



SORCERER-KINGMAKER

ADVENTURE PATH CONVERSION

BOOK FOUR: BLOOD FOR BLOOD

Beginning Book 4 of the ongoing Sorcerer-Kingmaker conversion, this book will be changing a little to reflect some more of Athas' themes, and the themes. The overall synopsis is the same, but some events will need to be altered.

This adventure should begin shortly after the PCs return from completing The Dusthold Disappearance, which means they should be around 9th-10th level. The original Kingmaker modules include rules for mass combat as of the next adventure (War of the River Kings), but it feels appropriate to introduce some elements here. This compares favourably to this 'tier' of 2nd edition, which was when players would start accumulating followers, armies and strongholds, and I like the feeling of having larger responsibilities than just personal heroics.

Part One: The Siege of Siltford

The 'Black Sisters' of the original module are replaced with the Loud Sisters of the Cult of Cold Malice, last encountered at the start of Sands Stained Red. They are a nihilistic cult who follow the power of elemental Rain, wishing to wash away the city-states and Sorcerer-Kings of the Tablelands to usher in a new age of thunder and flowing waters. They are outlawed and hunted in all of the city-

states. The Loud Sisters raised their child to be a warrior, a champion of their cause, and to rule the barbarian slave-tribes of the wastes. Armag Twiceborn, as he has become known, is a peerless warrior and has been attuning to the ancient weapon of the Cleansing which was located within an ancient Dwarven ruin-*Ovinrbaane, Enemy of All Enemies*. The barbarian tribes' wars against House Drelev, and High Praetor Irovetus of Balic, are about to cause troubles for the PCs' nascent city-state, leading to House Drelev's attack on Siltford.

This adventure begins with the PCs being contacted by Loy Rezbin, who they may have met some time earlier (in Sands Stained Red). He's impressed with their success, and wants to show how well Siltford, the town he has founded, is going. He'd like it to be a part of their territory, and is happy to render the appropriate tribute to them to make this happen. The village is now cozy and well-kept on the shores of the silt flow, with a few

hundred comfortable inhabitants. Loy Rezbin is likeable, loyal, and down-to-earth, but concerned for the needs of his people. It is when the PCs arrive to visit that they meet Kisandra Numesti, a tough young woman dressed in the manner of the soldiers of House Drelev, who has been captured by Siltford's militia. She warns that House Drelev has sent an army of near a hundred mercenaries to take Siltford, as well as a few dozen barbarian warriors, and six of their elite half-giant Juggernauts, under the control of Ameon Trask, an unassuming-looking psion. This gives the PCs just enough time to mount a defence, letting them set archers, build barricades, use magical defenses, set snipers on rooftops, leave traps in the wastes to slow their attackers, dig trenches, or even to attract local wildlife to assist, and also to send for aid from their own lands, giving them access to some of their allies and troops to assist in the battle.

Throwing back the siege will take some fighting- the mercenaries are skilled combatants, but not in any particular rush to accomplish their goals. The barbarians are powerful and fervent in their attacks, but lack the discipline of soldiers. The half-giants are dosed up on a combination of bloodvine extract and tamarisk sap, making them all but impervious to pain, and dreadful combatants.

Overcoming the besieging troops will allow the PCs to investigate further, heading out towards Fort Drelev to find some answers about why Siltford was attacked.

Part Two: Into the Hooktongue Badlands

In part two, the PCs head out looking for information- and possibly revenge- from

House Drelev for their cowardly attack on Siltford. The Hooktongue Badlands, a craggy and dangerous area to the southwest of the Stolen Lands, holds many challenges and foes which the PCs might run across.

