

Lalla Fahime

Fahime, also known as the vern mother, is one of Malik's loyal lieutenants. On the mainland she managed much of the cartel's eastern territories. Her specialty was the smuggling and breeding of animals, both fierce and exotic, for the cartel's service or profit.

Because of her experience with handling unusual beasts of all sizes, she was a natural pick for Malik to bring her to Zaeon. Upon arrival, Fahime was one of the first Lieutenants to accept the behemoth blood and be enhanced. Knowing of her skill with beasts, Malik had great hope for her to sway the monsters of Zaeon as well. Thus Fahime was bestowed behemoth blood of the bloom behemoth, a creature capable of controlling and luring other behemoths with its scent.

With this enhancement, Fahime laid the foundation of the cartel to set foot in Zaeon, as she was able to deter the great behemoths and allow the Cartel to establish its first base upon the ancient continent.

LALLA FAHIME

Medium humanoid (Shyvan), lawful evil

Armor Class 17 (studded leather)

Hit Points 133 (13d10 + 56)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	13 (+1)	15 (+2)	14 (+2)

Proficiency +4

Saving Throws Str +9, Dex +8, Wis +6

Skills Athletics +9, Perception +6, Stealth +8, Survival +6

Senses darkvision 60 ft. passive Perception 16

Languages Common, Shyvan, Thieve's Cant

Challenge 9 (5,000 XP)

Behemoth Blood. Fahime is infused with behemoth blood.

Legendary Resistance (1/Day). If Fahime fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. The huntress makes 3 attacks; two attacks with her glaive and one pummel attack.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) slashing damage plus 4 (1d8) poison damage.

Pummel (Glaive). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d4+5) bludgeoning damage and if the target is a medium size creature or smaller, it must succeed on a DC 17 Strength saving throw. On a failed save, the creature is either knocked prone, or pushed up to 10 feet (Fahime's choice).

Takedown Strike (Recharge 5-6). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10+5) slashing damage plus 4 (1d8) poison damage. The target is grapple (escape DC 17) as it is impaled by the huntress' glaive and until the grapple ends, the creature is restrained and Fahime can't make glaive attacks against another target. After the attack hits, up to two allied guarding drakes within 20 ft. of Fahime, that

Fahime became invaluable to the Cartel's future plans. Ensuring that behemoths would not interfere with the cartel's operation meant quick expansion for the Cartel and luring behemoths reliably into traps ensured new subjects for their experiments.

When the group confronted and killed Fahime during the events of the Zaeon crisis, Malik went to great lengths to replicate her scent. But alas, it was futile and once again his plans were hindered at the hand of the unbound.

It was the traitor Solomon who proposed a daring experiment: Fahime could be returned, with her abilities intact, in one form or another at least. The energies of Zaeon and its unique resources, as well as the unique properties of the soul slave would allow it.

As the group invaded Solomon's laboratory to secure the renegade, he presented the fruit of his labor. Fahime was reborn as a monstrosity and given a chance to have her revenge on the unbound that brought her low.

can see her and the target, can use a reaction to move up to half of their speed without provoking opportunity attacks towards the target creature and make a melee weapon attack against it.

LEGENDARY ACTION

Fahime can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Fahime regains spent legendary actions at the start of her turn.

Numming Pheromones. An allied drake within 40 ft. of Fahime gains 20 (4d8+2) temporary hit points which lasts for 1 minute or until combat ends.

Coordinating Pheromones. An allied drake within 40 ft. of Fahime moves up to its speed.

Aggression Pheromones (2 Actions). An allied drake within 40 ft. of Fahime moves up to half of its speed and makes a melee weapon attack against a target Fahime can see. This movement does not provoke opportunity attacks.

Lone Huntress (3 Actions). Fahime moves up to half of her speed without provoking opportunity attacks and ignoring difficult terrain. Before, after, or during the movement she makes a pummel attack.

