

ECHOES OF EXTINCTION

WEEK 4

SKELETREX

Lurking in the depths of an ancient tomb, skeletrexes stand as ominous sentinels, their bones bound together by dark magic and glowing with malevolent energy. With each step, their massive form rattles and echoes through the stone halls, a chilling herald of the deadly abilities they possess. Capable of exhaling necrotic energy, hurling explosive bone shards, and even reassembling itself when shattered, this nightmarish creature serves as a relentless guardian, ready to consume the souls of those who dare trespass its domain.

SKELETREX

Huge undead, unaligned

Armor Class 18 (natural armor)

Hit Points 199 (19d12 + 76)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Saving Throws Con +10

Skills Perception +7

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities blinded, deafened, unconscious

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 17 (18,000 XP)

Bone Shards. A creature that touches the skeletrex or hits it with a melee attack while within 5 feet of it takes 6 (1d12) necrotic damage.

Reassemble. If reduced to 0 hit points but not outright destroyed, the skeletrex regains all its hit points in 1 minute unless a gallon of holy water is sprinkled on its remains or a dispel magic or remove curse spell of 6th level or higher is cast on it.

Soul Devourer. If a creature dies within 10 feet of the skeletrex, the skeletrex absorbs its soul, regaining hit points equal to two times the creature's CR or level (rounded up). If its soul is devoured in this way, the creature can be restored to life only by means of a true resurrection or a wish spell.

Temporal Destroyer. Whenever the skeletrex damages a creature with an attack, that creature must succeed on a DC 19 Constitution saving throw or gain a point of temporal decay. If a creature gains 5 points of temporal decay, it dies.

Actions

Multiattack. The skeletrex makes three attacks: one with its necrotic bite and two with its necrotic wave. It can't make both a necrotic bite attack and a necrotic wave attack against the same target.

Necrotic Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage and 13 (2d12) necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, takes 13 (2d12) necrotic damage at the start of each of its turns, and the skeletrex can't bite another target.

Necrotic Wave. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 13 (1d12 + 7) necrotic damage.



FIREBITE VELOCIRAPTOR

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +5, Survival +5

Damage Resistances cold

Damage Immunities fire

Condition Immunities unconscious

Senses darkvision 60 ft., passive Perception 15

Languages understands Primordial

Challenge 6 (2,300 XP)

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

Pounce. If the velociraptor moves at least 15 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 11 (2d10) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the velociraptor can make a flametongue attack against it as a bonus action.

Soul of Flame. Whenever the velociraptor is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt, and its speed is doubled until the end of its next turn.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and 7 (2d6) fire damage. The fire then leaps to another creature of the velociraptor's choice within 10 feet of the initial target, dealing 7 (2d6) fire damage.

Flametongue. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 7 (2d6) fire damage at the start of each of its turns.



FIREBITE VELOCIRAPTOR

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PRIMANHELUS



Born from the crucible of great disasters, the primanhelus are a rare and enigmatic offshoot of the aasimar, whose celestial lineage is entwined with the primal forces of the world. Each primanhelus is imbued with the essence of the catastrophe that gave birth to them, but the true nature of their soul is unknown. Some myths call them "elemental angels", sent to alleviate the pain of great disasters. Others consider them to be living, breathing warnings against humanity's encroachment upon nature.

What's certain is the strength of their character. *Vulcani* emanate the infernal heat of volcanic eruptions, their skin often resembling molten rock. *Inundi* are children of devastating floods, their visages bearing an ever-changing fluidity. *Terramoti* resonate with the tumultuous power of earthquakes, their forms appearing as if hewn from living stone. Lastly, *tempesti* are whirlwinds incarnate, born of mighty hurricanes and emanating an air of constant, restless motion.



PRIMANHELUS TRAITS

• **Ability Score Increase.** Your Charisma score increases by 2.

• **Age.** Primanhelus are born mature as nature roils, then live about 30 years before blending back into nature.

