

JURASSIC DRUID

A fusion of prehistoric beast and mystical guardian, the jurassic druid stands as a paragon of zindaur society. Its form is adorned with reptilian scales and bone fetishes, and its eyes burn with the primal energy of long-extinct dinosaurs. When battle looms, it calls upon the spirits of ancient theropods and sauropods, transforming into a spectral dinosaur imbued with elemental magic. With the ability to switch between forms, this creature is as versatile as it is formidable, a living testament to a bygone era when both claw and spell reigned supreme.

JURASSIC DRUID

Medium humanoid (zindaur), any alignment

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	2 (-4)	13 (+1)	4 (-3)

Skills Nature +0, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Druidic, Primordial

Challenge 4 (1,100 XP)

Enrage: Spirit Journey (Recharges on a Short or Long Rest). When the jurassic druid is brought below half of its maximum hit points, it becomes enraged for the next three turns. While enraged, when the jurassic druid chooses a Jurassic Spirit, it can choose an additional spirit.

Jurassic Spirit. At the start of each of its turns, the jurassic druid chooses a dinosaur to inhabit its body until the start of its next turn from the options below, gaining the corresponding benefits:

- **Brontosaurus Spirit.** The jurassic druid's weapon attacks have a reach of 15 feet.
- **Pterodactyl Spirit.** The jurassic druid gains a flying speed of 30 feet. It falls if it ends its turn in the air and nothing else is holding it aloft.
- **Raptor Spirit.** The jurassic druid has advantage on an attack roll against a creature if at least one of the jurassic druid's allies is within 5 feet of the creature and the ally isn't incapacitated.
- **Stegosaurus Spirit.** Whenever the jurassic druid is touched, grappled, or hit by a melee attack, the creature touching it takes 3 magical piercing damage.
- **Tyrannosaurus Spirit.** The jurassic druid's bite attack hits up to two additional creatures within 5 feet of the original target. It must make a separate attack roll for each creature.

Actions

Multiattack. The jurassic druid makes one claw and one bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spellcasting. The jurassic druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *druidcraft, guidance*

2/day each: *entangle, spike growth*

1/day each: *plant growth*



Blightspewer Seeds

Smaller and hidden amongst piles of leaves, Blightspewer Seeds serve as makeshift shock troops for the blight. They emerge rapidly and strike at the heart of humanoid creations, targeting anything unnatural. With their sense for metals, equipment or anything man-made, they know the exact location of the human parasite, so they are often used as the Blight's expert scouts.

BLIGHTSPEWER SEED

Tiny plant, chaotic evil

Armor Class 12

Hit Points 16 (3d4 + 9)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	16 (+3)	3 (-4)	14 (+2)	1 (-5)

Skills Stealth +4

Damage Resistances acid

Damage Immunities necrotic

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 12

Languages understands Infernal but can't speak

Challenge 1 (200 XP)

False Appearance. While the seed remains motionless, it is indistinguishable from a pile of dead leaves.

Blightsense. The seed can sense all things created by man, including metallic armors or weapons within 300 feet. It is naturally attracted to these things and will seek to destroy them.

ACTIONS

Blightspew. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 8 (2d4 + 2) acid damage. If the target is wearing any metal armor or a shield, the target takes an additional 6 (2d4) acid damage and the armor starts eroding. The armor or a metal shield being worn or carried takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Reclamation (1/Day). The seed focuses on a piece of equipment it can see within 60 feet, before moving towards it in a straight line without triggering attacks of opportunity. If the equipment is worn by a creature, that creature must make a DC 12 Dexterity saving throw. On a success, nothing happens. On a failure, the seed will latch onto the equipment. If it is magical, it loses its magical properties until the seed is removed off of the equipment with a DC 12 Strength (Athletics) check. If it is non-magical, it is instantly destroyed.



Art by
Anastasiya



STARLASH PTERODACTYL

Soaring against the tapestry of the night sky, it's easy to mistake the starlash pterodactyl for a celestial phenomenon. Its majestic wings shimmer with an otherworldly glow, each feather a miniature constellation. When it swoops down to attack, it leaves a trail of stardust that momentarily blinds and bewilders. It's not just the beauty of this creature that captivates, but its uncanny ability to manipulate cosmic energy.

STARLASH PTERODACTYL

Large celestial, any alignment

Armor Class 15

Hit Points 67 (9d10 + 18)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	15 (+2)	8 (-1)	13 (+1)	4 (-3)

Saving Throws Dex +8

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

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Flyby. The pterodactyl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Starlight Gleam. The pterodactyl sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The pterodactyl can alter the radius as a bonus action. The pterodactyl has advantage on Wisdom (Perception) checks that rely on sight within the radius of the light.

Actions

Multiattack. The pterodactyl makes two attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Starfall Dive (Recharge 5-6). The pterodactyl dives like a falling star at any point on the ground within 120 feet of it. Each creature within a 30-foot radius of the point must make a DC 16 Constitution saving throw. On a failed save, a creature takes 16 (3d10) radiant damage and is blinded for 1 minute. On a successful save, a creature takes half as much damage and is not blinded. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Reactions

Quicksilver Star. When the pterodactyl is subjected to an effect that would paralyze, petrify, or poison it, it can use its reaction to deflect the effect towards a creature within 30 feet of it. The target must make a DC 16 Dexterity saving throw or become paralyzed, petrified, or poisoned instead of the pterodactyl.



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

Hidden among molten rivers and plumes of ash in the heart of volcanoes, the firebite velociraptors make their home of elemental fury. Their scaled form flickers with flames that dance along their razor-sharp talons, and their eyes smolder like hot coals. Possessing the ability to bite with fire and ignite its surroundings with a mere swipe of its tongue, this elemental dinosaur is a blazing terror that hunts with relentless speed and explosive force, setting both the landscape and its prey ablaze.

