



## Magus Aethernal

Few units in Eluan inspire such mystery and anxiety as the magi: the aethernals' front-line forces. Wielding magic as their chief weapon, the magi stroll through the enemy ranks, moving like the nimblest of dancers, dodging strikes while their hands prepare to release devastating magic. They channel their magic through special artifacts called ahuri: copper rings attached to the magi's cape through a thin bronze arm.

For time immemorial, the southernmost isle of the Sister Islands was a mysterious territory for the people of the continent of Eluan. Cataclysmic storms and colossal sea monsters made those waters almost unnavigable. The ships or explorers that landed on the isle were never heard from again.

This changed two hundred years ago when three strange vessels landed on Erial, the tip of the Eluan continent. From them descended an army of blue-skinned humanoids calling themselves aethernals.

Fervent believers of achieving perfection, the aethernals spent most of their existence in their isle; studying, researching and discovering methods for improving their bodies and their minds.

In the case of the magi, it was their proficiency in arcana and the secrets of manipulating the magical forces that rule and shape the world.

In aethernal society, it is expected that every individual will seek perfection in a field of their choice: "Every improvement in the individual is an improvement in the group" is a belief widely held amongst them.

The magi train in the tallest tower of the thousand-towered city of Apadana.

## Magus Aethernal

*Medium humanoid, Lawful neutral*

**Armor Class** 12 (Natural Armor)

**Hit Points** 24 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)	13 (+1)

**Saving Throws** Int +5, Wis +3

**Skills** Arcana +5, History +5

**Senses** Passive Perception 12

**Languages** Common

**Challenge 1** (200 XP)

**Spellcasting.** The magus is a 4th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 13; +5 to hit with spell attacks). The magus knows the following spells from the wizard's spell list:

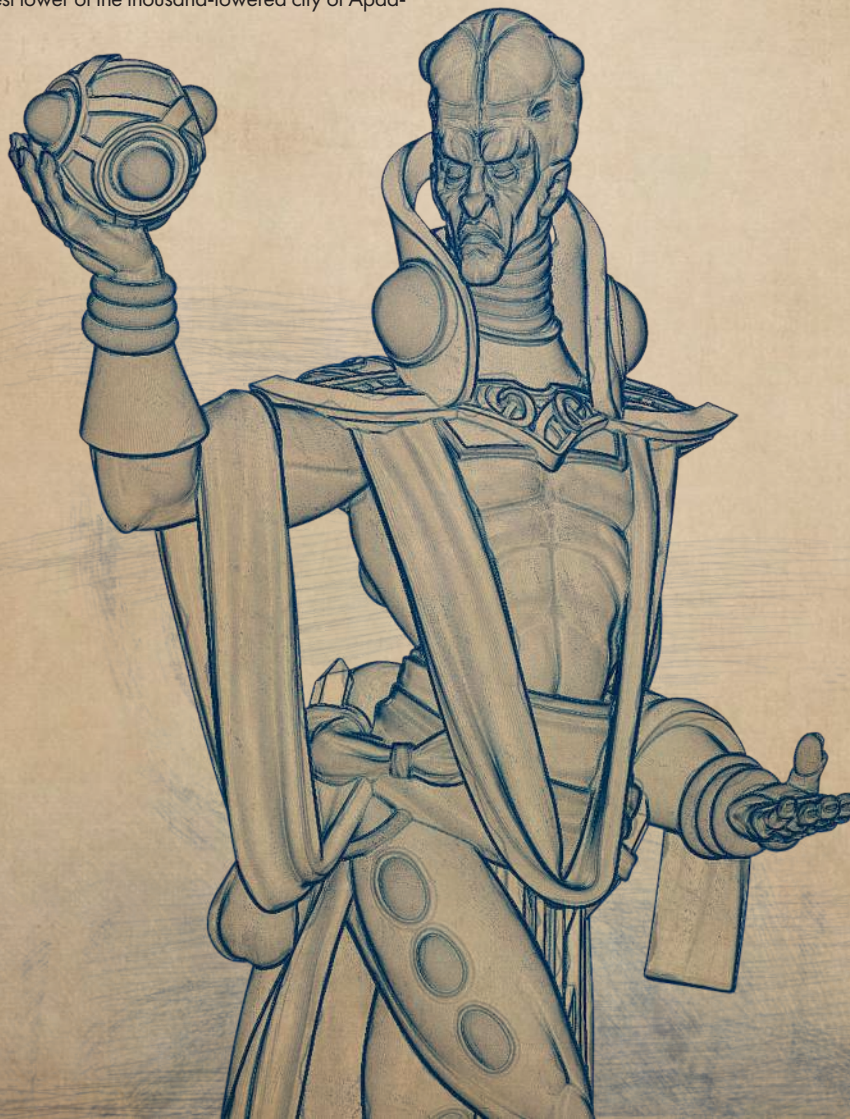
Cantrips (at will): *light, mage hand, shocking grasp*

