

URSA EMPIRE



**STATBLOCKS FOR 5E
CAMPAIGNS**



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Credits

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<https://www.dmsguild.com/browse.php?author=Mi%C5%82osz%20Gaw%C4%99cki>

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The Great Ursa Empire

The Great Ursa Empire was on the brink of collapse when miners stumbled upon mysterious crystals in the Northern Fringe. Imperial mages seized the opportunity to study the crystals and called them Makaria. The research quickly yielded positive results—the crystals held immense, mysterious power. With these new tools, the empire could be saved and its enemies brought to their knees, begging for mercy.

Empress Zelina IV was delighted with the news and determinedly brushed away any concerned voices. Some wizards reported unusual behavior from their fellow researchers. Mages were seen humming to the crystals, staring at them for hours, and talking to them. All such reports were immediately destroyed and the whistleblowers silenced. While the process of harnessing the Makarian energy seemed straightforward, unforeseen consequences of holding this new power quickly multiplied.

Crystalline Magic. The crucial detail missed by the researchers was that the crystals themselves had minds of their own, with unknown goals and desires. Those mages who dabbled in Makarian energy became obsessive and isolated, while their new abilities allowed them to easily overcome various uprisings threatening the integrity of the empire. Then, after a particularly fierce battle with the rebels, Makaria exhibited a new, sinister behavior. Given the opportunity, the crystals attached themselves to the bodies of fallen soldiers and raised them as undead under the control of the Makarian mages.

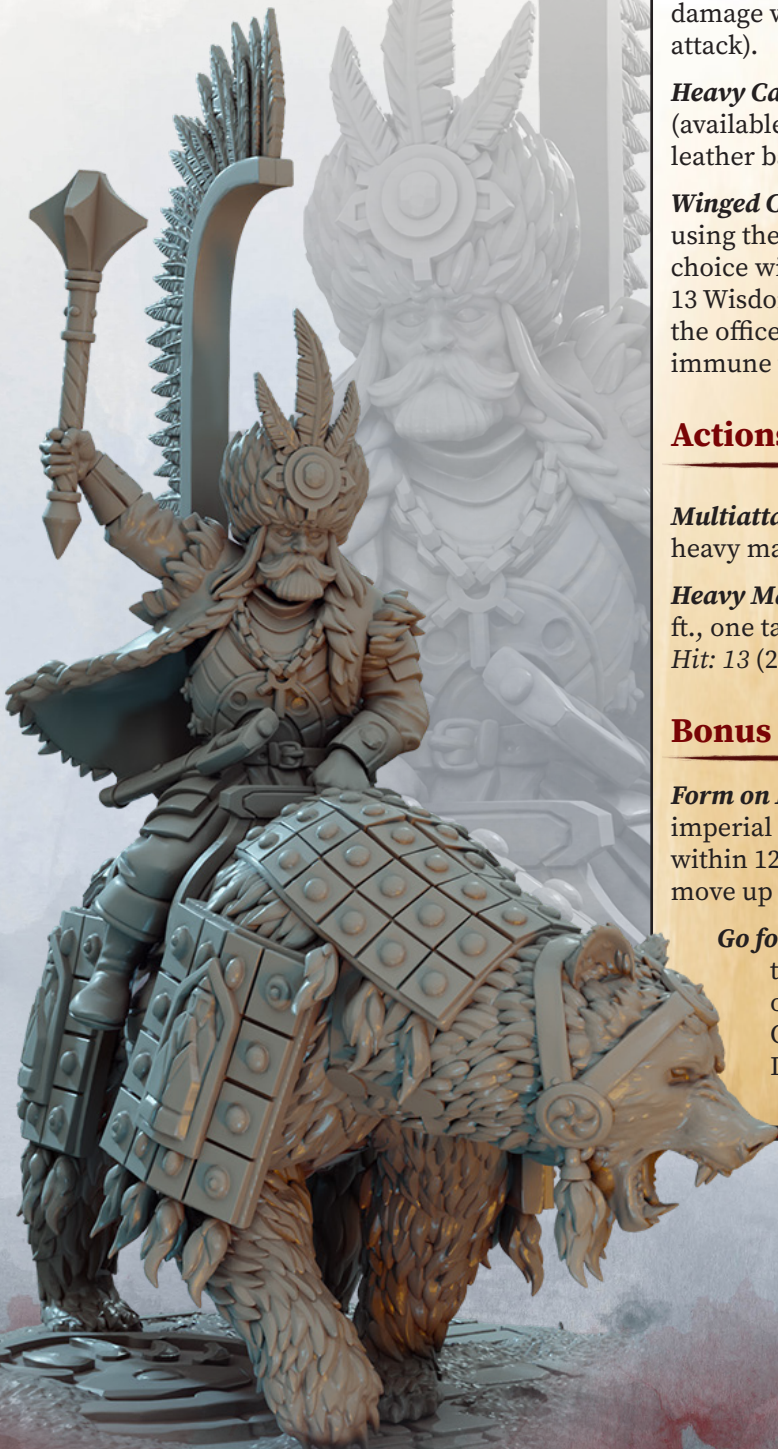
Splintering Apart. Even though the Great Ursa Empire became stronger with each passing day, more and more people voiced dissatisfaction and disgust with the crystals. Many officers and scholars refused to continue their duties as long as Makaria were used. In a matter of weeks, what was supposed to save the Empire plunged it into an even deeper crisis. Now, those who do not share Zelina's fascination with Makaria often choose to join the rebels as well.



