



Everdark Elves

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Credits

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Everdark Elves

Skittering in the night, vile creatures born of darkness prey on honest folk. From kidnapping naughty children, to turning milk red—countless generations of youngsters have known about the Everdark Elves as boogeymen. After a hundred years of absence, most people forgot about the vicious side of this cursed kind. Even though their presence has not been felt for the ages since they were defeated by the Regal Guard, the dark elves did not vanish from the face of the world. They were merely reforming and rallying after decades of infighting and power struggles. With new leadership, the Everdark Elves grow in numbers, becoming more dangerous than ever. Once more, people will soon suffer at the hands of dark elves.

Led by her eminence, mysterious Moth Mother Axza'marith, the Everdark Elves are ready to deal with their ancestral enemy, the Regal Elves, once and for all. They are preparing an unholy crusade fuelled by pain and scum to march into the vales and forests of the high folk. This time the Everdark Elves will not be defeated. They will crush everyone standing in their way—once their cousins' cities are razed to the ground, the dark elves will turn their baleful gaze upon other peoples. The whole world will soon usher in the era of Everdark.



Royal Eviscerator

Under the command of the Moth Mother's trusted officers, the royal eviscerators are the most loyal troops among the Everdark Elves and carry out their monarch's darkest and bloodiest wishes. Striking from the shadows, they are exceptional guerilla fighters and assassins. Royal eviscerators avoid open battlefields, preferring to lure their opponents into dense forests, caves, or ravines, where they can use the environment to their advantage. It is believed that not a single soul has ever escaped alive from an eviscerators' ambush.

The Moth Mother uses her loyal death dealers to get rid of any problematic people, be they within her Everdark domain or outside. One unfortunate rumor in the palace halls is often enough to turn Her Majesty's political opponents into traitors of the state. Royal eviscerators deal with such individuals ruthlessly, often making a public display of the capital punishment to make sure everyone understands—Moth Mother Axza'marith does not tolerate any dissension.



Royal Eviscerator

Medium Humanoid (Elf), Typically Lawful Evil

Armor Class 15 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +5

Skills Athletics +4, Perception +4, Stealth +7

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 3 (700 XP)

Proficiency Bonus +2

Ambusher. The eviscerator deals an additional 7 (2d6) damage against a surprised creature.

Fey Ancestry. The eviscerator has advantage on saving throws against being charmed, and magic can't put the eviscerator to sleep.

Sunlight Sensitivity. While in sunlight, the eviscerator has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The eviscerator makes two Scimitar or two Shortbow attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Smoke Bomb (2/Day). The eviscerator throws a bomb at a point within 60 feet of it. The bomb shatters, dealing 2 (1d4) bludgeoning damage to all creature within 5 feet of the point, and emits a cloud of smoke in a 15-foot-radius area. The area is heavily obscured for 1 minute.

Bonus Actions

Step Into Shadow. The eviscerator takes the Hide action.

Reactions

Disperse. After a creature makes an attack roll against the eviscerator, the eviscerator can use its reaction to move up to its speed without provoking opportunity attacks whether it took damage from the attack or not.

Pain Dealer

The elite among royal eviscerators are known as pain dealers. They are tasked with the most dangerous targets and often lead eviscerator hit squads. Pain dealers report directly to a caste of high priestesses, ladies of ichor, who act as Moth Mother Axza'marith's eyes and ears. Respected and feared even by other royal eviscerators, these dark elves are poster children of the Everdark military campaign. A pain dealer's mere arrival might stir terror in the hearts of their enemies and boost the morale of their companions—be it by dread or idolization.

During combat, these elite warriors are not afraid to stick their necks out of the shadows. Thanks to their proficiency with many types of arms, they are able to take on many and various enemies at the same time. Pain dealers can be quickly recognized by their hooked whips that tear flesh with ease. They use the terrifying weapons with such grace they look like they are performing a nightmarish dance.



Pain Dealer

Medium Humanoid (Elf), Typically Lawful Evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +7, Wis +5

Skills Athletics +5, Intimidation +5, Perception +5, Stealth +10

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Ambusher. The pain dealer deals an additional 10 (3d6) damage against a surprised creature.

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

Fey Ancestry. The pain dealer has advantage on saving throws against being charmed, and magic can't put the pain dealer to sleep.