• **Alignment.** Most primanhelus are traditionally kind spirits, bound to the whims of nature more than law. They are chaotic good or chaotic neutral.

• **Size.** Primanhelus greatly vary in size based on their origin. You are Medium or Small. You choose the size when you select this race.

• **Speed.** You have a walking speed of 30 feet.

• **Languages.** You can speak, read, and write Common and Primordial.

• **Devastation Born.** Whenever you fail a Strength, Dexterity, or Constitution saving throw, you become inspired by the pain and hardship. You gain advantage on the next ability check or attack roll you make within the next minute.

• **Divert Disaster.** When another creature you can see within 30 feet of you takes cold, fire, or force damage or bludgeoning damage as a result of falling, you can spend your reaction to reduce that damage by an amount equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

• **Soul of the Land.** You gain proficiency in the Nature skill.

• **Subrace.** Primanhelus are split into the four great disasters of the world. They can be either be *inundati*, *tempesti*, *terramoti*, or *vulcani*.



- **Calamitous Form.** When you reach 3rd level, you gain access to a calamitous form based on your subrace. You can use a bonus action to unleash the calamitous energy within yourself, gaining the benefits of that form. Your transformation lasts for 1 minute or until you end it as a bonus action. Once you transform using your form, you can't use it again until you finish a long rest.



INUNDATI PRIMANHELUS

Emerging from the chaotic wrath of monumental floods, inundati are the essence of ever-changing fluidity. Their appearance evokes the qualities of flowing water, with skin that seems to ripple and shimmer. The inundati are drawn to bodies of water, feeling most at peace near rivers, lakes, or oceans. Harnessing the power of their watery origins, they flow freely and quickly, saving people from great waves.

- **Ability Score Increase.** Your Strength score increases by 1.
- **Child of Waves.** You have a swimming speed of 20 feet and can breathe underwater.
- **Ever-Changing.** You gain one skill proficiency of your choice. When you level up or by spending 12 hours studying in the course of a single day, you can choose to replace it with any other skill proficiency.
- **Calamitous Form: Flood's Savior.** You turn into a wave of roiling strength. Until the transformation ends, your swimming speed is doubled, you can't be pushed, pulled, grappled, or restrained, and any creature you touch gains the ability to breathe underwater for the next hour.

TEMPESTI PRIMANHELUS

Conceived in the tumultuous gales of cataclysmic hurricanes, tempesti personify the relentless energy of swirling winds and torrential rain. A constant sense of movement accompanies them, manifesting as a faint aura of windswept air or a sudden gust that seems to follow them. Skies and open fields are their sanctuaries, where they feel an insatiable urge to ascend and touch the clouds. When roused, a tempesti can summon winds strong enough to buffet foes and disperse clouds, or even to lift themselves briefly off the ground.

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Deflective Gust.** When another creature hits you with a melee attack, you can use your reaction to gain a bonus to your AC equal to half your proficiency bonus (rounded down). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Calamitous Form: Unstoppable Wind.** Your legs turn into a miniature tornado. Until the transformation ends, you have a flying speed equal to your walking speed, and opportunity attacks against you are made at disadvantage.

TERRAMOTI PRIMANHELUS

Carved from the seismic upheavals of earth-shattering quakes, terramoti exhibit a rugged and unyielding form. Their bodies resemble intricately hewn statues, appearing as if crafted from living stone or compacted earth. Naturally drawn to mountainous terrain and rocky outcrops, they possess an innate ability to interact with the earth. The terramoti can cause the ground to tremble and shift, manipulating the terrain to their advantage or break enemy positions with the force of a minor earthquake.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Roiling Earth.** When you take the Attack action on your turn, you can replace one of your attacks with a miniature earthquake in a 10-foot radius around you. Each creature in that area must make a Strength saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 force damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Calamitous Form: Uncertain Ground.** You meld with the ground, causing it to shift and change. You gain a burrowing speed equal to your walking speed. Whenever you burrow through a 5-foot square of terrain, it becomes magical difficult terrain for the next minute. Creatures standing on difficult terrain created by this trait have a penalty to their AC equal to half your proficiency bonus (rounded down).

