

Chapter 10

The Animalistic Maldaro

Origins

The Maldaro as a species is one of the most diverse and far reaching in all the Planes and what is more, the mixing of the Maldaro races to make Divergent races is even more pervasive. Their home Plane of Kariwyk was named after the planet as well, and many subraces flow from this Plane. The lush world of Kariwyk was destroyed not by the use of polluted technology, but that of war, Terraforming, and genetic engineering.

Known History

Much of the records of the Pre-Orin timeframe was lost over the years, but the Korath have a rich history of passing down their history through storytelling, and the Raxian peoples were highly advanced and took more careful records of their lore. Due to much of it coming from these two subraces, the histories are either incomplete, or skewed from their standpoint alone.

The Maldaro as a people are influenced strongly by the animals, they shared their planet with, and the term Maldaro, is a general term to describe those species that came from Kariwyk. There are many subraces and Divergent races that sprang from these peoples. The oceanic Azumaya, the predatory mammalian Cathos, the herd like mammalian Korath, the avian Rax, and the lizard like Sauroth. The divergent race of the Varisi also stem from the planet of Kariwyk, and all are Maldaro by name and people.

Over the millennia, some of the races are believed to live similar lives to how they did in the past. The Korath tend to live in their herds, staying away from civilization in favor of staying in the wilderness close to nature. The Cathos hunt in small packs, living off nature and what prey they can find. The Azumaya live in their coastal towns and villages, isolating themselves from the rest of the world. In all the above cases, it is not always the case, as some do venture off into towns and even cities, or are drawn into lives of adventure, fame and fortune. The Maldaro that have the largest world impacts are the Rax, the Sauroth, and the Varisi.

It is said that in the earliest memories of life on Kariwyk, the Cathos and the Sauroth fought. The Sauroth liked the desert landscapes and the borders of the jungles, while the Cathos felt that the jungle was theirs to call ownership of. Over time, the Sauroth began to overrun the Cathos, and so the Cathos sought out the assistance of the Raxian peoples that lived high in the mountains, away from the troubles of the rest of the world. It is through this partnership that the first of the Varisi were born.

While the Rax did not assist directly in the wars, they did assist with food, medical attention, and safe havens. This did not go unnoticed by the Sauroth, who began to assault the Raxian peoples as well. The Rax used their greater intellect and knack for technology to start to engineer beasts and monstrosities to use against the Sauroth. This worked well for a time, until the Sauroth got hold of this technology, and began working with it themselves, even to the point of manipulating some of their own soldier's genetic code.

The war grew fiercer as the years dragged on, but the biggest turning point was when the Varisi numbers grew so large, they were able to overwhelm the other races with sheer volume. Even the Sauroth banded together with the other Maldaro to push the wave back. It is said that the Varisi swept across the planet like locusts, consuming the world as they went. In order to search out a new home, the Rax eventually discovered DME, and bore a hole through Planes to find Orin. Bringing with them the other Maldaro, they settled into their new Planar home.

Azumaya Lore within Orin

The Azumayan people rarely stray from the equator, and the belt of islands that are around the mainland continents. There are a few colonies further to the north and south, but it is largely made up of Adarian peoples with Stoahk bloodlines. Not much is known about the Azumaya and they tend not to join Guilds or governments. They seem to prefer simple lives in their small tropical paradises in small schools. What knowledge of lore has been disseminated down typically comes from when the larger Giant Monstrosities like the Leviathan and Krakens come from the depths, and the Azumayan peoples flee to the safety of the mainlands.

During periods of time when natural disasters or giant beasts attack, visitors are welcomed for brief visits to their lands, but it is almost always encouraged to be brief and not to explore too long on their lands. Their isolationism has caused them some mystic, but it also limits the amount of political pull they have as a people. When the wars that took place over the Millennia, the Azumayan people have stayed clear of much of it. Only when their islands or their oceans are in jeopardy do they rally to a war, and even then, it is only the young that do so.

Cathos Lore within Orin

Cathos are more common than Korath within the civilized world, but only slightly. For much of the time they have lived on Vendrosa, they have stuck to their smaller hunting groups and lived a tribal life. During the various global wars, the Cathos find themselves frequently involved as they seem to thrive on the thrill of the hunt. It is well known that some of the best military scouts and Rangers are found within the ranks of the Cathos.