BEHEMOTH BLOOD

In the following material, the Behemoth Blood trait will be referred to in several monsters. For the sake of saving space, here are the gained benefits from the Behemoth Blood trait:

- A melee weapon deals one extra die of its damage when the creature hits with it (included in the attack).
- The creature counts as one size larger when grappling or being grappled.
- The creature's hit dice is 1d10 (included in hit points).
- The creature's carrying capacity is doubled.
- The creature has advantage on saving throws against spells and effects that target humanoids.

FAHIME (REBORN)

Large monstrosity, chaotic evil

Armor Class 17 (natural armor, 19 in gas cloud)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+5)	3 (-4)	15 (+2)	14 (+2)

Proficiency +4

Saving Throws Str +9, Dex +8, Int +0

Skills Perception +6, Stealth +8

Damage Immunities Poison

Senses darkvision 60 ft. passive Perception 16

Challenge 12 (8,400 XP)

Gas Immunity. Fahime is immune to her own or magical gases (such as Stinking Cloud).

Gas Veil. While within a cloud of her own gas, Fahime has half cover.

Legendary Resistance (1/Day). If Fahime fails a saving throw, she can choose to succeed instead.

Spider Climb. Fahime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. Fahime makes two attacks: one bite and one with her claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) piercing damage plus 14 (4d6) poison damage. The target must make a DC 17 Constitution saving throw. On a failed save the creature takes the poison damage and its speed is halved until the end of Fahime's next turn. On a successful save the creature takes half as much damage is not slowed.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) slashing damage.

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Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (3d4+6) bludgeoning damage.

Venom Spit. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 35 (10d6) poison damage. The target must make a DC 17 Constitution saving throw at the end of its next turn if it doesn't use an action to clean off the spit. On a failed save the target takes 14 (4d6) poison damage.

Exhale (Recharge 5-6). Fahime exhales vapors stored in her body that forms a 20 ft. radius cloud centered on Fahime - the gas remains for one minute. At the beginning of Fahime's turn roll a 1d6, on a 1 or 2 the cloud disappears. When exhaling, Fahime can choose one from the following gases:

- **Poison Gas.** A creature that starts its turn in the gas must make a DC 17 Constitution saving throw, taking 35 (10d6) poison damage on a failed save and half as much on a successful one.
- **Nerve Gas.** A creature that starts its turn in the gas must succeed a DC 17 Constitution saving throw or be poisoned until the end of its next turn. A creature that fails the saving throw by 5 or more it is stunned as long as it is poisoned.

LEGENDARY ACTION

Fahime can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Fahime regains spent legendary actions at the start of her turn.

Tail. Fahime attacks with her tail. If the attack hits, the target must succeed a DC 16 Strength saving throw or be pushed 5 ft. in a direction of Fahime's choice.

Hide. Fahime makes a Dexterity (Stealth) check.

Lurk. Fahime moves or climbs up to half of her speed without provoking opportunity attacks and if hidden, she does not reveal herself if she ends the move in a position where she is not clearly visible.

Spit (2 Actions). Fahime uses her poison spit.

Sage

Sage was a vagabond traversing the warm lands of An'Shyvann. His traits were mercenary work and treasure hunting, the latter of which was heavily frowned upon within the lands. It was under his skills and tutorship that Gwen Galewing learned the trades of secrecy and pathfinding.

After being separated for almost two years, Gwen found Sage as an unwilling slave to the crime lord-Malik, leader of the Blood Sand Cartel. Under the influence of the mind melting drug 'Soul Slave', Sage became an obedient agent of the Cartel and another recipient of the behemoth blood treatment.

During the events of Zaeon, Sage continued his role as an unwilling cartel agent and played his part in an underhanded scheme to sow distrust between the Gold Dragon Empire and the Free States.

Finally, at the hands of his only friend Gwen who was determined to free her mentor from Malik's clutches, he was apprehended during the Fort Tapfer attack. Now Sage remains within Zaeon under the care of the empire to recover from the Soul Slave's remaining side effects.



SAGE

Medium humanoid, lawful neutral

Armor Class 16 (studded leather)

Hit Points 102 (12d10 + 36)

Speed 40 ft., climb 40 ft.