Sunlight Sensitivity. While in sunlight, the pain dealer has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The pain dealer makes three Clawed Whip or Dagger attacks. Each hit increases the pain dealer's movement speed by 5 feet until the end of its turn. One Clawed Whip attack can be replaced with a use of Shadow Lash, if available.

Clawed Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage, and the target must succeed on a DC 15 Constitution saving throw if it is a creature. On a failed save, the target has disadvantage on attack rolls and saving throws until the end of the pain dealer's next turn.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 5 (2d4) poison damage.

Shadow Lash (Recharge 5-6). The pain dealer swipes with its clawed whip around itself. Each creature within 10 feet of the pain dealer must make a DC 15 Dexterity saving throw, taking 9 (2d4 + 4) slashing damage and being knocked prone on a failure. A creature that succeeds on the save takes half the slashing damage and isn't knocked prone.

Bonus Actions

Step Into Shadow. The pain dealer takes the Hide action.

Reactions

Acrobatic Dodge. After being hit with a melee attack, the shadow dealer can use its reaction to move 5 feet and avoid the triggering damage.



Scum Breeder

Medium Monstrosity, Typically Neutral Evil

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	8 (-1)

Saving Throws Str +6, Con +6

Skills Animal Handling +5, Nature +3, Stealth +4

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Elvish, Undercommon

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Fey Ancestry. The scum breeder has advantage on saving throws against being charmed, and magic can't put the scum breeder to sleep.

Grafted Mastery. The scum breeder has one of the following features (choose one or roll a d4):

1: Fetid Vapors. Any creature other than a scum breeder that starts its turn within 5 feet of the scum breeder must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all scum breeders for 1 hour.

2: Overgrown Appendage. The scum breeder's Grafted Appendage deals an additional 7 (2d6) damage and its reach increases to 10 feet.

3: Regenerative Tissue. The scum breeder regains 10 hit points at the start of its turn if it has less than half its hit point maximum and at least 1 hit point.

4: Twitching Appendage (1/Turn). The scum breeder can make an opportunity attack with its Grafted Appendage without using its reaction.

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

Sunlight Sensitivity. While in sunlight, the scum breeder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Scum Breeder

Some Everdark Elves purposefully disfigure themselves to become one with the scum of the earth. Members of the lower classes with no hope of climbing the social ladder occasionally decide to become scum breeders. They are pariahs living outside of society, though every dark elf respects the choice to live with, and be, vermin. Pests, insects, and other scum play a pivotal role in Everdark culture and mythology—even more so since Moth Mother Axza'marith ascended the throne.

Scum breeders graft monstrous appendages to their bodies and drink alchemical concoctions to transform themselves into hybrid monsters. Not only does the change augment their physique, but also influences their behavior and pheromone production. These mishappen individuals are accepted by scum and vermin from abyssal depths and live among them to perform selective breeding. Scum breeders produce strong, deformed, terrifying monsters that reinforce the Everdark army.



Actions

Multiattack. The scum breeder makes two Grafted Appendage and one Vermin Scythe attack.

Grafted Appendage. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Vermin Scythe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, and all Beasts allied to the scum breeder gain advantage on their first attack against the target until the start of the scum breeder's next turn.

Scum Concoction (1/Day). The scum breeder imbibes itself with a vile mixture. It can use its Hardened Carapace and Release Pheromone bonus actions for up to 1 minute.

Bonus Actions

Hardened Carapace (3/Day). The scum breeder gains resistance to all types of damage excluding force and psychic until the start of its next turn.

Release Pheromone (2/Day). All Beasts allied to the scum breeder within 30 feet of it gain 15 temporary hit points.

Summon Vermin (1/Day). The scum breeder conjures two swarms of insects or two swarms of spiders in an unoccupied space within 15 feet of it. The swarms are allied to the scum breeder and remain for 1 minute, until they die, or until the scum breeder dismisses them as a bonus action.

Lady of Ichor

Beautiful and deadly, ladies of ichor are high priestesses of the Spider Queen. Opponents faced with them in combat claim they are able to command masses with a single word and force enemies to change sides during battles. True or not, these women possess enormous divine powers and are not afraid to use them. So great is their power and majesty, lower-class citizens and servitors are not allowed to turn their gazes away from a lady of ichor they encounter.