As a culture, the young are community property and responsibilities. While the mother of a specific child takes higher ownership of the responsibility of the child, the male figures see all the children as potentially theirs. This is because of their less structured mating rituals, and the more frequent male death from skirmishes, or hunting parties. When a male forms a lasting bond with a female that has a child from a pre-existing coupling, that male takes ownership of the child as his own, regardless of the previous parentage.

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Early on in their history, they were instrumental in pushing back the waves of Sauroth and Stoahk. The Cathos and the Sauroth have maintained their hatred for one another, and 2 races have rarely been on the same side of a conflict. With the Stoahk, the Cathos warred against them for fear that their new home be overtaken by dirty technology and civilization.

Over the past few hundred years, the Cathos have pulled away from much of the political and civilized world, choosing instead to live in the Wild Territories and embrace their tribal roots. Though it is not common, it is also not a rarity for Cathos to be involved in raiding parties against merchants and towns. Because of this, all Cathos have gotten something of a bad reputation, even those that live within the towns and cities. This racial tension has been building over the years, and the Cathos have been less inclined to become involved in political affairs. Today, it is a rarity to see a Cathos outside of the Wild Territories. However, the more curious and cunning Cathos tend to break away from their family groups, and venture into the more civilized worlds. While there are pockets of Cathos that have been within towns and cities, it is typically 1st generation that comes to the lands of these other cultures. Those within the Wilds very rarely display talents with DME, while the more curious may find ways to access it by implant or education.

Korath Lore within Orin

The Korath have not changed much at all in their time on Vendrosa. Many still live in the Wild Territories, enjoying the far-reaching expanses of land that have been largely untouched for centuries, or even millennia of time. To see a Korath within the walls of a larger town is worth comment, and within a city even more a surprise, but it is also not unheard of. The Korath that migrate to the larger settlements of civilization tend to land themselves in the ranks of the Sentinels, or other heavily duty driven Guild cultures. Over the 10k years since Vendrosa has been founded, many Korath have been involved in the wars, especially when it threatened the balance of the world's ecology. Some of the world's most famous heroes have come from the Korath lineage.

While their influence as a race is not large, when they join behind a political cause, it lends more weight to a subject than most. Within the smaller towns and villages, Korath are more commonplace, taking up the life of a farmer or a farmhand. Being more family based and protective, they tend to be welcomed into these societies with open arms and are frequently found on the whatever village government is established there.

The Cathos and the Korath have an uneasy tension that is rumored to have existed in the time before the great migration, though peace does remain among them. Occasionally a skirmish or tribal feud will start, but it is just as likely to end with bloodshed as it is a union exchange between families. Korath will welcome in Cathos that wish for a more peaceful life, while the Cathos welcome the more headstrong and impulsive Korath into their numbers. In a similar vein, the Korath may find themselves in a similar situation with the Zoroan tribes, to which the same exchange of genetics is likely to happen.

The Korath and Sauroth are still bitter enemies, and it is one of the few things a Korath is likely to become enraged over. When a Korath meets a Sauroth in the Wild Territories, it is likely that one if not both will not leave that location alive. In many cases, the Cathos will recruit Korath to assist them in engaging in battle with Sauroth tribes. Fortunately for the Korath, their herds tend not to roam close to the Sauroth's home territories.

Rax Lore within Orin

Humans are within every Guild and have a large presence in the World Governments.

Sauroth Lore within Orin

Sauroth are still largely a warlike race that forms into militia groups. Each colony is highly structured in its hierarchy, but it is brutal in its formation of whom will rule. When a challenge of leadership is made, it is to the death, and only the strongest survives. Might is the only thing that matters to the Sauroth, and it does not matter how that might is obtained. Due to the threat of death, the challenges are made less frequently than it may otherwise.

Throughout history it is said that as their numbers grow, they expand outwards and went out to suppress and restrain their Maldaro brethren. Their biggest weakness was always that they made no allies and believed that through their own might could they win the day. Their numbers as a people have remained low since each war ends with huge casualties on both sides, but a single race against many leads to waning numbers.

