

ECHOES OF EXTINCTION

WEEK 3

HUATKA HALF-ORCS

In the embrace of sprawling archipelagos, the huatka thrive as harmonious stewards of land and sea. Stilt houses and grand longhouses adorn the coasts, built with timbers lovingly carved with ancestral tales. Elaborate canoes, fitted with sails that billow like the wings of giant seabirds, skim across the ocean waves, guided by wayfinders who read the stars like an open book. For the huatka half-orcs, tattoos mark rites of passage, each intricate design a chapter in a grand, unending narrative. Conflicts are rare, for to harm another is to fracture the delicate tapestry of the community. Cooperation is not a choice, but a cultural imperative, etched into the soul from birth. The rhythm of drums and the melodies of ancestral chants fill the air during feasts and ceremonies, stitching the past and the present into a single, undying tapestry. Similar and yet very different to the zindaur, the huatka choose to hide among the beaches of Qilo and other nearby isles, never delving into the deep, troubling jungles.

- **Ability Score Increase.** Your Strength score increases by 2, and your Dexterity score increases by 1.
- **Age.** Huatka half-orcs live about as long as other orcs, maturing around 14 and dying around 60.
- **Alignment.** Focused on community and freedom, huatka are often chaotic good.
- **Languages.** You can speak, read, and write Common, Orcish, and Primordial.
- **Size.** Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Communal Trust.** As a bonus action, you can move up to your speed toward an unconscious ally that you can see or hear.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Huatka Tattoos.** As a part of huatka tradition, you get tattoos to represent your life's story. You can choose between one of two tattoos at 1st, 3rd, and 5th level.
- **Huatka Training.** You are proficient with navigator's tools and water vehicles.

HUATKA TATTOOS

- **Shaman (1st Level).** You know the *druidcraft* cantrip.
- **Voyager (1st Level).** You are proficient in the Survival skill.
- **Tidecaller (3rd Level).** You learn the create or destroy water spell, which you can cast using this trait, without requiring a spell slot or components. You can also cast the spell using any spell slots you have of the appropriate level.
- **Stormwielder (3rd Level).** You have resistance to thunder damage.
- **Seer (5th Level).** Whenever you finish a long rest, roll 1d6 and record the number rolled. Once per day as a reaction, you can add or subtract the rolled number from an ability check, attack roll, or saving throw made within 15 feet of you, potentially turning a failure into a success or a success into a failure.
- **Warrior (5th Level).** Once per day, you can enter a warrior stance as a bonus action. For the next minute, you have a bonus to your attack and damage rolls equal to half your proficiency bonus, rounded down.





FIGHTER: BRINGER OF FIRE

In the primeval heart of untamed wilderness, the Bringers of Fire stand as the first vestiges of society. Their souls bound to the flickering flame, these indomitable warriors wield fire as an extension of their own will, a living testament to both creation and destruction. With weapons ablaze and eyes glowing like molten rock, they stride fearlessly into battle, each swing of their arms leaving a fiery arc in the air. They are not just fighters; they are elemental forces, emblems of the primal struggle between light and darkness. Where they go, the fire follows, turning enemies to ash and illuminating the path for their allies.

FLAMING DISCOVERY

Starting at 3rd level, you've discovered the flames and brought them back to your people. You gain proficiency with cook's utensils, smith's tools, and you learn the produce flame spell. Your spellcasting ability for the spell is Constitution.

WILL OF EMBERS

Beginning at 3rd level, the light of your fire is enough to attract enemies toward you. Whenever you hit a creature with an attack that deals fire damage, the creature has disadvantage on any attack roll that isn't against you until the start of your next turn, and when it hits a creature other than you with an attack, your Inner Flame lashes out at it, dealing 1d4 fire damage.

The damage of your Inner Flame increases when you reach certain levels in this class: to 1d6 at 5th level, to 1d8 at 11th level, and to 1d10 at 17th level.

BURNING PASSION

Also at 3rd level, you can use a bonus action to form destructive flames around your weapon. Until the end of your turn, your weapon attacks deal extra fire damage equal to Inner Flame die.

This effect ends early if you drop or sheath the weapon. You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain expended uses when you finish a long rest.

INSPIRING FLAMES

At 7th level, you can summon flames to your aid in return for passion and guidance. Whenever you fail an ability check, you can use your reaction to take 4d6 fire damage, which cannot be reduced or prevented in any way. If the damage doesn't bring you to 0 hit points, you can roll your Inner Flame die and add it to the result of the check, potentially turning the failure into a success.