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

Proficiency +4

Saving Throws Str +5, Dex +9, Wis +7

Skills Acrobatics +8, Athletics +5, Insight +7, Perception +7, Stealth +12, Survival +11

Damage Resistances Poison

Senses darkvision 60 ft. passive Perception 17

Challenge 9 (5,000 XP)

Behemoth Blood. Sage is infused with behemoth blood.

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

Killing Blow (Recharge 5-6). When Sage hits a creature with an attack roll with advantage, the attack scores a critical hit.

Legendary Resistance (1/Day). If Sage fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Sage makes three attacks; two with his kukris and one with his tail, or three attacks with his spines.

Kukri. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 21 (6d6) poison damage. The target must make a DC 15 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 minute, even after regaining hit points, and is paralyzed while poisoned in this way.

Spines. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

BONUS ACTIONS

Skirmish. Sage moves up to half of his speed without provoking opportunity attacks and ignoring difficult terrain.

LEGENDARY ACTION

Sage can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Sage regains spent legendary actions at the start of his turn.

Hunter's Eye. Sage marks a creature. Sage's next attack roll against the marked creature has advantage. Sage can have only one creature marked at a time.

Move. Sage moves up to half of his speed without provoking opportunity attacks.

Spine. Sage makes a spine attack.

Pursuit (2 Actions). Sage moves up to half of his speed without provoking opportunity attacks towards a creature and makes a kukri attacks against it.

C. R. SOLOMON

Medium humanoid (human), lawful evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	16 (+3)	19 (+4)	16 (+3)	14 (+2)

Proficiency +3

Saving Throws Con +6, Int +7, Wis +6

Skills Arcana +7, Deception +5, Nature +7, Perception +6

Senses darkvision 60 ft. passive Perception 16

Languages Common, and three additional languages

Challenge 8 (3,900 XP)

Altered. Solomon has advantage on saving throws against spells and effects that target humanoids.

Regeneration. When Solomon starts his turn with more than 0 hit points, he regains 10 hit points. When Solomon starts his turn with 0 hit points, he stabilizes.

Legendary Resistance (1/Day). If Solomon fails a saving throw, he can choose to succeed instead.

ACTIONS

Cane. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) bludgeoning damage.

Cane (Shillelagh). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage.

Master Biomancy (Recharge 6). Solomon casts Polymorph targeting himself without expending its use and without having to concentrate on it (he can choose creatures of CR 8 or lower).

Spellcasting. Solomon (10th level spellcaster) casts one of the following spells, using Intelligence as the spellcasting ability (Spell save DC 15) using his cane as a spell focus:

At will: *Druidcraft, Mage Hand, Prestidigitation, Shillelagh, Spike Growth*

1/day each: *Blight, Confusion, Counter Spell, Dispell Magic, Giant Insect, Polymorph, Wall of Stone*

C. R. Solomon

Cornelious Raineer Solomon was one of the top freestate researchers tasked with finding a solution to Altland's enduring magi crisis. After an incident caused by Solomon's research, he was transferred to the Zaeon colonies to pursue a different research far off the public eye.

Solomon found his new task little more than a glorified exile and grew quickly frustrated with the limited resources provided to him at the colony Pioneer Base.

The Cartel was aware of his frustration and upon being offered unregulated biomancy research in their service with much vaster resources Solomon turned his back to the Freestates. To make his desertion possible, Solomon instigated an incident costing the lives of two other arch mages present at Pioneer Base. Solomon was considered to have died in the incident as well and Solomon was free to continue his research under a new master.

LAGUNA NOMMUS

Medium humanoid (human), neutral evil

Armor Class 15 (mage armor)

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	18 (+4)	13 (+1)	15 (+2)

Proficiency +3

Saving Throws Int +7, Wis +4

Skills Arcana +7, Deception +5, Intimidation +5

Senses darkvision 60 ft. passive Perception 11

Languages Common, and one additional language

Challenge 7 (2,900 XP)

Conjuration Prodigy. Laguna can concentrate on one additional spell if the spell is a conjuration spell. She rolls concentration checks for both spells.

