

INFERNAL

AUGUST RELEASE DWARVES



**STATBLOCKS FOR 5E
CAMPAIGNS**

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Credits

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Evil from the underground

Evil can't be stopped. It can be slowed, postponed, weakened, but not completely eradicated. In this case, it was lurking underground for someone to find it. All it took was patience and one small promise. Once it began to spread, there was nothing to stop it. Now there is a whole land covered by evil forces. Converting the strong ones and killing weaklings. Expanding more and more to vast regions, destroying all opposing forces in the process. An army to be reckoned with. All in the pursuit of unlimited power, long forgotten knowledge and unimaginable wealth.

Such generosity and all in needs is a little bit of help. Why is it even called evil if it is helping everyone with their dreams? All can be reduced to one simple word: Diversity. In the end it will all come down to a fight between brothers and sisters, but those with weak minds can't see it. It is too late for them. They are already filled with lust, greed and pride. This is why one should train his will. Only then you can see the painful truth that rewards and dreams will come only with hard work. And only then you have the possibility of reaching them.

There is unfortunately one major problem. Chaos is continuously growing and at one point the big battle between good and evil will emerge. It is inevitable. How can everyone defend themselves if one side is so strong? There is still hope. If all races and creatures would create a pact, it will be an army so numerous, that even chaos would have problem to destroy it. The thing is that with time, less and less people can join the good side and many more are against them.

In the end it comes down to one believes. Good or evil, it does not matter. One side of the conflict cannot exist without the other. What really matter is if you receive what you wanted. Choosing the righteous path, spending time and working hard toward your dreams, or following the chaos, blinded by the false promises of fulfilled desires? This is the real question, and the answer should be simple.



Tavrosphinx

Large Monstrosity, Lawful Neutral

Armor Class 17 (Natural Armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

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

Saving Throws Str +8, Con +8, Int +8, Wis +7

Skills Arcana +8, Athletics +8, History +8, Perception +7

Damage Resistances Bludgeoning, Piercing and Slashing from Non-magical Attacks

Damage Immunities Psychic

Senses Truesight 120 ft, Passive Perception 13

Languages Common, Sphinx, Celestial

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Inscrutable. Tavrosphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain Tavrosphinx's intentions or sincerity have disadvantage.

Magic Weapons. Tavrosphinx's weapon attacks are magical.

Spellcasting. Tavrosphinx is a 9-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. Tavrosphinx has the following wizard spells prepared:

Cantrips (at will): *Encode Thoughts*, *Mage Hand*, *Minor Illusion*, *Prestidigitation*

1st level (4 slots): *Detect Magic*, *Fog Cloud*, *Earth Tremors*

2nd level (3 slots): *Detect Thoughts*, *Mirror Image*

3rd level (3 slots): *Dispel Magic*, *Fear*

4th level (3 slots): *Storm Sphere*

5th level (1 slot): *Legend Lore*

Actions

Multiattack. Tavrosphinx makes two hooves attack.

Hooves. *Melee Weapon Attack* +8 to hit. Reach 5 ft., one target. *Hit:* 12 (2d8 + 4) bludgeoning damage.

Legendary Actions

Tavrosphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tavrosphinx regains spent legendary actions at the start of its turn.

Hoof attack. Tavrosphinx makes one Hooves attack.

Teleport (Costs 2 Actions): Tavrosphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a spell (Costs 3 Actions): Tavrosphinx casts a spell from its list of prepared spells, using a spell slot as normal.

Tavrosphinx

Sphinx race have many secrets. One of them is that everyone born with a flaw is kept locked, hidden from the world around. Tavrosphinx was one of that flaws. Having hooves instead of claws was treated like a mutation. A shameful trait meaning he was not a pureblood sphinx.

He managed to escape during a big commotion of unknown origin. During his runaway he noticed that it was in fact the chaos army that raided his homeland. Despite that he did not feel the need to protect his home. It never really was his home. He hid in the mountains hoping to finally learn about the world he was kept away from.

