

# HILLHAMMER DWARVES



**STATBLOCKS FOR 5E  
CAMPAIGNS**





## Table of Contents

Kingdom of Mal-Karagth .....	1
Hammer of Mal-Karagth .....	2
Runemaster .....	3
Elementalist .....	4
Runic Golem.....	5
Magma Dragon.....	6
Grik'val .....	8
Moolhe .....	9
Neeka Snowhollow.....	10
Legal information .....	12

## Credits

**Created by** Titan-Forge Miniatures, titan-forge.com

**Written and designed by** Miłosz Gawęcki

Check his other awesome creations:  
<https://www.dmsguild.com/product/364792/Tales-From-the-Worlds-End>

To have the best experience from this encounter, we suggest using the STL files from **Titan-Forge Miniatures Patreon's** April 2022 release - Hillhammer Dwarves.

Thank you for playing!



### SUPPORT US ON PATREON

<https://www.patreon.com/titanforgeminis>

### VISIT OUR PAGE ON MY MINI FACTORY

<https://www.myminifactory.com/users/TitanForgeMiniatures>



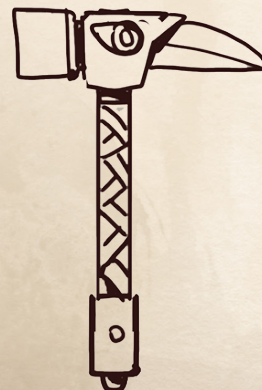
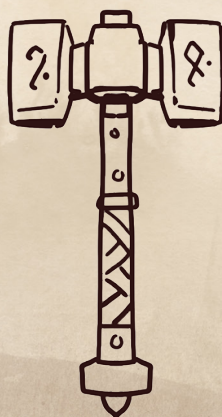
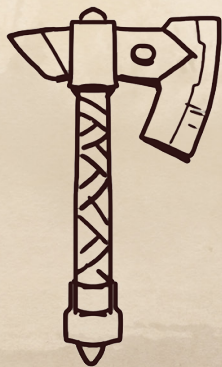


## Kingdom of Mal-Karagth

The dwarven kingdom of Mal-Karagth spans across the whole Morvinian Mountains and further east on the barren hillsides that gently lead toward the ocean. Its magnificent capital, the Great Tokha, was carved below and inside the range's tallest peak of the same name. The dwarves used the stone rubble leftovers from hollowing the mountain to raise a no less breathtaking web of defensive structures above ground. This unified and well-planned defense system has proven many times that conquering the Mal-Karagth dwarves borders on impossibility.

**Special Forces.** Even unparalleled structures and fortifications mean nothing without defenders to crew them. The kingdom's special forces, the Hammers of Mal-Karagth, stand between its lands and enemies. Equipped with the best weapons and armor the Tokhan blacksmiths can create, the Hammers invoke the ancient power fused into runes. While seasoned and veteran soldiers constitute the bulk of the army, powerful runecarvers control golems and unleash elemental forces that slumber beneath the earth.

**Goblin Raiders.** Only the goblin tribes inhabiting the deepest valleys of the Morvinian Mountains seem bent on getting their way against the dwarves. Deemed manically unhinged by the stout folk, the creatures continually force the Hammers into skirmishes. While the goblins can't win, the dwarves are unable to get rid of them, either. This peculiar stalemate has lasted for decades; after each military provocation, the goblins scuttle away and disappear in the dark nooks and crannies of the mountains before the Hammers have a chance to react in force.





## Hammer of Mal-Karagth

Only the best soldiers earn the honor of joining the Hammers of Mal-Karagth. Army veterans and other exceptional individuals who distinguish themselves during their service to the kingdom make up this elite unit. The Hammers are stationed in the most vulnerable and important locations across the Morvinian Mountains. In the past, countless hordes of enemies tried to force their way into the dwarven lands, but to no avail. Now, the mere presence of this special unit discourages people from attempting to cross the border with ill intent. Most people, anyway—the goblins seem to have lost any sense of danger.

**Dwarven Armaments.** Clad with armor and weapons honed by the master craftsmen of the kingdom, the Hammers make neighboring armies jealous. Each piece of their equipment is meticulously crafted following ancestral techniques, and according to awed human blademasters, never breaks or wears down. The Hammers display almost religious care toward their armaments, treating them with the same respect as a fellow dwarf.



