



ECHOES OF EXTINCTION



WEEK 5





MONK: WAY OF THE MIRAGE

In the heart of the Qilo Isle, hidden among tall trees and mirages, a sect of monks practices an art as elusive as the rain that befalls this island. Known as the Way of the Mirage, these mystic warriors blend the physical discipline of martial arts with the ethereal craft of illusion in a practice that is necessary to avoid the many predators of Qilo. As disciples, they learn to manifest illusions so convincing that they can divert a blade and harm their enemies. At their most potent, they embody the essence of the mirage—here one moment, gone the next, leaving only bewildered enemies clutching at phantoms. For them, the line between the real and the illusory is but a veil, one that you can pull back or drape at will.

ILLUSORY BODY

Starting at 3rd level, whenever you take the Dodge action, you summon one illusory duplicate of yourself as per the *mirror image* spell. This duplicate lasts until the start of your next turn. Any duplicates you summon using this or any other monk feature cannot be seen through by blindsight or truesight. If you are under the effects of the *mirror image* spell and have fewer than 3 duplicates, when you take the Dodge action, this feature instead restores one duplicate.

Additionally, you can cast the *minor illusion* cantrip. Wisdom is your spellcasting ability for the spell.

DISTORT PERCEPTION

Also at 3rd level, your strikes break your foe's understanding of reality. After you hit a creature with an unarmed strike, it has disadvantage on Intelligence (Investigation) checks to discern illusions for the next minute.

FLICKERING FORMS

Beginning at 6th level, as an action, you can spend 2 ki points to cast *mirror image* without requiring material components. You can dismiss the spell at will (no action required).

FISTS OF THE MIRROR

Also at 6th level, while you have at least one illusory duplicate summoned, your unarmed strikes deal your choice of psychic or bludgeoning damage.

REALITY RIPPLE

When you reach 11th level, your duplicates have become so akin to reality that their destruction causes those who destroy them anguish and pain when destroyed. Whenever a creature destroys one of your duplicates, it takes psychic damage equal to one roll of your Martial Arts die + your Wisdom modifier.

LEGION OF ILLUSIONS

At 17th level, you've perfected the craft of your duplicate forms. As an action, if you don't already have any duplicates summoned, you can summon 9 duplicates of yourself, as per the *mirror image* spell, which last for the next minute. While you have 4 or more duplicates, you must roll a 3 or higher to change the attack's target to a duplicate. Whenever one of these duplicates is destroyed, you can teleport up to 15 feet in any direction (no action required).

Once you summon these duplicates, you can't do so again until you finish a long rest, unless you expend 5 ki points to summon them again.

PRIMAL DWARF

Before the majestic halls and intricate forges became the epitome of dwarven craftsmanship, the dwarves were a primal race, deeply rooted in the savage heart of the earth. Concealed in labyrinthine caves so impenetrable that no surface-dweller could ever find them, these ancient dwarves first tamed fire, igniting the spark that would one day forge empires. Yet some chose to remain in the shadowy depths, preserving their untamed essence and enigmatic cultures. They carved a subterranean world of their own, shrouded from the prying eyes of civilization. Now, as the mysterious Qilo Isle faces an impending invasion and the dread Yamiran stirs from an eons-long sleep, the primal dwarves have risen, emerging from their secluded underworld to face a world that has forgotten them.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Age.** Primal dwarves age much in the same way regular dwarves do, reaching maturity around 50 and living about 350 years.
- **Alignment.** Due to their animalistic society and lack of contact with the world above, primal dwarves live neutral, survival-oriented lives. Most are true neutral or chaotic neutral.
- **Creature Type.** Though you are bestial in nature, your creature type humanoid.
- **Size.** Stout, stocky, and covered in fur, primal dwarves weigh upwards of 300 pounds and stand around 5 feet tall. Your size is Medium.
- **Speed.** Due to their beastly roots, primal dwarves are deceptively fast. Your speed is 35 feet.
- **Languages.** You can speak, read, and write Common, Dwarvish, and Primordial.
- **Cave Dweller.** You have a burrowing speed of 10 feet.
- **Darkvision.** Accustomed to life underground, you have superior vision in dark and dim conditions. 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.
- **Trained Hunter.** As an action, you can enter an intense state of foraging and hunting. For the next minute, you have a blindsight with a radius of 10 feet and have advantage on any Wisdom (Survival) checks to find food or track prey.
- **Subrace.** The primal dwarves have all but gone extinct, with only two remaining tribes: the machaera and the mahmuti.

