

# TRAVERSE THE H'RETHI DESERT

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# THE H'RETHI DESERT

The H'rethi Desert is a massive, unforgiving desert with untold secrets buried beneath the surface. At its center lies a magnificent temple, known as a place of spiritual and scholastic enlightenment for those brave enough to reach it. Legends speak of a mysterious crystal located somewhere beneath the temple's twisting caverns, that serves as both the desert's physical tether and magical fuel source.

The H'rethi desert is loath to reveal its secrets, however, and delights in leading treasure seekers astray in its winding maze. It seems to select its targets indiscriminately, utilizing mirages, the monstrous inhabitants of the sands, and powerful psionic magic to avoid scrutiny. Truly, if the ravaging heat and lack of moisture don't kill, there's no shortage of other possible ways to die.

## ATMOSPHERE

As a blazing sunrise eagerly advances above a seemingly endless horizon, the gently shifting sand underfoot grows painfully hot. The very air itself warps and wavers under the oppressive heat of the unforgiving sun. As sweat forms upon brow and back, the greedy desert drains it away, leaving only salt behind. Even breathing is difficult, as the harsh winds carry granules of sand into the deepest crevasses, fighting towards the lungs. The H'rethi Desert's message is crystal clear: you don't belong here.

- The heat of the sun is unendingly oppressive, burning exposed skin, and blinding the eyes. Even the nights are hot as the sand underfoot releases its stored warmth.
- Throughout the H'rethi Desert, water is the most precious and scarce resource. Occasional oases are frequented by all of the desert's denizens, and the most prepared travelers become the largest targets for raiders.
- Navigation across the dunes is exceptionally difficult during the day, as mirages mingle with the unremarkable dune-ridden landscape to confound the eyes. As such, experienced navigators rely on the stars to correct their course each evening.
- The few existing landmarks, such as jutting stones or occasional cliff faces, can occasionally seem to more or rotate overnight—as if moved by some force.
- Tracking is nearly impossible in the sands, as the winds shift even mighty dunes into valleys over the course of mere days. The shifting dunes can uncover strange and mysterious ruins, but only briefly.

## ROVING BANDITS AND BEASTS

Roaming far and wide across the desolate wastes, the desert's various denizens struggle for survival. Many vicious beasts protect their territory fiercely, and even frequently traveled paths are fraught with nomadic bandits and highwaymen eking out their meager existence. Some of these roving raiders justify their violent lifestyle by pointing towards the Desert Soul's harsh terrain and methodology, but others simply take advantage of the weary pilgrims of the desert.

## SPIRITUAL CONNECTION

The H'rethi Desert has a strange, yet powerful connection to other planes beyond the Material. Many priests and sages make treks across the world in an attempt to strengthen their bond with their powers of choice. Many devout pilgrims experience a strange call in the desert winds, and others tell stories of shifting sands that reveal iconography or messages from beyond. A lucky few brave their way to the desert's center, and upon their return claim to have met with their deities.

Occasionally, individuals traveling the sands for other reasons experience callings such as these, claiming blessings of magic, increased luck, or survival, granted by an unnamed deity of the sands themselves. These claims result in skepticism among the religious, as some attempt to qualify such a mysterious power. Very few have realized that the source of such blessings was the desert's soul itself—a strange, magical sentience—that could sow such chaos amongst its landscape, as well as the world's most devout.

## THE DESERT SPIRE

At the heart of the desert, cloaked in dense mirage, lies the Desert Spire. A simple tower carved from stone, it provides access to an infinitely shifting series of crystal caves that guard the desert's soul and amplify its magic: The Crystalline Caverns. A person or group seeking the Spire must make 3 consecutive DC 18 Wisdom (Survival) checks, making one check at the start of each day.

