd Level).** You have resistance to thunder damage.
- **Seer (5th Level).** Whenever you finish a long rest, roll 1d6 and record the number rolled. Once per day as a reaction, you can add or subtract the rolled number from an ability check, attack roll, or saving throw made within 15 feet of you, potentially turning a failure into a success or a success into a failure.
- **Warrior (5th Level).** Once per day, you can enter a warrior stance as a bonus action. For the next minute, you have a bonus to your attack and damage rolls equal to half your proficiency bonus, rounded down.



# ITEMS

## TYRANT LIZARD CLOAK

*Wondrous item, rare (requires attunement)*

This cloak drapes elegantly over the shoulders of its wearer, its deep green and fiery red scales forming a striking contrast that seems to mimic the primeval foliage and the ferocity of long-extinct beasts. The crimson scales, positioned strategically along the cloak's borders and hem, resemble the menacing claws of a tyrannosaurus rex.

While wearing this cloak, you gain the following benefits:

- **Tyrant's Retort.** You have advantage on saving throws to resist or end the frightened condition. Whenever you succeed on a saving throw to resist the frightened condition, if the source of the spell or ability is a creature, it must succeed on a DC 15 Wisdom saving throw or become frightened of you until the end of its next turn. On a successful save, a creature is immune to this effect for the next 24 hours.

- **Ruthless Charge.** You can take the Dash action as a bonus action. When you take the action in this way, if you move at least 10 feet towards a creature, you can make a melee weapon attack against it as part of the same bonus action. On a hit, the creature is knocked prone and takes an extra 2d12 force damage. Once you've used this property, you can't do so again until you finish a long rest.

## RAPTORPACK SPEAR

*Weapon (spear), very rare (requires attunement)*

The spear's slender shaft, adorned with intricate carvings of ancient foliage, gleams with a vibrant blend of red and green hues, mirroring the verdant surroundings. At its tip, a wickedly sharp raptor-like claw, cast in a brilliant crimson, curves menacingly. This deadly weapon embodies the agility and predatory instinct of the legendary velociraptors.

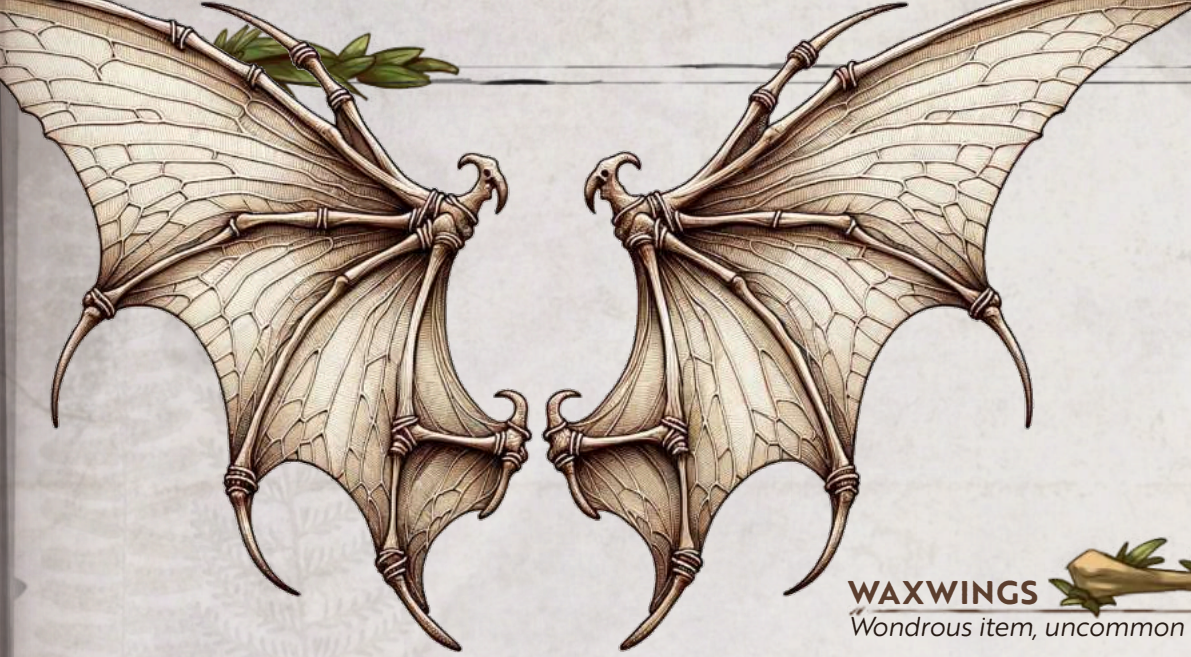
You have a +2 bonus to attack and damage rolls made with this magic weapon.

In addition, you gain the following benefits:



- **Packleader Strike.** Whenever you score a critical hit on a creature, creatures of your choice you can see within 30 feet of you have advantage on attack rolls against that creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

- **Sense of the Wilds.** You gain a bonus to any ability checks using the Wisdom (Survival) or Intelligence (Nature) skill equal to the number of allied creatures within 10 feet of you.



### WAXWINGS

Wondrous item, uncommon

*Crafted from wax and wire, this makeshift pair of wings is as beautiful as it is unstable, melting under heavy stress or when struck by fire.*

While wearing these wings, you have a flying speed equal to your walking speed. If you take fire damage or fly more than 20 feet in a single turn, this property doesn't function until the end of your next turn.

### PTEROWINGS

Wondrous item, rare (requires attunement)

*Expertly made with a combination of pterodactyl carcasses and mechanical contraptions, these wings wrap around the hands and waist, folding naturally and giving a creature the appearance of a flying predator.*

While wearing these wings, you have a flying speed equal to your walking speed.