When you reach the 14th level, you can roll your Inner Flame die twice and add the total to the result of the check.

BURN THE WORLD

By 10th level, your connection to fire has given you limited magical capabilities. You learn the fireball spell and can cast it without expending a spell slot, requiring no components, and your spellcasting ability for the spell is Constitution. When you cast the spell in this way and are in the area of effect, you automatically succeed on the saving throw. Once you cast the spell in this way, you can't do so again until you finish a long rest, unless you expend a use of your Action Surge to use this feature again.

In addition, your spells and fighter features ignore resistance to fire damage.

FORGED IN FLAMES

At 15th level, whenever you take fire damage, you can choose to tap into the primordial flame. Until the start of your next turn, whenever you take fire damage, you take no damage and instead regain a number of hit points equal to the fire damage taken.

Once you use this feature, you can't do so again until you finish a long rest.

FIRES OF INVENTION

At 18th level, you've seen visions of great creations within the fire, allowing you to forge powerful contraptions in times of need. You can spend 1 minute using smith's tools to create any magical item of any rarity except legendary or artifact. After 1 hour, the item turns to dust and disappears, any benefits gained end, and any objects or creatures summoned vanish.

Once you use this feature, you can't do so again until you finish a long rest.

Gaze Into History

10th-level divination (druid, sorcerer, wizard)

Casting Time: 1 hour

Range: Self

Components: V, S, M (a crystal orb worth at least 50,000 gp, which the spell consumes)

Duration: Instantaneous

You channel the strands of fate and memory through an enchanted crystal orb, transcending the boundaries of time. Your mind's eye opens, allowing you to witness firsthand the tapestry of history itself. Choose up to three events from the world's past. The events can be as specific as a certain day or as broad as an era. The more narrow the scope, the more precise and detailed the vision will be.

When you cast the spell, if the events you chose have a narrow timeframe, you relive the events as though you were there, witnessing all sights, sounds, and emotions as they unfold. If you chose a broader timeframe, you perceive these events in lapsed time, the pace of which is influenced by the scope of the vision, allowing you only to glimpse but not witness everything. You are an observer and can't interact with or alter these events in any way, but can observe the creatures, surroundings, and events in great detail. Your knowledge is restricted to what can be seen or heard at the location or general time period of the event. You do not gain insights into secret thoughts or undisclosed motivations of any individuals.

Once you've witnessed each event, your consciousness returns to yourself.

Extinction Event

10th-level evocation (cleric, druid, sorcerer, warlock, wizard)

Casting Time: 8 hours

Range: Unlimited

Components: V, S, M (a shard of a meteorite and an essence of a primordial creature, both worth at least 100,000 gp, which the spell consumes)

Duration: Instantaneous

You tap into the primordial energies that once shaped the very fabric of the universe. Focusing these energies through the material components, you unleash a devastating cataclysm capable of altering the course of history. When you cast this spell, choose one creature type or subtype (dinosaur, half-elf, etc.). Each creature of those types not under magical protection (such as a hallow or forcecage spell) that are on the same plane of existence must roll a d100. Each creature that rolled a 10 or higher is killed by a cataclysmic event of your choice, spanning from planet-wide tsunamis, a gigantic meteor, or divine judgment.



How to cast a 10th level spell:

There are a couple of different methods. One of them is to have multiple magicians, 7 of them to be exact, cast their 9th level spell slot at the same time. This takes a heavy toll on them, as they lose the ability to cast spells of 9th level for one year after the casting. A simulacrum wouldn't work, as they would just get destroyed alongside their original caster by the recoil of such a powerful magic; the arcane cannot be fooled that easily.

Another solution is to harvest souls. The purer the soul the more power it contains. Indeed the soul of 6 innocent children is equivalent to the power of a single 9th level spell slot, whereas the power of 666 "regular people" would be required to obtain a similar power. Magic obtained through such dark means is dangerous. As such, as soon as the spell is cast, it will try to destroy your soul, so make sure to protect and hide it behind powerful magical wards. Of course, do not hold your soul in your own body when casting the spell in this way, or you'll die instantly.