VULCANI PRIMANHELUS

Born from the molten fury of volcanic eruptions, vulcani are embodiments of untamed heat and unyielding stone. Their skin often bears an uncanny resemblance to molten rock, shifting and glowing in darkened shades of red and orange. A vulcanus exudes an aura of intensity, akin to the unquenchable flames that birthed them, and they often feel a deep affinity with places of volcanic activity.

- **Ability Score Increase.** Your Intelligence score increases by 1.



- **Erupt.** When you are prone, you can stand up using 5 feet of movement instead of half your speed, erupting with great power. When you do so, each creature within 10 feet of you must make a Strength saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d10 fire damage and is knocked back 10 feet. On a successful save, it takes half as much damage and isn't knocked back. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- **Calamitous Form: Molten Flight.** You sprout wings of lava. Until the transformation ends, you have a flying speed equal to half your walking speed, and whenever a creature hits you with a melee attack, it takes fire damage equal to your proficiency bonus.

ROGUE: FOSSILBLADE

Born from a mysterious fusion of necromantic arts and archaeological discovery, Fossilblades are the keepers of ancient secrets and wielders of time-forged might. Many are drawn to this shadowy path after venturing deep into the catacombs of long-forgotten tombs, excavating hidden temples, or unearthing mysterious fossils that are imbued with dormant energies. During these explorations, they often experience vivid, haunting visions that propel them to harness the essence of their own skeletal structure as well as the fossilized remains of creatures long extinct.

These rogues are often loners, shrouded in the solitude that comes from the weight of millennia-old secrets. They are haunted by the glimpses of history they've seen and are driven by an insatiable curiosity about the past. This curiosity often manifests in an unending quest for more fossilized remnants, each offering not just material for their unique form of combat but also fragments of knowledge and power from a time long past. In battle, Fossilblades are a force to be reckoned with. They shape their bones into deadly weapons and channel the dormant energies of their fossilized finds to augment their capabilities. Each swing of their bone-forged blade is a strike imbued with the wrath of ancient knowledge.

Their expertise is not limited to the physical realm; their archaeological pursuits grant them a deep understanding of history, cultures, and ancient languages. It's not uncommon for a Fossilblade to decipher an unreadable script or solve a riddle that has baffled scholars for generations. Yet, this wisdom comes at a cost. The constant meddling with energies so ancient and mysterious often leaves them on the edge of existential questions most dare not ponder. To be a Fossilblade is to forever hang on the precipice between the unfathomable past and the ever-unfolding present.

ARCHEOLOGIST KNOWLEDGE

Beginning at 3rd level, you have a vast knowledge of history and the many cultures of its past. Choose any two languages. You learn how to speak, read, and write those languages.

In addition, you gain proficiency in the History skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Arcana, Investigation, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses History. You receive this benefit regardless of the skill proficiency you gain from this feature.

BONEFORGED WEAPON

Also at 3rd level, you've learned how to weave fossils together with your bones to create deadly osseous weapons. Whenever you take the Attack action, you can take piercing damage equal to your rogue level, which can't be reduced or prevented in any way, to manifest a Bone Weapon from the options below into your free hand and make the attack with that weapon:

- **Raptor Boneblade.** You combine your hand with a raptor claw into a serrated blade that deals slashing damage. On a hit, the target takes extra necrotic damage equal to half the number of Sneak Attack dice for your level (round up) at the start of its next turn.
- **Ankylosaurus Hammer.** You combine your fist with an ankylosaurus tail into a deadly hammer that deals bludgeoning damage. On a hit, you can choose between knocking the creature prone or pushing it 10 feet in a direction of your choice.