His happiness was not long. With time he met some creatures but his look only scared them. His current home was raided and he had to escape again, and again, and again. That is until one time he met someone from his own race. Someone flawed like him. Someone who said that there is a place for a proteus like himself. That is how Tavrosphinx found his new home within chaos territories. Peace from the same people who raided his land.



Spiral Trickster

There is a magic school that says everyone can learn magic. Many people go there to learn the arcana, however there are some individuals that despite long training can't cast even a simple spell. That is of course not a problem for that university as they have a solution for each mind no matter how resilient. These individuals are sent to nearby basement to receive a special treatment.

This treatment consist of many dangerous experiments that have high mortality rate. Those who survive are then send to the far east to receive their training. This time they are able to cast even a powerful spells successfully on their first try. There is one catch however. They can only use chaos magic, usually one connected with serpents and snakes. One of the first spells they learn is to summon a viper elemental that appear as a liquid-like snake surrounding the summoner. Hence the name Spiral Tricksters.

The hunger for power appear within them and after they learn everything they can from the forbidden books, they are send to the world. Going from land to land they search more and more powerful spells. When they find someone who can offer them knowledge, they can be a great ally, and if no one can teach them anything, they kill everyone in cold blood.



Spiral Trickster

Medium Dwarf, Neutral Evil

Armor Class 11

Hit Points 35 (5d6 + 15)

Speed 25 ft.

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

Saving Throws Con +5, Cha +5

Skills Deception +5, Intimidation +5, Athletics +3

Damage Resistances Acid

Damage Immunities Poison

Senses Passive Perception 13

Languages Common, Dwarvish

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Acid Blood. When an enemy deals damage to Spiral Trickster from melee attack, that enemy must make a Condition saving throw. If they fail they receive 1d4 poison damage.

Spellcasting. Spiral Trickster is a 5-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Spiral Trickster have the following wizard spells prepared:

Cantrips (at will): *Acid Splash*, *Mind Sliver*, *Minor Illusion*, *Poison Spray*

1st level (4 slots): *Acid Stream*, *Poison Chaos Bolt*, *Ray of Sickness*

2nd level (3 slots): *Dragon's Breath*, *Invisibility*

3rd level (2 slots): *Dispel Magic*

Actions

Poison Dagger. *Melee Weapon Attack:* +3 to hit. Reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage and *Hit:* 3 (1d4 + 1) poison damage.

Venom Elemental. (1/day). Serpent trickster can summon a venom elemental to aid him during a battle. The elemental remains for 5 rounds and must stay within 20 ft of the summoner. It does not have Hit Points and thus can't be killed, but it can be dispelled. The elemental can attack only using spells that are known by his summoner. It uses his summoner statistics.

Bonus Actions

Poisonous Cloud. (Recharge 3-4). Spiral Trickster creates a poisonous cloud on every adjacent field. The cloud remains for 3 rounds. Both enemies and allies receive 1d6 poison damage at the end of their round if they would stay on or pass through at least one of poisoned fields.

Reactions

Elemental change. When an enemy cast a damage dealing spell at the Spiral Trickster, he can quickly cast a short spell that will change received damage type to poison.

Tyrant Commander

Tyrant Commander

Large Fey (Centaur), Chaotic Evil

Armor Class 17 (Splint Armor)

Hit Points 112 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +9, Dex +7, Con +7

Skills Athletics +9, Perception +5, Nature +4, Intimidation +3

Damage Resistances Slashing and piercing

Senses Passive Perception 15

Languages Common, Sylvan, Dwarven

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

Exhausting Strength. Tyrant Commander is so powerful that he is used to fight short battles. However if the battle prolongs he gets weaker and more tired with time. At the beginning of the battle Tyrant Commander AC is increased by 2, but starting from second round it is lowered by 1 each round to a minimum of 10.

Charge. If Tyrant Commander moves at least 25 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes extra 10 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Multiattack. Tyrant Commander makes three attacks: One with its hooves and other two with its weapons.