In their native plane, they quickly overran the Cathos until the Korath joined them and they were able to push them back for a time. This uneasy peace was broken as soon as the numbers of the Sauroth grew once more. It was the assistance of the Raxian peoples in their mountain homes that was able to turn the tide. During the Varisi Swarm War, the Sauroth numbers had repopulated, and while there was no alliance between the Sauroth and the other Maldaro people, they did play a major role in the wars. With their assistance, the war was won.

With the Plane of Orin, the Sauroth quickly migrated to the arid regions of Vendrosa, along the volcanic planes and at the edges of the jungles that grow at their volcanic base. With their aggressive ways still maintained, the Sauroth continued their warlike ways against the other nations. With so many more to fight however, they were quickly quelled. Frequently seen as something to be feared by most, it is rare to see them in any civilized manner and are often seen as a blight among the Vendrosians. While often referred to as "Raxian Shame" for not abandoning them to their fate on their native plane, the one thing that all races seem to agree upon is their love for the Divergent race of the Neesaa.

During the many wars that have ravaged Orin, the Sauroth have been involved in all of them, but in each war, they served no side in the fight, and each battle was an unknown as to whom the Sauroth would come to wage war against. This behavior has led them to be mistrusted as well as feared.

throughout much of Vendrosa. Raids against the unaligned cities, towns, and settlements that fringe or inhabit the Wild Territories frequently see these raids.

Varisi Lore within Orin

Varisi are the single most abundant race within Vendrosa, originating from the mix of Cathos and Raxian bloodlines. While this pairing still happens, Varisi have long since reproduced from the Varisi exclusive parentage. Their rapid breeding cycles, large chances of multiple young born, and their adaptability to most environments have allowed them to spread throughout the world. What keeps their numbers in check is their lack of education in most ways, and their higher than average death rates. As a culture, they believe the strong rule, so they are often grafted into the wilder cultures as the minions of Cathos, Sauroth, and Zoroan. In large numbers they can overrun many of the camps they are associated with, but they seem to be unaware of their potential. During the Varisi Swarm Wars, a few of the more intelligent Varisi led their people on a crusade to overthrow the world and be made again in their image. Though the war ended, it was costly on both sides.

This is remembered to this day, and even within the Wild Territories, the Tribes that use Varisi as minions are careful to cull the growth of the Varisi to never again allow this to happen. After the last war however, many of the people of Vendrosa have retreated to more stable territories, and who can say what is happening within the Wild Territories where tribes of Varisi may still be left to their own devices.

Around the fringes of the Wild Territories and within it, Varisi are mistrusted, and in large numbers are feared. The likely result of such numbers is a raid or skirmish. Within more civilized areas, Varisi are the hired help to do the jobs that others dread doing. They are often seen as second-class citizens and seen as pests. While they do have some representation within the governing halls of Vendrosa, they are few and far between.

Varisi are quick to retreat. They like to build traps around their layer. In the wilds and herds, they often do not receive names, and are treated like pack animals and cannon fodder. The Varisi like to live within the caves surrounding the mountains. They find the confinement and darkness soothing. They tend to dogpile on top of one another, keeping each other warm.

The more intelligent ones will prefer to live in built homes, but they still like a more confined home, and to live with many others. Maldaro Tribes like to repurpose things and Varisi are no different. This old settlement has been long abandoned. Minimal patching and repairs were done, so the area is still rough.

Defenses: The Varisi have placed many traps throughout the surrounding forests. They also have centuries, though they tend to be lazy and get distracted. They also have roaming bands of guards.

Varisi in herds have a hierarchy as follows

- **Breeders:** The women of the herd. They receive the best treatments and are the "leaders". The most fertile and child bearing female is the highest among them. The goal of the tribe is to keep these females pregnant. These women are often seen with a symbol of stature, though typically not valuable. A painted pair of boots, or wooden toggles on a necklace.
- **Hunters:** These are the fighters and hunters of the group that bring back the kills and go out and raid. This is the largest portion of the tribe. The best hunters get to breed with the breeders.
- **Gatherers:** Gatherers are those that are not as skilled at hunting or have gotten too old to be proficient at it. These are considered lower than the Hunters. These Varisi do not get to breed, nor do they receive any benefits, but they are not treated poorly.
- **Grubbers:** Grubbers are the lowest of the low, getting the worst jobs and are often mistakenly killed due to accidents. If they are bad enough at their job, these are the first ones to be sent out on the Hunters raids, to be cannon fodder for the Hunters.
- **DME users (Boomers):** These are exceptionally rare among any form of tribal raiding group. Typically, if there is one in the group, it is a very rare genetic offshoot (Only Adepts). If there is one found, the band quickly becomes a serious threat to be reckoned with, and the Adept becomes the leader. They call them Poppers, because some of the effects of DME cause booms, pops, or flashes of light.