Exploring the Hooktongue Badlands

- A. Collapsed Mine:** A wooden mine head frame in the side of a sloped hill marks an old House Drelev mine site. It collapsed when a wall gave way and flooded the mine entrance with sand. A rich vein of silver lies several hundred feet below the surface, but tons of loose sand, and several vengeful dwarven banshees block access to the treasure.
- B. Giants' Cave:** An old mekillot caravan has been torn apart and scattered about the entrance to the cave. Some enormous bones and shell fragments belonging to the mekillot are scattered around. A trio of desert giants dwell loudly within the cave, and their paranoia and xenophobia have led them to attack any travellers who pass by.
- C. Wyvernstone Ford:** A cobbled stone ford once attempted to bridge the silt flow here. Built over two hundred years ago, it has settled and sunk in substantially, with little maintenance. Its two ends are marked with wyvern statues in Kalidnay's stylized aesthetic.
- D. Tomb Ruin:** This ancient ruin is detailed in [Part four](#).
- E. Cloudberry Field:** This region holds a field several hectares wide of golden cloudberrries, a semi-tart fruit used in pies, jams, and prized alcoholic drinks. The berries ferment in sunlight, making the field attractive to wildlife.

This area usually attracts a random encounter roll, with a 35% chance that whatever creatures are encountered are heavily intoxicated, their mouths stained yellow with the berries.

- F. Slig Ambush:** A war-party of 14 Sligs have laid an ambush in a canyon here, leaving the corpse of an elf (badly gnawed and very truly dead) curled around a half-empty water-barrel in the open as bait. They launch the attack with a shower of bone javelins, then close the distance, trying to flank and bring down their prey.
- G. Decayed Corpse:** The remains of a long-dead Tyrian explorer lie partially buried here in a cleft. Most of their gear has rotted away, but they have fallen upon a finely-made shield (+1 enchantment) of stretched Hatori hide. The scale pattern is immense, implying that the beast must have been one of the greater variety, perhaps hundreds of feet long.
- H. Tembo litter:** A twisting set of burrows houses a mated pair of Tembo, and their two juveniles. The adults are vicious and hardened killers, able to lure off explorers and take them by surprise with their psionic powers. Exploring this den could be lethal.
- I. Mastyrial Crevasse:** A crevasse in the valley floor here is devoid of vegetation and littered with bones. The nearby stone outcroppings bear large scratch marks left behind by some unseen animal or beast. A trio of Desert Mastyrials make their home here, and the great scorpion-like beasts prey on anything in the area. However, they will flee if they are badly wounded, burrowing into the sand.
- J. Silt Flats:** This area is littered with patches of still silt, and exploring the area risks an explorer falling prey to stepping into a silt hollow.
- K. Spinewyrm Lair:** A narrow valley filled with thorny plants lies nestled between two sharp-sloped hills here, with a forbidding rock outcropping towering nearly seventy feet from the floor. This is the lair of a mature adult Spinewyrm that the local folk have named Speartooth. So far, it has eluded every effort from Fort Drelev to capture or kill it, and has killed no less than two dozen of its hunters over the last decade. Among the picked-clean bones in its nest are shattered and whole weapons carried by many of the hunters, including a magical *Spear of Wounding*.
- L. Haunted Vale:** The entire northern area of the Hooktongue Badlands has a reputation for being haunted, but this particular stretch of jagged stones is the worst, and is known locally as the Haunted Vale. Rumours speak of how hunters and escaped slaves who stray too far into this vale hear voices calling out for them, and bodies found have often had their brains and eyes nibbled away but have left the rest of the body relatively untouched. In reality, it is the home of a Gaj which likes to savour the fear of its prey, sending small rocks tumbling and deliberately giving its victims red herrings to increase their panic.
- M. Fort Drelev:** This area is detailed in [Part three](#).
- N. M'botuu:** This is the home of more than fifty Sligs, having built themselves a very crude mud-and-rock fortress over a network of caves, littered with traps which they can all activate quickly and easily upon

attackers. They are warlike and determined, and curiously, have no leader- all of the sligs communicate via local-range telepathy. They have Ka-Kekt, a Thri-Kreen, as hostage and/or food for later. He will communicate his thanks for being freed, if possible, and invites them to visit his clutch, if they have a chance.