## THE CRYSTALLINE CAVERNS

Presented here are 100 example dungeon room ideas so that you can make your own shifting temple each time your characters venture inside. The Spire's close connection to the various planes of existence allows persistent and powerful adventurers to utilize it as a means of teleportation, while other parties make use of its seemingly infinite caverns for convenient challenges and treasures. Ultimately, it's up to you what goals and adventures can be achieved in the Crystalline Caverns. Roll on or choose from the table on the following page for room ideas. You can choose to roll multiple times on the table, combining the room prompts when you do.

It's said that the home of the desert's soul lies at bottom of these caverns, and that to tread through these rooms is to wander the mind and spirit of the land itself.

H'RETHI SOUL SCEPTER



## TABLE OF CRYSTALLINE CAVERN ROOMS

### d100 Room

- 1 This cavern is the lair of an **ancient copper dragon**
- 2 This cavern is the lair of a sleeping **purple worm**
- 3 This cavern is the resting place of an albino **behir**
- 4 This cavern is the torture chamber or workshop of a sadistic **stone giant**
- 5 This cavern is guarded by a **spirit naga**
- 6 This cavern is home to a nest of 1d4 + 1 **rust monsters**
- 7 This cavern hosts several **vampire spawn**
- 8 This cavern has a multitude of stalactites and stalagmites, as well as **1d3 ropers**
- 9 This cavern is patrolled by a murderous **troll**
- 10 This cavern is a morass, obscuring **2 black puddings**
- 11 This cavern is haunted by a **wraith**
- 12 This cavern is lit only by the light of **magma mephits**
- 13 This cavern is haunted by a family of **ghosts**
- 14 This cavern hosts a lost and furious **minotaur**
- 15 This cavern is a staging ground for a wight and **1d6 skeletons**
- 16 This cavern is decorated with numerous **gargoyles** and other inanimate statues
- 17 This cavern is a tunnel system controlled by **gricks**
- 18 This cavern appears as a treasure room but is made of **mimics**
- 19 This cavern has an exiled and melancholy **ogre**
- 20 This cavern is dimly lit and full of flickering **shadows**
- 21 This cavern is overrun by **swarms of insects** (scarab beetles)
- 22 This cavern is littered with twitching **skeletons**
- 23 This cavern is a giant anthill
- 24 This cavern is a snake pit
- 25 This cavern is home to hundreds of **bats**
- 26 This cavern is infested by **violet fungi**
- 27 This cavern is a **kobold** warren
- 28 This cavern is home to endless **swarms of rats**
- 29 This cavern is a pool full of **quippers**
- 30 This cavern is full of **scorpions**
- 31 This cavern has a trap fueled by abjuration magic, utilizing an explosive *glyph of warding*
- 32 This cavern has a trap fueled by conjuration magic, utilizing *call lightning* on a copper floor
- 33 This cavern has a trap fueled by divination magic, utilizing *detect thoughts* to cause infighting

### d100 Room

- 34 This cavern has a trap fueled by enchantment magic, utilizing *confusion* and spiked walls
- 35 This cavern has a trap fueled by evocation magic, utilizing *cone of cold*
- 36 This cavern has a trap fueled by illusion magic, utilizing *hallucinatory terrain* in conjunction with a steep pit
- 37 This cavern has a trap fueled by necromantic magic, utilizing *contagion*
- 38 This cavern has a trap fueled by transmutation magic, utilizing *flesh to stone*
- 39 This cavern has a trap fueled by wild magic, causing any spell cast to redirect and strike the caster
- 40 This cavern has a trap fueled by divine magic, feeding off of faith
- 41 This cavern has classic pendulum scythes, activated by body heat
- 42 This cavern is deathly silent, noise echoes into thunder damage
- 43 This cavern has poisonous darts that launch from the walls, that paralyze
- 44 This cavern is littered by real and illusory bear traps
- 45 This cavern has razor wire nets that launch from the ceiling when light reflects off of the polished floor
- 46 This cavern has beautifully bright fungi that release stunning spores
- 47 This cavern has spiked pits triggered by pressurized floor panels
- 48 This cavern launches flaming bolas at tall creatures
- 49 This cavern has crushing walls activated when magic spells are cast
- 50 This cavern has spiked chains hidden among curtains of normal chains
- 51 This cavern is an hourglass, it needs thunder damage to break free or investigation to solve the puzzle in time.
- 52 This cavern is a massive skull. Bypassing the necromantic wards to reach the next chamber requires dispelling magics, or the proclamation of an unspoken secret.
- 53 This cavern hosts a mausoleum that is partly shifted into the Ethereal Plane. Navigating requires truesight, similar magic, or a great deal of trial and error.
- 54 This cavern is an ever-shifting maze of clay and stone and must be burrowed through to progress.
- 55 This cavern is bisected by a massive tile mosaic depicting the layers of hell. Passage through requires verbal admission of one's greatest temptation or fiendish heritage