MACHAERA PRIMAL DWARFS

Deep within the underground jungle's untamed heart, where even the bravest dare not tread, resides a tribe of dwarves as ferocious and cunning as the sabertooth tigers that roam their verdant realm. Known as the machaera dwarves, they bear elongated canines and a predatory gaze, their agile bodies adorned with intricately patterned fur. Poised on the edge of their wooden platforms, with their sabertooth fangs at the ready, they await the moment to pounce, ready to protect their untamed paradise at all costs.

- **Ability Score Increase.** Your Dexterity score increases by 2.
- **Machaera Fangs.** You can use your fangs to make unarmed strikes. When you hit with them, the strike deals $1d6 +$ your Dexterity modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike. Once per day, when you hit a creature with your fangs, you can gain temporary hit points equal to your level.
- **Prowler.** If you move no more than 15 feet during your turn, you have advantage on Dexterity (Stealth) checks until the end of your turn.



MAHMUTI PRIMAL DWARFS

In an age long forgotten, a branch of dwarves grew enamored with the majesty of the mammoth, a creature whose every step echoed the primal rhythm of the earth. This kinship led to the birth of the mahmuti dwarves, formidable beings wrapped in shaggy pelts, their beards braided with heavy tusks. Ensnconced in icy fortresses carved into towering glacial walls, these dwarves honed their skills in survival against the relentless chill. With woolly bodies and tusked faces, the mahmuti stand as steadfast as the glaciers they call home.

- **Ability Score Increase.** Your Strength score increases by 2.
- **Mahmuti Tusks.** You can use your tusks to make unarmed strikes. When you hit with them, the strike deals $1d6 +$ your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike. Once per day, when you hit a creature with your tusks, you can force it to succeed on a Strength saving throw (DC equals $8 +$ your proficiency bonus $+ your Strength modifier$) or take $1d6$ piercing damage and be knocked prone. This damage increases by $1d6$ when you reach 5th level ($2d6$), 11th level ($3d6$), and 17th level ($4d6$).
- **Tusker.** If you move at least 15 feet in a straight line during your turn, until the end of your turn, you ignore all nonmagical difficult terrain.





HALF-DAUR EXILE



In the untamed wilds where the zindaur society scarcely reaches, there are people that embody both primal ferocity and calculating cunning. Covered in tough, armored scales and equipped with keen senses, these exiles excel in the art of trapping and ambushing unwary wanderers. Almost ghost-like in its ability to blend into its surroundings, half-daur exiles can lay traps so subtly that even the most experienced adventurers might find themselves ensnared. These elusive hunters are not merely a product of the wilderness—they are a manifestation of the wilderness itself, unforgiving and relentless.

HALF-DAUR EXILE

Medium humanoid (zindaur), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 19 (+4) | 15 (+2) | 11 (+0) | 16 (+3) | 8 (-1) |

Skills Acrobatics +7, Animal Handling +9, Stealth +7, Survival +9

Senses darkvision 60 ft., passive Perception 13

Languages Common, Primordial

Challenge 6 (2,300 XP)

Ambusher. The exile has advantage on attack rolls against any creature it has surprised.

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

Exile's Distrust. Any Charisma (Persuasion) checks made to persuade the exile are made at disadvantage.

Jungle Camouflage. The exile has advantage on Dexterity (Stealth) checks made to hide in jungle or forest terrain.