- O. Hooktongue Badlands:** The deep, shadowed canyons of the Hooktongue Badlands reach a height of several hundred feet in some places, and when the rare rains come, the canyons are awash with fast-moving, angry water. The canyons are said to be the lair of Hooktongue, an ancient Nightmare Beast which slumbers for years or decades at a time before awakening to devastate the lands around. Hooktongue still slumbers for the purposes of this adventure, but the canyons are far from safe- they are the home of gargantuan megapedes, large nests of antloids, and great crab-like chasmdevils.
- P. Bamboo Glade:** This area contains a large glade of patchy bamboo and muddy pools, as well as a Cha'thrang, a great turtle-like monster which can fire spines into its prey and haul them back to be chewed with its large beak.
- Q. The Bad Scar:** Some terrible event here has scarred the badlands here in primordial times, tearing through towering rocks and stretching across gaps, with a vast crater at its centre. The crater is riddled with the rubble of the rock towers around, forming lots of little nooks and crannies. Making her home here is the spirit naga Ngara, a voracious and avaricious creature with psionic charms and sorcerous power.
- R. Wild Inixes:** A large pack of over twenty inixes roam the wastes here, led by one that is noticeably larger, with red colouring on its frills. They are wild, but could be captured and domesticated, with some work, and used for heavy cavalry.
- S. Chuul Lair:** A rocky cave marks a steep hillside by the edge of the badlands, nearly hidden from sight by high scrubby bushes screening it from view. Four Chuuls make their lair in this cavern, the walls decorated with crude depictions of tentacled crab-beasts eating elves, formed of dried blood.
- T. Weird Water:** A large, crystal-clear pool of water, easily a hundred feet across, is nestled in a canyon with a very narrow opening. At the water's edge is a Grey Render, entranced by the serpentine figure of water (a Water Weird, awakened by Nyrisa, the mad Pyreen) before it. However, if they are disturbed, the water weird 'instructs' the Grey Render to attack anyone approaching.
- U. Lily Patch:** The azure lily is a highly sought-after, and incredibly dangerous, plant growing almost exclusively in the Hooktongue Badlands. This cluster of the rare flowers has five of them, each loaded with enough toxic pollen to permanently paralyze a mekillot. Someone taking the risk to harvest and develop the rare pollen could make a lot of money.
- V. Toqu'Nixhrat:** A clutch of a dozen Thri-Kreen make their homes here. Although Thri-Kreen are generally nomadic, the Badlands offer sufficient nourishment for the clutch, but are dangerous, meaning they have formed a semi-permanent home of

snail resin and the existing rock. The Thri-Kreen are insular and standoffish, but if they have rescued Ka-Kekt from the Slig castle M'botuu, they are welcomed as pack members and offered warm sap and food. Their clutch leader Toqu'Tekt is an aged warrior, and is familiar with the ways of city-dwellers.

- W. Hall of Bones:** Carved into the rock of the badlands is a colonnade and wide opening, leading into the hillside. The wind itself is still and silent here, and the ever-present sand has been swept away, leaving the steps clean. The tunnel is masterfully-cut into the stone, and holds alcoves lined with dwarven skulls, stretching back into the darkness for dozens of feet before terminating in a cataclysmic cave-in. Everything beyond this point has been ruined, and thousands of hours of work, even with magical assistance, would be required to begin clearing this region. Walking calmly from the darkness comes a baroquely-clad dwarf with an intricately-braided beard, calling a challenge. This sister complex to the Dwarven Ruin at area D was destroyed in an earthquake centuries ago, although the dwarven Meorty that guards it has kept it as tidy as it could. It warns that trespassing is forbidden, and refuses to acknowledge even a modern dwarf as one of its race, lacking the signature beard and braided hair. If challenged, it summons up a magical axe and defends the complex with its blade and psionic powers, seeking to drive intruders out rather than slaying them, if it can.
- X. Desperate Refugees:** A forlorn group of refugees who have fled from Balic have been making their way towards

what they have heard is a kinder, gentler land - the PCs' settlement. However, their journey has met with disaster, violence, and horror- they have lost their wagons to accidents, their belongings to bandits, and six of them died only recently after an attack by an enormous Hydra. They are crafters, traders, and experts, and will benefit the settlement greatly if rescued.

- Y. Hydra Den:** One of the most dangerous predators in all the Badlands dwells here- a 12-headed Hydra. The beast lies mostly submerged under warm sand when resting, which grants it a +10 bonus on Stealth.
- Z. Pterrax Nest:** A high alcove hosts a nest of a half-dozen Pterrax, which wheel and swoop on prey if they spy it. With effort and magic, they could be captured and trained.