Hooves. *Melee Weapon Attack:* +9 to hit, Reach 5 ft., one target. *Hit:* 15 (2d8 + 5) bludgeoning damage.

Greataxe. *Melee Weapon Attack* +9 to hit. Reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Skinning Blade. *Melee Weapon Attack:* +9 to hit. Reach 5 ft., one target. *Hit:* 9 (1d6 + 5) slashing damage.

Show Your Power. (Recharge 5-6). If there are at least 4 allies in 50ft radius, Tyrant Commander can make a ferocious attack showing his true strength and thus confirming why he is the leader. Pick any attack and triple the damage dices. You can't perform "Multiattack" and "Show Your Power" in the same round.

Bonus Actions

Feral Roar. (Recharge 3). Tyrant Commander wildly roars inspiring all allies and scaring all enemies in a 50ft radius. After the roar, first attack roll of every ally is with advantage and first attack roll of every enemy is with disadvantage.

In chaos forces no one is promoted to the role of the leader. You can't earn it, you must take it by force. That way he can assert dominance. Current commander prevail much longer than his predecessors. That itself is a way to show power. Many tried to overthrow him but his remarkable strength was no match for his rivals.

With time, everyone accepted that he should be the one and only leader of the chaos armies and no one dared to disobey him. Unfortunately that was not enough. The centaur got so bored that almost everyday he would pick someone from his own army for the fight to the death. Sometime he would fight two, three or even more enemies at once. Obviously the commander was victorious every single time.

He was called many names but there was one he would hear much more than the others: Tyrant. That is why he started to call himself the Tyrant Commander. Terrifying name that will cause panic in the ranks of his enemies and show his power so that everyone in his army would obey his command. Even if they would mean a certain death.

Reactions

Retaliation. When an enemy attacks Tyrant Commander, instead of blocking he can try to hit attacking enemy with one hoof. Hit 9 (1d8 + 5) bludgeoning damage. Both attack hits automatically.



Chaos Reavers

Medium Dwarf, Chaotic Evil

Armor Class 16 (Chain Mail)

Hit Points 49 (5d10 + 15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +1

Senses Darkvision 60 ft, Passive Perception 11

Languages Common, Dwarvish

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

Dwarven Resilience. Chaos Reavers have advantage on saving throws against poison and they have resistance against poison damage.

Stonecunning. Whenever Reavers make an Intelligence (History) check related to the origin of stonework, they are considered proficient in History skill.

Combat Training. Every Chaos Reaver is proficient with battleaxe, handaxe, light hammer and warhammer.

Combat Inspiration. Chaos Reavers can't have disadvantage on attack roll during first round of the battle.

Actions

Handaxe. *Melee Weapon Attack:* +6 to hit. Reach 5 ft., one target. *Hit:* 8 (1d6 + 4) slashing damage.

Light Hammer. *Melee Weapon Attack* +6 to hit. Reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Shield bash. *Melee Weapon Attack:* +6 to hit, Reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +3 to hit. Reach 30/90 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Chaos Reavers

Reavers are tasked with clearing mines, caves and other underground complexes. This is usually the first step to populate them. As it is almost always unknown what creatures they will meet, they are proficient with many weapons and learn many tactics to adapt to the situation. It is common knowledge that they usually die from old age rather than battle wounds.

There was however once a situation, deep below the surface, that even they could not handle. They were tasked with clearing an old human excavation zone from possible hostile creatures. A simple task. However none of them predicted that they would find an artifact emanating with pure chaos energy. They could hear whispers all around despite no one beside them being there.

After a few hours of waiting, the Reavers finally came back from the cave. Everyone watched them as something was off. They had a peculiar glow in their eyes. The reavers, this time with others went again to the artifact. They then blocked the exit and forced others to listen to the voices. Chaos was taking everyone over, one by one.

