



ECHOES OF EXTINCTION



WEEK 8



DOMAIN OF EGGS CLERIC

In the verdant jungles and ancient valleys where dinosaurs roam, clerics of the Egg Domain serve as sacred guardians of life's earliest stages. These devout servants are chosen by deities who watch over creation, fertility, and the untamed forces of nature. Their holy mission is deeply intertwined with the care and protection of dinosaur eggs, symbols of life's resilience and continuity. Revered as both caretakers and mystics, they are believed to hold ancient wisdom passed down from the time when colossal creatures ruled the lands.

Clerics of the Egg Domain are often seen tending to vast nesting grounds, their temples built around hatching sites that have existed for millennia. Their rituals and prayers are focused not just on the safeguarding of these eggs but also on the balance of nature itself, ensuring that the cycle of life continues unimpeded. In times of danger, these clerics become defenders, wielding divine powers that can shield their allies and smite their foes. They are the embodiment of the nurturing forces of creation, caring tirelessly for the next generation of majestic beings that once, and will again, roam the earth.

BONUS SPELLS

You gain domain spells at the cleric levels listed in the Egg Domain Spells table. See the Divine Domain class feature for how domain spells work.

EGG DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animal friendship, raptor strike*</i>
3rd	<i>animal messenger, enlarge/reduce</i>
5th	<i>conjure animals, haste</i>
7th	<i>polymorph, dominate beast</i>
9th	<i>insect plague, telepathic bond</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with herbalism kits. You also gain proficiency in the Nature or Survival skill (your choice).

EGGSHELL BARRIER

Also at 1st level, you know how to defend your friends from incoming blows by forming egg-like barriers. As a reaction when an allied creature you can see within 60 feet of you takes damage, you can reduce that damage by an amount equal to your Wisdom modifier.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: PROTECTED NEST

Starting at 2nd level, you can use your Channel Divinity to create a defensive nest that protects you and your allies. As an action, you present your holy symbol and invoke the sacred power of your deity to create a magical nest of protection. The nest manifests in a 10-foot radius sphere centered on a point you can see within 30 feet of you and lasts for 1 minute or until you dismiss it as a bonus action. You and allied creatures within the nest have half cover from all attacks outside the nest, can't be pushed, pulled, or teleported outside of the nest unless willing, and have advantage on Dexterity saving throws.





NEST WARDEN



By 6th level, you've empowered the extent of your protective magic. Your Eggshell Barrier reduces damage by an amount equal to your Wisdom modifier + your level in this class.



POTENT SPELLCASTING



Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.



INCUBATE



At 17th level, you can conjure an egg that's strong enough to grow a creature's power. When you use your Eggshell Barrier feature, you can choose to encase your ally in an incubating egg. Until the end of its next turn, the creature gains immunity to all damage, is incapacitated, can't be moved or teleported, and its speed becomes 0. Once the effect has ended, the creature emerges from the incubating egg. For the next minute or until it falls to 0 hit points, the creature can take two additional actions during its turn.

Once you've used this feature in this way, you can't do so again until you finish a long rest.



Cerebrum Tyrannus. In the heart of a mist-shrouded jungle, the cerebrum tyrannus stalks with a terrifying blend of prehistoric strength and dark intellect. Its eerie, squid-like head, adorned with writhing tentacles, surveys its domain with chilling awareness. Each thunderous step sends tremors through the undergrowth, and its psychic roar resonates through both the air and the minds of all nearby, asserting its dominion as a fearsome apex predator of both body and mind.

Mind flayers, driven by their insatiable thirst for knowledge and power, performed their dark rituals in hidden, subterranean chambers. They infused the primal essence of dinosaurs with their own alien intellect, hoping to create a servant that could traverse both the physical and psychic realms with ease. But what emerged from the depths was beyond their control—a creature that embodied the raw strength of ancient beasts and the advanced psychic capabilities of its creators.