Part Three: An Ignoble House

Part three leads the PCs to House Drelev and a confrontation with Baron Hannis Drelev, a lean and tough dune trading baron. This fight will take resources and a small army to bring down, as his manor is well-fortified and he is protected by an army of mercenaries, barbarian tribesfolk, and his elite half-giant juggernaut guards.

Hannis Drelev has always been a mean, opportunistic man. His early years on the streets of Balic are littered with incidents of betrayal, violence, and taking advantage. After one particularly violent year, he shipped out as a merchant guard on a caravan taking trade goods to Tyr, barely surviving an attack by the Jura Dai elves, but escaping with the wagon's pay-chest. He lived it up for a couple of days, and then was persuaded that he

should invest in a better standard of living. So he started his own caravan, hiring gang members as guards, and shipping stolen iron back to Balic. Over the years, he has resorted to poisoning, murder, betrayal, and all but outright treason to survive. He has formed his fledgling dune trader enterprise into a powerful trading house, a fearsome military presence in the Stolen Lands, and a borderline-independent outpost on its own, staffed with thousands of slaves.

Recently, an attack by barbarian tribes and forces of Balic (led by High Praetor Irovetus) forced a surrender from House Drelev, and oaths of fealty to Sorcerer-King Andropinis. As part of the treaty, five of House Drelev's children were to be handed as slaves to the barbarians. Terrion Numesti, one of the mercenary captains who served the house, protested, and was punished with imprisonment. However, his daughter Kisandra dressed herself in soldiers' clothes and escaped, pursued by a sizeable force of soldiers. After this force was presumably defeated at the Siege of Siltford, House Drelev has recalled all of its traders and slaves, and hired on extra guards, turning into a fortified outpost.

While the PCs will still likely end up infiltrating, this should be against the background of conflict between House Drelev and the PCs' settlement- armies clashing; half-giants rampaging; the struggle for resources, respect, and riches; bloody violence on the sands. Fort Drelev holds a town of perhaps two thousand slaves, and is currently garrisoning near three hundred warriors. Its resources are already stretched thin, and the warriors have been commandeering supplies and slaves from the nearby area. Not only do the PCs need to take revenge for the unprovoked attack by Drelev's forces, they will need to take proactive action to safeguard

the region from further attacks. Liberation of the slaves will be the best way to triumph in this situation.

Key NPCs of House Drelev

- Baron Hannis Drelev, neutral evil, Challenge 8 (disengage, sneak attack, and poison attacks)
- Pavetta Stroon, Lady Drelev, neutral evil, Challenge 1/2 (poisoned daggers)
- Imeckus Stroon, court Defiler for Andropinis, lawful evil, Challenge 6 (use 'Mage' statistics)
- 'Lady' Quintessa Maray, bard and assassin, chaotic neutral, Challenge 8 (use 'Assassin' statistics)
- Captain Terrion Numesti, mercenary captain, neutral good, Challenge 3 (use 'Veteran' statistics)
- Three dozen barbarian warriors, chaotic, Challenge 2 (use 'Berserker' statistics)
- About 200 mercenary warriors, neutral evil, Challenge 1/2 (use 'Thug' statistics)
- Two dozen Half-Giant Juggernauts, neutral Challenge 6 (see statistics in Part 1)
- Four mercenary captains, neutral evil, Challenge 2 (use 'Bandit Captain' statistics)
- Fifty skirmishers, neutral, Challenge 1/2 (use 'Scout' statistics)

If she is present, Kisandra will aid the PCs in trying to free her father Terrion, who can talk around forty of his mercenaries into deserting. He can also warn of some of the Baron's plans and help them fight back, as well as warning that the other four prisoners were taken away by the Loud Sisters, and that they said they would be used to 'wake the axe', whatever that means. Once the situation at Fort Drelev has been resolved, the PCs should be free to pursue Armag Twiceborn, and come to the finale of this adventure.

Part Four: Armag's Tomb

In part four, the PCs will deal with the barbarian warlord named Armag Twiceborn, the Loud Sisters of the Cult of Cold Malice, and the artifact weapon *Ovinrbaane*.