The high priestesses often show their faith and dedication by venturing into the lairs of scum breeders. They ask the pariahs to graft vermin appendages to their own bodies. The more augmented a lady of ichor, the more beautiful she is considered by the dark elves. The Everdark Cathedral houses the archpriestess, who sacrificed her feminine body altogether to become a perfect being of the Everdark.

Ladies of ichor act as governors and generals. They are the only individuals who are allowed to meet with Moth Mother Axza'marith face to face. The priestesses set sacred rules and laws based on the monarch's plans, and most often exercise these decrees to their own benefit.



Lady of Ichor

Medium Humanoid (Elf), Typically Lawful Evil

Armor Class 16 (breastplate)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	15 (+2)	18 (+4)	15 (+2)

Saving Throws Con +5, Wis +7

Skills Arcana +5, Insight +7, Religion +8, Perception +7, Persuasion +5

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Undercommon

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Enthralling Aura. Any creature that starts its turn within 60 feet of the lady of ichor and sees her must succeed on a DC 15 Wisdom saving throw or be charmed by the lady of ichor until the start of its next turn. On a successful saving throw, the creature is immune to this aura for 24 hours.

Fey Ancestry. The lady of ichor has advantage on saving throws against being charmed, and magic can't put the lady of ichor to sleep.

Sunlight Sensitivity. While in sunlight, the lady of ichor has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The lady of ichor makes three attacks, using Spider Sword, Venomous Blast, or a combination of them. One attack can be replaced by a use of Spellcasting.

Spider Sword. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 11 (3d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour.

Corrosive Blast. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 90 ft., one target. *Hit:* 18 (4d6 + 4) acid damage, and if the target wears a nonmagical armor or carries a nonmagical shield, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

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

At will: *dancing lights, minor illusion, thaumaturgy*
2/day each: *bane, bless, command, darkness, enthrall, hold person, silence*

1/day each: *blight, freedom of movement, hold monster, insect plague*

Bonus Actions

Command Faithful. The lady of ichor targets one Everdark Elf within 30 feet of her that she can see. If the target can see or hear the lady of ichor, it can use its reaction to make one melee attack or to take the Dash action.

Moth Mother

Moth Mother Axza'marith is an enigmatic ruler. Most of the Everdark Elves have never seen her in person and can only admire her majesty and greatness in the shape of statues located in every city and town. The Moth Mother came to power through a series of deadly plots and betrayals—the usual case of succession in the dark elf monarchy—but no one is certain of her true ancestry. While people do not know her family name or past, one thing remains certain—Axza'marith guides the Everdark Elves towards their bright future. No one thinks or dares to ask whether this path ends like moths to a flame.

Only ladies of ichor have the privilege to meet and talk with Moth Mother Axza'marith in her throne room. During the monarch's rare public appearances, she usually remains on a dimly lit podium far from the people. Axza'marith's bright robes cover almost her entire body leaving everything to the imagination of the subjects. Most people assume the monarch's moth wings are an elaborate part of her costume or were grafted by a scum breeder.

In reality, Axza'marith is a sister of the queen of Redleaf Vastwood and once possessed a pair of grand butterfly-like wings. She felt betrayed and abandoned when she did not become a queen herself. In an act of abrupt revenge, she stole a branch of Rash'elath, the Mother Tree, and escaped her home. A few years later, Axza'marith stumbled upon a group of weakened dark elves who had suffered a crushing defeat. She realized that were they not in such a poor condition, they would certainly have killed her on sight. Instead, they allowed her to join them. The future monarch persuaded a scum breeder of the group to alter her body to become indistinguishable from a dark elf. The painful process of transformation took several years to complete and, eventually, the Moth Mother emerged.

Axza'marith uses the stolen branch as her Mantle of Power and it remains her deepest secret, one that can reveal her true ancestry. Since the branch is magical only in the hands of a Redleaf Elf, if any of the Everdark Elves held it, they would see it as a mundane piece of wood from the Redleaf Vastwood.



Moth Mother

Medium Fey, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	19 (+4)

Saving Throws Dex +8, Wis +7, Cha +8

Skills Arcana +7, Deception +12, Insight +7, Perception +7, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; fire, necrotic, poison

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Sylvan, Undercommon

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Fey Heritage. The moth mother has advantage on saving throws against magic and magical effects.

Actions

Multiattack. The moth mother uses her Deathmoth Visage and makes three Rash'elath Branch attacks.