Player Character Information: Maldaro

The Maldaro as a species has multiple subraces that stem from the Plane of Kariwyk. Each subrace has unique features, aesthetic differences, and benefits. As a species however, they do benefit from the following Ability Score Modifiers: **+1 to Wisdom or Dexterity**.

Subrace: Azumaya

- **Appearance**

The Azumayan people are tall humanoids in shape, and while they have all the same general features as humans, they have significant differences. Azumayan skin seems to shimmer in the sunlight, as their skin is covered in small scales, and their bodies are completely hairless. The color can range in any human skin tone, but it has the shimmer of scales. They stand between 6'6" and 7 feet in height and have deep barrel like chests. Their eyes are slightly larger than human eyes and have a second set of eyelids that are transparent, allowing them to see underwater without impediment. Lastly, their legs are slightly longer than human proportions, and their hands and feet are heavily webbed.

- Move Speed: 30/60
- Large Eyes: 60 feet of Darkvision

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- Languages: Common & Auroon
- Lifespan: Azumayan live into their early 80's. They do not start to show signs of middle age until their 60s, and do not become elderly until their 70's.

• People of the Oceans

Azumayan people were made for the water. Never far from it, they often make their homes on pylons on the shores of tropical islands. Their bodies are more suited for being in the water than out of it, and because of this, they gain the following bonuses.

- **Ability Score Increase:** +1 to Strength, and 1 to Constitution
- **Bonus Skills:** Athletics
- **Bonus Tool:** Pick 1 basic tool or instrument
- **Oxygen Management:** Their lung capacity is larger than average, and their bodies process the oxygen better. Aunauts can hold their breath for up to 10 minutes + 1 minutes per Constitution Modifier.
- **Aquatic:** Because of the nature of their skin, strength, and webbed hands and feet, the Aunauts retain full movement speed in the water (Typically, ¼ speed.).

Subrace: Cathos

• Appearance

The Cathos are largely humanoid in appearance in both height and size, but they are much more primal and animalistic in appearance. Their bodies are covered in a soft, light covering of fur. They can either have small cat like ears at the top of their heads, or human like ears, depending on the family line they come from, but they always have a human like mouth and nose (not snouts). Their Canine teeth are elongated, and their hands and feet have claws. Lastly, they have prehensile tails that is typical 2 to 3 feet in length, and their eyes have vertical slits like that of a predatory animal.

- Move Speed: 35/70
- Predators Eyes: 60 feet of Darkvision
- Languages: Common & Bestial
- Lifespan: Cathos live into their early 80's. They do not start to show signs of middle age until their 60s, and do not become elderly until their 70's.

• Stalkers and Hunters

Cathos come from a long line of predatory hunters. Living in the thick canopies of their jungle homes, they have developed keen senses for hunting in little to no light and because of this, they gain the following bonuses.

- **Ability Score Increase:** +2 to Dexterity
- **Bonus Skills:** Pick 1 from Acrobatics, Athletics, Perception, or Survival
- **Bonus Tool:** Pick 1 basic tool or instrument
- **Prehensile tail:** You can use your tail as if it were a hand.
- **Claws:** Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Subrace: Korath

• Appearance

The Korath are largely humanoid in appearance but slightly broader and taller, and they are much more primal and animalistic in appearance. Their bodies are covered in a soft, light covering of fur. They always have a human facial feature (not snouts or animal ears). What stands out the most about Korath is they have either curling horns like that of a ram, or antlers like that of a deer. Their antlers vary in size, but they are never more than a foot off their heads in any direction.

- Move Speed: 35/70
- Eyesight: No special vision
- Languages: Common & Bestial
- Lifespan: Korath live into their early 100's. They do not start to show signs of middle age until their 70s, and do not become elderly until their 80's.

• Herd Mentality

Korath live in collective herds of wandering peoples. Living for their people, they are highly focused on the safety and growth of their people. They have developed keen senses to listen and smell what is around them, when their eyesight fails them during the night hours.