**d100 Room**

- 56 This cavern is a gnomish mine-field choked by blinding fog.
- 57 This cavern is entirely underwater, and giant crab claws jut out from the walls to trap intruders.
- 58 This cavern begins collapsing upon entry and must be passed through quickly
- 59 This cavern has a potions salesperson
- 60 This cavern has a master chef seeking ingredients
- 61 This cavern has a blacksmith seeking mithral
- 62 This cavern has a mithral mine
- 63 This cavern has a lost and frightened miner
- 64 This cavern is contested by **drow** and **duergar**
- 65 This cavern is contested by peaceful **ghosts** and their **animated armor**
- 66 This cavern is contested by **ettercaps** and **gar-goyles**
- 67 This cavern is contested by **human** and **duergar** miners
- 68 This cavern is contested by **2 trolls**
- 69 This cavern is home to a number of peaceful, **awakened pine trees**. So long as flames aren't present, they love to share their unusual dreams and entertaining stories
- 70 This cavern overlaps with the plane of the Fey
- 71 This cavern overlaps with the plane of shadows
- 72 This cavern has a strong connection to the positive outer planes
- 73 This cavern has a strong connection to the negative outer planes
- 74 This cavern is a landfill with dozens of seemingly useless trinkets lying amidst rotting garbage and waste
- 75 This cavern has statues of several recognizable deities, and a number of unrecognizable ones. Praying to a deity near their statue seems to bolster the individual's faith, though they are unable to explain exactly why
- 76 This cavern appears to be an ancient battleground, the only remaining evidence being heavily corroded steel weaponry and armor
- 77 This cavern features an obelisk that seems to be crafted from one massive bone. It is unnerving and causes divinely influenced creatures to become physically ill within its proximity
- 78 This cavern seems to have once been a laboratory of fiendish exploration, with its central focus being a massive silver cage, immaculate save for the black ichor splattered upon it
- 89 This cavern seems to be the inside of a massive clockwork machine and requires perfect timing and agility to navigate its various gears, springs, and vents

**d100 Room**

- 80 This cavern is an inexplicable oasis surrounded by lush jungle flowers
- 81 This cavern has various floating crystals, made of amber and crackling with orange-red electricity
- 82 This cavern is full of snow and ice that don't melt unless removed
- 83 This cavern is seemingly impassable due to the magma that obscures the entire floor, but it is completely harmless unless removed
- 84 This cavern has no floor, but all creatures here can magically fly without issue
- 85 This cavern is full of gemstones of various shapes and sizes, that are deliciously edible, but spoil immediately if removed
- 86 This cavern is an ancient but pristine library containing hundreds of detailed maps, all depicting a world that looks completely alien with notations in an unrecognizable language that magically resists being understood
- 87 This cavern has a strange tree made of perpetual flame and seems to remind all of home's warm hearth
- 88 This cavern is home to a house made of some type of bittersweet hardtack and brick-hard candy. It seems to have been vacated long ago, though the oven is still warm
- 89 This cavern houses a table 100 feet high, covered in the richest feast imaginable, too large even for giants
- 90 This cavern causes 2 individuals to mind swap for the duration they are present
- 91 This cavern loses all sense of the passage of time, seeming to pass at a different rate for each creature
- 92 This cavern is difficult to navigate, as one normal step equals 10 paces
- 93 This cavern causes each creature's internal monologue to become audible to those around them
- 94 This cavern makes it magically impossible to lie while present
- 95 This cavern looks like the home of a creature present there
- 96 This cavern has a portal to a cave with a gate to the Elemental Plane of Earth
- 97 This cavern has a portal to a mountaintop with a gate to the Elemental Plane of Air
- 98 This cavern has a portal to an island with a gate to the Elemental Plane of Water
- 99 This cavern has a portal to a volcano with a gate to the Elemental Plane of Fire
- 100 This cavern is the lair of **H'rethi, Soul of the Desert**