The original Armag was a lieutenant of Kalak the Ogre-Doom during the Cleansing Wars, and a trusted friend. After his battle against a mighty army of ogres led to his death, Kalak honoured him by having his army build a tomb for Armag, laying his mighty axe to rest with him. He transformed one of his powerful templars, Zorek, into a Raaig to watch over the tomb, and for thousands of years, this tomb has been undisturbed.

Perhaps forty years ago, the tomb was discovered by the wicked members of the Cult of Cold Malice, driven out into the wilderness from Balic and sheltering from a sandstorm. They explored the complex, stumbling across the power of Armag's axe, and lost several members to its power before retreating. They did, however, formulate a plan to harness its power- to raise a warrior in Armag's name and image, believing he was the heir to the original Armag's title and possessions. They have raised this young man in the wilderness for decades, bringing him to rulership of a barbarian tribe and introducing him to Zorek, who now believes that he truly is the original Armag. His charisma and prowess have forged his tribe into a real threat to the southern Tablelands. Following his victories against House Drelev forcing an alliance, the Loud Sisters decided to bring him to the tomb and finally attune him to Armag's axe *Ovinrbaane*, *Enemy of All Enemies*. The weapon requires shedding blood to attune, and they had planned to bring the five daughters of House Drelev for this purpose, but Kisandra's escape forced the sacrifice of some of the barbarians instead.

The barbarian tribe has sent its warriors along with the expedition, making camp outside the complex. On the steps are stationed a band of a half-dozen barbarian warriors, guarding the entrance until Armag is done. They will fiercely defend the steps and entrance to the tomb with their lives. Each is a veteran who has stood with Armag through many battles, and they have a variety of looted equipment, making them veyr heavily-equipped.

From area D2 onwards, Zorek's powers guard the entire complex against intruders, while allowing the Loud Sisters and the barbarians the ability to protect it. Using *Guards and Wards* isn't terribly fun, I've found, so I would instead suggest that the entire complex is warded by protecting against extraplanar travel into it, as well as allowing Zorek to level a curse against anyone he believes is disturbing his tomb (not the barbarians, but definitely the PCs). As they enter area D1, they see the ghostly image of a templar wearing Tyr's badge of office appear before them, arms crossed. He bars their way, speaking in an archaic style of speech to let them know that that this is the tomb of Armag, Beloved of Kalak, Enemy of All Enemies, Mighty of Melancholies and Thews Alike, and that their presence is unwelcome here. If they proceed, he warns that only death shall await them, before fading away. Unless Zorek has been destroyed, any intruders who are unwelcome in such a way take 1d8 additional necrotic damage from any attack or spell for the duration of the time they are in the tomb, and an additional 24 hours afterwards.

The temple complex also consists of several tests of cleverness, might, agility, and other things which Kalak found admirable in his youth. Passing these confuses Zorek's almost-unwavering belief that the new Armag truly is his ward returned to life. If the PCs fight or

attempt to treat with Zorek, persuading him that the Loud Sisters have lied to him, they have advantage on one roll for each of the Tests which they have successfully completed.

D2. Test of Strength: The Test is completed by maneuvering each of the rounded boulders into its appropriate depression up a flight of long stairs, before the boulders crash down upon them. This requires successive Strength rolls of increasingly difficulty (DC 16 for the smaller boulder, DC 18 for the second boulder, DC 20 for the third boulder, and DC 22 for the largest boulder of all) each round, to move them 30 feet.

D3. Test of Endurance: When entering this room, the walls which have been covered in polished bronze sheets radiate the full strength of the sun at midday, and the doors crash down. Anyone present in the room takes 2d6 fire damage each round (in addition to the necrotic damage, if Zorek's curse is still active). The doors must be raised by hauling upon an ancient bronze chain, requiring seven successive Constitution saving throws to avoid gaining exhaustion levels. Once the door has been hauled open, the sun's light blessedly cools, and the room returns to a more normal temperature.

D5. Test of Tactics: Sixteen sigils have been carved into this wall, keeping the names of Armag's lieutenants alive and preventing them from true death. Only if these names are marred or erased can each of the sixteen skeletal champions be destroyed forever. A Shadow Giant has been set to guard this hall, lurking partway in the Black and attacking anyone who attempts to interfere with the sigils.