Imperial Officer

The majority of imperial officers served in the army when the empress's father still ruled. Many believe that the state began to decline when Zelina ascended to the throne, and just as many openly oppose the use of crystals. Several prominent officers left the ranks in the aftermath, but some still carry out the empress's orders. Zelina promotes Hussars who are loyal to her, yet she seems to rely on the officers less and less.

Living Symbol. An officer can immediately be recognized on the battlefield by their feathered cap and polar bear companion—the symbol of the empire. These animals live and train in special sanctuaries, inaccessible to trespassers, with a small number of druids tending to them. A polar bear might not be as fast as a warhorse, but it is far more terrifying when face to face. An officer can depend on its polar companion as much as on a fellow Hussar.



Imperial Officer

Medium humanoid (human), typically lawful neutral

Armor Class 17 (splint armor)

Hit Points 71 (10d8 + 22)

Speed 30 ft. (40 ft. while mounted)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	14 (+2)	12 (+1)	15 (+2)

Skills Animal Handling +4, Athletics +7, Intimidation +5, Persuasion +5

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the officer hits with it (included in the attack).

Heavy Cavalry. The officer rides a polar bear (available in the SRD). The bear wears studded leather barding, increasing its AC to 13.

Winged Charge. When a mount the officer is riding using the dash action, all creatures of the officer's choice within 30 feet of it must succeed on a DC 13 Wisdom saving throw or become frightened of the officer. A creature that succeeds on the save is immune to the Winged Charge effect for 24 hours.

Actions

Multiattack. The officer attacks three times with its heavy mace.

Heavy Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage.

Bonus Actions

Form on Me (Recharge 5-6). The officer calls the imperial hussars to change formation. Each hussar within 120 feet of the officer can use its reaction to move up to its speed toward the officer.

Go for the Throat. While mounting the bear, the officer commands the animal to use one of the actions available in its stat block. Otherwise, the bear can only take the Dash, Disengage, and Dodge actions.

Imperial Hussar

Known across the continent, the famous Imperial Hussars are the elite warriors who comprise the bulk of the army. Trained from the age of ten, they are proficient with a variety of weapons and comfortable fighting in any terrain. Donning traditional imperial armor, they are unmistakable on the battlefield.

Formidable as they are, the Hussars' fame comes from their cavalry charges. Their warhorses have special feathered wings mounted to the saddles to strike fear in the hearts of their enemies. The hoofbeat and the wings fluttering come together in a truly spine-chilling cacophony of sounds. The Hussars won many battles for the Ursa Empire before even striking their foes.

Kiestovian Warhorses. The Hussars ride horses exclusively from the mountainous region of Kiestovia. The animals are the pride of the local people who have been breeding them for generations. Legends say that the horses have magical blood running in their veins which makes them the most courageous animals in the world.



Imperial Hussar

Medium humanoid (human), typically lawful neutral

Armor Class 17 (splint armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft. (60 ft. while mounted)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Athletics +4

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Cavalry. The hussar rides a warhorse (available in the SRD).

