

## INAK

The inak (EE nok) are an intelligent undead species that haunt the tunnels below the northern portion of the Basilisk's Spine Mountains. Superficially, they appear to be skeletons bound together by thick, boiled leather. However, their skeletal structures consist of more than just humanoid bones. Inaks build themselves out of any parts they have available. One inak may have the head of a ram with six long appendages while another may crawl like a scorpion and have a six-foot-long neck terminating in an infant human's skull.

No one knows how long the inak have been in the Low. The elves of Vaskil believe that they've been around at least as long as the Anorian empire and perhaps even predate the elves themselves. "So long as there have been bones there have been inak," the Vaskilish saying goes.

**Dragon Trainers.** Inak have a close relationship with the subterranean drakes of the Low, dubbing them zogo-ba-inak, or "our dragons". For whatever reason, it's considered sacrilege for the inak to utilize zogo-ba-inak bones to create new inak. Instead, the inaks use the reckless zogo-ba-inak as guard dogs and weapons of war. In many ways, zogo-ba-inak are the inak's first line of defense. There's no question that the drakes are the reason the aboveground humanoid races have yet to discover Kwa-ba-inak.

**Kwa-ba-inak.** The inak live in a massive vertical shaft pocked with thousands of labyrinthine tunnels and alcoves named Kwa-ba-inak ("our city"). Creatures who lack sufficient means to climb quickly find themselves at an disadvantage within the inak city. Not that it matters, of course. No humanoid who has ever set eyes on the city has lived to tell the tale.

**Undead Nature.** The inak does not require air, food, drink, or sleep.



## INAK

Medium undead, lawful evil

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	16 (+3)	16 (+3)	13 (+1)	9 (-1)

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

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

**Languages** Inak

**Challenge** 1/2 (200 XP)

**Innate Spellcasting.** The inak's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*

1/day: *gentle repose*

**Spider Climb.** The inak can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## Actions

**Multiattack.** The inak can use its whistle. Then, the inak makes two attacks with its dagger.

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. And if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute.

**Whistle.** The inak emits a high-pitch warble. Each creature within 60 feet of the inak that can hear it must make a DC 13 Wisdom saving throw. Creatures immune or resistant to thunder damage automatically pass their saving throw. On a failed saving throw, the creature is incapacitated until the start of the inak's next turn. A creature that succeeds on its saving throw or the effect ends for it is immune to the whistle of all inak for 24 hours.