



STONEARM

When a Castlegrapsian soldier proves his or herself during training, demonstrating immeasurable virtue, they are encouraged to take the March of the Stonearms. The soldier must enter the first mine and seek the dao Gasta-Harrak. From there, he or she must kneel before the dao and offer his or herself to the dao just as the first Khan did two-hundred years prior. If Gasta-Harrak detects the spirit of the Khan within the soldier, they are granted her blessing—an arm of stone. However, if she senses any impurity within the soldier's heart, she commands the earth to devour them.

THE GRANITE NINE

Stonearms who go above and beyond the call of duty and prove themselves, not just to the Khan of Castlegrasp but to the dao Gasta-Harrak, as well, are selected to become one of the Granite Nine. The Granite Nine are Castlegrap's elite fighting force. They reside within the Violet Qsar, home of the Khan, and serve as bodyguards, advisors, and generals to the Khan's armies.

Before a member of the Stonearms can become one of the Granite Nine, he or she must completely surrender his or her humanity to Gasta-Harrak. The Stone Arm is then absorbed into the earth and broken apart. Within a day, the Stonearm reemerges from the earth, reborn as an earth elemental.

Members of the Granite Nine share a direct connection with Gasta-Harrak. This connection grants them insight into all things within the dao's purview. As such, they can sense dangers to the city before they occur.

STONEARM GRANITE NINE

Medium elemental, lawful good

Armor Class 16 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	11 (+0)	15 (+2)	17 (+3)

Saving Throws Con +8, Wis +5

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 7 (3,900 XP)

Petrification. If the stonearm hits a creature with a melee weapon attack, the stonearm can force the creature to make a DC 14 Constitution saving throw.

On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

Martial Advantage. Once per turn, the stonearm can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the stonearm that isn't incapacitated.

Actions

Multiattack. The stonearm makes three melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage when wielded with two hands as a melee weapon.

Stonefist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Reactions

Parry. The stonearm adds 3 to its AC against one melee attack that would hit it. To do so, the stonearm must see the attacker and not be wielding a weapon with its stonearm.