D6. Tilting Floor: This room is as written- a disc balanced on a pivot in the middle of the room, causing it to pivot and wobble, depositing adventurers into pit traps at the north and south ends of the room.

D7. Test of Agility: This test consists of navigating a number of columns above a

thirty-foot drop to the floor below, inhabited by swarms of biting red ants. In addition, the first person to reach the other side activates a magical *Gust of Wind* which affects everyone else still standing on the columns.

D9. Test of Prowess: This room holds a towering Stone Golem, adorned with spikes and made in Armag's bearded appearance. It is 'programmed' to kneel once it reaches 20 or fewer hit points, and can be painstakingly repaired by Zorek, although he has rarely had to do so.

D10. Cavern of the Slain: Eight of Armag's skeletal champions wait here, their dreadful intellect keeping them bound to his will, or that of the sword's wielder. They ambush passers-by with javelins, spears, and axes. If felled, their bones slowly reform, unless their names have been removed from the wall in area D5.

D11. Test of Obedience: This large room is made in imitation of Kalak's own throne room, should any of the PCs have seen that. Pillars adorned with gold leaf and lapis lazuli mark passage down the hall, and a colossal stone statue carved in the likeness of King Kalak dominates the far wall. Here, Zorek waits to administer the final test or deal with intruders. He is a Raaig, and although he was once one of Kalak's greatest Templars, he has felt his faith waver in the past decade or so. Those who try to persuade him of the Sorcerer-King's death (if this has happened in your game) can cause his faith to waver even further, and a series of five successive Persuasion checks (at DC 20) can cause him to fade away entirely.

D12. Armag's Armoury: The hacked bodies of the four captives from House Drelev, as well as another half-dozen of Armag's barbarians, are scattered across this room. The barbarians seem to have fought back, but even they were not able to hold back Armag once he awoke *Ovinrbaane*. His immediate rage sated, he has been sent into the next room to attune to it

more thoroughly, along with the remaining skeletal champions. Here, the Loud Sisters of the Cult of Black Malice wait, and guard their champion. The two are older than presented in the original adventure, but are highly-skilled, and will bring the full weight of their elemental magic against anyone attempting to stop them. They have literally waited a generation to bring about this plan, and no-one can bring a halt to the destruction which will be unleashed.

D13. Armag's Tomb: The walls here are covered in bas-reliefs of a barbarian warrior wielding an axe. In the centre of the room kneels Armag, communing with the axe's violent spirit and becoming one with the original Armag once and for all. He is guarded by the last eight of his skeletal champions, and will only rise during the second round of combat, unleashing his rage upon any intruders. He will be a very tough fight, combining his own rage and skill at battle with the magical powers of *Ovinrbaane*.

Killing Armag and the Loud Sisters is enough to settle the barbarian tribes for a few more generations, and they will cause no united harm to the PCs' new city as it grows. High Praetor Irovetus, grows more daring, and will next unleash his grand plan to destroy them once and for all, in the upcoming War of the Silt Princes.

Part Five: Bounty posters

Cha'thrang shell armour

Source: A druid who offers to craft the item.

Task: A druid in the region, named Borzoki, offers to craft armour from the shell of a Cha'thrang, if someone can bring the remains of the creature for him.

Completion: The shell and remains of a Cha'thrang (area P) will meet Borzoki's needs.

Reward: Borzoki builds and enchants a +1 Breastplate from the Cha'thrang's remains.

Wanted: Speartooth

Source: Wanted poster, backed by seals of each of the local cities

Task: The silt wurm Speartooth has long agued the hills west of the silt flats. They say he's killed and eaten a hundred people. So far, no-one has brought the beast down.

Completion: Find Speartooth, kill it, and bring its 22-inch long fangs to the captain of the guard in any local city.

Reward: The local cities have agreed on a bounty of 8,000 ceramic pieces for this feat. Drinks in any local bar will likely be free, on telling of the deed.

Road to the Wyvernstone Bridge

Source: Loy Rezbin, mayor of Siltford

Task: The mayor of Siltford wants to increase traffic and trade. He's drafted plans for a road between his village and Wyvernstone Ford over the silt flats, but he doesn't have any workers to start building the road.

Completion: Build a road that connects Siltford to the Wyvernstone Ford.