- **Ability Score Increase:** +1 to Strength and +1 to Wisdom
- **Bonus Skills:** Pick 1 from Nature. Perception or Survival
- **Bonus Tool:** Herbalism Kit
- **Enhanced Senses:** Any Perception check that relies on a sense of smell or hearing is made with Advantage.
- **Horns:** As a bonus action, you may attempt to gore your opponent with your horns, dealing 1d6+ your Strength Modifier.

- **Charge:** If you can move 20 feet in a straight line, you may make a Charge attack against your opponent, dealing 1d6+ your Strength modifier. If you land your attack, the target must make a DC Strength check of 8+ Proficiency+ Strength modifier to not be knocked prone. At level 11, the damage of the charge increases to 2d6 damage.

Subrace: Rax

- **Appearance**

The Raxian people are largely humanoid in appearance though their frames are significantly smaller than humans. They average in height around 3 feet in height and one that reaches 4 feet is considered extremely tall. Internally, they are slighter than other races as well, as their bones are hollow, making them average in weight between 20 and 40 pounds. Other than their height, the most noticeable difference between Rax and other races is they do not grow hair. The hair on their heads are feathers that grow in a similar fashion to the other race's hair. All the small hairs on their bodies are also extremely small feathers and running along the median and lateral lines of their bodies, is larger feathers that lie flat on their body until needed.

- Move Speed: 25/50
- Eyesight: No additional benefits
- Languages: Common & Chiita
- Lifespan: Rax live into their early 100's. They do not start to show signs of middle age until their 70s, and do not become elderly until their 80's.

- **Cliff Dwellers and Skydivers**

Rax live among the spires and mountain cliffs of the world. Their extremely light frames and feathers allow them to fall at a much slower rate and gives them the ability to glide and ride the winds, but they tend to not have the same strength as the other races. They wear unique clothing that clings to their bodies but leaves much of the median and lateral lines of their bodies exposed to allow them to glide. Preferring to build their homes on the sides of spires or steep mountains, they have developed keen minds, and tend to dislike being on the ground.

- **Ability Score Increase:** -1 to Strength, +2 to Dexterity and +1 to Intelligence or Wisdom.
- **Bonus Skills:** Pick 1 from Acrobatics, Athletics, DME, or Survival
- **Bonus Tool:** Pick 1 tool
- **Gliding Flight:** Due to their hollow bones, slight frames, and feathers, the Rax have limited flight if they are not considered "burdened" and are wearing traditional Raxian clothing (or less). If they are, they fall at a rate of 60 feet per round and have a move speed of 60/120. If they are not wearing the traditional Raxian clothing they still fall at 60 feet per round, but they have no directional move speed.
- **Swift Climbers:** Rax have a climb speed equal to their movement.
- **Sense Air Currents:** Raxian people can feel the slightest adjustment in air currents. Rax cannot be surprised within a 10-foot radius of themselves.

Subrace: Sauroth

- **Appearance**

Sauroth are humanoid in form but heavily primal and reptilian in nature. Their frames are more robust than the standard human, both in height and musculature, typically standing between 6'6" and 7' tall. Their bodies are hairless and covered in a heavy layer of reptilian scales. Their facial features are largely human, but their noses tend to be more flattened out into the rest of the facial features, and they lack ears. Their canines are larger and have forked tongues, and their hands and feet have claws. Lastly, their sclera is green or yellow in color, with vertical pupils.

- Move Speed: 30/60
- Eyesight: No additional vision
- Languages: Common & either Daraskothi, Bestial or Vershish
- Lifespan: Sauroth live into their early 140's. They do not start to show signs of middle age until their 90s, and do not become elderly until their 120's.

- **Stalkers and Hunters**

Cathos come from a long line of predatory hunters. Living in the thick canopies of their jungle homes, they have developed keen senses for hunting in little to no light and because of this, they gain the following bonuses.

- **Ability Score Increase:** +2 to Strength, -2 to Intelligence
- **Bonus Skills:** Intimidation
- **Bonus Tool:** None
- **Natural Armor:** Your AC is 13+ Dexterity while not wearing armor (a Shield does not count). If you wear armor, you do not gain the additional AC bonus.
- **Damage Resistance:** Poison
- **Claws:** Unarmed Combat becomes 1d4+ either Strength Modifier. The damage becomes slashing or Piercing.