### Hammer

Medium Humanoid (Dwarf), usually Lawful Neutral

**Armor Class** 19 (splint armor, shield)

**Hit Points** 37 (5d8 + 15)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	11 (+0)

**Skills** Athletics +5, Intimidation +2

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Dwarvish

**Challenge** 2 (400 XP)

**Dwarven Resilience.** The hammer has advantage on saving throws against poison.

**Formation Tactics (1/Round).** While within 5 feet of another hammer of Mal-Karagth, the hammer can make an opportunity attack without using its reaction.

### Actions

**War Pick.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

**Dagger.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

### Bonus Actions

**Shield Wall.** If the hammer doesn't move on its current turn, it enters a defensive stance. While in this stance, all attack rolls against the hammer are made with disadvantage, the hammer can make an opportunity attack against a creature that enters its melee reach, and its movement speed is reduced to 0. The stance lasts until the start of the hammer's next turn.

### Reactions

**Shield Another.** When a creature that the hammer sees within 5 feet of it is targeted with an attack, the hammer can impose disadvantage on the attack roll, provided it is carrying a shield.



## Runemaster

Runic magic was always strong amongst the dwarven kin, but the Mal-Karagth runemasters, known as the Voices of Rathgan, take this art to a different level. Even the runesmiths of other dwarven nations scratch their heads trying to figure out how the Voices perfected their magic.

**Rune Secrets.** Rathgan Lodestones are one of the best-kept secrets in the whole kingdom. These rocks contain a uniquely high concentration of raw magical energy which allows the runemasters to carve more potent runes. What is unknown to the majority of the Mal-Karagth populace is the fact that only the goblins know how to create special chisels capable of carving into the lodestones. Centuries ago, the runemasters signed a treaty with the King of Goblinopolis, an enormous city-state hidden deep beneath the mountain range—the goblins would provide the chisels, and while both sides would remain sworn enemies, both would also be prohibited from ever destroying the other. This agreement proved to be crucial to the goblin kings who manage to keep all their tribes united against a common enemy, while for the Hammers of Mal-Karagth, it is a mere inconvenience.

**Power of Stone.** With the Rathgan runes, the Voices are capable of extending their will over the stone itself. The runemasters create golems that act as extensions of the dwarves' bodies. The Voices can assume control of the runic constructs or allow them to follow simple tasks on their own, providing a substantial boost to the already imposing strength of the Hammers.



## Runemaster

Medium Humanoid (Dwarf), usually Lawful Neutral

**Armor Class** 17 (half-plate armor)

**Hit Points** 84 (13d8 + 26)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	14 (+2)	18 (+4)	14 (+2)

**Skills** Arcana +5, Insight +7, Intimidation +5

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Dwarvish

**Challenge** 6 (2,300 XP)

**Dwarven Resilience.** The runemaster has advantage on saving throws against poison.

**Runic Armor.** A magical barrier protects the runemaster. The barrier has 20 hit points and takes damage instead of the runemaster. If it is reduced to 0 hit points, the runemaster takes any remaining damage. The barrier regains 5 hit points whenever the runemaster casts a spell.

## Actions

**Multiattack.** The runemaster makes two Havoc attacks.

**Havoc.** Melee or Ranged Spell Attack: +7 to hit, reach 5 ft. or range 60 ft., one target. Hit: 13 (2d8 + 4) force damage, and if the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or fall prone.

**Control Rune.** One Mal-Karagth golem within 60 feet of the runemaster that the runemaster sees can use its Runic Core bonus action during its next turn.

**Spellcasting.** The runemaster casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):  
2/day each: command, dispel magic, guiding bolt, sleep, spirit guardians

## Reactions

**Empowering Runes.** One Mal-Karagth golem within 60 feet of the Runemaster that the runemaster sees gains 10 temporary hit points at the start of its turn.