Right now they plunder cities and villages, capturing everyone they can, so they can bring them to the artifact. All because chaos power must grow. All because the voices promised them something. Something they do not know is a false promise.

Bonus Actions

Brave Taunt. (*Recharge 4*). Chaos Reaver taunts all adjacent enemies. They are forced to attack him that round. During this time his AC is increased by 2 and he cannot attack. This action can't be done if an attack action was made this round.

Reactions

Shielding. When an enemy attacks adjacent Chaos Reaver, you can use your shield to partially cover that Chaos Reaver. That attack has disadvantage.



Urrazire

The moment Urrazire was born he was destined to be the villain. You can't change your destiny. From his youngest years he was always blamed for the crimes he never committed. There was always that one sentence he would hear all the time: "You are the evil one!" Despite all that, he always tried to do good. Always trying to fight with his fate, with his racial stereotypes.

In his early twenties, he joined the order of monks in the nearby village. Even though "his" criminal record was quite long and shameful, the order accepted him believing that it is not someone's past that matters, but the will to change own nature. For years he trained his faith. He could finally live in peace he needed for so long. That is until the village got raided by forces of chaos.

Despite his training, instead of defending the land he hid himself. When it was quiet again, he saw that whole village was razed. Almost everyone was dead. The few people left alive were woman and children who also hid themselves in the underground. They would even dare to call Urrazire a traitor, as he was supposed to defend the village with other monks. He remained calm until he heard one short sentence said by an older woman.

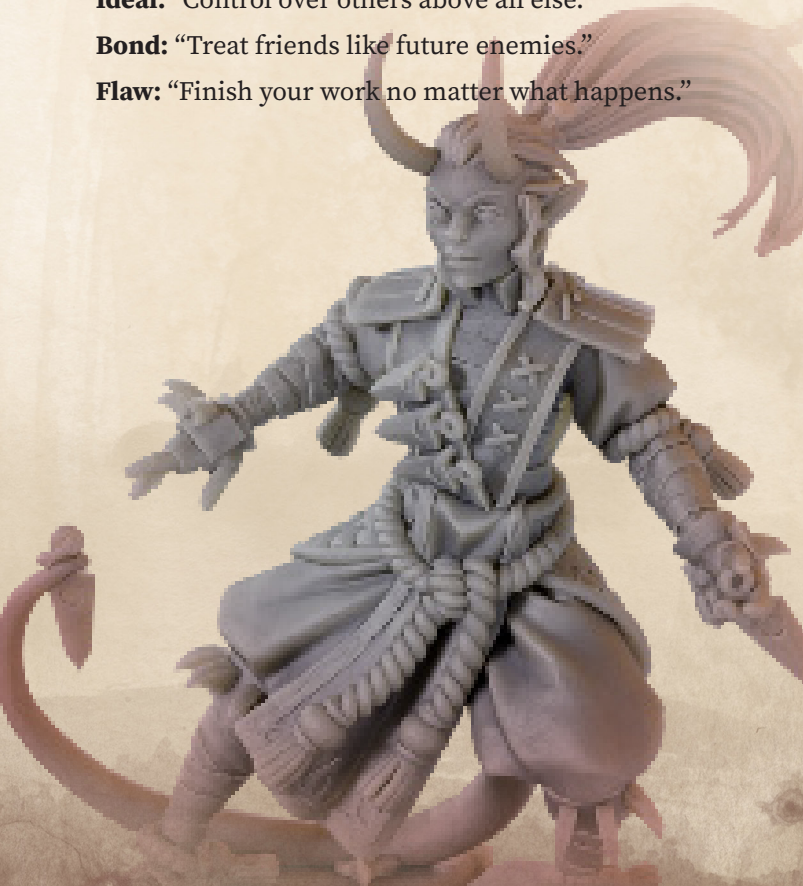
"You are the evil one!" At that moment he lost his last spark of hope for being seen as the good person. Everyone would always view him as the villain. He took a few steps to a nearby corpse, took a dagger and throw himself at remaining survivors slaughtering everyone. That day he finally understood that there was no point in fighting his destiny. He must be the evil one. That is the only thing he can be good at.