- **Poison Breath:** As a bonus action, you can exhale a cloud of poison that spreads out in a 15-foot cone. All targets within that cone must make a CON Saving throw of 8+ Proficiency+ Constitution modifier to take ½ damage from 2d6 poison damage. The damage dice increases at 5th, 11th, and 17th levels by 1d6. Once this feature is used, it cannot be used again until a long rest is taken.

Subrace: Varisi

- **Appearance**

Varisi come from the genetic lines of Raxian and Cathos. They retain the short stature of the Raxian people, growing to a height of around 4' in height, and maintain the smaller frames of the Rax, but outside of that they are largely Cathos in appearance. Their bodies are covered in a soft, short fur, and they have the tails of their parentage, though it is more aesthetic than function. Their hands are clawed, and their canine teeth are elongated.

- Move Speed: 30/60
- Eyesight: No special vision
- Languages: Common and Bestial
- Lifespan: Varisi live into their early 60's. They hit middle age in their 40's and old age in their 50's.

- **Small but Fierce**

Varisi are small but savage fighters. They hunt in packs and prefer to hit and run tactics to direct confrontation. When the target is worn down, they swarm with their greater numbers.

- **Ability Score Increase:** +2 to Dexterity
- **Bonus Skills:** Acrobatics or Survival
- **Bonus Tool:** 1 musical instrument
- **Fury of the Small:** When you damage a creature with an attack or a power and the creature's size is larger than yours, you can cause the attack or power to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.
- **Nimble Escape:** You can take the Disengage or Hide action as a bonus action on each of your turns.
- **Claws:** Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

NPC Character Information: Azumaya

NPC Character Information: Cathos

Cathos Scout

Medium Humanoid, unaligned

CR: 1/2

Armor Class 13

Hit Points 16 (3d8+3)

Speed 35/70

Base Stats: 0/2/1/0/1/0

Skills Nature +4, Perception +5, Stealth +5, Survival +5 (passive Perception 13)

Darkvision: You have a cat's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Prehensile tail: You can use your tail as if it were a hand.

Cat's Claws: Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength/Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Actions

Multi-attack. The scout makes two melee attacks or two ranged attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 piercing damage.

Longbow. Ranged Weapon Attack: +4 to hit, ranged 150/600 ft., one target. Hit: 1d8+2 piercing damage.

Claws. +4 to hit. 1d4+2 slashing/piercing damage.

NPC Character Information: Korath

Korath Herd Protector

Medium Humanoid, unaligned

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CR: 1/2

Armor Class 11

Hit Points 32 (5d8+10)

Speed 35/70

Base Stats: 2/0/2/0/0/0

Skills Intimidation +2

Enhanced Senses: Any Perception check that relies on a sense of smell or hearing is made with Advantage.

Horns: As a bonus action, you may attempt to gore your opponent with your horns, dealing 1d6+ your Strength Modifier.

Charge: If you can move 20 feet in a straight line, you may make a Charge attack against your opponent, dealing 1d6+ your Strength modifier. If you land your attack, the target must make a DC Strength check of 8+ Proficiency+ Strength modifier to not be knocked prone. At level 11, the damage of the charge increases to 2d6 damage.

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

Actions

Multi-attack. The Bruiser makes two melee attacks or two ranged attacks.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6+2 Bludgeoning damage.

Javelin. Ranged Weapon Attack: +4 to hit, ranged 30/120 ft., one target. Hit: 1d6+2 piercing damage.

Horns. +4 to hit. 1d6+2 slashing/piercing damage.

NPC Character Information: Rax

NPC Character Information: Sauroth

NPC Character Information: Varisi

Varisi Hunters

Humanoid, any non-good alignment

CR: 1/4

Armor Class 13/15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

Base Stats: -1/2/0/0/-1/-1

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common

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

Actions

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Varisi Hunter Leader

Humanoid, any non-good alignment

CR: 1

Armor Class 13/15 (leather armor, shield)

Hit Points 10 (2d6+2)

Speed 30 ft.

Base Stats: -1/3/0/0/-1/-1

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common

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

Rally: One time during each round, the Varisi Leader can allow a one of its Varisi under them to use their reaction to attack out of turn.

Actions

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

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