CEREBRUM TYRANNUS

Huge aberration, lawful evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	21 (+5)	18 (+4)	17 (+3)	3 (-4)

Saving Throws Str +13, Int +9

Skills Arcana +9, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Senses tremorsense 120 ft., passive Perception 18

Languages understands Deep Speech

Challenge 15 (13,000 XP)

Maddened. Whenever the tyrannus takes psychic damage, it instead takes no damage and has advantage on all attack rolls until the end of his next turn.

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

Psionic Camouflage. The tyrannus has advantage on Dexterity (Stealth) checks.

Actions

Multiattack. The tyrannus makes two attacks: one with its bite and one with its psionic-infused tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 40 (5d12 + 8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the tyrannus can't bite another target.

Psionic-Infused Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 24 (3d10 + 8) bludgeoning damage. If the creature is concentrating on a spell, it takes an extra 16 (3d10) psychic damage.

Tentacles. Melee Weapon Attack: +13 to hit, reach 5 ft., one incapacitated creature or one creature grappled by the tyrannus. Hit: 78 (12d12) psychic damage. If this damage reduces the target to 0 hit points, the tyrannus kills the target by devouring its brain.

Spellcasting (Psionics). The tyrannus casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect thoughts, levitate*

1/day each: *dominate monster, plane shift (self only), telekinesis*

Psionic Roar (Recharge 5-6). The tyrannus magically roars with psychic energy in an 80-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 30 (5d8 + 8) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



MEMORYMUNCHER

Memorymuncher Raptor. The memorymuncher raptor is believed to be a product of arcane experimentation. It is both feared and sought after, as its ability to manipulate and consume memories and magical energy is of great interest to scholars and mages. Some say that the raptor's creation is linked to the mind flayers' pursuit of psychic domination, while others believe it to be a guardian of forgotten arcane secrets. These abilities make the memorymuncher raptor a formidable foe, particularly against spellcasters. Its presence on the battlefield adds a layer of strategy and danger, especially for parties reliant on magic and intelligence.



MEMORYMUNCHER RAPTOR

Medium aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	10 (+0)	15 (+2)	3 (-4)

Saving Throws Int +4

Skills Arcana +4, Perception +6, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 16

Languages understands Deep Speech

Challenge 9 (5,000 XP)

Adaptive Intelligence. Whenever the raptor reduces a creature's Intelligence score, the raptor's Intelligence score increases by an equal amount. This increase lasts until it finishes a long rest.

Expanding Intellect. If the raptor's Intelligence score is 18 or higher, the raptor can cast one of the following spells using its Spellcasting action, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 12):

1/day each: *dominate monster, feeblemind, mass suggestion*

Maddened. Whenever the raptor takes psychic damage, it instead takes no damage and has advantage on all attack rolls until the end of his next turn.

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

Mind Fog Aura. Each non-abberation creature within 15 feet of the raptor has disadvantage on saving throws made to maintain concentration on spells and abilities.

Pack Tactics. The raptor has advantage on an attack roll against a creature if at least one of the raptor's allies is within 5 feet of the creature and the ally isn't incapacitated.

Psionic Camouflage. The raptor has advantage on Dexterity (Stealth) checks.

Actions

Multiattack. The raptor makes two intellect drain bite attacks.

Intellect Drain Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing and 11 (2d10) psychic damage, and the target must succeed on a DC 17 Intelligence saving throw or have its Intelligence score reduced by 1d4 until it finishes a long rest. If it rolls a 4, the creature is also stunned until the end of its next turn.

Spellcasting (Psionics). The raptor casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 12):

At will: *detect thoughts, levitate*



STAFF OF PRIMORDIAL GROWTH

Staff, rare (requires attunement)

This staff is made from a twisting, verdant wood that seems to pulse with life. Its surface is covered in moss and tiny, flowering vines, and it occasionally sprouts leaves or small flowers. The top of the staff is adorned with a bright, emerald-green gem that glows softly when the staff's power is used.