Personality Trait: "Leave everyone two steps behind."

Ideal: "Control over others above all else."

Bond: "Treat friends like future enemies."

Flaw: "Finish your work no matter what happens."



Urrazire

Medium Humanoid (Tiefling), Neutral Evil

Armor Class 15 (Unarmored Defense)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +6, Str +4

Skills Acrobatics +6, Stealth +6, Deception +3

Damage Resistances Fire

Senses Darkvision 60 ft, Passive Perception 12

Languages Common, Infernal

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Unarmored Defense. While wearing no armor, AC equals 10 + Dex modifier + Wis modifier.

Unarmored Movement. While wearing no armor or shield, speed is increased by 10 ft.

Martial Arts. Urrazire gain following benefits while unarmed or wearing monk weapons and not wearing armor:

- You can use Dex instead of Str for attack and damage rolls,

- When you perform attack action with an unarmed strike or monk weapon you can make one unarmed strike as a bonus action.

Infernal Legacy. Urrazire know thaumaturgy cantrip. He can cast Hellish Rebuke and Darkness once per long rest.

Actions

Extra Attack. When making an Attack action Urrazire can make two attacks rather than one.

Dagger: Melee Weapon Attack: +4 to hit, Reach 5 ft., one target. *Hit:* 4 (1d4 + 1) slashing damage.

Throwing Dagger. Ranged Weapon Attack +6 to hit. Reach 20/60 ft., one target. *Hit:* 4 (1d4 + 1) piercing damage.

Bonus Action

Painful Dash. (Recharge 3-4). Urrazire can dash in a straight line for a maximum of 30 ft, attacking all enemies he passed by with his dagger.

Reactions

Second Chance. If an enemy is about to deal damage to Urrazire he can quickly try to block the attack again but with his tail. Attacking enemy must make an attack roll again. AC of second roll is always 10.

Kaartas Marbor

Kaartas Marbor

Medium Humanoid (Dragonborn), Neutral Good

Armor Class 11

Hit Points 44 (7d6 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	17 (+3)	12 (+1)	9 (-1)

Saving Throws Int +6, Wis +4

Skills Arcana +6, Medicine +4, Perception +4

Senses Passive Perception 14

Languages Common, Draconic

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Bronze Draconic Ancestry. Due to draconic ancestry Kaartas have resistance to Lightning. He can also cast Lightning Dragon Breath once per rest.

Spellcasting. Kaartas Marbor is a 7-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Kaartas Marbor have the following wizard spells prepared:

Cantrips (at will): *Dancing Lights, Minor Illusion, Shocking Grasp, Thunderclap*

1st level (4 slots): *Color Spray, Mage Armor, Thunderwave, Witch Bolt*

2nd level (3 slots): *See Invisibility, Shatter, Wristpocket*

3rd level (3 slots): *Lightning Bolt, Sleet Storm, Thunder Step*

4th level (1 slot): *Elemental Bane*

Draconic Knowledge. Kaartas Marbor have advantages on Arcana and Medicine ability checks.

Magic Memory. Kaartas Marbor can't have disadvantages on Arcana and Religion ability checks.

Actions

Heavy Staff. *Melee Weapon Attack* +4 to hit. Reach 5 ft., one target. *Hit:* 7 (1d12 + 1) bludgeoning damage.

Bite. *Melee Weapon Attack* +4 to hit. Reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and *Hit:* 3 (1d4 + 1) thunder damage.

Reactions

Magic Barrier. When an enemy cast a spell at the Kaartas Marbor, he can quickly cast a small barrier that will half the damage received from that spell.

Kaartas Marbor comes from the strange family. Each generation always has three brothers. The oldest will be the head of the family. Second son is supposed to be the general of the army. The youngest one is destined to be a grand wizard. This time, however, was slightly different. The fourth child was born.