## EXAMPLE H'RETHI DESERT ENCOUNTER TABLE

4d6	Result
4	1 purple worm
5	1d8 giant antlion hatchlings (70%), 1d4 juvenile giant antlions (25%), or 1 adult giant antlion (5%)
6	An unseen sandpit. Each character must succeed on a DC 15 Dexterity saving throw or take 3d6 bludgeoning damage and become restrained
7–9	An oasis that vanishes after 1d4 hours
10–12	3d4 bandits
13–15	1d3 sand lizards
16–18	1d4 bulettes
19–20	1d4 sand spiders (50%) or 1d6 sand elementals (50%). Sand elementals use the same statistics as earth elementals except they can only move through areas of sandy terrain and have advantage on any ability check they make to grapple a creature
21–22	A desert mirage that takes the form of a <i>hypnotic pattern</i> (50%) or a <i>hallucinatory terrain</i> (50%)
23	An ancient ruin full of old, discarded holy symbols and vestments
24	1 ancient blue dragon in its lair

### DESERT INFLUENCE

Make sure to telegraph when adventurers, especially lower-level parties, wander too close to the dragon's lair by utilizing the dragon's regional effects: thunderstorms, dust devils, and sinkholes.

## H'RETHI STAT BLOCKS

### ANTLIONS

Giant antlions are the kinds of creatures that inspire nightmares. Like their smaller relatives, giant antlions hide in sand or other loose earth, and wait to ambush hapless passersby with their deadly jaws, which resemble a massive, chitinous bear trap.

**Desert Trappers.** Once it has found a suitable location, an antlion will then set its trap. Juvenile and adult antlions will even dig a steep, conical pit lined with loose sand, creating a hazard that prey can easily slip and tumble down, rolling directly into the beast's waiting jaws.

**H'rethi Specimens.** In stark contrast to other regions, giant antlions of the H'rethi Desert seem to roam the dunes and dig their traps by night, resulting in occasional night ambushes and making it impossible to track their ever-changing territory.

## GIANT ANTLION HATCHLING

*Medium monstrosity, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 10 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	2 (-4)	13 (+1)	3 (-4)

**Skills** Perception +3, Stealth +5

**Condition Immunities** prone

**Senses** blindsight 5 ft., tremorsense 30 ft. (blind beyond this radius), passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

**Burrowed Camouflage.** While it is at least partially burrowed, the antlion has advantage on Dexterity (Stealth) checks made to hide in sand or loose earth.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage and the target is grappled (escape DC 12). Until this grapple ends the antlion can't bite another target.

### REACTIONS

**Snapping Jaws.** While the antlion is benefiting from its Burrowed Camouflage and not grappling a creature, when a creature the antlion can sense moves into the antlion's space, it can make a bite attack against that creature.