Winged Charge. When a mount the hussar is riding using the dash action, all creatures of the hussar's choice within 30 feet of it must succeed on a DC 10 Wisdom saving throw or become frightened of the hussar. A creature that succeeds on the save is immune to the Winged Charge effect for 24 hours.

Actions

Javelin. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Glaive. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

Bonus Actions

Quick Slash. The hussar makes a glaive attack against a prone creature.



Crystalline Ursa

When the empress ordered mages to use Makaria on dead polar bears, some considered it sacrilege against national values. Zelina, however, believed the animals needed to be brought back by the crystals, deserving eternal life as symbols of the empire. Even though the number of the empress's enemies grew, so did the strength of her army. From now on, any bear that dies during battle is resurrected by Makarian mages into eternal servitude.

Decaying Empire. Crystalline bears are still technically dead. Even though the crystals that attach to their bodies give them motor functions and a semblance of consciousness, the animals rot and decay. The foul odor is the main reason why these bears are rarely brought beyond the Northern Fringe, where temperatures are low enough the whole year to stop decomposition.

Crystalline Ursa

Large undead, unaligned

Armor Class 14 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison, radiant

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Crystal Lodestone. The ursa has a crystal growth on its body. The growth has AC 16, 20 hit points, and the same damage resistances and immunities as the ursa. If the ursa takes damage from an area of effect spell or attack, the growth takes the same damage. If the growth is destroyed, the ursa loses its damage immunities and the Crystalline Reflection trait, and its AC becomes 12.

Crystalline Reflection. Any time the ursa is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, the caster must succeed a DC 15 Intelligence, Wisdom, or Charisma (caster's choice) saving throw. On a failure, the ursa is unaffected, and the effect is reflected back at the caster as though it originated from the ursa.

Undead Fortitude. If damage reduces the juggernaut to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is fire or from a critical hit. On a success, the juggernaut drops to 1 hit point instead.

Actions

Multiattack. The ursa makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 4 (1d8) radiant damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Crystalline Juggernaut

Ice giants had been the sworn enemies of the Great Ursa Empire in centuries past. They waged war against the humans, protecting their ancestral lands in the north. In truth, the giants guarded Makaria crystals from falling into the wrong hands. These proud people felt the vileness within the crystals and believed they should not be unearthed. Unfortunately, the giants fell to the glory of the empire.

Icy Irony. It was only a matter of time before a researcher tried to fuse Makaria with the skeleton of a long-dead giant. Soon after, hulking corpses joined the empress's expanding army. All were to shiver before the Great Ursa Empire—the giants from the past came to serve Zelina's will.

Attaching the crystals to such enormous hosts had unforeseen consequences. Makaria started humming a barely audible melody, luring those who listened. Even the mages were susceptible to these mysterious sounds, and with time, increasingly large groups of people started moving to the northern parts of the empire.



Crystalline Juggernaut

Huge undead, unaligned

Armor Class 16 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	20 (+5)	3 (-4)	10 (+0)	10 (+0)

Saving Throws Str +10, Con +9, Wis +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison, radiant
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Common and Giant but can't speak

Challenge 10 (5,900 XP)

Crystal Lodestone. The juggernaut has two crystal growths on its body. They have AC 16, 45 hit points, and the same damage resistances and immunities as the juggernaut. If the juggernaut takes damage from an area of effect spell or attack, the growths take the same damage. If one of the growths is destroyed, the juggernaut loses its damage immunities and saving throw proficiencies. If both are destroyed, it loses its Radiating Song trait and the Beam action.

Radiating Song. Any creature that starts its turn within 20 feet of the juggernaut must make a DC 17 Wisdom saving throw. On a failure, the creature becomes restrained.

Siege Monster. The juggernaut deals double damage to objects and structures.

Undead Fortitude. If damage reduces the juggernaut to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is fire or from a critical hit. On a success, the juggernaut drops to 1 hit point instead.

Actions

Multiattack. The juggernaut makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) slashing damage.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage plus 11 (2d10) radiant damage.

