

# Bloodsand Cartel

Founded by a banished cabal of alchemists, in modern times, the Bloodsand Cartel forged itself a name of infamy throughout Altland. As a home of renegades, criminals, and misfits, the Bloodsand Cartel grew to one of the greatest criminal organizations, with no sign of stopping in sight. While possessing a measure of decency and, if one can call it, honor, under the new leadership of notorious crime prince Malik 10 years ago, the cartel has become territorial and vicious and found itself in battles for territory with other criminal organizations.

At the seeming height of its power though, the Cartel gathered its most capable forces to venture forth into their most ambitious plan yet: to carve out a kingdom of their own and plunging the world as we know it into chaos - a chaos from which Malik and his Cartel would emerge from supreme.



## BLOODSAND ENFORCER

Medium humanoid (any)

**Armor Class** 16 (breastplate)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (0)	13 (+1)	10 (0)

**Proficiency** +2

**Skill Proficiencies** Perception +3

**Senses** passive Perception 13

**Languages** Common and one additional language

**Challenge** 2 (450 XP)

**Experimental Weapon.** If the enforcer fails a 1 on an attack made with their crystal blaster, it malfunctions and can't be fired again until the enforcer uses an action to fix it.

### ACTIONS

**Multiattack.** The enforcer makes two weapon attacks.

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

**Crystal Blaster.** *Ranged Weapon Attack:* +5 to hit, range 100/240 ft., one target. *Hit:* 9 (2d8) lightning damage.

**Flame Crystal Grenade.** The enforcer throws a fire crystal at a space within 20 ft. of themselves. The crystal explodes on impact in a 10 ft. radius. Each creature in the area must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save and half as much on a successful one.

## Bloodsand Enforcer

Among the common grunts that form the military bulk of the Cartel's forces, each of the bloodsand enforcers is a distinguished combatant, capable of engaging soldiers of other nations on equal footing.

Each of the enforcers carries high quality armor and underwent rigorous training. Those who could not keep up the pace were cast aside, as the Cartel could not allow weakness to wear them down to realize their aspiration for a realm of their own. Most notable equipment these soldiers wield are their lethal crystal blasters, created from scavenged technology of the advanced elych, and the ingenious designs of the Cartel's most elite crystal-mancers.



## Crystallmancer

Led by the master crystallmancer Ra'Hu'Gi, who is as twisted as genius, the crystallmancers form the technological experts of the Cartel's operations. With the use of elemental crystals which stockpile elemental energies, the crystallmancers provide destructive weaponry as well as technological marvels whose artifice borders on magic.

In combat, each of the crystallmancers knows to utilize the elemental crystals they carry to turn them into lethal explosives.

### CRYSTALMANCER

Medium humanoid (any)

**Armor Class** 17 (protective gear)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	14 (+2)	17 (+3)	10 (0)	9 (-1)

**Proficiency** +2

**Skill Proficiencies** Arcana +5, Perception +2

**Damage Resistances** cold, fire, lightning, thunder

**Senses** passive Perception 12

**Languages** Common and one additional language

**Challenge** 3 (700 XP)

**Crystallmancy Gear.** The crystallmancer grenade's DC is 15 and not linked to any of the crystallmancer's ability scores.

#### ACTIONS

**Shock Gauntlet.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) lightning damage, plus 5 (2d4) additional damage if the target wears armor made out of metal.

**Flame Crystal Grenade.** The crystallmancer throws a fire crystal at a space within 20 ft. of them. The crystal explodes on impact in a 10 ft. radius. Each creature in the area must make a DC 15 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save and half as much on a successful one.

**Ice Crystal Grenade.** The crystallmancer throws an ice crystal at a space within 20 ft. of them. The crystal explodes on impact in a 10 foot radius. Each creature in the radius must succeed on a DC 15 Strength saving throw or becomes restrained until the end of the crystallmancer's next turn. Additionally the area becomes difficult terrain until the end of the Crystallmancer's next turn.

**Sonic Crystal Grenade.** The crystallmancer throws a sonic crystal at a space within 20 ft. of them. The crystal explodes on impact and each creature in a 10-foot radius must make a DC 15 Constitution saving throw. On a failed save a creature takes 13 (3d8) thunder damage and is pushed 10 feet away from the center of the explosion. On a successful save a creature takes half as much damage and is not pushed.

#### REACTIONS

**Skirmish.** If an enemy creature ends its turn within 5 feet of the crystallmancer, the crystallmancer moves up to half of their speed without provoking opportunity attacks.





## BEASTBLOOD ENFORCER

Medium humanoid (any)

**Armor Class** 14 (chain shirt)

**Hit Points** 76 (8d8 + 32 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

**Proficiency** +2

**Skill Proficiencies** Athletics +7

**Senses** passive Perception 11

**Languages** Common and one additional language

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

**Behemoth Blood.** The enforcer is considered a large creature when grappling, has additional hit points and deals one additional dice of their damage (included in the attack).



## DM Tuz Table Scraps: Blood Sand Cartel

**Bullrush.** If the enforcer moves at least 10 ft. straight towards a creature and hits it with a slam attack on the same turn, the creature must succeed on a DC 14 Strength saving throw or be knocked prone.

**Mutant.** The enforcer has advantage on saving throws against spells and game effects that specifically target humanoids.

### ACTIONS

**Multiattack.** The beastblood enforcer makes two attacks: one with its great machete and one slam attack.

**Great Machete.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

## Beastblood Enforcer

Handpicked from the lines of the common enforcers, these individuals underwent an experimental treatment that merged their bodies with the powerful blood of the behemoths. The result are powerful brutes, each carrying the strength of a dozen men in a single body that wields heavy weaponry with ease.