### SAND LIZARD

Every traveler of the H'rethi Desert quickly learns to keep their eyes—and noses—peeled for sand lizards. Sand lizards are naturally camouflaged against the desert's golden sands, an evolutionary trait that allows them to easily catch prey with their deadly and venomous bite. Preferring to lurk among the valleys of the dunes, these predators are faster than sand spiders, and a faint whiff of their carrion breath is all the warning you'll get before they strike.

### SAND SPIDER

The desert's most vicious ambush predator, sand spiders burrow beneath the dunes and lie in wait. Once prey approaches its den, the spider grabs the unwitting creature and pulls it into the depths of its home with lightning-fast precision: using its venom and fangs to silence their cries.

## JUVENILE GIANT ANTLION

*Large monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 15 ft., burrow 30 ft.

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

**Skills** Perception +5, Stealth +8

**Condition Immunities** prone

**Senses** blindsight 10 ft., tremorsense 60 ft. (blind beyond this radius), passive Perception 15

**Languages** —

**Challenge** 5 (1,800 XP)

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

**Burrowed Camouflage.** While it is at least partially burrowed, the antlion has advantage on Dexterity (Stealth) checks made to hide in sand or loose earth.

**Surprise Attack.** If the antlion surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 16 (3d10) damage from the attack.

**Antlion Cone.** The antlion can spend 10 minutes digging a cone-shaped pit in the sand, or some other loose earth. The cone is 20 feet deep and 40 feet across, and the sides are steep enough that the loose earth they are made with is a falling hazard. A standing creature that moves within the cone (even if by forced movement) for the first time on a turn must succeed on a DC 13 Dexterity saving throw or fall prone. A creature that falls prone while within the cone rolls to the bottom.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage and the target is grappled (escape DC 15). Until this grapple ends the antlion can't bite another target or use its sand throw, and if the target is a creature, it is restrained.

**Sand Throw.** One creature the antlion can sense within 30 feet of it must succeed on a DC 14 Dexterity saving throw or be knocked prone.

### REACTIONS

**Snapping Jaws.** When a creature the antlion can sense moves to within the reach of the antlion's bite and the antlion is not grappling a creature, it can make a bite attack against that creature.

## ADULT GIANT ANTLION

*Huge monstrosity, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 180 (19d12 + 57)

**Speed** 40 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	17 (+3)	4 (-3)	16 (+3)	5 (-3)

**Skills** Perception +7, Stealth +6

**Senses** blindsight 15 ft., tremorsense 120 ft. (blind beyond this radius), passive Perception 15

**Languages** —

**Challenge** 12 (8,400 XP)

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

**Burrowed Camouflage.** While it is at least partially burrowed, the antlion has advantage on Dexterity (Stealth) checks made to hide in sand or loose earth.

**Surprise Attack.** If the antlion surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 26 (4d12) damage from the attack.

**Sure-Footed.** The antlion has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

**Antlion Cone.** The antlion can spend 10 minutes digging a cone-shaped pit in the sand, or some other loose earth. The cone is 30 feet deep and 60 feet across, and the sides are steep enough that the loose earth they are made with is a falling hazard. A standing creature that moves within the cone (even if by forced movement) for the first time on a turn must succeed on a DC 14 Dexterity saving throw or fall prone. A creature that falls prone while within the cone rolls to the bottom.

### ACTIONS

**Multiattack.** The antlion makes three attacks: one with its bite, and two with its claws.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage and the target is grappled (escape DC 17). Until this grapple ends the antlion can't bite another target or use its sand throw, and if the target is a creature, it is restrained.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 15 feet., one target. *Hit:* 15 (3d6 + 5) slashing damage.

**Sand Throw.** One creature the antlion can sense within 30 feet of it must succeed on a DC 15 Dexterity saving throw or be knocked prone.

### REACTIONS

**Snapping Jaws.** When a creature the antlion can sense moves to within the reach of the antlion's bite and the antlion is not grappling a creature, it can make a bite attack against that creature.