Rash'elath Branch. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 18 (3d8 + 4) necrotic damage, and the target must succeed on a DC 16 Constitution saving throw or have its hit point maximum reduced by half the necrotic damage taken until it finishes a long rest.

Deathmoth Visage. Each creature of the moth mother's choice that is within 60 feet of her and sees her must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the moth mother is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Deathmoth Visage for the next 24 hours.

Mothmagedon (Recharge 6). The moth mother releases a wave of moths. Each creature within 10 feet of the moth mother must make a DC 16 Dexterity saving throw, or take 18 (4d8) necrotic damage and be pushed back by 30 feet. The pushed creature becomes blinded until the start of the end of moth mother's next turn and it takes an additional 18 (4d8) necrotic damage if it takes an action other than Dodge action on its turn. A creature that succeeds on the save takes half necrotic damage and isn't pushed back.

The moth mother's AC increases by 4 and she becomes heavily obscured until the end of her next turn.

Bonus Actions

Overpowering Dust (Recharge 5-6). The moth mother targets one creature she can see within 30 feet of her. The target must succeed on a DC 16 Constitution saving throw or be incapacitated for 1 minute. The incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Attack. The moth mother makes one Rash'elath Branch attack.

Silvery Glide. The moth mother teleports to an unoccupied space she can see within 60 feet of her.

Betrayer's Corruption (Costs 3 Actions). One creature of the moth mother's choice that she can see within 60 feet of her must make a DC 16 Charisma saving throw. On a failed save, the target becomes charmed and must obey the moth mother's verbal commands during its next turn and can't take reactions until then.



Carrion Hydra

Lurking in the depths of Everdark Cathedral, beware the carrion hydra. The living idealized monstrosity and pinnacle of the scum breeders' work. It brings death and decay to anyone who dares to approach it. Once the hydra is released upon the world, it will become the omen of corruption and destruction for all people. Only the Moth Mother and a few chosen scum breeders know that the hydra was once the dark elven archpriestess. Fuelled by the Spider Queen's vile powers, the archpriestess's body serves as an ideal subject for grafting and transmutation. The process is nearing its end, and once achieved, the Everdark Elves will finally start their ultimate advance and onslaught.



Carrion Hydra

Huge Monstrosity, Unaligned

Armor Class 16 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	20 (+5)	8 (-1)	10 (+0)	7 (-2)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Common, Elvish, Undercommon but can't speak; telepathy 120 ft.

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Hold Breath. The hydra can hold its breath for 1 hour.

Keen Smell. The hydra has advantage on Wisdom (Perception) checks that rely on smell.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many Bite or Pincers attacks as it has heads.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage plus 5 (1d10) poison damage, and the target must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Pincers. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained. The head grappling a creature can't be a part of Multiattack.

Carrion Hydra's Lair

The carrion hydra lives in the dank and forsaken catacombs beneath the Everdark Cathedral, where a selected few scum breeders tend to it. The hydra has not left its lair since the archpriestess's transformation began. Enemies of the dark elves, both dead and alive, are released in the catacombs for creatures to hunt.

Lair Actions

On initiative count 20 (losing initiative ties), the hydra can take one of the following lair actions; the hydra can't take the same lair action two rounds in a row:

Beastial Stomp. The hydra tramples the ground causing rocks and stone fragments to collapse. Each creature within a 15-foot-radius area centered on a point within 60 feet of the hydra must succeed on a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Dark Servitor. The hydra uses its divine nature to raise one of its former victims. A ghost appears in an unoccupied space within 60 feet of the hydra, acts on its own initiative count, and obeys the hydra's telepathic commands. The ghost dies after 1 hour.

Regional Effects

The whole cathedral is affected by the hydra's presence, creating one or more of the following effects:

Gathering Scum. Subterranean creatures within 1 mile of the cathedral that have an Intelligence score of 2 or lower are charmed by the hydra and aggressive toward intruders.

Omnipresent Host. The hydra is aware of all creatures present within its lair.

Putrid Depths. Cadavers and corpses of the hydra's victims are scattered across the catacombs. The unimaginable filth and stench impose disadvantage on all saving throws against poison and disease.

Spider Queen's Mantle. The divine nature of the hydra causes all divination spells cast inside the cathedral to fail..