Now there are rumors that if those same people that you need to sacrifice in order to obtain their powers were to willingly lend you their powers, you could attain the power necessary to cast a 10th level spell with no drawback. I have personally never witnessed it, but some gods attest to the veracity of this fact. I personally do not trust gods, so I wouldn't rely on this method.

To cast a 10th level spell, you need to have a perfectly written casting formula. If a single letter is wrong, the casting will fail and you will die, alongside anyone involved in the casting. The gods were smart and destroyed most of them; it is now impossibly difficult to find scrolls containing such spells. I myself am bereft of any. But you now possess the knowledge necessary, and if you found this writing, the power necessary to find such scrolls.

Go and show the world your powers.
— Sarkhan

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*

WINDFAN DIMETRODON

At first glance, the windfan dimetrodon appears to be a run-of-the-mill dimetrodon, its distinctive sail rising high above its lizard-like body. However, as it senses danger, the air around it begins to swirl, and its sail unfurls like a windmill, gathering the elemental power of the wind. With a deafening slash, it releases gales powerful enough to send even the largest foes tumbling backward. Far more than a mere prehistoric predator, the windfan dimetrodon is a harbinger of the elemental plane of air, using its unique biology to conjure gusts and tempests that protect itself from harm.



WINDFAN DIMETRODON

Large elemental, unaligned

Armor Class 18 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	4 (-3)

Saving Throws Str +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, petrified, prone

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 10 (5,900 XP)

Enrage: Tornado Shield (Recharges on a Short or Long Rest). When the dimetrodon is brought below half of its maximum hit points, it becomes enraged for the next minute. While enraged, all ranged attacks against it are made at disadvantage.

Magic Weapons. The dimetrodon's weapon attacks are magical.

Tempest Winds. Whenever the dimetrodon damages a flying creature, the creature's flying speed is halved.

Actions

Multiattack. The dimetrodon uses its windfan three times or makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the dimetrodon can't bite another target.

Windfan. The dimetrodon sends out a blast of wind in a 10-foot-wide, 30-foot-long line. Each creature within the area must succeed on a DC 16 Dexterity saving throw or take 7 (2d6) slashing damage and be pushed away from the dimetrodon by 10 feet. Flying creatures have disadvantage on the saving throw.

Reactions

Repellent Winds. When the dimetrodon becomes the target of a melee attack, it can send out a shockwave of wind. Each creature within 10 feet of it must succeed on a DC 16 Strength saving throw or be pushed back 10 feet. If the attacker is pushed outside the reach of its attack, its attack misses.



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.

RAPTOR PACK

Emerging from the dense foliage, a seemingly endless horde of razor-sharp talons and voracious jaws encircles the adventurers—a raptor pack is on the hunt. Each velociraptor moves in unsettling synchrony with its kin, eyes glowing with predatory intelligence. These raptors are each larger, swifter, and deadlier than the last, their scaly hides scarred from countless battles.

Whether they've united due to hunger or because they must escape a larger predator, raptor packs never stray from each other. Individually they are lethal, but as a pack, they are nearly unstoppable.

RAPTOR PACK

Huge swarm of Medium beasts, unaligned

Armor Class 14

Hit Points 102 (12d12 + 24)

Speed 60 ft.

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

Skills Athletics +6

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Blood Trackers. The pack knows the exact location of any creature it has damaged since the start of its last turn.

Clever Girls. The pack has advantage on Wisdom (Perception) checks made to find hidden creatures and Intelligence (Investigation) checks made to discern illusions.

Enrage: Shrieking Howl (Recharges on a Short or Long Rest). When the pack is brought below half of its maximum hit points, it becomes enraged and howls in agony, calling 2 allosauruses to its location, which arrive in 1d4-1 rounds.

Evasion. If the pack is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the pack instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Pack Attack. After the pack hits a creature with an attack, its next attack against that creature this turn is made at advantage.

Pounce. If the pack moves at least 20 feet straight toward a target and then hits it with a bites attack on the same turn, the target takes an extra 7 (3d4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the pack can make another bites attack against it as a bonus action.

Swarm. The pack can occupy another creature's space and vice versa, and the pack can move through any opening large enough for a Medium velociraptor. The pack can't regain hit points or gain temporary hit points.

Actions

Multiattack. The pack makes two attacks.

Bites. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 19 (6d4 + 4) piercing damage, or 11 (3d4 + 4) piercing damage if the pack has half of its hit points or fewer.