**Enraged.** While you have fewer than half of your maximum hit points, your flying speed is doubled.



## STORMSIRE HELMET

*Wondrous item, very rare (requires attunement by a spellcaster)*

Crafted from the hide of the fabled Stormsire, a creature as ancient as it is fearsome, this helmet is a formidable piece of headgear. Its exterior is a tempestuous swirl of colors, mimicking the sky during a thunderstorm, with hues of dark gray, electric blue, and flashes of silvery white. Upon wearing it, a subtle charge fills the air, and the ambient energy seems to crackle and hum around you as if the storm that birthed the original creature still rages on within the helmet itself.

While wearing this helmet, you gain the following benefits:

- **Tempest Shell.** You have resistance to lightning and thunder damage.
- **Eye of the Storm.** Whenever you succeed on an Intelligence, Wisdom, or Charisma saving throw, the helmet begins to glow, gaining a storm charge, which lasts for 1 minute. It can hold up to 3 charges. The next time you cast a cantrip while you have at least 1 storm charge, you can cast that cantrip an additional time for each storm charge as part of the same action.



## TRICERATOPS HORN SHIELD

*Armor (shield), rare*

The triceratops horn shield has a broad face carved from the massive horn of an ancient triceratops. The surface is polished to a lustrous sheen but retains the rugged texture and grooves that tell tales of age-old battles. At the center of the shield, the horn culminates into a pointed, formidable spike, a reminder of the beast's primal ferocity.

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. In addition, you gain the following benefits:

- **Find Footing.** You have advantage on checks and saving throws against being pushed or knocked prone.
- **Horn Ram.** When you take the Attack action on your turn, you can replace one of your attacks with a ram, targeting one Huge or smaller creature you can see within 5 feet of yourself. The target must make a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier). On a failed save, the target takes 2d6 piercing damage and is rammed by the horn. While rammed in this way, the target is considered grappled by the shield (escape DC equals 8 + your proficiency bonus + your Strength modifier). While a creature is rammed, it moves with you while you are holding the shield, and moving the creature in this way doesn't half your speed. On a successful save, the target takes half as much damage and isn't rammed.



## JURASSIC TOTEM

*Wondrous item, rare (requires attunement)*

The *jurassic totem* is a relic of immense antiquity, hewn from petrified wood that's been sanded smooth with time. Its surface is etched with intricate carvings that depict scenes of dinosaurs roaming untamed landscapes.

The totem has 6 charges, and it regains 1d4+2 expended charges daily at dawn. You can expend the charges in the following ways while holding it or having it attached to a melee weapon:

- As an action, you can expend 1 charge to summon the spirit of a dinosaur that aids your choices. For the next minute, you gain a bonus equal to your Wisdom modifier to any ability check you make using the Nature skill.
- As an action, you can expend 1 charge to recreate the sound of any animal or dinosaur, audible from as far away as 100 feet. If a creature uses its action to examine the sound, the creature can determine that it is an illusion with a successful DC 15 Intelligence (Investigation) check. If a creature discerns the sound for what it is, the sound becomes faint to the creature.

- When you hit with a melee weapon attack, you can expend 2 charges to create a powerful roar from the totem. Each creature other than you within 10 feet of the totem must succeed on a DC 15 Wisdom saving throw or become frightened of you until the end of your next turn.



## MADDENING TOTEM

*Wondrous item, very rare (requires attunement by a druid)*

Crafted in honor of Mirnashaya, Lord of Cackles, this tall wooden totem boasts over thirty bestial faces, each contorted into expressions of twisted mirth and primal fury. Its gnarled, ancient wood seems to writhe with an eerie life of its own, exuding an unsettling presence. When grasped by the user, it offers a perilous gateway into the primordial madness, unlocking unbound forms and granting the power to harness the untamed chaos of Mirnashaya's realm.

While this totem is on your person, you can use your Wild Shape to transform into monstrosities you have seen (you must follow the appropriate challenge rating limitations).

**Cursed.** This totem is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the totem, keeping it within reach at all times. Whenever you use your Wild Shape to transform into a monstrosity, you must roll on the Short-Term Madness table and be afflicted with a short-term madness for the next minute.



# BACKGROUNDS

## ZINDAUR EXILE

You reneged zindaur traditions and headed out into the world away from their oppressive values.

**Skill Proficiencies:** Medicine, Nature

**Tool Proficiencies:** Herbalism kit, woodcarver's tools

**Equipment:** One set of clothes and furs, a bone knife, a token pertaining to your old zindaur caste, and a pouch containing 10 gp

### Feature: Forged Path

People can see you've broken away from your people and you're trying to forge your path. As such, fellow travelers and business owners will believe you to be truthful and help you gain knowledge.

### SUGGESTED TRAITS

d8

#### Personality Trait

- 1 I don't trust any form of organized society.
- 2 The more different from my hometown a place is, the better I like it.
- 3 I wish to understand the struggles of those around me and constantly ask questions.
- 4 I'm always suspicious that someone from my old society is chasing me.
- 5 I make a point of remembering the names of all flowers I come across.
- 6 I miss home but refuse to tell anyone.
- 7 Due to my past isolation, I'm incredibly friendly.
- 8 I left my society years ago, but I still talk about it like it was yesterday.