Beam (Recharge 5-6). The juggernaut emits a 60-foot-long, 5-foot wide line of radiant energy. Each creature in that line must make a DC 17 Dexterity saving throw, taking 35 (10d6) radiant damage on a failed save, or half as much damage on a successful one.

Zelina the Witch Empress

Being a powerful mage herself, the empress decided to reach for the energy encased within the crystals as well. Makaria seemed to understand Zelina's position of authority and bestowed upon her even more power than any other wizard in the empire. She was able to sense other Makarian mages and even spontaneously create new crystals. Seeing the growing unrest amongst the common people, Zelina became disgusted and decided that she no longer needed such weak subjects—the power of Makaria would suffice for her.

Domain of Frost. Zelina moved the court to the Northern Fringe where the mages erected a crystalline palace within a few weeks. The empress rules from her cold and dark solitude, sending her most trusted servants as governors to the biggest cities of the Great Ursa Empire. With raised bears and giants, she is more than certain that no one can successfully challenge her new order.

Witch Empress

Medium humanoid (human), neutral evil

Armor Class 16 (unarmored defense)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	22 (+6)	14 (+2)	19 (+4)

Saving Throws Int +11, Wis +7

Skills Arcana +11, History +11, Persuasion +9

Senses passive Perception 12

Languages Common, Giant

Challenge 14 (11,500 XP)

Special Equipment. The empress wears a robe of the archmagi (available in DMG).

Legendary Resistance (3/Day). If the empress fails a saving throw, she can choose to succeed instead.

Magic Resistance. The empress has advantage on saving throws against spells and other magical effects (this trait is bestowed by her robe of the archmagi).

Actions

Multiattack. The empress makes three Freezing Ray attacks.

Freezing Ray. *Melee or Ranged Spell Attack:* +11 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 20 (4d6 + 6) cold damage, and if the target is a creature, it must succeed on a DC 19 Constitution saving throw or have movement speed reduced to 0.

Spellcasting. The empress casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *blur*, *dancing lights*, *fog cloud*, *mage hand*, *mending*, *message*, *see invisibility*

3/day each: *bestow curse*, *blight*, *sleet storm*, *slow*, *vampiric touch*

1/day each: *cone of cold*, *dominate person*, *wall of force*

Crystalline Shard (Recharge 5-6). The empress conjures a crystal in an unoccupied space within 60 feet of her. Each creature within 10 feet of the crystal when it appears takes 18 (4d8) radiant damage. The crystal has AC 16 and 45 hit points. The empress can control only two crystals at a time. If she uses this action while controlling two crystals, one of them shatters immediately.

Bonus Actions

Control Sled. The empress controls the Sled of Winter if she's on the vehicle.

Split Ray. If the empress targets a crystal with her Freezing Ray attack, she can split the ray. Three creatures of the empress's choice within 60 feet of the crystal are the new targets of this attack. If the split ray hits, the target takes no damage from the attack but becomes restrained until the end of its next turn on failed save instead.

Reactions

Counterspell (2/Day). The empress attempts to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 5th level or lower, its spell fails and has no effect. If it is casting a spell of 6th level or higher, the empress makes an Intelligence ability check (DC = 10 + the spell's level). On a success, the creature's spell fails and has no effect.

Shatter Shard. The empress shatters one of the conjured crystals. Each creature within 20 feet of the crystal must make a DC 19 Dexterity saving throw, taking 27 (6d8) radiant damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The empress 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. The empress regains spent legendary actions at the start of her turn.

Spell. The empress uses Spellcasting.

Crystalline Injection (Costs 2 Actions). The empress stabs herself with a crystal. She gains 27 (4d8) temporary hit points but her hit points maximum is reduced by the same amount.

Blizzard (Costs 3 Actions). The empress conjures a blizzard in a 30-foot-sphere centered on her. The area is difficult terrain and heavily obscured, and has no effect on the empress and her allies. The blizzard lasts until the end of the empress's next turn.

Sled of Winter

Zelina gracefully rides across the snow-covered land in her magical sled. The sleigh is pulled by polar bears—the only remaining living specimens in the Northern Fringe—proclaiming to all her ancestral ties to the symbolism of the Great Ursa Empire.



Sled of Winter

Large vehicle

Creature Capacity 1 Medium creature, 2 Large creatures

Cargo Capacity 200 lb.

