

5E HÂRN BESTIARY

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BESTIARY

The following bestiary contains most of the unique creatures found on Hâr and western Lythia. It is not, nor is it intended to be, a definitive list of monsters, but it does include most that can be generated by the Encounter Tables.

The Ivashu

The Ivashu are “enchanted” creatures created by the god Ilvir, the only major deity known to reside on Hâr. His Ivashu are known variously as the “Fatherless Multitude” or the “Accursed Beasts of the Barren Cycle”. Ilvir enjoys creating strange life forms. Fortunately, he has a limited number of souls at his disposal which he is constrained to employ over and over again. The Ivashu are totally sexless and cannot breed; when they die, their souls return to Ilvir’s tower, Araka-Kalai, where they are reincarnated in a new, possibly experimental body.



After spending some time in attendance at Ilvir’s court, they are sent again into the world. Most Ivashu are quickly slain, some are taken captive for shipment to Tharda where they will appear in the Pamesani arenas, but a few get past these obstacles and may be found in any part of Lythia.

The Ivashu make up for their sterility by possessing strange powers. Some are intelligent and speak their own Ivashi language; others are only semi-intelligent, speaking not at all, and operating mostly on instinct. The five more common Ivashu produced by Ilvir are the *Aklash*, *Hru*, *Nolah*, *Umbathri*, and *Vlasta*. These are described in some detail, but almost any conceivable type of creature may be produced in small numbers by Ilvir.

Monsterama

The existence of Ilvir and the Ivashu is a convenient rationale for the existence of monsters. The GM is welcome to add their favorite monsters from other sources. However, we urge the GM to exercise restraint; new monsters should be uncommon and well thought-out to maintain HârWorld’s verisimilitude.

If additional natural or semi-natural creatures are added to the world, their need for food, reaction to humankind, impact on civilization, and prevailing territorial behavior should be considered. For example, it would be reasonable to have a colony of giant mutant rats inhabiting an underground cavern where food is plentiful, but not if there is nothing to eat.

AKLASH

Large monstrosity (Ivashu), neutral

Armor Class 11 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Saving Throws WIS +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses passive Perception 8

Languages Understands Ivashi but can't speak

Challenge 2 (450 XP)

Morale 10

Color-blind. The Aklash has advantage on saving throws against visual illusions, and disadvantage on Wisdom (Perception) checks that rely on sight.

Regeneration. The Aklash regains 5 hit points at the start of its turn. The Aklash dies only if it starts its turn with 0 hit points.

ACTIONS

Multiattack. The Aklash uses Choking Wind if it can. It then makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Choking Wind (Recharge 6). The Aklash exhales its foul breath in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw. If the target has a keen sense of smell, it must make the saving throw at disadvantage. On a failed save, the target is poisoned for 1 minute. While poisoned, the target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



AMORVRUS

Medium undead (morvrin), neutral evil

Armor Class 14 (kurbul)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	18 (+4)

Saving Throws WIS +3, CHA +6

Skills Perception +3, Stealth +4

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Blindsight 60 ft., passive Perception 13

Languages The languages it knew in life

Challenge 4 (1,100 XP)

Morale 11

Shadow of Bukrai. The amorvrus can activate or deactivate this feature as a bonus action. While active, the Shadow deals 5 necrotic damage to any creature that ends its turn within 5 feet of the amorvrus. Undead and fiends ignore this effect.

A humanoid slain by the Shadow of Bukrai suffers the same effect as if killed by the amorvrus' Life Drain.

Shadow Sense. The amorvrus can use Blindsight to see creatures and objects around them that aren't protected from divination magic.

ACTIONS

Multiattack. The amorvrus makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The target must succeed on a DC 14 Charisma saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 1 minute later as a gulmorvrus under the amorvrus' control, unless it is restored to life or its body is destroyed in the meantime. The amorvrus can

have no more than six gulmorvrin under its control at one time.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



Bukrai Blade

There is a 10% chance when encountered that the amorvrus wields a Bukrai Blade instead of a normal longsword. A Bukrai Blade is a shadowy, magical longsword +1 that enhances the amorvrus' abilities in the following ways:

- Range of Shadow of Bukrai and Life Drain are extended to 10 ft.
- Targets have disadvantage on saving throws to resist Life Drain.
- Necrotic damage of Shadow of Bukrai and Life Drain to targets within 5 ft. of the amorvrus are increased by +5.

In addition, when the amorvrus uses the Bukrai Blade to attack a target that is in dim light or darkness, it makes the attack roll with advantage. The Bukrai Blade dissipates if the amorvrus is slain.

Undead Nature

Amorvrin require no air, food, drink, or sleep.

BEAR, BLACK

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1/2 (100 XP)

Morale 7

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