### d6

### Ideal

- 1 **Subjugation.** I will subjugate the strong and bring about a new age of power. (Evil)
- 2 **Revolution.** I will create the pure opposite of the world I left behind. And all will join. (Lawful)
- 3 **Openness.** No society should be hidden. We would all be better off working together. (Good)
- 4 **Equality.** The zindaurs castes were a mistake. We are all equal. (Good)
- 5 **Tranquility.** With how long my lifespan is, I want to learn all there is to learn and achieve tranquility. (Neutral)
- 6 **Adventurous Spirit.** I felt constrained at home. Now, I want to experience everything. (Chaotic)

### d6

### Bond

- 1 I left the zindaurs alongside my sibling, but we got separated. I wish to find them again.
- 2 I was exiled for a crime I didn't commit. I want to prove my innocence.
- 3 I'm convinced Yamiran, the zindaurs god, is not being appropriately worshipped by anyone but me.
- 4 I miss my zindaurs parents more than anything and wish to return to them a hero.
- 5 I heard about a fellow exiled sage. I must find them and become their apprentice.
- 6 Before leaving zindaurs society, I aided in the killing of an innocent outsider. I want to ask their family for forgiveness.

### d6

### Flaw

- 1 **Distrustful.** I don't trust anyone, no matter how open they might be.
- 2 **Vengeful.** I'll stop at nothing to get revenge on my people.
- 3 **Avoidant.** I have issues as a result of years spent in a broken society, but I refuse to fix them.
- 4 **Naturalist.** I am against all forms of scientific and technological progress.
- 5 **Individualist.** I only care about myself and what I've been through.
- 6 **Stubborn.** I will never listen to anyone else ever again. Ever.





## FROZEN IN TIME

Through some accident, you were sealed in ice for thousands of years. Now you've emerged from the ice to a changed society.

**Languages:** Primordial

**Skill Proficiencies:** Animal Handling, Survival

**Tool Proficiencies:** Herbalism kit

**Equipment:** One set of clothes and furs, a club, a dinosaur skull, a mammoth bone worth 5 gp, and a pouch containing 5 gp

### Feature: Research Project

Your anachronic existence causes curiosity among scholars and nobles alike. They'll offer up shelter, food, and information in return for the opportunity to experiment on you or flaunt you to other nobles.

## SUGGESTED TRAITS

d8	Personality Trait
1	I talk about plants and creatures that have gone extinct.
2	I am amazed by the discovery of fire and other creations.
3	There's nothing that'll convince me I am not in a dream.
4	I am obsessed with the foods of the current age.
5	I use different units of measurement, such as tree rings instead of years.
6	I expect everything to be much bigger than it actually is.
7	I speak using a mix of prehistoric and current words.
8	Every time someone asks me about how the past was, I tell the story a different way.



**d6**

**Ideal**

- 1 **Discovery.** My awakening has ignited a thirst for knowledge, and I'm driven to uncover the secrets of the past. (Chaotic)
- 2 **Connection.** I believe in forging strong bonds with others, as isolation was my greatest torment. (Good)
- 3 **Freedom.** Having been trapped in ice for so long, I cherish the freedom to roam and make my own choices. (Good)
- 4 **Food Chain.** Nature has its way of maintaining order. The strong eat the weak. (Lawful)
- 5 **Progress.** The world has moved on in my absence, but I want to catch up and add my own changes. (Neutral)
- 6 **Restoration.** I will return the world to the past order, even if I have to destroy it. (Evil)

**d6**

**Flaw**

- 1 I am terrified of ice.
- 2 There's nothing a good ritual sacrifice won't fix.
- 3 I have a hard time comprehending societal change.
- 4 I'm obsessed with fire.
- 5 I suffer from time blindness.  
I often give in to primal urges, such as cannibalism.

**d6**

**Bond**

- 1 I was once the leader of my people. I wish to return to my throne.
- 2 I'm looking for the last remnants of my lost people.
- 3 I have no memories of my life before I was frozen, but I wish to reclaim them.
- 4 I was lost in the ice alongside a friend or partner. I hope to meet them again.
- 5 I have a mentor from the modern age and will follow them anywhere.  
I still pray to a long forgotten god.



# SPELLS

## Alter Diet

1st-level transmutation (cleric, druid, ranger)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a mint leaf and 5 gp worth of grains, which the spell consumes)

**Duration:** 1 hour

You tap into naturalistic magics, broadening the boundaries of what can be eaten. Choose up to three willing creatures within range. For the duration, each target can eat rotten rations, leaves, grass, and any other forms of vegetation, and can drink muddied or contaminated water without suffering any drawbacks. If a creature eats 10 pounds of vegetation in this way, it provides enough nourishment to sustain it for one day.

## Broadback

1st-level transmutation (druid, paladin, ranger, sorcerer)

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** S, M (a dinosaur bone)

**Duration:** 1 round

You infuse yourself with the defensive powers of dinosaurs, growing spikes on your back. Until the start of your next turn, whenever a creature grapples you or hits you with a melee attack, it takes 3 piercing damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd or 4th level, the duration increases to 1 minute. When you use a spell slot of 5th level or higher, the duration increases to 10 minutes.

## Raptor Strike

1st-level transmutation (druid, ranger, sorcerer)

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** S, M (a raptor tooth)

**Duration:** Instantaneous

You turn your arm into the head of a raptor, then strike out with brutality. Make a melee spell attack against a creature within range. On a hit, the target takes 2d12 piercing damage.

**Pack.** If another enemy of the target is within 5 feet of it and the enemy isn't incapacitated, the target takes an extra 1d12 piercing damage.

## Exhume

2nd-level necromancy (cleric, warlock, wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a golden shovel worth 20 gp)

**Duration:** Instantaneous

You channel lawful necromantic magic to help you recover buried bodies. Each corpse and fossil buried no deeper than 100 feet beneath the surface of a 15-foot square centered on a point within range emerges above the ground without disturbing the terrain or damaging the remains in any way. Creatures within lead—or copper-lined caskets cannot be exhumed in this way.