Armor Class 15

Hit Points 60

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities cold, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Traits

Biting Cold. When the sled moves within 5 feet of a creature, the creature must succeed on a DC 14 Constitution saving throw or take 13 (3d8) cold damage.

Empress's Way. As the sled moves, ice and snow magically appear in front of it allowing the vehicle to slide.

Action Stations

Harness (Requires 2 Large quadrupedal creatures). Propel the sled.

Sled (Requires 1 Medium creature and Grants Half Cover). Steer the Sled of Winter. The steering creature can utter a command word to make the sled and harnessed animals fly.

Reactions

Counterspell (2/Day). The empress attempts to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 5th level or lower, its spell fails and has no effect. If it is casting a spell of 6th level or higher, the empress makes an Intelligence ability check (DC = 10 + the spell's level). On a success, the creature's spell fails and has no effect.

Shatter Shard. The empress shatters one of the conjured crystals. Each creature within 20 feet of the crystal must make a DC 19 Dexterity saving throw, taking 27 (6d8) radiant damage on a failed save, or half as much damage on a successful one.

Raber Banne

Raber never wanted to become a lowlife pickpocket, but fate ignored his wants. Doing honest and harsh work in a warehouse for a few copper pieces would not suffice to sustain his family for long. To make ends meet, Raber eventually looked for other opportunities and pickpocketing turned out to suit him best. He had a small frame and unassuming face, so he could move through crowds and disappear without much effort. Even though Raber was not proud of himself, this new way of life provided a necessary extra income for the family. Of course, he never told his wife about what he was doing. He came up with a little lie about getting a promotion to foreman at his day job.

Disastrous Haul. Things went fine for several months—Raber didn't get caught even once. He became so sure of his skills that he would approach and talk with the people he robbed the previous day, finding them none the wiser. Life was finally looking better for the Banne family, that is, until Raber unwittingly pickpocketed a wizard. Raber snatched a strange, dark gem teeming with power from the mage. Without realizing how much danger he and his family were in, Raber hid the stone inside his own house.

Grave Decision. The mage he stole from was not a good neighborly wizard type. In fact, he was a necromancer only passing through the city. He was able to quickly track the gem back to Raber's home and there confronted the thief. The dark mage leveled an ultimatum—the whole family pays the price for Raber's insolence, or he claims Raber himself as payment and leaves the family be. It was not really a choice for the thief, as he always had the best interests of his family in mind. After a heartbreaking farewell, Raber ventured out into the night with the necromancer.

New Un-life. The wizard brought Raber to his lair hidden in the hills. There, he performed a ritual that siphoned Raber's life and soul from his body and trapped it inside the stolen gem. Neither dead nor alive while his soul remains in the stone, Raber must do the necromancer's bidding. The mage enhanced Raber's lifeless body with magic and now sends the man to do what he has always been good at—stealing. Raber follows orders, but meanwhile searches for a way to break the necromancer's spell and get his soul back. Seeing his family again is all that he wants.

Personality Trait. I enjoyed stealing, but now? I despise what I do. I despise myself.

Ideal. The world should be a place of equal opportunities for people of all backgrounds.

Bond. I'll find a way to retrieve my life back, even if I have to steal it.

Flaw. With each passing day I remember my family and home less. I'm afraid my time is running out, so I must make haste.

Raber Banne

Medium humanoid (returned), chaotic neutral

Armor Class 14 (leather armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft. climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	13 (+1)	14 (+2)	8 (-1)

Saving Throws Dex +5, Int +3

Skills Deception +3, Perception +4, Sleight of Hand +7, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Lifeless Body. Raber doesn't require food or water and doesn't need to breathe.

Sneak Attack (1/Turn). Raber deals an extra 7 (2d6) damage when he 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 Raber that isn't incapacitated and Raber doesn't have disadvantage on the attack roll.

