



ECHOES OF EXTINCTION



WEEK 6



DINOSAUR HATCHLING

Tiny beast, unaligned

Armor Class 11

Hit Points 7 (2d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	1 (-5)	9 (-1)	7 (-2)

Skills Athletics +2

Senses passive Perception 9

Languages understands Primordial

Challenge 0 (10 XP)

Dinosaur Blood. The hatchling counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Miniature Pounce. If the hatchling moves at least 15 feet straight toward a target and then hits it with a bite attack on the same turn, the target is pushed back 5 feet. If the target is a creature, it can succeed on a DC 10 Strength saving throw to resist the effect.

Pack Runt. The hatchling has a +2 bonus to an attack roll against a creature if at least one of the hatchling's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Larger Than Life (Recharge 6). Each creature of the hatchling's choice that is within 120 feet of the hatchling that cannot see it must succeed on a DC 8 Wisdom saving throw or become frightened until the end of their next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hatchling's Larger Than Life for the next 24 hours.





WARLOCK: THE DINOSAUR KING

In the shadowed annals of history, where legends speak of colossal beasts that once ruled the earth, the Dinosaur King rose above them all. Warlocks with particularly strong connections to history might find themselves bound to this vile Dinosaur King, a mystical and gargantuan tyrannosaurus rex revered as the embodiment of predatory supremacy and untamed ferocity. In exchange for their servitude and homage, the Dinosaur King imparts a fragment of its colossal strength, resilience, and relentless fury to its followers. These warlocks, often seen as a blend of scholar and savage, seek to emulate the physical prowess and indomitable presence of their patron, channeling the raw, unbridled force of a bygone era where the thunderous roar of the T-Rex was the ultimate decree of power.



EXPANDED SPELL LIST



At 1st level, the Dinosaur King lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DINOSAUR KING EXPANDED SPELLS

Spell Level	Spells
1	<i>animal friendship, thunderwave</i>
2	<i>barkskin, enhance ability</i>
3	<i>conjure animals, haste</i>
4	<i>dominate beast, polymorph</i>
5	<i>commune with nature, reincarnate</i>



PRIMAL MIGHT



At 1st level, you can access the primal power of the Dinosaur King. You can gain the following benefits:

- **Dinosaur Bite.** As an action, you can manifest a dinosaur head from one of your shoulders and make a melee spell attack using it. On a hit, the target takes piercing damage equal to 1d12 + your Charisma modifier. This attack's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12). If the target is a Large or smaller creature, it is grappled.
- **Enraged.** While you are below half of your maximum hit points, your movement speed is increased by 10 feet, you have advantage on Strength checks, and whenever you take the Attack action on your turn, you can make an additional Dinosaur Bite attack as a bonus action.
- **Territorial Dominance.** When a creature enters or leaves a space within 5 feet of you, you can use your reaction to make a Dinosaur Bite attack against it. You can use this trait a number of times equal to your Charisma Modifier, and you regain all expended uses when you finish a long rest.





DINOSAUR HIDE



By 6th level, your body has started to manifest the thick hide of a dinosaur. While you are not wearing medium or heavy armor, you gain a bonus to your armor class equal to your half your proficiency bonus (rounded up).



TIMELESS WARRIOR



At 10th level, you've learned how to manipulate your instincts under heavy pressure. While you are below half of your maximum hit points, you gain the following benefits:

- You have advantage on Strength and Constitution saving throws.
- You are immune to the charmed, frightened, grappled, and restrained conditions.



APEX PREDATOR



When you reach 14th level, you've become the top of the food chain, capable of striking down even the most dangerous of foes. When you use your Dinosaur Bite, you can make two attacks instead of one as part of the same action.



SANDSTORM ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 0 ft., burrow 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	15 (+2)	6 (-2)	11 (+0)	6 (-2)

Damage Resistances lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 6 (2,300 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Coarse and Rough. Non-elemental creatures within 30 feet of the elemental can't see anything further than 15 feet away.

Living Storm. The elemental is bound to a nearby sandstorm and is immune to spells and abilities that would cause it to switch planes.

Scratches of Sand. When a creature moves within 5 feet of the elemental or starts its turn there, it takes 2 (1d4) piercing damage.

Whirlwind Bind. Whenever the elemental damages a creature with a flying speed, the creature's flying speed is reduced by 10 feet. This reduction lasts for 1 hour.

Actions

Multiattack. The elemental makes two sand slam attacks.

Sand Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must also succeed on a DC 16 Constitution saving throw or become blinded until the end of its next turn.

Sandstorm Rush (Recharge 5-6). The elemental moves in a 10-foot-wide, 30-foot-long line of pure fire and sand. Each creature within its path must make a DC 16 Dexterity saving throw, taking 10 (3d6) fire damage and 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. On a failed save, a creature ignites. Until a creature takes an action to douse the fire, it takes 5 (1d10) fire damage at the start of each of its turns.