## Bloodlust

2nd-level enchantment (druid, sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a bloodied dinosaur tooth)

**Duration:** Concentration, up to 1 minute

Choose a creature within range. It becomes enveloped by unruly bloodlust. An unwilling creature that succeeds on a Wisdom saving throw is unaffected.

For the duration of the spell, while the creature is below half of its maximum hit points, it takes 2d6 necrotic damage at the start of each of its turns, and its speed is increased by 15 feet. If it uses its action to make an attack with a melee weapon, it can make an additional melee attack as a bonus action.

## Collective Mending

2nd-level evocation (bard, cleric, druid, paladin)

**Casting Time:** 1 action

**Range:** 15 feet

**Components:** S, M (a raptor scale)

**Duration:** Instantaneous

Using the power of the pack, you grant a creature the strength of the many. Choose a creature within range. It regains hit points equal to 2d4 + your spellcasting ability modifier.

**Pack.** If another ally of the target is within 5 feet of it and the ally isn't incapacitated, the target regains an extra 3d4 hit points.



# SPELLS

## Speak with the Ancestors

5th-level necromancy (bard, cleric, druid)

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M (aged mint leaves and incense worth 200 at least gp, which the spell consumes)

**Duration:** 10 minutes

You access the ancestral links of a creature or corpse within range, summoning the collective spirit of its ancestors from the past five generations. Until the spell ends, you can ask the spirit up to five questions. The spirit knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the spirit is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. When you ask a question, you can choose to ask all generations at once or a single one. The spirit can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

## King's Hungry Jaws

6th-level conjuration (druid, sorcerer)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a fossilized T-Rex tooth)

**Duration:** Concentration, up to 1 minute

You summon the spectral jaws of a tyrannosaurus rex at a point within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the jaws. On a hit, the target takes piercing damage equal to  $2d10 +$  your spellcasting ability modifier and is grappled (escape DC equals your spell save DC) until the start of your next turn. Until this grapple ends, the target is restrained, and the jaws can't bite another target.

As a bonus action on your turn, you can move the jaws up to 10 feet and repeat the attack against a creature within 5 feet of them.

**Enraged.** While you have fewer than half of your maximum hit points, the jaws can make an additional attack as part of the same bonus action.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.





## Gaze Into History

10th-level divination (druid, sorcerer, wizard)

**Casting Time:** 1 hour

**Range:** Self

**Components:** V, S, M (a crystal orb worth at least 50,000 gp, which the spell consumes)

**Duration:** Instantaneous

You channel the strands of fate and memory through an enchanted crystal orb, transcending the boundaries of time. Your mind's eye opens, allowing you to witness firsthand the tapestry of history itself. Choose up to three events from the world's past. The events can be as specific as a certain day or as broad as an era. The more narrow the scope, the more precise and detailed the vision will be.

When you cast the spell, if the events you chose have a narrow timeframe, you relive the events as though you were there, witnessing all sights, sounds, and emotions as they unfold. If you chose a broader timeframe, you perceive these events in lapsed time, the pace of which is influenced by the scope of the vision, allowing you only to glimpse but not witness everything. You are an observer and can't interact with or alter these events in any way, but can observe the creatures, surroundings, and events in great detail. Your knowledge is restricted to what can be seen or heard at the location or general time period of the event. You do not gain insights into secret thoughts or undisclosed motivations of any individuals.

Once you've witnessed each event, your consciousness returns to yourself.



## Extinction Event

10th-level evocation (cleric, druid, sorcerer, warlock, wizard)

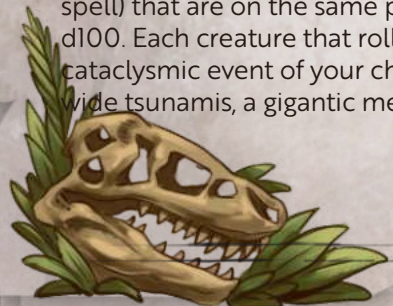
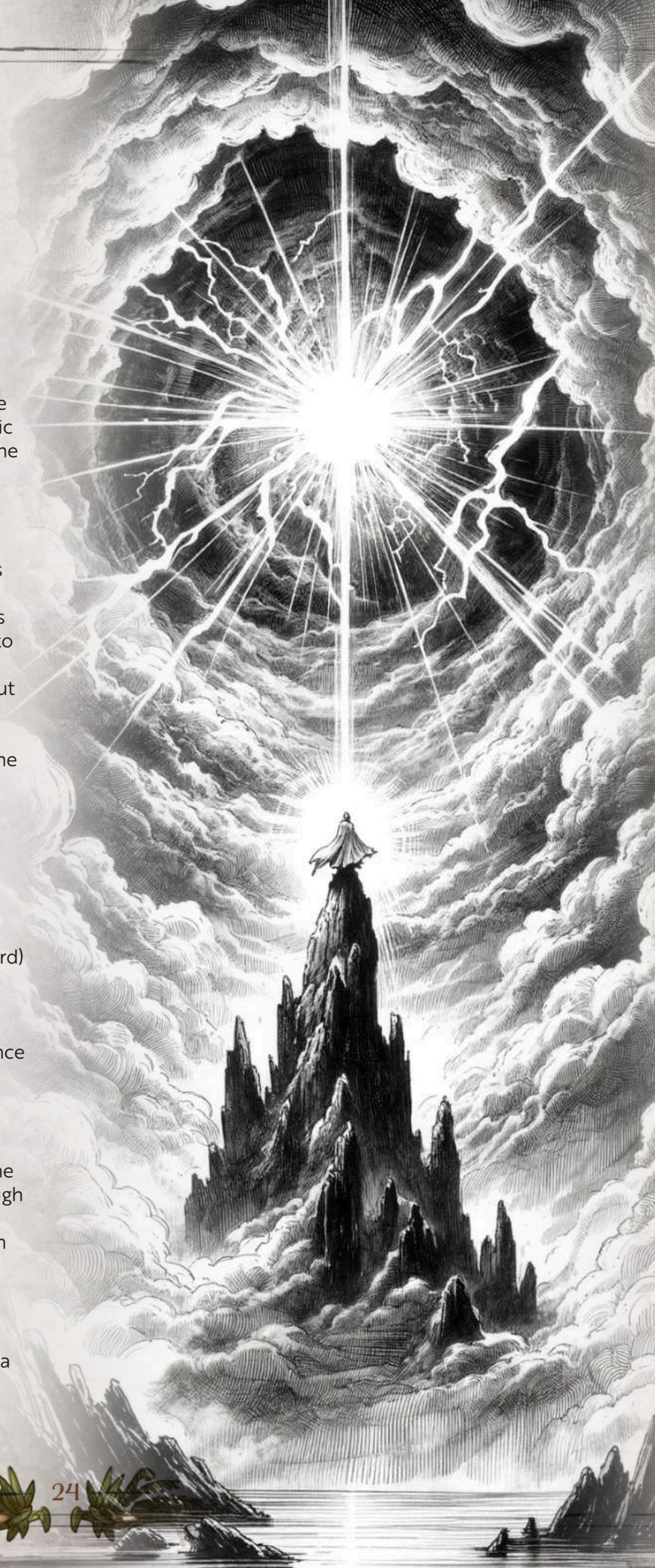
**Casting Time:** 8 hours