Reward: Not only will building this road help travel and trade, but the influx of business from the East Sellen also increases the nation's Economy by +1.

Half-Giant Juggernaut

Large humanoid (half-giant), Neutral

Armour Class: 14 (scale mail)

Hit Points: 95 (10d10 + 40)

Speed: 40ft.

Str 20 (+5); **Dex** 12 (+1); **Con** 18 (+4); **Int** 8 (-1); **Wis** 9 (-1); **Cha** 8 (-1)

Skills: Athletics +8, Intimidate +8

Senses passive Perception 9

Languages Common, Giant

Challenge 6 (2,300 xp)

Juggernaut Resilience. Once per round, a half-giant juggernaut has resistance to bludgeoning, piercing, or slashing damage against one attack.

Actions

Multiattack. The half-giant juggernaut makes three Wrist Razor attacks against the same or different targets. If the attacks are made against the one target, the attacks gain a +3 bonus to damage.

Rampage. The half-giant juggernaut moves up to 50 feet, with resistance to damage against any opportunity attacks. All creatures or objects in the way must make a Dexterity save (DC 16) or take 16 (2d10+5) bludgeoning damage.

Wrist Razor. *Melee weapon attack*; +8 to hit, reach 5ft., one target. *Hit:* 9 (1d8+5) slashing damage.

Ovinrbaane, Enemy of All Enemies is a weapon crafted during the time of the Cleansing Wars of enchanted steel and ogres' bones, instilled with a vicious personality by the incredible psionic powers of the Sorcerer-King Kalak himself. Its head is heavy and viciously sharp, and it was the signature weapon of Armag, Kalak's first lieutenant, in his battles against the ogres. Although Armag's rage and prowess were legendary, the powers of this axe were equally well-storied.

Weapon (greataxe), legendary (requires attunement by slaying 20 Hit Dice of creatures)

You gain a +2 bonus to attack and damage rolls made with this magic steel greataxe. Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with this attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself with a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check ending the effect of such wounds on it by a success.

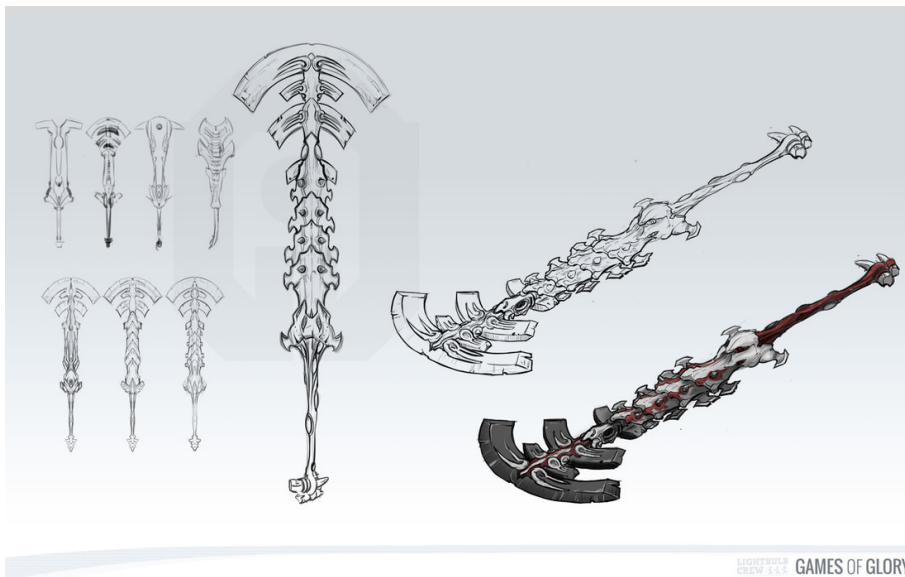
Abilities: Int 11, Wis 12, Cha 15 (Ego DC 14)

Communication: empathy, senses with hearing and normal vision out to 60 feet

Alignment: Chaotic neutral

Characteristics: Bloodthirsty, prone to rage

Special purpose: Bane (all enemies); **Special powers:** The axe can cast *Counterspell* without the wielder needing to spend an action. It can cast this again after a short rest.



(Art by [Marine Coiffard](#), on ArtStation)