Kerlitz Cri'var

Kerlitz patrols the Dust Frontier with his trusted companion, a magical panther named Fer'gwynnah. They keep the dangers of this cold-blasted desert at bay, making sure monsters and warring tribes do not reach the neighboring realms. It is a tough and mostly lonely life, but as a dark elf, Kerlitz is used to seclusion. Ever since he left Everdark society, his brother and sister elves despise him, and other people can rarely see past his former ties.

The Dust Frontier is a vast and open area, and while it often takes several days to travel across, Kerlitz knows how to spot the slightest traces of problems stirring up. Together with Fer'gwynnah, they know the quickest routes and the hidden trails that allow them to reach the most remote places. Even though the dark elf is a remarkable warrior, he would not be able to face every problem by himself. Fortunately, Kerlitz has a couple of good friends, namely Frauglar and Cearani, both of whom he can always rely on and send for in a time of need.

The rare travelers and adventurers who pass through the Dust Frontier can always count on Kerlitz's helping hand. He never refuses to assist people in need, even if it means putting his own plans on hold. Those who spend time with him quickly learn that this dark elf is nothing like the majority of his kin.

Personality Trait. "I don't need to prove anything to people. It's in my nature to help others, even if they don't respect me in return."

Ideal. "Everyone can change. One's fate is entirely in their own hands, no matter how much the past tries to hold them back."

Bond. "Fer'gwynnah and my friends mean all the world to me. I think of them each day and there is no power that could possibly keep us apart for long."

Flaw. "I put the safety of others before my own, which sometimes gets me into dire troubles."

Kerlitz Cri'var

Medium Humanoid (Elf), Chaotic Good

Armor Class 16 (studded leather)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	18 (+4)	14 (+2)	13 (+1)	16 (+3)	12 (+1)

Saving Throws Str +5, Dex +7

Skills Animal Handling +6, Athletics +5, Nature +4, Perception +6, Survival +6

Senses darkvision 120 ft., passive Perception 16

Languages Common, Dwarvish, Elvish, Undercommon

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Feline Companion. Kerlitz is accompanied by Fer'gwynnah, a magical panther (using a tiger stat block). If Fer'gwynnah is reduced to 0 hit points, it disappears in a puff of black smoke and returns to life next dawn at sunrise in an unoccupied space within 10 feet of Kerlitz.

Fey Ancestry. Kerlitz has advantage on saving throws against being charmed, and magic can't put Kerlitz to sleep.

Sunlight Sensitivity. While in sunlight, Kerlitz has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Kerlitz makes three Scimitar or Shortbow attacks. If he hits the same creature with two Scimitar attacks on the same turn, the creature takes an additional 7 (2d6) damage.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Communication Stone (1/Day). Kerlitz casts the sending spell using the stone as the material component. The target of the spell must possess a communication stone.

Spellcasting. Kerlitz casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

1/day each: animal friendship, goodberry, pass without trace

Reactions

Parry. Kerlitz adds 3 to its AC against one melee attack that would hit him. To do so, Kerlitz must see the attacker and be wielding a melee weapon

Frauglar Battleshield

Hailing from the Royal Plum Peaks, Frauglar Battleshield served in Adamantine Forge as an elite Dire Gryphon for years before the dwarven kingdom fell into ruin. He had been one of the famed warriors who rode griffins to quickly descend upon their enemies. The dwarf ventured out into the world, seeking a new noble purpose that would allow him to put his combat skills to good use. Eventually, Frauglar made his way to the Dust Frontier where he met Kerlitz and Fer'gwynnah. They went on a few adventures together and became close friends in the process, but eventually, dwarven honor forced Frauglar to return to his homeland.

The proud Battleshield feels he must bring Adamantine Forge to its former glory, or at the very least, take revenge on those who caused its downfall. He knows this path is going to take a long time, but his persistence remains strong. He knows that if the situation demands it, Kerlitz will come to aid him in this quest—and Frauglar is always ready to do the same for the dark elf.

Even though the dwarf is usually rough and unpleasant towards others, he has a soft spot for honorable and upright people. Such a person might find Frauglar unusually friendly, even for a dwarf, and earn his long-lasting respect. If they prove themselves in combat on top of that, even a goblin can befriend him.

Personality Trait. “What yer sayin’? I got no time to talk this nonsense. Ah, alright! You can mumble all you want but first use the pointy end of the balde you carry and finish the job!”