**Range:** Unlimited

**Components:** V, S, M (a shard of a meteorite and an essence of a primordial creature, both worth at least 100,000 gp, which the spell consumes)

**Duration:** Instantaneous

You tap into the primordial energies that once shaped the very fabric of the universe. Focusing these energies through the material components, you unleash a devastating cataclysm capable of altering the course of history. When you cast this spell, choose one creature type or subtype (dinosaur, half-elf, etc.). Each creature of those types not under magical protection (such as a hallow or forcecage spell) that are on the same plane of existence must roll a d100. Each creature that rolled a 10 or higher is killed by a cataclysmic event of your choice, spanning from planet-wide tsunamis, a gigantic meteor, or divine judgment.



## How to cast a 10th level spell:

There are a couple of different methods. One of them is to have multiple magicians, 7 of them to be exact, cast their 9th level spell slot at the same time. This takes a heavy toll on them, as they lose the ability to cast spells of 9th level for one year after the casting. A simulacrum wouldn't work, as they would just get destroyed alongside their original caster by the recoil of such a powerful magic; the arcane cannot be fooled that easily.

Another solution is to harvest souls. The purer the soul the more power it contains. Indeed the soul of 6 innocent children is equivalent to the power of a single 9th level spell slot, whereas the power of 666 "regular people" would be required to obtain a similar power. Magic obtained through such dark means is dangerous. As such, as soon as the spell is cast, it will try to destroy your soul, so make sure to protect and hide it behind powerful magical wards. Of course, do not hold your soul in your own body when casting the spell in this way, or you'll die instantly.

Now there are rumors that if those same people that you need to sacrifice in order to obtain their powers were to willingly lend you their powers, you could attain the power necessary to cast a 10th level spell with no drawback. I have personally never witnessed it, but some gods attest to the veracity of this fact. I personally do not trust gods, so I wouldn't rely on this method.

To cast a 10th level spell, you need to have a perfectly written casting formula. If a single letter is wrong, the casting will fail and you will die, alongside anyone involved in the casting. The gods were smart and destroyed most of them; it is now impossibly difficult to find scrolls containing such spells. I myself am bereft of any. But you now possess the knowledge necessary, and if you found this writing, the power necessary to find such scrolls.

Go and show the world your powers.  
— Sarkhan



## FIGHTER: BRINGER OF FIRE

In the primeval heart of untamed wilderness, the Bringers of Fire stand as the first vestiges of society. Their souls bound to the flickering flame, these indomitable warriors wield fire as an extension of their own will, a living testament to both creation and destruction. With weapons ablaze and eyes glowing like molten rock, they stride fearlessly into battle, each swing of their arms leaving a fiery arc in the air. They are not just fighters; they are elemental forces, emblems of the primal struggle between light and darkness. Where they go, the fire follows, turning enemies to ash and illuminating the path for their allies.

### FLAMING DISCOVERY

Starting at 3rd level, you've discovered the flames and brought them back to your people. You gain proficiency with cook's utensils, smith's tools, and you learn the produce flame spell. Your spellcasting ability for the spell is Constitution.

### WILL OF EMBERS

Beginning at 3rd level, the light of your fire is enough to attract enemies toward you. Whenever you hit a creature with an attack that deals fire damage, the creature has disadvantage on any attack roll that isn't against you until the start of your next turn, and when it hits a creature other than you with an attack, your Inner Flame lashes out at it, dealing 1d4 fire damage.

The damage of your Inner Flame increases when you reach certain levels in this class: to 1d6 at 5th level, to 1d8 at 11th level, and to 1d10 at 17th level.

### BURNING PASSION

Also at 3rd level, you can use a bonus action to form destructive flames around your weapon. Until the end of your turn, your weapon attacks deal extra fire damage equal to Inner Flame die.

This effect ends early if you drop or sheath the weapon. You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain expended uses when you finish a long rest.







## INSPIRING FLAMES



At 7th level, you can summon flames to your aid in return for passion and guidance. Whenever you fail an ability check, you can use your reaction to take 4d6 fire damage, which cannot be reduced or prevented in any way. If the damage doesn't bring you to 0 hit points, you can roll your Inner Flame die and add it to the result of the check, potentially turning the failure into a success.