Actions

Multiattack. Raber makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Bonus Actions

Cunning Action. On each of its turns, Raber can use a bonus action to take the Dash, Disengage, or Hide



Arvordal Coppersmith

“You must hold the axe properly,” and “it’s a shame not to know how to strike iron,” are some of the phrases that Arvordal often heard while he was young. All members of his dwarven clan knew how to fight and use various tools, but he never had such interests. When he was a young boy, he traveled with his father to a neighboring human city to sell iron crafts. While the old dwarf was busy advertising his masterful goods, Arvordal snuck away and roamed the city. He stumbled upon an old shop with a vast range of curiosities—from unusual spell ingredients, to trinkets from distant kingdoms. Its proprietor was an elderly woman with a knack for spells and good stories. She talked with Arvordal, telling him legends of old, until his father found him a few hours later. The woman managed to plant a seed of passion toward magic in the young dwarf’s mind.

Unusual Path. Arvordal had hard times growing up, with both his peers and elders not understanding his interest in magic. It soon became clear to him that he had no future living with his clan and he had to make a choice. The young dwarf decided to leave his community and look for a mentor and teacher of magic. At first, he went to that same human city he had visited years ago with his father, but the curiosity shop and its owner were no longer there. Arvordal learned that the old woman had since passed away.

Hardships and Wonders. Arvordal settled on approaching various mages and wizards he encountered or heard about. He worked for them performing boring chores they could not bother doing themselves in exchange for short lessons in magical arts. Those were difficult years for Arvordal. He did not possess a strong natural inclination toward magic—all he had was his passion and dwarven stubbornness—so learning even the simplest spells was hard and time-consuming. Nevertheless, Arvordal didn’t complain. He pursued his dreams and met a plethora of unusual and interesting people along the way.

Magical Happiness. This was his life for almost a hundred years. It made him a happy, albeit, quirky little fellow. Arvordal is aware he is probably never going to master the art of magic, but every new spell he learns brings a smile to his face. He wanders the world looking for new spells to learn and secrets to uncover, all while spreading his positive attitude to the people he meets.

Personality Trait. Point me toward a magical secret or a wizard and I’ll be your friend for life!

Ideal. Ask yourself what you like doing most in life. What brings you happiness? Then keep doing it!

Bond. The world is filled with magic and I intend to spend my time here learning it.

Flaw. Sometimes people give me these strange looks as if I were asking too many questions.

Arvordal Coppersmith

Medium humanoid (dwarf), neutral good

Armor Class 11 (14 with mage armor)

Hit Points 65 (10d8 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	13 (+1)	15 (+2)	17 (+3)	11 (+0)	15 (+2)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5, Nature +5, Performance +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarven, Gnomish

Challenge 3 (700 XP)

Dwarven Resilience. Arvordal has advantage on saving throws against poison, and has resistance against poison damage.

Failing Spell. Arvordal has difficulty casting spells. Each time he casts a spell roll on the Wild Magic Surge table (available in SRD).

Actions

Arching Bolt. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft., or range 60 ft., one target. Hit: 14 (2d10 +3) lightning damage.

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage or 6 (1d8 +2) bludgeoning damage if used with two hands.

Spellcasting. Arvordal casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *mage hand, prestidigitation*

2/day each: *detect magic, feather fall, jump, magic missile, sleep*

1/day each: *enhance ability, hold person, mage armor*

Reactions

Shield (2/Day). Until the start of Arvordal’s next turn, he has a +5 bonus to AC, including the triggering attack, and he takes no damage from magic missile.



Anita Dustgleam

As daughter to prominent priests of the god of invention, Anita has always been fascinated by new things. Living in a community focused around discovery and invention, her life was a constant stream of alternating misfortunes and successes. From a very young age, she knew that a failure was nothing more than a necessary step on the way to success. Yet, Anita could not come up with an invention of her own, which was turning into a problem for her parents. It seemed as if the priests had lost the favor of their god. As she was coming closer to her sixteenth birthday, the issue only grew worse.

Rite of Passage. Every member of Anita's community goes through a traditional rite of passage on their sixteenth birthday. They must venture into the wilderness with their inventions and use them to survive for a month without help. If they return sooner for any reason, they fail and are shunned by the rest of the community. They can participate in this rite only once more on their next birthday. Should they fail twice, they must leave the community, as their inventions are inadequate.

Invention Imperfect. Anita loved animals and decided to create a mechanical companion in the shape of her favorite, a fox. She began her work long before her sixteenth birthday but all the prototypes she produced turned out flawed in one way or another. She built the latest model just a day before her rite was to start and did not even have time to test it. Anita proudly presented the construct, called Vulpino, to her parents, and even though they congratulated her, their facial expressions did not bode well for her upcoming month in the wilderness.