## H'RETHI, SOUL OF THE DESERT

Within the twisting, shifting rooms of the Desert Spire, the soul of the H'rethi itself abides. This manifestation of the landscape's sentience takes the form of a towering, crystalline structure within its lair. While the very few individuals that know of the H'rethi's physical form remain unendingly secretive about it, theories and legends still abound. Some ascribe the Desert Soul's birth to a fragment of some other deity's essence or a fragment of some legendary weapon of the gods. Regardless of the true origin, the fact is that H'rethi is present and powerful. Full of capricious whimsy and harsh judgment in equal measure, H'rethi is as likely to bless visitors as they are to demolish them.

### VARIANT: Desert Cat Familiar

Spellcasters who are particularly attuned to the elemental planes or are inherently familiar with the desert's dunes may occasionally find and bind a desert cat familiar, especially those spellcasters who embody the desert cat's curiosity and propensity for chaos. A bound desert cat's behavior is erratic and varies greatly depending on its master's influence. Desert cats also are exceptionally skilled at reaching otherwise difficult-to-reach locations to cause trouble, especially around precious gems and metals. A desert cat serving as a familiar has the following trait.

**Familiar.** The desert cat can serve another creature as a familiar, forming a telepathic bond with its willing master, provided that the master is at least a 3rd-level spellcaster. While the two are bonded, the master can sense what the desert cat senses as long as they are within 1 mile of each other. If its master causes it physical harm, the desert cat will end its service as a familiar, breaking the telepathic bond.

## EXAMPLE TREASURE

To award treasure for adventures in the H'rethi Desert and the Crystalline Caverns, play into the chaotic magic and harsh environment. Items that assist in providing rations or water like *Sream's stoppered oasis* or aid in navigation like the *seeker's compass* would be good fits. Items that incorporate control over water or sand-based abilities such as the *rod of water absorption*, *sandstorm dancer*, or *ring of the sandskimmer* could be incredibly helpful in navigating the dunes. In addition, magical cloaks of any kind can assist in keeping shaded and hydrated.

The *H'rethi soul scepter* is a particularly precious prize of the desert, said to have been gifted to a favored individual who reached the fabled physical presence of H'rethi deep within the Crystalline Caverns.

## DESERT CAT

*Tiny elemental, chaotic neutral*

**Armor Class** 13

**Hit Points** 13 (3d4 + 6)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

**Skills** Survival +3, Perception +3, Stealth +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., tremorsense 30 ft., passive Perception 13

**Languages** Terran, understands Common but can't speak it  
**Challenge** 1/4 (100 XP)

**Desert Camouflage.** The desert cat has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

**Earth Glide.** The desert cat can burrow through nonmagical, unworked earth and stone. While doing so, the desert cat doesn't disturb the material it moves through.

**Keen Hearing and Smell.** The desert cat has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage, and the target must make a DC 12 Constitution saving throw. On a failed save, the target has disadvantage on the next attack roll it makes before the start of the desert cat's next turn.

**Sand Step.** The desert cat teleports up to 60 feet to an unoccupied space it can see that contains dirt, sand, or other fine earth.

### H'RETHI DESERT MAPS

Available for free, courtesy of Cze & Peku, at [thegriffonsaddlebag.com/hrethi](http://thegriffonsaddlebag.com/hrethi)

## SAND LIZARD

Large beast, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	3 (-4)	14 (+2)	5 (-3)

**Skills** Survival +5, Perception +5

**Damage Resistances** fire

**Damage Immunities** poison

**Condition Immunities** petrified, poisoned

**Senses** darkvision 30 ft., passive Perception 15

**Languages** —

**Challenge** 5 (1,800 XP)

**Desert Camouflage.** The lizard has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

### ACTIONS

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

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 18 (4d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. While poisoned in this way, the target takes another 4 (1d8) poison damage at the start of each of its turns. Each time the lizard hits the poisoned target with this attack, the damage dealt at the start of each of its turns increases by 4 (1d8). If the poisoned target receives magical healing or a creature uses a healer's kit on the target, the target can repeat the Constitution saving throw, ending the poisoned condition on a success.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Spit Venom.** *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* The target must make a DC 14 Constitution saving throw, taking 18 (4d8) acid damage and 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

## SAND SPIDER

Large beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 40 ft., burrow 20 ft., climb 40 ft.