When you reach the 14th level, you can roll your Inner Flame die twice and add the total to the result of the check.



## BURN THE WORLD



By 10th level, your connection to fire has given you limited magical capabilities. You learn the fireball spell and can cast it without expending a spell slot, requiring no components, and your spellcasting ability for the spell is Constitution. When you cast the spell in this way and are in the area of effect, you automatically succeed on the saving throw. Once you cast the spell in this way, you can't do so again until you finish a long rest, unless you expend a use of your Action Surge to use this feature again.

In addition, your spells and fighter features ignore resistance to fire damage.



## FORGED IN FLAMES



At 15th level, whenever you take fire damage, you can choose to tap into the primordial flame. Until the start of your next turn, whenever you take fire damage, you take no damage and instead regain a number of hit points equal to the fire damage taken.

Once you use this feature, you can't do so again until you finish a long rest.



## FIRES OF INVENTION



At 18th level, you've seen visions of great creations within the fire, allowing you to forge powerful contraptions in times of need. You can spend 1 minute using smith's tools to create any magical item of any rarity except legendary or artifact. After 1 hour, the item turns to dust and disappears, any benefits gained end, and any objects or creatures summoned vanish.

Once you use this feature, you can't do so again until you finish a long rest.



## ROGUE: FOSSILBLADE

Born from a mysterious fusion of necromantic arts and archaeological discovery, Fossilblades are the keepers of ancient secrets and wielders of time-forged might. Many are drawn to this shadowy path after venturing deep into the catacombs of long-forgotten tombs, excavating hidden temples, or unearthing mysterious fossils that are imbued with dormant energies. During these explorations, they often experience vivid, haunting visions that propel them to harness the essence of their own skeletal structure as well as the fossilized remains of creatures long extinct.

These rogues are often loners, shrouded in the solitude that comes from the weight of millennia-old secrets. They are haunted by the glimpses of history they've seen and are driven by an insatiable curiosity about the past. This curiosity often manifests in an unending quest for more fossilized remnants, each offering not just material for their unique form of combat but also fragments of knowledge and power from a time long past. In battle, Fossilblades are a force to be reckoned with. They shape their bones into deadly weapons and channel the dormant energies of their fossilized finds to augment their capabilities. Each swing of their bone-forged blade is a strike imbued with the wrath of ancient knowledge.

Their expertise is not limited to the physical realm; their archaeological pursuits grant them a deep understanding of history, cultures, and ancient languages. It's not uncommon for a Fossilblade to decipher an unreadable script or solve a riddle that has baffled scholars for generations. Yet, this wisdom comes at a cost. The constant meddling with energies so ancient and mysterious often leaves them on the edge of existential questions most dare not ponder. To be a Fossilblade is to forever hang on the precipice between the unfathomable past and the ever-unfolding present.

### ARCHEOLOGIST KNOWLEDGE

Beginning at 3rd level, you have a vast knowledge of history and the many cultures of its past. Choose any two languages. You learn how to speak, read, and write those languages.

In addition, you gain proficiency in the History skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Arcana, Investigation, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses History. You receive this benefit regardless of the skill proficiency you gain from this feature.





## BONEFORGED WEAPON



Also at 3rd level, you've learned how to weave fossils together with your bones to create deadly osseous weapons. Whenever you take the Attack action, you can take piercing damage equal to your rogue level, which can't be reduced or prevented in any way, to manifest a Bone Weapon from the options below into your free hand and make the attack with that weapon:

- **Raptor Boneblade.** You combine your hand with a raptor claw into a serrated blade that deals slashing damage. On a hit, the target takes extra necrotic damage equal to half the number of Sneak Attack dice for your level (round up) at the start of its next turn.
- **Ankylosaurus Hammer.** You combine your fist with an ankylosaurus tail into a deadly hammer that deals bludgeoning damage. On a hit, you can choose between knocking the creature prone or pushing it 10 feet in a direction of your choice.

Each weapon is a simple melee weapon with the finesse property and a reach of 5 feet, and on a hit, it deals damage equal to 1d6 plus the ability modifier you used for the attack roll of a type determined by the option you chose. The Bone Weapon retracts back into your skin after you make an attack.

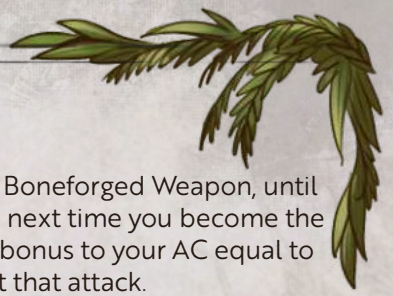


## IMPROVED BONEMELDING



Starting at 9th level, you've become more proficient than ever in combining your bones with fossils. You learn the following two Boneforged Weapon variants, which can be manifested by taking piercing damage equal to twice your rogue level instead:

- **T-Rex Scythe.** You combine your spine with a tyrannosaurus tooth into a deadly scythe that deals slashing damage. On a hit, if the target is below half of its maximum hit points, it takes necrotic damage equal to a roll of your Sneak Attack dice.
- **Triceratops Spear.** You combine your arm with a triceratops horn to form a sturdy spike that deals piercing damage. On a hit, choose a damage type. The creature loses resistance to that damage type, if it had any, until the start of your next turn.



In addition, after you use your Boneforged Weapon, until the start of your next turn, the next time you become the target of an attack, you gain a bonus to your AC equal to your proficiency bonus against that attack.