**Spellcasting.** The runemaster casts the following spell, using Wisdom as the spellcasting ability (spell save DC 15):  
2/day: shield



# Elementalist

There is more to magic in Mal-Karagth than runes and Rathgan Lodestones. Elemental spirits and energies trapped underground for eons yearn to be free again, and the dwarven mages allow them to enjoy moments of freedom. These elementalists, called the Four Stone Shamans, command the restrained energies underground to unleash them upon the enemies of the kingdom.

**Dormant Powers.** Controlling the elements requires near-constant concentration from the mages. One wrong incantation can be a death sentence to an elementalist and their unit, as an unbounded spirit would manifest and wreak havoc.

To prevent that, the shamans have a special status in the kingdom that prohibits others from speaking to them, and often approaching them at all. They move in total tranquility, constantly in a seemingly contemplative mood, but this type of meditation pays off when the elementalists are really needed.



## Elementalist

Medium Humanoid (Dwarf), usually Lawful Neutral

**Armor Class** 13 (16 with mage armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	17 (+3)	14 (+2)	11 (+0)

**Skills** Arcana +5, Insight +4, Nature +5

**Damage Resistances** poison

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Dwarvish, Primordial

**Challenge** 4 (1,100 XP)

**Cycling Aptitude.** Each time the elementalist deals acid, cold, fire, or lightning damage, it deals an additional 1d8 damage of the same type, cumulative up to 4d8. This bonus damage is reset to 1d8 if the elementalist uses the same damage type before using the remaining damage types during one cycle.

**Dwarven Resilience.** The elementalist has advantage on saving throws against poison.

**Ancestral Attunement.** When the elementalist deals acid, cold, fire, or lightning damage, it gains resistance to the same type of damage until the start of its next turn.

## Actions

**Corrosive Shock.** Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 7 (1d8 + 3) acid damage, and the target's AC is reduced by 1 until the start of the elementalist's next turn.

**Flame Arrow.** Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 7 (1d8 + 3) fire damage, and if the target moves during its next turn, it immediately takes the same damage again.

**Frost Ball.** Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 7 (1d8 + 3) cold damage, and the movement speed of the target and all creatures within 5 feet of the target is reduced by 10 feet.

**Lightning Arc.** Ranged Spell Attack: +5 to hit, range 60 ft., one target. Hit: 7 (1d8 + 3) lightning damage, and if the target is Large or smaller, it is moved up to 10 feet in the direction of the elementalist's choice.

**Spellcasting.** The elementalist casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: dancing lights, resistance

2/day each: burning hands, fog cloud, mage armor, thunderwave

1/day each: acid arrow, heat metal, lightning bolt, sleet storm

## Bonus Actions

**Let Go (1/Day).** The elementalist releases an air, earth, fire, or water elemental in an unoccupied space within 5 feet of it. Roll a d4 to determine the elemental type. The elemental uses its own Initiative. The elemental must succeed on a DC 14 Charisma saving throw to maintain control over the elemental. Otherwise, the creature is hostile towards every other non-elemental.

**Manifest Elements.** The elementalist controls air, fire, water, or earth within 30 feet of itself, causing an instantaneous and harmless elemental effect that can fit within a 1-foot cube.

## Reactions

**Spellcasting.** The elementalist casts the following spell, using Intelligence as the spellcasting ability (spell save DC 13):

2/day: absorb elements



## Runic Golem

Crude and slow at first glance, the golems enhanced with Rathgan runes are deadly adversaries. Most of the time, they stay idle at their posts or perform simple, repetitive tasks, like moving rubble or scaring off intruders. Only after a Voice of Rathgan assumes control does the golem show its true capabilities—it becomes an unstoppable construct dominating many battlefield tales.

**Dependable Constructs.** The runic golems accompany runemasters to the frontlines and even to the most secluded outposts. While they are not always deployed in combat, a unit of the Hammers of Mal-Karagth is incomplete without these silent constructs. High-ranking officers of the unit are in the possession of weaker, remote runestones to give simple instructions to the golems in case the runemasters are killed in battle or otherwise unavailable.



## Runic Golem

Large Construct, Unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 144 (17d10 + 51)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	10 (+0)

**Saving Throws** +8 Str

**Damage Resistances** fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** tremorsense 60 ft., passive Perception 11

**Languages** understands Dwarvish but can't speak

**Challenge** 9 (5,000 XP)

**Immutable Form.** The runic golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The runic golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The runic golem's weapon attacks are magical.