Legendary Resistance (1/Day). If Laguna fails a saving throw, she can choose to succeed instead.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Dagger (Ranged). *Ranged Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Spellcasting. Laguna (9th level spellcaster) casts one of the following spells, using Intelligence as the spellcasting ability (Spell save DC 15) using her dagger a spell focus:

At will: *Acid Splash, Mage Hand, Mage Armor, Poison Spray, Prestidigitation, Unseen Servant*

1/day each: *Black Tentacles, Cloud Kill, Conjure Elemental, Fireball, Web*

BONUS ACTION

Transpose. Laguna teleports up to half of her speed to an unoccupied space. Alternatively, she can teleport up to 30 feet to a space within range that is occupied by a willing small or medium creature, they both teleport, swapping places.

LEGENDARY ACTIONS

Laguna can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Laguna regains spent legendary actions at the start of her turn.

Conjure Dagger. Laguna conjures a dagger and makes a melee or ranged attack.

Conjure Minion. Laguna conjures a lesser creature (a beast, elemental, or monstrosity of CR 1/4 or lower) that appears in an unoccupied space within 10 ft. of herself and acts immediately after the turn it was summoned. The creature understands and obeys any of Laguna's commands and defends itself from hostile creatures without requiring a command. The summoned creature remains until the end of Laguna's next turn.

Cantrip (2 Actions). Laguna casts a Cantrip.

Laguna Nommus

The notorious renegade wizard Laguna Nommus was the ringleader of the Sanctuary Cliff riot that kept Kingslayer Tyberius Rex from aiding the other colonies during the Cartel's attack.

Thanks to the involvement of the group, the riot was ended and Laguna was enlisted into Ryybyn's service.



DM Tuz Table Scraps: Blood Sand Cartel 'Skydancer' Xana

Born far off her ancestral home, the Spire Isles, Xana experienced a troubled upbringing in the city of Hayne. Tasked with providing for her siblings at a young age and faced with discrimination for her beastfolk heirtage, Xana became involved with the Cartel.

There Xana experienced the enticing rush of success and power and quickly rose the ranks within the organization, as she demonstrated an impeccable knack for illegal trades. Soon after rising the ranks though, she decided to leave the City to oversee the Cartel's operation along the Inner Sea, where she ultimately achieved the rank of lieutenant.

Along with the other lieutenants, Xana was chosen to join Malik's exodus to the continent Zaeon and was enhanced with behemoth blood. At the final battle for the Wandering Fortress Xana was defeated by the group and apprehended. In the aftermath of the battle, Xana was allowed to join Flamingcoat's pirate crew..

SKYDANCER XANA

Medium humanoid (ornivian), neutral evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft., flying 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	12 (+1)	16 (+3)	14 (+2)

Proficiency +4

Saving Throws Str +9, Dex +8, Int +0

Skills Acrobatics +9, Perception +7, Performance +6

Damage Resistance lightning

Senses darkvision 60 ft. passive Perception 17

Languages Common, Thieve's Cant and two additional languages

Challenge 11 (7,200 XP)

Behemoth Blood. Xana is infused with behemoth blood.

Equipment. Xana's Chain Whip is a magical +1 weapon and she carries 2 greater healing potions.

Legendary Resistance (1/Day). If Xana fails a saving throw, she can choose to succeed instead.

Skydance. Xana doesn't provoke an opportunity attack when she flies out of an enemy's reach. When flying, she can use a reaction to impose disadvantage on a ranged attack targeting her, or take no damage from a successful Dexterity saving throw.

Zap. Xana attacks deal an additional 2d6 lightning damage (included in the attack). Additionally whenever she rolls lightning damage and any of the damage dice show two or more of the same number, she deals an additional 7 (2d6) lightning damage.

ACTIONS

Multiattack. Xana makes two weapon attacks.

Chain Whip. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (3d4+5) slashing damage plus 7 (2d6) lightning damage. If the target is a large or smaller size creature it is grappled, escape DC 15. For the duration of the grapple

the creature is restrained and Xana cannot make chain whips attacks.

Jolt. A creature within 10 ft. of Xana must make a DC 15 Dexterity saving throw. On a failed save a creature takes 14 (4d6) lightning damage and has disadvantage on ability checks and attack rolls until the beginning of Xana's next turn. On a successful save a creature takes half as much damage and suffers no other effects. A creature that fails the saving throw by 5 or more is stunned until the beginning of Xana's next turn.