## REACTIVE BONES



By 13th level, you've animated your bones so often that they have gained a will of their own. Whenever a creature hits you with a melee attack, you can summon your bones to attack it as a reaction. It must succeed on a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Dexterity modifier) or take necrotic damage equal to a roll of your Sneak Attack dice.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



## TIMELESS WARRIOR



At 17th level, you've interacted with the bones so frequently that it's fortified your body. You gain the following benefits:

- Your hit point maximum increases by an amount equal to twice your rogue level. Whenever you gain a rogue level thereafter, your hit point maximum increases by an additional 2 hit points.
- You have advantage on all attack rolls using your Bone Weapon.
- Your Reactive Bones feature no longer requires a reaction.

## JURASSIC DRUID

A fusion of prehistoric beast and mystical guardian, the jurassic druid stands as a paragon of zindaur society. Its form is adorned with reptilian scales and bone fetishes, and its eyes burn with the primal energy of long-extinct dinosaurs. When battle looms, it calls upon the spirits of ancient theropods and sauropods, transforming into a spectral dinosaur imbued with elemental magic. With the ability to switch between forms, this creature is as versatile as it is formidable, a living testament to a bygone era when both claw and spell reigned supreme.

## JURASSIC DRUID

Medium humanoid (zindaur), any alignment

**Armor Class** 16 (natural armor)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	2 (-4)	13 (+1)	4 (-3)

**Skills** Nature +0, Perception +5, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Druidic, Primordial

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

**Enrage: Spirit Journey (Recharges on a Short or Long Rest).** When the jurassic druid is brought below half of its maximum hit points, it becomes enraged for the next three turns. While enraged, when the jurassic druid chooses a Jurassic Spirit, it can choose an additional spirit.

**Jurassic Spirit.** At the start of each of its turns, the jurassic druid chooses a dinosaur to inhabit its body until the start of its next turn from the options below, gaining the corresponding benefits:

- **Brontosaurus Spirit.** The jurassic druid's weapon attacks have a reach of 15 feet.
- **Pterodactyl Spirit.** The jurassic druid gains a flying speed of 30 feet. It falls if it ends its turn in the air and nothing else is holding it aloft.
- **Raptor Spirit.** The jurassic druid has advantage on an attack roll against a creature if at least one of the jurassic druid's allies is within 5 feet of the creature and the ally isn't incapacitated.
- **Stegosaurus Spirit.** Whenever the jurassic druid is touched, grappled, or hit by a melee attack, the creature touching it takes 3 magical piercing damage.
- **Tyrannosaurus Spirit.** The jurassic druid's bite attack hits up to two additional creatures within 5 feet of the original target. It must make a separate attack roll for each creature.

### Actions

**Multiattack.** The jurassic druid makes one claw and one bite attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Spellcasting.** The jurassic druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

**At will:** *druidcraft, guidance*

**2/day each:** *entangle, spike growth*

**1/day each:** *plant growth*





## STARLASH PTERODACTYL

Soaring against the tapestry of the night sky, it's easy to mistake the starlash pterodactyl for a celestial phenomenon. Its majestic wings shimmer with an otherworldly glow, each feather a miniature constellation. When it swoops down to attack, it leaves a trail of stardust that momentarily blinds and bewilders. It's not just the beauty of this creature that captivates, but its uncanny ability to manipulate cosmic energy.

### STARLASH PTERODACTYL

*Large celestial, any alignment*

**Armor Class** 15

**Hit Points** 67 (9d10 + 18)

**Speed** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	15 (+2)	8 (-1)	13 (+1)	4 (-3)

**Saving Throws** Dex +8

**Damage Resistances** cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 120 ft., passive Perception 11

**Languages** –

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

**Flyby.** The pterodactyl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Starlight Gleam.** The pterodactyl sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The pterodactyl can alter the radius as a bonus action. The pterodactyl has advantage on Wisdom (Perception) checks that rely on sight within the radius of the light.

### Actions

**Multiattack.** The pterodactyl makes two attacks.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Starfall Dive (Recharge 5-6).** The pterodactyl dives like a falling star at any point on the ground within 120 feet of it. Each creature within a 30-foot radius of the point must make a DC 16 Constitution saving throw. On a failed save, a creature takes 16 (3d10) radiant damage and is blinded for 1 minute. On a successful save, a creature takes half as much damage and is not blinded. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### Reactions

**Quicksilver Star.** When the pterodactyl is subjected to an effect that would paralyze, petrify, or poison it, it can use its reaction to deflect the effect towards a creature within 30 feet of it. The target must make a DC 16 Dexterity saving throw or become paralyzed, petrified, or poisoned instead of the pterodactyl.



## FIREBITE VELOCIRAPTOR

Large elemental, neutral

**Armor Class** 15 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	3 (-4)	14 (+2)	7 (-2)

**Skills** Perception +5, Survival +5

**Damage Resistances** cold

**Damage Immunities** fire

**Condition Immunities** unconscious

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Primordial

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

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

**Pounce.** If the velociraptor moves at least 15 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the velociraptor can make a flametongue attack against it as a bonus action.

**Soul of Flame.** Whenever the velociraptor is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt, and its speed is doubled until the end of its next turn.

### Actions

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and 7 (2d6) fire damage. The fire then leaps to another creature of the velociraptor's choice within 10 feet of the initial target, dealing 7 (2d6) fire damage.

**Flametongue.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 7 (2d6) fire damage at the start of each of its turns.



## FIREBITE VELOCIRAPTOR

Hidden among molten rivers and plumes of ash in the heart of volcanoes, the firebite velociraptors make their home of elemental fury. Their scaled form flickers with flames that dance along their razor-sharp talons, and their eyes smolder like hot coals. Possessing the ability to bite with fire and ignite its surroundings with a mere swipe of its tongue, this elemental dinosaur is a blazing terror that hunts with relentless speed and explosive force, setting both the landscape and its prey ablaze.