**Siege Monster.** The runic golem deals double damage to objects and structures.

### Actions

**Multiattack.** The runic golem makes three Slam attacks.

**Slam.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

**Crippling Pulse (Recharge 5-6).** The runic golem emits a paralyzing pulse in a 15-foot radius around itself. Each creature in that area must make a successful DC 14 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

### Bonus Actions

**Runic Core.** The runic golem takes a second action on its turn. The golem can use this bonus action only if a runemaster uses its Control Rune action on its turn.



## Magma Dragon

---

Elemental energies beneath the mountain range can affect even the most powerful beings. A flight of dragons living in the Morvinian Mountains for countless centuries have changed in incredible ways. Their hearts pump primordial flames through their veins and their bodies appear to be made of igneous rock. Sometimes, magma bursts out of them in cracks between blackened scales. The dragons' bodies emit temperatures high enough to harm anyone who comes too close.

**Calm Coexistence.** The Mal-Karagth dwarves live in peace with the magma dragons. The great wyrms rarely pay any attention to the doings of their smaller neighbors. Even though occasional conflicts occur, they never escalate. The dragons have surprisingly frosty temperaments, in contrast to their melting bodies. While most dwarves stay away from the draconic lairs and hoards, some of them are employed by the dragons. Occasionally, the wyrms wish to have runic golems sort or guard their treasures, and at other times, they need the dwarves to keep straight accounts of all coins and magic items in their troves.

The magma dragons treat the Morvinian Mountains as home, just as much as the dwarves. If an overwhelming danger threatens the region, these two races will stand side by side to defend it.





# Magma Dragon

*Gargantuan Dragon, typically True Neutral*

**Armor Class** 22 (natural armor)

**Hit Points** 245 (14d20 + 98)

**Speed** 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	22 (+6)	18 (+4)	19 (+4)	19(+4)

**Saving Throws** +8 Dex, +11 Con, +10 Wis, +10 Cha

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

**Damage Immunities** fire

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 20

**Languages** Common, Draconic, Dwarvish

**Challenge** 18 (20,000 XP)

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

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Magma Form.** A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 13 (3d8) fire damage.

## Actions

**Multiattack.** The dragon makes one Bite or Tail attack and two Claw attacks.

**Bite.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) bludgeoning damage plus 9 (2d8) fire damage.

**Claw.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage.

**Tail.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Magma Spit (Recharge 5-6).** The dragon spits a ball of magma on a point within 90 feet of it. The area within a 10-foot radius of that point becomes difficult terrain. When a creature moves into the spell's area for the first time on a turn or starts its turn there, that creature must succeed on a DC 20 Constitution saving throw or take 49 (11d8) fire damage. On a successful save, the creature takes half as much damage. The area remains affected for 10 minutes.

## Legendary Actions

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

**Attack.** The dragon makes a bite or tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be pushed up to 10 feet away from the dragon and knocked prone. The dragon can then fly up to half its flying speed.

**Heart of Flames (Costs 3 Actions).** The dragon emanates high heat. Any creature that starts its turn within 15 feet of the dragon before the start of the dragon's next turn must succeed on a DC 20 Constitution saving throw or take 36 (8d8) fire damage.



# Grik'val

What could be more exciting than hunting monsters? Grik'val does not have an answer to this question and is not looking for one. She is a born monster hunter and can't imagine herself doing anything else. The thrill of the hunt, the pumping of adrenaline, and finally, the raw fear keeping her alive during the fight—this is all Grik'val could ask for in life.

**Lineage of Hunters.** She comes from a long line of draconian folk who have hunted monsters and passed down their traditions and skills. Like her father before her, Grik'val is best at dealing with foes that are larger than herself. A compact body and above-average agility allow her to excel against bigger but slower monsters. Wielding a sword crafted by her grandmother and a crossbow of her own design, she is always ready to face terrible creatures.

**Familiar Monsters.** Recently, Grik'val learned a valuable lesson—some monsters are hiding in plain sight. While she was out hunting in the jungle, Imperial soldiers came to her village claiming that a dangerous criminal was hidden there. Under this pretense, the officer ordered the imprisonment of the village's elders for assisting the enemy of the Empire. Upon her return, Grik'val decided to single-handedly assault the soldiers' camp and rescue the elders.