Speak With Plants and Beasts. The exile can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The exile makes two attacks. It can replace one of its attacks with Prepare Trap.

Machete. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage and 7 (2d6) poison damage.

Prepare Trap (3/Day). The exile prepares a trap on a surface no larger than 10 feet in diameter. The trap is nearly invisible and requires a successful DC 15 Intelligence (Investigation) check to be found. When a creature other than the exile touches the surface, the trap detonates. Whenever the exile arms a trap, it must choose one of the options below:

- **Earthbinder's Trap.** When detonated, the trap releases earthen magic. Each creature within 15 feet of the trap must succeed on a DC 15 Strength saving throw or become grappled and restrained for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- **Fiery Explosion Trap.** When detonated, it explodes in a flaming inferno. Each creature within 5 feet of the trap must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) fire damage and becomes ignited for 1 minute. An ignited creature takes 3 (1d6) fire damage at the start of each of its turns until a creature spends its action to put out the flames. On a successful save, a creature takes half as much damage and isn't ignited.

- **Paralyzing Poison Trap.** When detonated, the trap lets out a puff of purple smoke. Each creature within 5 feet of the trap must succeed on a DC 15 Constitution saving throw or become paralyzed until the end of its next turn.

Bonus Actions

Nimble Escape. The exile takes the Disengage or Hide action.

Trapmaster Mark (Recharges on a Short or Long Rest). The exile marks a creature it can see within 60 feet of it. The creature has disadvantage on saving throws against the exile's traps, and whenever the exile damages it with a weapon attack, it takes an extra 3 (1d6) of that weapon's damage type. This mark does not reveal the exile's location.





ZINDAUR SUN PRIEST



Within the heart of the ancient Qilo jungle, obscured by towering trees and shrouded in mystery, exists a solitary temple suffused with the radiance of the sun. Here resides the enigmatic being known as the Yamiran, a majestic fusion of prehistoric strength and divine power. Its priests ensure that whoever might fall upon the Qilo Isle shall fall as quickly as they arrived. With scales that shimmer like gold under the celestial gaze and a roar that reverberates like an invocation to the heavens, it stands as a living alliance between primal might and divine radiance.



ZINDAUR SUN PRIEST

Medium humanoid (zindaur), lawful neutral

Armor Class 17 (splint)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 10 (+0) | 15 (+2) | 11 (+0) | 18 (+4) | 14 (+2) |

Saving Throws Wis +7

Skills Medicine +10, Persuasion +5, Religion +6

Damage Resistances radiant

Senses darkvision 60 ft., passive Perception 14

Languages Common, Primordial

Challenge 6 (2,300 XP)

Light's Justice. When the priest starts its turn within bright light, it gains 5 (1d10) temporary hit points, which last until the end of its next turn.

Sun-Blessed Scales. The priest has advantage on saving throws against spells and other magical effects that deal radiant or fire damage.

Sun Priest Ascendancy (Recharges on a Long Rest). When the priest reduces a creature to 0 hit points, it is blessed by Yamiran and shapeshifts into a tyrannosaurus rex.

The priest's game statistics, including mental ability scores, are replaced by the statistics of the tyrannosaurus. It retains its current hit points, alignment, and personality. This transformation lasts for 1 minute or until the priest dies.

Actions

Multiattack. The priest makes two attacks.

Mace. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: light, sacred flame (2d8), guiding bolt

2/day each: cure wounds, daylight, spirit guardians


1/day each: guardian of faith, heal

Purge the Unworthy (Recharge 6). The priest unleashes a radiance-infused roar around it. Each non-zindaur creature within 15 feet of it must make a DC 15 Constitution saving throw. On a failed save, a creature becomes blinded and deafened for 1 minute and takes 9 (2d8) radiant damage. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't blinded or deafened.

Bonus Actions

Sun's Brilliance (3/Day). The priest causes its melee weapon attacks to magically deal an extra 14 (4d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn.