Ideal. “I’d put yer gold where yer yapping mouth is if I were ya!”

Bond. “There over yonder lies my old home. I’ll find a way to bring back her glory!”

Flaw. “Less talking, more fighting!”

Frauglar Battleshield

Medium Humanoid (Dwarf), Lawful Neutral

Armor Class 17 (scale mail, shield)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	12 (+1)	17 (+3)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Str +5, Con +5

Skills Animal Handling +4, Athletics +5, History +3, Intimidation +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Brave. Frauglar has advantage on saving throws against being frightened.

Dwarven Resilience. Frauglar has advantage on saving throws against being poisoned.

Reckless. At the start of its turn, Frauglar can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Multiattack. Frauglar makes two Gryphon’s Axe attacks.

Gryphon’s Axe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d8) lightning damage. The axe always lands at its maximum range or at the first solid surface it hits within its range.

Communication Stone (1/Day). Frauglar casts the sending spell using the stone as the material component. The target of the spell must possess a communication stone.

Bonus Actions

Lightning Return. Frauglar calls back its *gryphon’s axe* if it is within 60 feet of him. The axe returns in a straight path to Frauglar creating a 5-foot-wide line of lightning. Each creature within the path must make a DC 13 Dexterity saving throw, taking 9 (2d8) lightning damage on a failed save, or half as much damage on a success.

Cearani

Cearani was raised in the Dust Frontier and a harsh life was all she knew growing up. As a young girl, she lost her parents during a raid, and she had to quickly learn how to take care of herself. One early life lesson is that she can't put her trust in others, even people of her same tribe. Her approach to life changed only when she met Kerlitz years later.

The dark elf saved Cearani from a harpy ambush. The monsters attacked her tribe while it was traveling and managed to scatter its members. Were it not for Kerlitz, Cearani would have died that day. He defeated the harpies that chased and cornered her, and later tended to her wounds. The dark elf kept the girl in his care for a few days until she could travel on her own. Before she left, Cearani decided to ask him—with a great dose of hesitation—to help find and save the remaining members of her tribe. Considering all the hostilities of the Dust Frontier, they miraculously traced and rescued over a half of her people.

From that day forward, Cearani began to learn to trust people once more. The tribe announced her a hero and a savior, and promised her all the honors they could offer. For Cearani, it was all unnecessary. She wanted to follow Kerlitz's path and protect people in need. Now, she joins the dark elf on many of his quests, but tends to also travel beyond the Dust Frontier on her own to learn of the bigger world.

Personality Trait. "I'm suspicious of strangers, more than necessary. I hope one day I'll be able to see good in people first and foremost."

Ideal. "After all, what I do turns the Dust Frontier into a safer place for everyone—step by step, one monster or bandit at a time."

Bond. "When I'm on my journeys, I want to come back to the Dust Frontier. I know Kerlitz is there."

Flaw. "I'm growing too confident for my own good."

Cearani

Medium Humanoid (Human), Neutral Good

Armor Class 14 (leather armor)

Hit Points 71 (13d8+13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)	11 (+0)

Saving Throws Str +3, Dex +5

Skills Acrobatics +5, Perception +4, Stealth +5, Survival +4

Senses passive Perception 14

Languages Common, Elvish

Challenge 3 (700 XP) ~~**Proficiency Bonus** +2~~

Elusive Archer. When a hostile creature is within 5 feet of Cearani, she doesn't gain disadvantage on her ranged attack rolls.

Actions

Multiattack. Cearani makes two Dagger or Longbow attacks. One Longbow attack can be replaced by a use of Pinning Shot, if available.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/450 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Communication Stone (1/Day). Cearani casts the sending spell using the stone as the material component. The target of the spell must possess a communication stone.

Pinning Shot (Recharge 5-6). Cearani makes a Longbow attack against a creature within range. If the attack hits, the target becomes restrained (escape DC 13).

Bonus Actions

Precise Eye. Cearani's speed is reduced to 0 until the end of her current turn and her next successful ranged weapon attack deals an additional 9 (2d8) damage. Cearani can take this bonus action only if she hasn't moved during this turn.

Reactions

Target Practice. When a creature within Cearani's normal range moves more than 5 feet, she can take her reaction to make an opportunity attack with Longbow or use Pinning Shot, if available

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