Test of Worthiness. When the time came, Anita traveled to the forested areas south of her community. She reckoned survival would be easier there with a plethora of game, mushrooms, and fruits. Unfortunately, Vulpino was too slow to catch a rabbit and too loud to sneak up to a pheasant. Anita realized she would not be able to survive on fruits and mushrooms for the whole month. She was about to return to the community when a pack of wolves got her scent. She started running, and panicked as she was, did not notice a hole in the ground before her. Together, she and Vulpino fell into the depths. Anita wandered around dark tunnels for hours, and eventually, found a room carved in stone and illuminated with yellow crystals. There, an ancient Forge of Souls simply waited for her. Anita did not know the thing's name or what it was exactly, but somehow deep within, she intuitively knew how to operate the device. Anita placed Vulpino within the forge, fueled it with some of the crystals, and pulled a bronze lever. The forge burst into blinding flames and the whole process was finished in seconds.

Invention Unexpected. Vulpino came out a changed machine. It was perfect in every aspect and seemed far more intelligent than before. Its eyes glowed with a pale yellow light. Anita knew it was just the beginning. Maybe she was not a good inventor in precise terms, but she was able to reverse engineer her mechanical companion and the forge itself. She did not return to her community. She would rather the priests never discover the forge or judge her abilities. Anita decided to take her new inventions elsewhere.

Personality Trait. If I set my mind to something, you bet I'll find a way to do it.

Ideal. Not everyone is ready for real progress and drastic changes. New ideas should be introduced gradually.

Bond. Vulpino is my best friend. I can see in his eyes that he understands me.

Flaw. I'm not so good at coming up with fresh ideas from the air. I often steal ideas, take them apart, and reimagine them.



Anita Dustgleam

Medium humanoid (human), true neutral

Armor Class 14 (studded leather armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+4)	18 (+4)	13 (+1)	12 (+1)

Saving Throws Con +5, Int +7

Skills Animal Handling +4, Arcana +7, Investigation +7, Persuasion +4

Senses passive Perception 11

Languages Common plus one other language

Challenge 7 (2,900 XP)

Master of Deduction. Anita can add her Intelligence modifier to her Initiative rolls.

Perfect Combat. While attacking with her wrench, Anita can use her Intelligence modifier in place of Strength or Dexterity modifier for the attack and damage rolls.

Actions

Multiattack. Anita makes two Enhanced Wrench attacks.

Enhanced Wrench. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 10 (3d6) force damage and the target must make a DC 15 Strength saving throw. On a failure, the target is pushed 10 feet away from Anita.

Mend a Friend (Recharge 5-6). Anita repairs Vulpino if it's within 5 feet of her, restoring 21 (6d6) hit points to it.

Bonus Actions

Deconstructing Bomb (2/Day). Anita throws a bomb at a location within 30 feet of her. Each creature within 10-foot-radius of the impact must make a Dexterity saving throw. On a failure, the creature takes 27 (6d8) force damage and its weapons' damage dice are reduced by one step (for example, 1d8 becomes 1d6) until the end of a long rest. On a successful save, the creature takes half as much damage and its weapons aren't affected.

Reactions

Quick Switch. When Anita is hit with a melee attack by a creature within 5 feet of her and Vulpino is also within 5 feet of her, Anita can switch her place with Vulpino. Vulpino becomes a new target for the attack. If the attacker is still within Anita's range, she can make a melee attack as a part of the same reaction.

Vulpino

Medium construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Constitution +6

Skills Athletics +6, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages understands every language but doesn't speak

Challenge 4 (1,100 XP)

Enhanced Senses. Vulpino has advantage on Wisdom (Perception) checks that rely on hearing and sight.

Actions

Multiattack. Vulpino makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Bonus Actions

Enhanced Movement. Vulpino can take the Dash action as a bonus action.

Reactions

Sudden Pounce. Vulpino can make a bite attack against a creature pushed by Anita's enhanced wrench attack, if the creature starts this forced movement or ends it within 5 feet of Vulpino. This attack deals an additional 7 (2d6) damage.



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