This staff can be wielded as a magic quarterstaff.

The staff has 5 charges and regains 1d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff is destroyed in an otherwise harmless burst of primordial energy.

Giant Transformation. As an action, you can expend 1 charge and point the staff at a non-hostile beast that you can see within 60 feet of you. The beast transforms into its giant version (GM's discretion, generally using the stats for a giant version of the animal from the 5e rules or similar sources) for 1 hour or until it drops to 0 hit points.

Growth Spurt. As an action, you can expend 2 or more charges to slam the staff into the ground, causing the ground within a 20-foot radius of you to become difficult terrain for the next 10 minutes. The radius is increased by 5 feet for each additional charge expended after the first 2 charges.



STAFF OF THE SECOND SUN

Staff, very rare (requires attunement)

This staff is made of a golden wood that gleams with an inner light. Intricate carvings of suns and stars spiral up its length. When held, it feels warm to the touch, akin to basking in the light of a morning sun.

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

The staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff is destroyed in an otherwise harmless burst of radiant energy.

Second Coming. While wielding this staff, after you cast a spell of 1st level or higher with a casting time of an action or a bonus action, you can expend 1 charge to tap into its divine magic. Roll a d10; if the number rolled is equal to or higher than the level of the spell you just cast, you can immediately cast a cantrip as a part of the action used to cast that spell. This cantrip must be one you know and must have a casting time of an action.

Solar Confluence. As an action, you can expend 3 charges to cause the staff to emit a brilliant flash of light. Each creature within 30 feet of the staff that can see the flash must succeed on a DC 16 Constitution saving throw or be blinded for 1 minute. While blinded in this way, the creature also has disadvantage on any Constitution saving throws made to maintain concentration on spells or abilities. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property has been used, it can't be used again until the next dawn.



COMPONENT DISRUPTOR

Wondrous item, rare (requires attunement)

A component disruptor is a small, intricately designed box made from dark, almost black wood, with silver and arcane symbols etched across its surface. When held, it hums with a faint, almost imperceptible vibration. Opening the box reveals an array of lenses and mirrors, which bend light and shadows.

While holding the disruptor, you can use it in the following ways:

- **Component Munch.** As a reaction to a creature within 60 feet of you casting a spell with a material component, you can activate the disruptor. The target must make a DC 15 Strength saving throw. On a failed save, the material component is magically pulled into the disruptor, causing the spell to fail and have no effect. The component is then turned to dust by the box, unless it is a magical or enchanted item, in which case it is locked inside the box and can be retrieved as an action by a creature holding the box. Once this property has been used, it can be used again until the next dawn.

- **Alter Components.** As an action, you can target a creature within 60 feet of you and force it to make a DC 15 Wisdom saving throw. On a failed save, for the next minute, whenever the target attempts to cast a spell with a material component, it must roll a d6 on the altered components table below, changing the spell's effect as per the table. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

D6	Changed Element
1	The spell fails and has no effect.
2	The spell's range is halved. If its range was touch, its range becomes self.
3	If the spell dealt damage, it now restores hit points instead, and vice versa.
4	The creature must roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.
5	The spell's damage type changes to another damage type of the creature's choice.
6	The spell functions normally.

DINOHUNTER WEAPON

Weapon (any), rare

This weapon is crafted from a rare, sturdy material resembling fossilized bone, with intricate carvings of prehistoric creatures etched along its blade or shaft. The handle is wrapped in a rough, scale-like leather, providing a firm grip. The weapon seems to resonate with primal energy, especially when large creatures are near.

While wielding this weapon, you gain the following benefits:

- **Primal Strike.** When you make an attack with this weapon during your turn, you deal an extra 1d6 radiant damage to Larger or larger creatures on a hit.
- **Saurian Reflex.** While it is not your turn, this weapon's reach is increased by 5 feet. Whenever you hit with an opportunity attack using this weapon, the target's speed is reduced by 10 feet.