## INK WIELDER

Medium humanoid (any)

**Armor Class** 16 (unarmored defense)

**Hit Points** 59 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	11 (0)	15 (+2)	10 (0)

**Proficiency** +2

**Skill Proficiencies** Acrobatics +6, Perception +4, Stealth +6

**Senses** passive Perception 14

**Languages** Common and one additional language

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

**Martial Arts.** If the ink wielder hits a creature with two unarmed strikes within the same turn, they deal an additional 4 (1d8) damage and can choose one of the following effects:

- The creature must succeed a DC 13 Strength saving throw or be knocked prone.
- The creature must succeed a DC 13 Dexterity saving throw or be drop one item that it is holding (ink wielder's choice).
- The creature must succeed a DC 11 Constitution saving throw or be incapacitated until the end of the ink wielder's next turn.

**Unarmed Defense.** While the ink wielder is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The ink wielder makes weapon attacks. They can use a magic tattoo in place of 2 attacks.

**Unarmed Strikes.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 4) bludgeoning damage.

**Shuriken.** *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 +3) slashing damage.

**Magic Tattoo (2/short rest).** The ink wielder uses one of their magic tattoos to cast one of the following spells (DC 13) without material components:

Darkness, Misty Step, Silence, Web

### REACTIONS

**Deflect Magic.** The ink wielder adds +2 to a saving throw they make against magic. To use this reaction, the ink wielder must be able to see the spell's caster.

## DM Tuz Table Scraps: Blood Sand Cartel *Ink Wielder*

The painting of alchemical tattoos has been one of the most venerable practices within the Bloodsand Cartel, descending from the ancient cabal of alchemists once banished from their home. Ink Wielders are, as the name implies, individuals who utilize these tattoos to great effect.

Each of the Ink Wielder's tattoos covering their body holds arcane power that awaits to be released. To perfectly utilize these, the Ink Wielders are trained in ancient martial arts to create a perfect flow of bodily motion and the release of arcane energies.





## BLOODSAND HERETIC

Medium humanoid (any)

**Armor Class** 15 (Mage Armor)

**Hit Points** 52 (8d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	16 (+3)	13 (+1)	18 (+4)

**Proficiency** +3

**Skill Proficiencies** Arcana +6, Perception +4

**Senses** passive Perception 14

**Languages** Common and one additional language

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

**Magestone Tattoo (1/day).** When the heretic casts a spell they can increase the spell's level by 2.

**Protective Tattoo.** When the heretic casts a spell that causes damage or forces creatures to make a saving throw, they are immune to the damage of the spell and succeed the required saving throw.

### ACTIONS

**Unarmed Strikes.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

**Elemental Bolt.** *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 11 (2d10) acid, cold, fire, or lightning damage.

**Spellcasting.** The heretic casts one of the following spells, using Charisma as the spellcasting ability (Spell save DC 15) requiring no material components:

1/day each: *Blight, Fireball, Fly, Ice Storm, Fly*



## Bloodsand Heretics

Within the ancestral home of the ancient alchemists, dabbling with the arcane was seen as a corrupting vice. Those found to possess magic were seen as a liability, as the corruption of magic was seen as a certainty for these individuals. To this day, the understanding of magic within their home is limited and supplemented with superstition.

The Heretics are individuals born with arcane power and marked as heretics by their home. But the Cartel, ever so watchful, provided these individuals with a new home and purpose: to destroy the enemies of the Cartel.



## DM Tuz Table Scraps: Blood Sand Cartel

### BLOOD SAND OPERATIVE

Medium humanoid (any)

**Armor Class** 15 (studded leather)

**Hit Points** 65 (10d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	17 (+3)	15 (+2)	13 (+1)	14 (+2)	10 (0)

**Proficiency** +3

**Skill Proficiencies** Acrobatics +6, Perception +5, Stealth +9

**Senses** passive Perception 13

**Languages** Common and one additional language

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

**Evasion.** If the operative is subjected to an effect that allows them to make a Dexterity saving throw to only take half damage, the operative instead takes no damage if they succeed and only half damage if they fail.

**Sneak Attack.** The operative deals an extra 14 (4d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 ft. of an ally of the operative that isn't incapacitated and the operative doesn't have disadvantage on the attack roll.

#### ACTIONS

**Multiattack.** The operative makes two melee weapon attacks.

**Katar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

**Tail Blade.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

**Dart.** *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the creature must succeed a DC 15 Constitution saving throw or be poisoned for one hour. If the saving throw fails by 5 or more, the target is also Unconscious while Poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

If this attack was made as a sneak attack the target has disadvantage on the saving throw.

**Smoke Bomb (1/day).** The operative throws a smoke bomb at a point within 20 ft. of themselves. On impact the smoke bomb explodes in a 10 ft. radius of opaque smoke. The cloud remains for 1 minute or until blown away.

#### REACTIONS

**Tail Blade Reposte.** When a creature misses the operative with an attack while within 5 ft. of them, the operative makes a tail blade against the triggering creature.

## Bloodsand Operative

As the Cartel and its ambition's grew, so too did the need for capable and talented underlings. Trained under the watchful eyes of the Cartel's master assassin Kahana, the Cartel's operatives are elite agents in the service of the Cartel.

They are masters of espionage, sabotage, and assassination. While the Cartel counts very few among their ranks, each of the Operatives alone is capable of putting the machinations of their rivals to a sudden standstill.

