



## MONDAN

Another byproduct of the Hand of the Third and the Obsidian Conflict, Mondans are hairless, muscular humanoids that share a passing resemblance to orcs. Their mouths are wrapped in perpetual screams; still, they have their own language, Mondanian, which consists of throat sounds, gasps and tongue clucks.

Mondans form loose tribes throughout the Obsidian Plain. Often, they are lead by the strongest of their kind, dubbed fireeaters by non-Mondanians. Before battle, fireeaters coat themselves in flammable grease, then set themselves ablaze. The fire, coupled with their innate ability to regenerate from fire, makes them incredibly difficult to defeat.

Oddly, Mondans practice religion. Although they were created by the Striped Conjurors, Mondans put their faith in Yrena, the Goddess of Destruction. Throughout the Obsidian Plain, travelers may come across twenty-foot tall obsidian pillars arranged in circles of eight. At the center are the charred remains of the unfortunate sacrificial victims to Yrena. Occasionally, a Knaomeran Drake may emerge from these unholy areas.

Mondans do not require water.

### MONDAN

*Medium humanoid (mondan), chaotic evil*

**Armor Class** 16 (half-plate)

**Hit Points** 22 (3d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	11 (+0)	9 (-1)

**Saving Throws** Con +5

**Skills** Intimidation +3

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Mondanian

**Challenge** 1 (200 XP)

**Fire Absorption.** Whenever the mondian is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage taken.

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

### Actions

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.