## RAPTOR PACK



Emerging from the dense foliage, a seemingly endless horde of razor-sharp talons and voracious jaws encircles the adventurers—a raptor pack is on the hunt. Each velociraptor moves in unsettling synchrony with its kin, eyes glowing with predatory intelligence. These raptors are each larger, swifter, and deadlier than the last, their scaly hides scarred from countless battles.

Whether they've united due to hunger or because they must escape a larger predator, raptor packs never stray from each other. Individually they are lethal, but as a pack, they are nearly unstoppable.

### RAPTOR PACK

*Huge swarm of Medium beasts, unaligned*

**Armor Class** 14

**Hit Points** 102(12d12 + 24)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	2 (-4)	13 (+1)	4 (-3)

**Skills** Athletics +6

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** —

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

**Blood Trackers.** The pack knows the exact location of any creature it has damaged since the start of its last turn.

**Clever Girls.** The pack has advantage on Wisdom (Perception) checks made to find hidden creatures and Intelligence (Investigation) checks made to discern illusions.

**Enrage: Shrieking Howl (Recharges on a Short or Long Rest).** When the pack is brought below half of its maximum hit points, it becomes enraged and howls in agony, calling 2 allosauruses to its location, which arrive in 1d4-1 rounds.

**Evasion.** If the pack is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the pack instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Pack Attack.** After the pack hits a creature with an attack, its next attack against that creature this turn is made at advantage.

**Pounce.** If the pack moves at least 20 feet straight toward a target and then hits it with a bites attack on the same turn, the target takes an extra 7 (3d4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the pack can make another bites attack against it as a bonus action.

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

### Actions

**Multiattack.** The pack makes two attacks.

**Bites.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 19 (6d4 + 4) piercing damage, or 11 (3d4 + 4) piercing damage if the pack has half of its hit points or fewer.





## WINDFAN DIMETRODON

At first glance, the windfan dimetrodon appears to be a run-of-the-mill dimetrodon, its distinctive sail rising high above its lizard-like body. However, as it senses danger, the air around it begins to swirl, and its sail unfurls like a windmill, gathering the elemental power of the wind. With a deafening slash, it releases gales powerful enough to send even the largest foes tumbling backward. Far more than a mere prehistoric predator, the windfan dimetrodon is a harbinger of the elemental plane of air, using its unique biology to conjure gusts and tempests that protect itself from harm.



### WINDFAN DIMETRODON

*Large elemental, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 50 ft.

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

**Saving Throws** Str +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, petrified, prone

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 10 (5,900 XP)

**Enrage:** Tornado Shield (Recharges on a Short or Long Rest). When the dimetrodon is brought below half of its maximum hit points, it becomes enraged for the next minute. While enraged, all ranged attacks against it are made at disadvantage.

**Magic Weapons.** The dimetrodon's weapon attacks are magical.

**Tempest Winds.** Whenever the dimetrodon damages a flying creature, the creature's flying speed is halved.

### Actions

**Multiattack.** The dimetrodon uses its windfan three times or makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the dimetrodon can't bite another target.

**Windfan.** The dimetrodon sends out a blast of wind in a 10-foot-wide, 30-foot-long line. Each creature within the area must succeed on a DC 16 Dexterity saving throw or take 7 (2d6) slashing damage and be pushed away from the dimetrodon by 10 feet. Flying creatures have disadvantage on the saving throw.

### Reactions

**Repellent Winds.** When the dimetrodon becomes the target of a melee attack, it can send out a shockwave of wind. Each creature within 10 feet of it must succeed on a DC 16 Strength saving throw or be pushed back 10 feet. If the attacker is pushed outside the reach of its attack, its attack misses.





## SKELETREX

### SKELETREX

*Huge undead, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 199 (19d12 + 76)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

**Saving Throws** Con +10

**Skills** Perception +7

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** blinded, deafened, unconscious

**Senses** darkvision 120 ft., passive Perception 17

**Languages** —

**Challenge** 17 (18,000 XP)

**Bone Shards.** A creature that touches the skeletrex or hits it with a melee attack while within 5 feet of it takes 6 (1d12) necrotic damage.

**Reassemble.** If reduced to 0 hit points but not outright destroyed, the skeletrex regains all its hit points in 1 minute unless a gallon of holy water is sprinkled on its remains or a dispel magic or remove curse spell of 6th level or higher is cast on it.

**Soul Devourer.** If a creature dies within 10 feet of the skeletrex, the skeletrex absorbs its soul, regaining hit points equal to two times the creature's CR or level (rounded up). If its soul is devoured in this way, the creature can be restored to life only by means of a true resurrection or a wish spell.

**Temporal Destroyer.** Whenever the skeletrex damages a creature with an attack, that creature must succeed on a DC 19 Constitution saving throw or gain a point of temporal decay. If a creature gains 5 points of temporal decay, it dies.

### Actions

**Multiattack.** The skeletrex makes three attacks: one with its necrotic bite and two with its necrotic wave. It can't make both a necrotic bite attack and a necrotic wave attack against the same target.

**Necrotic Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage and 13 (2d12) necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, takes 13 (2d12) necrotic damage at the start of each of its turns, and the skeletrex can't bite another target.

**Necrotic Wave.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 13 (1d12 + 7) necrotic damage.

Lurking in the depths of an ancient tomb, skeletrexes stand as ominous sentinels, their bones bound together by dark magic and glowing with malevolent energy. With each step, their massive form rattles and echoes through the stone halls, a chilling herald of the deadly abilities they possess. Capable of exhaling necrotic energy, hurling explosive bone shards, and even reassembling itself when shattered, this nightmarish creature serves as a relentless guardian, ready to consume the souls of those who dare trespass its domain.