Her mission was successful, but her tribe and village became an enemy of the Empire. Fortunately, Grik'val can take on enemies that are bigger than her.

**Personality Trait.** "Most of my foes are bigger than me and I'm not afraid of them. They need more than size to discourage me!"

**Ideal.** "I can't just stand idly by when my people face injustice."

**Bond.** "I'm following in my ancestors' footsteps and I hope I'll have descendants who will look up to me the same way."

**Flaw.** "I always know better. I don't need others' counsel."



## Grik'val

Medium Humanoid (Dragonborn), True Neutral

**Armor Class** 15 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

**Saving Throws** Str +5, Dex +4

**Skills** Athletics +5, Nature +2, Perception +3, Stealth +4, Survival +3

**Damage Resistances** lightning

**Senses** passive Perception 13

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

**The Bigger They Are.** Grik'val has a +2 bonus to attack rolls against Large or larger creatures.

**The Harder They Fall (1/Turn).** Grik'val deals an additional 4 (1d8) damage to Large or larger creatures.

## Actions

**Multiattack.** Grik'val makes two melee attacks.

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

**Heavy Crossbow.** Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

**Breath Weapon (Recharge 6).** Grik'val exhales lightning in a 30-foot-long line that is 5 feet wide. Any creature in the line must make a DC 12 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

## Reactions

**Giant Killer.** Grik'val can make a melee attack against a Large or larger creature within 5 feet of her that missed her with an attack.



# Moolhe

This ruthless bounty hunter and mercenary is known for two things: reliability and a total lack of morals. While only kingpins and crime lords can afford the tiefling's services, they hesitate to do so in fear that he might strike them next. It does not mean Moolhe can't find work—there are always those desperate enough to hire him.

**Blood Pact.** Moolhe has not always been an unscrupulous murderer. He does it to pay off his debt to a powerful vampire, a wicked debt that can only be paid off with blood. A decade ago, the tiefling was gravely wounded in combat and a charming stranger offered to save him for a price. Delirious, Moolhe said he would do anything to stay alive. The stranger used powerful blood magic to keep the wounded man alive, and in return, he set the price—sanguine fluid of life. The vampire demanded Moolhe take the heads of nine hundred and ninety-nine persons that others wanted dead.

**Waking Dreams.** The tiefling still has a long road to walk before he is finally paid up. Sometimes, when he is alone in the dead of night, he wonders whether he can ever be really free. All the killings have left him devoid of emotions and empathy. He suspects that the price he is paying may not truly be the blood of the people he kills, but his own humanity. As quickly as these thoughts come to him, they disperse. Moolhe knows there is no point in dwelling on such matters because he has to stay focused on his job.

**Personality Trait.** “First, second, third, tenth, thirty-sixth... At some point, the people have no more meaning. They're just numbers.”

**Ideal.** “What else is life if not a struggle to stay alive.”

**Bond.** “Nine hundred ninety-nine heads must roll before I see it through.”

**Flaw.** “I pretend everything will eventually go back to normal.”



## Moolhe

Medium Humanoid (Tiefling), Lawful Evil

**Armor Class** 16 (scale mail armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	13 (+1)	10 (+0)	14 (+2)

**Saving Throws** Str +5, Con +4

**Skills** Athletics +5, Intimidation +4, Investigation +2, Stealth +4

**Damage Resistances** fire

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

**Languages** Common, Infernal

**Challenge** 3 (700 XP)

**Action Surge (1/Day).** Moolhe can immediately take another action on his turn.

## Actions

**Multiattack.** Moolhe makes two melee attacks. Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) slashing damage.

**Glaive.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

**Innate Spellcasting.** Moolhe innate spellcasting ability is Charisma (spell save DC 12). Moolhe can innately cast the following spells, requiring no material components:

At will: thaumaturgy

1/day each: darkness

## Bonus Actions

**Sanguine Embrace.** After hitting a creature with a melee weapon, Moolhe can force the target that isn't an Undead or Construct to make a DC 12 Constitution saving throw. On a failed save, the target takes an additional 5 (1d10) damage, and Moolhe gains a number of temporary hit points equal to half the damage.