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

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

**Senses** blindsight 10 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 14

**Languages** —

**Challenge** 3 (700 XP)

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

**Nimble Escape.** The spider can take the Disengage or Hide action as a bonus action on each of its turns.

**Seize.** If the spider has advantage on an attack roll and hits a creature that is Large or smaller, the creature is also grappled (escape DC 14).

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



# H'RETHI, SOUL OF THE DESERT

Gargantuan construct, chaotic neutral

**Armor Class** 18 (natural armor)

**Hit Points** 296 (16d20 + 128)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	1 (-5)	27 (+8)	19 (+4)	18 (+4)	20 (+5)

**Saving Throws** Int +10, Wis +10, Cha +11

**Skills** Arcana +10, Deception +10, Insight +10, Perception +10

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** blindsight 300 ft., tremorsense 1 mile, passive Perception 20

**Languages** understands Common and Terran but can't speak, telepathy 1 mile

**Challenge** 20 (25,000 XP)

**Immovable.** H'rethi can't move or be moved by any means short of a *wish* spell.

**Immutable Form.** H'rethi is immune to any spell or effect that would alter its form.

**Legendary Resistance (3/Day).** When H'rethi fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** H'rethi has advantage on saving throws against spells and other magical effects.

**Shattering Destruction.** When H'rethi drops to 0 hit points, it shatters and is destroyed. Any creature on the ground within 30 feet of H'rethi must make a DC 20 Dexterity saving throw, taking 22 (4d10) piercing damage and 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.

## ACTIONS

**Multiattack.** H'rethi makes three Soul Ray attacks.

**Soul Ray.** Ranged Spell Attack: +11 to hit, range 120 ft., one target. *Hit:* 14 (4d6) force damage plus 14 (4d6) radiant damage, and the target is pushed up to 10 feet away.

**Fortify (Recharge 5–6).** H'rethi gains 50 temporary hit points, and all attack rolls made against it have disadvantage until the start of its next turn.

## REACTIONS

**Absorb Magic (3/Day).** When H'rethi takes damage from a spell or other magical effect, it instead takes no damage and regains a number of hit points equal to the damage dealt. H'rethi is still subject to any other effects that might accompany the damage.

## LEGENDARY ACTIONS

H'rethi 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. H'rethi regains spent legendary actions at the start of its turn.

**Sand Lash.** A tendril-like whip rises from the ground, striking at one creature within 120 feet of H'rethi. The target must make a DC 19 Dexterity saving throw. On a failed save, the target takes 10 (3d6) slashing damage, and if it is Large or smaller, it is also grappled (escape DC 15). If the target is already grappled, it becomes restrained until the grapple ends.

**Create Sentry (2 Actions).** H'rethi creates a 5-foot-radius, 15-foot-high pillar of compacted sand in an unoccupied space it can see within 60 feet of it. When H'rethi uses its Multiattack on its turn, it can make one additional Soul Ray attack for each pillar that exists. Each of these additional attacks originates from a different pillar and only deals the force damage from the attack. The pillar is an object that can be damaged and thus destroyed. It has AC 15 and 30 hit points. Reducing the pillar to 0 hit points causes it to crumble into dust.