Lightning Dance. Xana makes three chain whip attacks against the same creature. The lightning damage of all whip attacks are rolled at the same time, applying Zap to one collective roll and dealing extra damage on each two dice showing the same number (not counting dice for more than one pair). If the target creature has no flying speed, all three attacks are made with advantage.

REACTION

Reactive Jolt. Xana makes a jolt attack against a creature targeting her with a melee weapon or that attempts to grapple her.

LEGENDARY ACTION

Xana can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Xana regains spent legendary actions at the start of her turn.

Submission Jolt. Xana makes a jolt attack against a creature she has grappled.

Move. Xana moves up to her speed or flies up to half of her flying speed.

Potion. Xana drinks a potion.

Chain Whip (2 Actions). Xana attacks with her chain whip.

Kahana 'The Hush'

Kahana was trained as a moonlight assassin in the service of An'Shyvann's clergy to be an unseen ward for the Eternal Sun King. Alas, before her training was over, the seat of the sun king became vacant, and the heir gone. She abandoned her service and became a wandering soul in search of purpose.

Kahana felt great sympathy with the plight of the daeva, a caste of exiles within the nation of An'Shyvann, and joined the cartel with the goal of helping them.

As one of their most skilled lieutenants, Kahana was chosen by Malik to establish the Cartel within the continent Zaeon. There she too was gifted the behemoth blood and played her part in the unfolding events. Having helped the group in previous events, Kahana found herself questioning her loyalty again and again. In the end, she chose to turn her back on Malik's tyranny to lead the remnants of the cartel towards a new future.



KAHANA 'THE HUSH'

Medium Humanoid (Ailo), true neutral

Armor Class 17 (studded leather armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	17 (+3)	14 (+2)	15 (+2)

Proficiency +4

Saving Throws Dex +8, Int +7, Wis +6

Skills Acrobatics +13, Insight +6, Perception +6, Persuasion +6, Sleight of Hand +13, Stealth +13

Senses darkvision 60 ft. passive Perception 16

Languages Common, Thieve's Cant and two additional languages

Challenge 11 (7,200 XP)

Behemoth Blood. Kahana is infused with behemoth blood.

Camouflage Fur. Kahana can always hide if she remains motionless.

Equipment. Kahana's Karambit (dagger) is a magical +1 weapon.

Evasion. If Kahana is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she instead takes no damage if she succeeds and only half damage if she fails.

Sneak Attack (1/turn). Once per turn, Kahana deals an extra 21 (6d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Kahana that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Legendary Resistance (1/Day). If Kahana fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. Kahana makes 2 weapon attacks. If the first attack hits, the second attack roll against the same target has advantage.

Karambit. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d4+6) slashing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) slashing damage.

Dart. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 7 (1d4 +5) piercing damage and the creature must succeed a DC 15 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

If sneak attack was applied on the attack, the target makes the saving throw with disadvantage.

8th Phase: Step of the Hollow Circle (Recharge 5-6).

Kahana becomes invisible and moves up to her movement speed in a straight line able to move through spaces occupied by other creatures. She makes a karambit attack against each creature she passes and each attack that hits is a **Sneak Attack**. Kahana can use this action only if she hasn't moved during this turn, and after she uses this action her remaining speed is 0 until the end of the current turn. Kahana can't use a reaction to use this action.

BONUS ACTION

Thievery. Kahana does one of the following:

- Kahana makes a Dexterity (Acrobatics) check to escape an effect that has her restrained or grappled.
- Kahana makes a Dexterity (Stealth) check to hide.
- Kahana makes a Dexterity (Sleight of Hand) check to steal an item from a creature within 5 ft. of her (contested by the creature's Perception).

LEGENDARY ACTION

Kahana can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Kahana regains spent legendary actions at the start of her turn.

Move. Kahanna moves up to half her speed without provoking opportunity attacks.

Thievery. Kahanna uses thievery.

Strike (2 Actions). Kahana makes a weapon attack.