Cause Recklessness

1st-level enchantment (druid, warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You awaken the desperation in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Charisma saving throw or become reckless until the spell ends. While the creature is reckless, it has disadvantage on all Intelligence and Wisdom checks, and attack rolls against the creature are made at advantage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.



Enhance Ferocity

2nd-level transmutation (druid, ranger, sorcerer)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dino bone)

Duration: Concentration, up to 10 minutes


You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

Mammoth's Charge. If the target moves at least half of its speed straight toward a creature and then hits it with a melee weapon attack on the same turn, the creature must succeed on a Strength saving throw against your spell save DC or be knocked prone and take 2d8 bludgeoning damage.

Pterodactyl's Flight. The target has a flying speed equal to its current walking speed. This benefit works only in short bursts; it falls if it ends its turn in the air and nothing else is holding it aloft.

Raptor's Rage. The target has advantage on an attack roll against a creature if at least one of the target's allies is within 5 feet of the creature and the ally isn't incapacitated. Sabertooth Lunge. If the target moves at least half of its speed straight toward a creature and then hits it with a melee weapon attack on the same turn, the target must succeed on a Strength saving throw against your spell save DC or be knocked prone. If the creature is knocked prone, the target can make another melee weapon attack against it as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.



Mirrorblade

3rd-level illusion (bard, sorcerer, warlock, wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a mirror shard)

Duration: Concentration, up to 10 minutes

You conjure a reflective blade of mirrors. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d10 force damage on a hit, and has the finesse and light properties. In addition, while you are holding the blade, you have advantage on saving throws against any spell that targets only you (not in an area of effect).

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



Devastating Torment

8th-level necromancy (sorcerer, wizard)

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (the skull of a lich worth 10,000 gp)

Duration: Instantaneous

You choose a creature within range and impart upon it unending amounts of torment and anguish. It must make a Wisdom saving throw. On a failed save, the creature must choose one of the following: take 50 points of necrotic damage, lose its highest level spell slot up to 8th level (if it has any), or permanently reduce one of its ability scores of your choice by 1d10. When you cast this spell, but before you know whether the creature succeeds or fails on its saving throw, you can expend any number of spell slots of 5th level or higher. For each additional spell slot expended, the creature must choose and suffer one of the spell's drawbacks an additional time (it can choose the same drawback more than once).

ITEMS

SHADOWRAPTOR SCALE

Weapon (dagger or scimitar), rare (requires attunement)

This slick obsidian blade seems to absorb light rather than reflect it. Its hilt is wrapped in dark leather and embedded with minute shards of jet-black gemstones. As you grip it, a chilling sensation courses through your fingers, as if the blade itself hungers for the shroud of night.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while holding this weapon, you have access to the following properties:

- **Nightwalker.** While in dim light or darkness, your walking speed is increased by 10 feet.
- **Nightbringer.** Once per day, you can cast the darkness spell using the weapon without requiring components. When you cast the spell in this way, you can see through the darkness created by it.



BRONTOSAURUS AMULET

Wondrous item, rare (requires attunement)

A captivating amulet, its centerpiece a fossilized leaf forever preserved in translucent amber. The warm, golden hue glows softly, emanating an aura of tranquility and grounding. When held, an uncanny connection to the earth can be felt. It rests heavily against your chest, not as a burden, but as a comforting touchstone, fortifying the spirit against the terrors that lurk in the world.

The amulet has 6 charges, and it regains 1d6 expended charges daily at dawn. You can use the charges in the following ways while wearing it:

- Whenever a plant creature is brought to 0 hit points within 15 feet of you, you can expend any number of charges to regain 1d6 hit points for each charge expended.
- When you take the Attack action, you can expend any number of charges to increase your reach by 5 feet for each charge expended.
- Whenever you take poison or lightning damage, you can expend any number of charges to reduce the damage by 1d6 for each charge expended.