Each weapon is a simple melee weapon with the finesse property and a reach of 5 feet, and on a hit, it deals damage equal to 1d6 plus the ability modifier you used for the attack roll of a type determined by the option you chose. The Bone Weapon retracts back into your skin after you make an attack.

IMPROVED BONEMELDING

Starting at 9th level, you've become more proficient than ever in combining your bones with fossils. You learn the following two Boneforged Weapon variants, which can be manifested by taking piercing damage equal to twice your rogue level instead:

- **T-Rex Scythe.** You combine your spine with a tyrannosaurus tooth into a deadly scythe that deals slashing damage. On a hit, if the target is below half of its maximum hit points, it takes necrotic damage equal to a roll of your Sneak Attack dice.
- **Triceratops Spear.** You combine your arm with a triceratops horn to form a sturdy spike that deals piercing damage. On a hit, choose a damage type. The creature loses resistance to that damage type, if it had any, until the start of your next turn.

In addition, after you use your Boneforged Weapon, until the start of your next turn, the next time you become the target of an attack, you gain a bonus to your AC equal to your proficiency bonus against that attack.

REACTIVE BONES

By 13th level, you've animated your bones so often that they have gained a will of their own. Whenever a creature hits you with a melee attack, you can summon your bones to attack it as a reaction. It must succeed on a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Dexterity modifier) or take necrotic damage equal to a roll of your Sneak Attack dice.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

TIMELESS WARRIOR

At 17th level, you've interacted with the bones so frequently that it's fortified your body. You gain the following benefits:

- Your hit point maximum increases by an amount equal to twice your rogue level. Whenever you gain a rogue level thereafter, your hit point maximum increases by an additional 2 hit points.
- You have advantage on all attack rolls using your Bone Weapon.
- Your Reactive Bones feature no longer requires a reaction.

ITEMS

STORMSIRE HELMET

Wondrous item, very rare (requires attunement by a spellcaster)

Crafted from the hide of the fabled Stormsire, a creature as ancient as it is fearsome, this helmet is a formidable piece of headgear. Its exterior is a tempestuous swirl of colors, mimicking the sky during a thunderstorm, with hues of dark gray, electric blue, and flashes of silvery white. Upon wearing it, a subtle charge fills the air, and the ambient energy seems to crackle and hum around you as if the storm that birthed the original creature still rages on within the helmet itself.

While wearing this helmet, you gain the following benefits:

- **Tempest Shell.** You have resistance to lightning and thunder damage.
- **Eye of the Storm.** Whenever you succeed on an Intelligence, Wisdom, or Charisma saving throw, the helmet begins to glow, gaining a storm charge, which lasts for 1 minute. It can hold up to 3 charges. The next time you cast a cantrip while you have at least 1 storm charge, you can cast that cantrip an additional time for each storm charge as part of the same action.



TRICERATOPS HORN SHIELD

Armor (shield), rare

The triceratops horn shield has a broad face carved from the massive horn of an ancient triceratops. The surface is polished to a lustrous sheen but retains the rugged texture and grooves that tell tales of age-old battles. At the center of the shield, the horn culminates into a pointed, formidable spike, a reminder of the beast's primal ferocity.

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. In addition, you gain the following benefits:

- **Find Footing.** You have advantage on checks and saving throws against being pushed or knocked prone.
- **Horn Ram.** When you take the Attack action on your turn, you can replace one of your attacks with a ram, targeting one Huge or smaller creature you can see within 5 feet of yourself. The target must make a Strength saving throw (DC equals 8 + your proficiency bonus + your Strength modifier). On a failed save, the target takes 2d6 piercing damage and is rammed by the horn. While rammed in this way, the target is considered grappled by the shield (escape DC equals 8 + your proficiency bonus + your Strength modifier). While a creature is rammed, it moves with you while you are holding the shield, and moving the creature in this way doesn't half your speed. On a successful save, the target takes half as much damage and isn't rammed.