**Second Wind (1/Day).** Moolhe regains 10 hit points.

## Reactions

**Hellish Rebuke.** A creature within 60 feet of Moolhe that damaged him is surrounded by flames. It must make a DC 12 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.



## Neeka Snowhollow

Small Humanoid (Gnome), Neutral Good

**Armor Class** 14 (studded leather armor)

**Hit Points** 82 (15d6 + 30)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	12 (+1)	18 (+4)	12 (+1)

**Saving Throws** Int +7, Wis +4

**Skills** Animal Handling +7, Insight +7, Nature +4, Perception +7

**Damage Resistances** cold

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Gnomish

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

**Gnome Cunning.** Neeka has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

### Actions

**Multiattack.** Neeka attacks two times with Snow Slingshot.

**Snow Slingshot.** Ranged Spell Attack: +7 to hit, range 60 feet., one target. Hit: 9 (2d4 + 4) cold damage, and the target can't take reactions until the start of Neeka's next turn.

**Staff.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with both hands.

**Spellcasting.** Neeka casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: guidance, mending, resistance  
2/day each: animal friendship, cure wounds, enhance ability, fog cloud, heat metal, pass without trace  
1/day each: conjure animals, dispel magic, sleet storm

### Reactions

**Barrier of Ice (1/Day).** When Neeka is hit with an attack, she can conjure a block of ice around herself that has 30 hit points. The triggering attack must damage the ice instead of Neeka. The ice lasts up to 1 minute or until it loses all hit points. If damage reduces the ice to 0 hit points, Neeka takes any remaining damage. While inside the ice, Neeka is incapacitated and she regains 10 hit points at the start of each of her turns.

## Neeka Snowhollow

Hopping around on the back of her trusted friend and companion, a giant snow hare named Snowball, Neeka is considered a guardian figure by her community. She lives in a small gnomish burg in the Lakeside Hills, far in the north of the Old Vilkarian Kingdom. The area is remote enough to make it safe from brigands and raiders, but the snowy hills are not as serene as they seem. Hungry wildlife and various monsters roam the slopes in search of easy prey.

**Icy Sanctum.** Some time ago, during one of her strolls around the burg, Neeka stumbled upon an old shrine buried beneath the snow. Typical for a gnome, she was led inside by her innocent curiosity. She did not recognize to whom the shrine was dedicated, but a peculiar figurine laying on the ground piqued her interest. It was a small ice sculpture of a hare, but once she touched it, the figurine melted and soaked into Neeka's skin. It was a truly chilling experience, but the gnome quickly discovered that she had gained new powers. She could conjure a giant hare and had limited control over snow and ice.

**Safety for All.** With these new tricks up her sleeve, Neeka guards her community against dangers lurking in the Lakeside Hills. At the same time, she is aware that the wildlife is simply looking for scarce food. She often sets out to find alternative sources of fodder for beasts and animals, so they do not pose a danger to the burg.

**Personality Trait.** "I think I'm easygoing. People in the burg love me and I have a way around animals too!"

**Ideal.** "I never thought I'd do much in my life. Now, it turns out to be extraordinary and I can't waste this potential! It's my responsibility."

**Bond.** "With my snowy powers, I must do all I can to make the Lakeside Hills safe for everyone!"

**Flaw.** "Nothing ever goes wrong when I'm present. I can take care of any situation!"





## Snowball the Giant Hare

*Medium Fey, True Neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	4 (-3)	12 (+1)	4 (-3)

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

**Damage Resistances** cold

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Fantastic Leap.** Snowball's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

**Snow Camouflage.** While in an area covered in snow, Snowball can attempt to hide even if only lightly obscured.

### Actions

**Snowball's Snowball.** If Neeka isn't riding Snowball, it curls into a ball and moves up to its movement speed in a straight line. Any creature on its path must succeed on a DC 13 Dexterity saving throw or be pushed 5 feet aside and knocked prone.

### Bonus Actions

**Escape.** Snowball takes the Dash, Disengage, or Hide action.



## Legal information

OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.