SANDSTORM ELEMENTAL



Sandstorm elementals are awe-inspiring and fearsome entities, born from the fury and chaos of desert sandstorms. These swirling giants rise from the fine sands, their forms constantly shifting and changing, resembling massive whirlwinds of sand and air. Their presence is heralded by the sound of a thousand grains of sand whirling violently, and their approach brings a relentless, abrasive force. With bodies that blend seamlessly into the desert landscape, these elementals can surge suddenly from the tranquility of the dunes, embodying the unpredictable and harsh nature of the desert itself. They move with a grace that belies their size, capable of engulfing entire caravans or reshaping the landscape with their passage.

SOULCHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 161 (19d8 + 76)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	18 (+4)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Str +11, Cha +9

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, necrotic, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 15 (13,000 XP)

Aura of Despair. Whenever a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 17 Wisdom saving throw or be frightened until the end of its turn. While frightened in this way, the creature is incapacitated.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Thousand Chains. Whenever the devil is hit with a melee attack, the attacker takes 7 (2d6) piercing damage.

Actions

Multiattack. The devil makes three attacks with its soulchain.

Soulchain. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage. The target is grappled and restrained (escape DC 19). Until this grapple ends, the target is restrained and takes 7 (2d6) fire damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to six chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried. Each animated chain is an object with AC 20, 25 hit points, resistance to piercing damage, and immunity to necrotic, poison, psychic, and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

Soul Flay (Recharge 6). The devil attempts to feed on the soul of each creature it has grappled. Each creature must succeed on a DC 19 Constitution saving throw or take 55 (10d10) necrotic damage.



SOULCHAIN DEVIL

Soulchain devils are malevolent beings that dwell within the dreaded soulstorms—sandstorms of a supernatural nature. These devils are feared for their ability to imprison lost spirits within the howling winds of the storm. They appear as sinister, ethereal figures, their forms partially obscured by the swirling sands, with chains made of spectral energy writhing and clinking around them. The chains are not mere adornments but are used to ensnare wandering souls, binding them in eternal servitude. The eyes of a soulchain devil glow with a malevolent light, and their voices echo with the despair of the souls they have captured, a haunting chorus that chills the hearts of those who come close to it. These devils are both jailers and tormentors, their existence intertwined with the endless, roiling soulstorms they inhabit.

Upheaval

2nd-level transmutation (druid, sorcerer)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S

Duration: Instantaneous

You conjure the tail of an ankylosaurus and smash it in a 15-foot cone behind you. Each creature in the area must make a Strength saving throw. On a failed save, a creature takes 3d6 bludgeoning damage and is thrown in the air, landing in the nearest unoccupied space in front of you. On a successful save, a creature takes half as much damage and isn't moved.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Dovetail

2nd-level transmutation (druid, sorcerer)

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S

Duration: Instantaneous

You conjure a plume of feathers that releases a burst of wind in a 15-foot cone behind you. Each creature in the area must make a Strength saving throw, taking 3d6 thunder damage on a failed save, or half as much damage on a successful one. Until the end of your turn, your speed increases by 5 feet for each creature that failed its saving throw.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Dinosaur Harpoon

3rd-level conjuration (cleric, druid, wizard)

Casting Time: 1 action

Range: 60 feet

Components: S, M (a dinosaur bone)

Duration: Instantaneous

You turn a dinosaur bone into a large harpoon, which you send at a creature within range. Make a ranged spell attack. On a hit, the creature takes 4d10 piercing damage, and you can either push it back 30 feet or pull it 30 feet toward you.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Mind Transfer

4th-level enchantment (sorcerer, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a link between your mind and a creature you can see within range, attempting to take control of its body. The target must make a Charisma saving throw.

On a failed save, you take control of the target's body, and your consciousness inhabits it, leaving your body unconscious and incapacitated. While controlling the target's body, you retain your Intelligence, Wisdom, and Charisma scores, as well as your knowledge and class features. However, you use the target's physical statistics and abilities. You perceive through the target's senses and can speak through its voice. Any damage the controlled body takes is also taken by your unconscious body. If your concentration is broken, or the spell's duration ends, your mind immediately returns to your body.

If the target's body dies while under the spell's effect, you must make a Charisma saving throw. On a failed save, your mind becomes lost, and you take 8d8 psychic damage. On a successful save, your mind returns to your body.

If the target succeeds on the initial saving throw, your mind is briefly lost, and you are stunned until the end of your next turn.