**Dispel Magic (2 Actions).** H'rethi casts *dispel magic*. Its spellcasting ability is Charisma for this spell.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), H'rethi takes a lair action to cause one of the following effects; H'rethi can't use the same effect two rounds in a row:

- H'rethi conjures a sand elemental in an unoccupied space within 60 feet of it. The elemental disappears when it drops to 0 hit points or after 1 minute. The elemental is friendly to H'rethi and its companions. Roll initiative for the elemental, which has its own turns. It obeys any telepathic commands that H'rethi issues to it (no action required by H'rethi).
- H'rethi unleashes a rippling wave of force through the ground. Each creature on the ground within 120 feet of H'rethi must make a DC 15 Strength saving throw. On a failed save, a creature is pushed 30 feet away from H'rethi, and if it is concentrating, it must succeed on a DC 20 Constitution saving throw or its concentration is broken. On a successful save, a creature is pushed 10 feet away from H'rethi but suffers no other effects.
- H'rethi begins to shine with an overwhelmingly brilliant light. Until initiative count 20 on the next round, whenever a creature starts its turn and can see H'rethi, it must succeed on a DC 15 Constitution saving throw or be blinded until the start of its next turn. A creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see H'rethi until the start of its next turn. If the creature looks at H'rethi in the meantime, it must immediately make the save.



DESERT SOUL SORCERER

## NEW CHARACTER OPTION: SORCERER

Some mages draw on their magic like a fountain from within. This wellspring of power can come from a unique origin, mysterious birthright, or simple chance of fate. Whatever your story may be, you are steeped in magic, and it is yours to control.

### DESERT SOUL

Your power comes from the relentless and punishing magic that lies at the heart of the world's most unforgiving deserts. Most sorcerers with this power were born to nomads or traveling pilgrims in the H'rethi desert, but perhaps yours came to you in the chaos of a raging sandstorm or the springs of a magical oasis. Regardless of its origin, this blistering magic spirals around inside of you in an ever-present storm that can reduce even the sturdiest enemies to rubble.

### DUNETREADER

Starting when you choose this origin at 1st level, you ignore difficult terrain created by sand, and you can tolerate temperatures as high as 150 degrees Fahrenheit without any additional protection.

### SANDSTORM

Starting at 1st level, you can cause the magical sandstorm within you to manifest as a nearby twister. When you cast a spell of 1st level or higher on your turn, you can use a bonus action to create this storm in a 5-foot cube in a space you can see within 30 feet of you. A Large or smaller creature in the area must succeed on a Strength saving throw against your sorcerer spell save DC. A creature that fails the saving throw is pushed up to 10 feet in a direction of your choice if it's Medium or smaller, or 5 feet if it's Large.

When you reach 6th level in this class, a creature that fails this saving throw also takes either 1d8 bludgeoning damage or 1d8 fire damage (your choice). The damage increases when you reach certain levels in this class, increasing to 2d8 at 14th level, and 3d8 at 18th level.

### MIRAGE

At 6th level, you learn the *mirror image* spell. If you already know this spell, you learn a different sorcerer spell of your choice. The spell doesn't count against your number of spells known. You can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, any creature within 10 feet of you that destroys one of the spell's illusions takes fire damage equal to half your sorcerer level, as the illusion bursts into a wave of scalding air and sand.

### DESERT NOMAD

Beginning at 14th level, you have the ability to step into the heart of the twisters you create. Immediately after a creature is pushed by your Sandstorm feature, you can spend 2 sorcery points to teleport to the storm's space. You can also teleport in this way if you create the storm in a space that is unoccupied. When you teleport in this way, you and any equipment you are wearing or carrying are invisible until the end of your turn.

### SAND FORM

At 18th level, you can become as intangible as sand. You can spend 5 sorcery points as a bonus action to magically transform yourself into a sand-like form. In this form, you have the following benefits:

- You can't be grappled.
- You and any equipment you are wearing or carrying can move through a space as narrow as 1 inch without squeezing.
- You can move through the space of any creature, regardless of its size, and difficult terrain doesn't cost you extra movement.

In addition, when an attacker that you can see hits you with an attack, you can use your reaction to turn to sand. Until the end of that turn, you have resistance to all damage, including against the triggering attack.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.