According to a legend, fourth child is a symbol of ruin that will come to the family. That fourth child was Kaartas. The family was fully aware of the legend but they would not care about it. It was their son after all. Seeing that Kaartas was fascinated by magic, they let him train with his slightly older brother.

Within next years he became a proficient wizard, but there was still one problem. No one knew what should he do. His brothers all took supposed roles in the family but there was nothing for him. That's when he decided to venture into the world. Gathering knowledge, helping others and learning magic from different races. The family agreed with his wish and after a small banquet he left his home.

Kaartas spend years wandering from place to place. Learning about local culture and telling stories about his home. He was also exchanging letters with his family twice a month. That is until letters suddenly stopped arriving. Worried about what could happen he is now going all they way back home, hoping that he will meet his family instead of ruined lands.

Personality Trait: "Treat others how you want to be treated."

Ideal: "Knowledge for everyone."

Bond: "No matter the distance, keep contact with your family."

Flaw: "Afraid of the unknown."



Pemappias

Pemappias lived a simple life, spending his time with family and friends. Partying almost everyday he didn't know what grief, pain or regret was. The group traveled around the world Performing in exchange for food or accommodation. This was everything they needed.

One evening, along with his family, he was performing for a very generous nobleman. His generosity was unlike anyone they met so far. They felt a little bit anxious but nonetheless they had much fun. They went to sleep in the morning and despite the fact they do not need much rest, everyone slept for almost a whole day. When they woke up, the nobleman was nowhere to be found.

They were feeling uneasy because of this whole situation. Some members of the group fell in depression because of how long they slept, some were angry because of lost time, others felt impatient for the next party. All around everyone was negative. They felt emotions they never knew even existed. Pemappias gathered everyone to decide what they should do next. During the meeting he picked the ones that are the least affected by the negativity. Their goal was simple. Find the nobleman and discover the truth.

They searched the surrounding, but to no avail. Then they searched bigger and bigger areas. Finally each member of the searching group went to a different land. Pemappias went to the east, where he heard chaos was present. He was scared and overwhelmed but he moved on, hoping to find the solution. Hoping to find peace and happiness for himself and his family.

Personality Trait: "Living from party to party with breaks for travel."

Ideal: "Safety for the herd."

Bond: "Birth family is the only one that matters."

Flaw: "Centre of attention all the time."



Pemappias

Medium Humanoid (Faun), Neutral Good

Armor Class 13 (Leather Armor)

Hit Points 39 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	12 (+1)	10 (+0)	19 (+4)

Saving Throws Cha +6, Dex +4

Skills Performance +6, Nature +3, Perception +2

Senses Darkvision 60 ft, Passive Perception 12

Languages Common, Sylvan

Challenge 3 (700 XP)

Proficiency Bonus +2

Magic resistance. Pemappias have advantage on saving throws against spells and other magical effects.

Fey Ancestry. Pemappias have advantage on saving throws against being charmed, and magic can't put him to sleep.

Trance. Pemappias sleep very lightly, remaining semiconscious, for 4 hours a day. After resting in this way he gain the same benefits that a human does from 8 hours of sleep.

Spellcasting. Pemappias can cast one of the following spells, using Charisma as spellcasting ability:

Vicious Mockery, Message, Sleep

Actions

Dagger. *Melee Weapon Attack:* +1 to hit, Reach 5 ft., one target. *Hit:* 2 (1d4 - 1) slashing damage.

Ram. *Melee Weapon Attack:* +1 to hit, Reach 5 ft., one target. *Hit:* 4 (2d4 - 1) bludgeoning damage.

Bonus Actions

Quick inspire. (*Recharge 2-3*). Pemappias can sing a short but inspiring song that will give additional d4 dice for all attack rolls until his next round.

Reactions

Throwing Rock. When an enemy attacks an ally, Pemappias throws the rock at the enemy causing disadvantage on the attack roll. That enemy must attack Pemappias next round.

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