

DESERT CREATURES

THE GOBLINS OF the Scalding Duchy are a unique breed. They are resilient and resourceful people, thriving in their harsh desert homeland. Living in scattered towns along the Tourmaline River, they have adapted to the extreme conditions with ingenuity and tenacity. Their society is deeply connected to the old temples buried in the sands, where they perform sacred rituals to appease the ancient gods of the desert. Led by the cunning chieftain, Grix, the goblins value strength, shrewdness, and survival skills. Despite their tough exterior, they are a community bound by tradition and mutual support, always ready to face the challenges of the unforgiving environment they call home.

Scalding Duchy Goblin

Emu Mount

The main dwellers of the vast desert lands. Emu feathers and treated emu hide are used as armor.

A towering flightless bird of silky plumage, with powerful legs and a long, distinctive blue-tinted neck.

AC: 13 (emu leather)

AC: 11

HP: 11 LV 2

HP: 12 LV 2

ATK: 1 spear +2 (1d6)

ATK: 1 talons +3 (1d6) or 1 grab

MV: Near

MV: double near

S:+2 D:+1 C:+2 I:-1 W:+1 Ch:+0

S:+3 D:+1 C:+2 I:-3 W:+1 Ch:-2

Keen Senses. Can't be surprised.

Pack Hunter. Deals +1 damage while an ally is within 20 feet.

Light Parry. 1/day, add +1 AC against one attack. Must be added before the attack roll.

Goblin Mount. Emus respond to their goblin masters; they imprint on them since birth.

Grab. DC 13 STR or target held. Emu cannot hold more than one target.





Desert Wasp

Sleek and agile, flits through the scorching air. Weak individually, desert wasps attack in high numbers.

AC: 12

HP: 4 LV 1

ATK: 1 sting +3 (1d4 + venom)

MV: Near (fly)

S:+1 D:+3 C:+0 I: -1 W:+0 Ch:-2

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Venom. DC 9 CON or the target makes next check with disadvantage (does not stack).

Mob. Desert wasps flee by nature if outnumbered. And they never attack alone.

Scalding Worm

A massive desert dweller that burrows through the sands. Its maw unleashes searing jets of fire.

AC: 9

HP: 17 LV 4

ATK: 1 bite + 5 (1d8) or 1 fire jet +3 (2d6 + ignite)

MV: Near (burrow)

S:+3 D:-1 C:+2 I:-2 W:+0 Ch:-2

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Ignite. DC 12 DEX or target burns for one round, taking 1d6 damage starting next round.

Tunneler. The worm digs tunnels to move.