CUDGEL OF THE COLOSSAL

Weapon (maul), very rare (requires attunement)

This formidable cudgel combines prehistoric strength with ancient craftsmanship. Its handle, crafted from dense, dark petrified wood, seems to pulse with the life force of the tree it once was. The cudgel's head, a massive stone carved to mirror an ankylosaurus's clubbed tail, is adorned with wooden carvings that subtly shift in the light, born of the rituals that shaped this weapon.

Whenever you roll a 15 or higher on an attack roll against a creature of CR 1 or higher with this magical weapon, you become infused with primal strength, becoming one size larger (to a maximum of Gargantuan) and increasing the damage dice of this weapon (from 2d6 to 2d8, then to 2d10, and to a maximum of 2d12). This increase lasts for 1 hour or until you take a short or long rest.



ZINDAUR SUN AMULET

Wondrous item, rare (requires attunement)

While wearing this amulet, you gain the following benefits: Radiant Embrace. You have resistance to radiant damage.

- **Sun's Grace.** During daylight hours, you gain a +1 bonus to all ability checks and saving throws.
- **Traverse the Night.** During nighttime hours, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

BUGNOMES

Hidden in the mystical underground, where raw magic flows through ancient leylines, an unruly race makes its home: the bugnomes. Though sharing ancestry with gnomes, these creatures have adapted insectoid traits from their subterranean home. Their multifaceted eyes shine, detecting the faintest glow in the dark caverns. Over time, the thrumming leylines changed them. Now humanoid in form, bugnomes retain insect features like chitinous skin and twitching antennae. Their appearance startles surface dwellers, but those who look beyond the alien see a people connected to the depths and a society balancing communal ties with individual talents. As guardians of the leylines and their secrets, the bugnomes exemplify how magic can shape life in a world where the arcane infuses existence.

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Age.** Bugnomes live short, yet meaningful lives, maturing around the 3 year mark and living about 30 years, which they use to further their race.
- **Alignment.** Bugnomes care only about their survival, no matter the cost, and are mostly chaotic or neutral evil.
- **Creature Type.** You have two creature types: beast and humanoid. You can be affected by a game effect if it works on either of your creature types.
- **Size.** Bugnomes are larger than all bugs but still not as large as ordinary humanoids. Your size is Small.
- **Speed.** Small yet skittish, you move more quickly than most small races. Your speed is 30 feet.
- **Languages.** You can speak, read, and write Common and Primordial.
- **Arcane Vermin.** You know the *mage hand* cantrip. Starting at 3rd level, you can cast the *detect magic* spell with this trait. Starting at 5th level, you can also cast the *alter self* spell with this trait. Once you cast *detect magic* or *alter self* 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. Intelligence is your spellcasting ability for these spells when you cast them with this trait.
- **Darkvision.** You can see in dim light within 120 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.
- **Leyline Lurkers.** You are proficient in the Arcana skill.
- **Mana Devourer.** Whenever you make a successful saving throw against a spell or magical effect, you gain temporary hit points equal to your proficiency bonus.
- **Subrace.** The bugnomes are divided into different types of evolved bugs: crawlers and shells. They are often called centipedes and cockroaches.

CRAWLER

In the shadowy recesses of the world, the crawler bugnomes have thrived, their evolution shaped by the mysterious leylines. These agile and swift creatures resemble humanoid centipedes, with elongated bodies and multiple limbs that allow them to navigate their terrain with astonishing speed and precision. Their skin has a subtle, chitinous sheen, and their eyes, though smaller than their shelled counterparts, glint with a keen awareness of their surroundings. Crawler bugnomes are known for their quick reflexes and ability to maneuver through even the most treacherous landscapes with ease. Their society values agility and cunning, cultivating skills that allow them to outmaneuver both predators and prey in the labyrinthine underground they call home.

- **Ability Score Increase.** Your Dexterity score increases by 2.
- **Many-Legged.** You have a climbing speed of 20 feet, and you can move across nonmagical difficult terrain without expending extra movement.
- **Skittering Escape.** Whenever you take damage, you can use your reaction to move up to half your speed without triggering opportunity attacks. 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.





SHELL



In stark contrast to the crawlers, the shells embody resilience and endurance. These sturdy, cockroach-like beings have adapted to some of the harshest environments, their evolution also guided by the leylines' magic. With their tough, armored exoskeletons and a robust physique, shell bugnomes can withstand extreme conditions that would be fatal to others. In their society, the ability to endure and adapt is held in the highest regard. Bugnomes are known for their strong survival instincts and a remarkable capacity to recover from the brink of death, a trait that has earned them both respect and a touch of fear in the eyes of those who encounter them.

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Adaptive Resilience.** You gain resistance to your choice of one of the following damage types: acid, cold, fire, or poison. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace the chosen damage type with a different damage type from the list above.
- **Armored Shell.** Your shell provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear medium or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