1st Level (4 slots): *charm person, magic missile*

2nd Level (3 slots): *hold person, misty step*

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1 d4 +2) piercing damage.





## Aethernal Artificer

The artificers' dojo is located on the southernmost cliff of the city of Apadana. Expert martial artists, their fighting style is known as Nanto Suku and is respected and dreaded by friends and foes alike.

Although the dojo welcomes outsiders, few have become a full-fledged artificer as the discipline and patience required is staggering.

These artificers are fast and precise, descending on opponents in the blink of an eye and releasing a fusillade of destructive blows that neutralize the enemy before they have a chance to react.

Their attacks favour speed over strength, focusing on critical points on their enemies' bodies.

Artificers of the highest rank can punch through plate armor and smash great wooden gates with a single kick. They take great pride in that they don't require bio-smithing to perfect themselves.

From a young age, disciples train in their dojo's main plaza for hours non-stop under the scorching sun. Whoever drops from fatigue is cast out of the dojo. The shame caused by this expulsion has driven many to jump off the cliff into the freezing waters of the Southern Sea.

From their feet to their arms, the artificer's body embodies the aetherals' constant quest for perfection. Their skin is tough, requiring no armour in combat and capable of withstanding fire and acid attacks.

Unlike other fighting schools around Eluan, the artificers do not guard their technique like a secret, thinking that most outsiders lack the discipline required to follow a path that leads to bodily perfection.

## Aethernal Artificer

*Medium humanoid, Lawful neutral*

**Armor Class** 15 (Natural armor)

**Hit Points** 33 (7d8+9)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	10 (+0)

**Damage Immunities** Acid, Fire

**Saving Throws** Str +3, Dex +4, Int +3, Wisdom +4

**Skills** Insight +4, Perception +4

**Senses** Passive Perception 14

**Languages** Common

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The artificer's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:

At will: *mage hand (the hand is invisible)*

3/day each: *burning hands, feather fall, jump, see invisibility, shield*

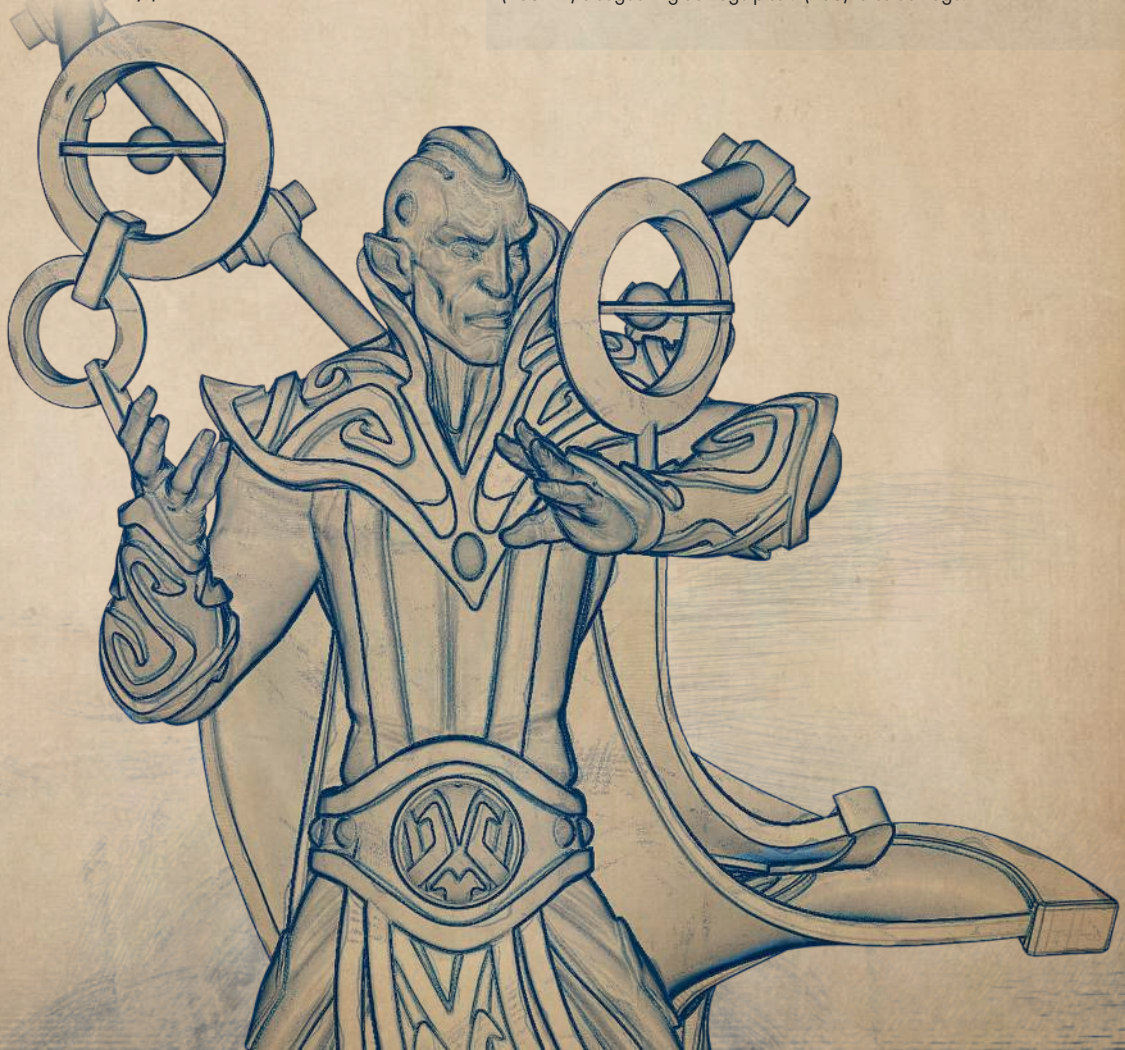
**Martial Defense.** While the artificer is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

**Spider Climb.** The artificer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Multiattack.** The artificer makes three unarmed strikes.

**Unarmed Strike.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage plus 9 (2d8) force damage.





## Battle Dervish

To witness a battle dervish in combat is akin to spectating an elegant but destructive dance. As with other æthernals, this group has sought perfection through their fighting techniques, which are considered amongst the most graceful of all combat styles.

Armed with scimitars, the dervishes awe with their precise movements as they strike down their enemies amid battle.

Many accounts speak of opponents being incapacitated by the beauty of the dervishes' fighting style, standing gaped instead of fighting back.

Although deadly with the scimitar, these æthernals also use their legendary discuses, throwing them against their adversaries before zeroing in for the decisive strike with their scimitars.

The discuses are an item of immense pride amongst the dervishes. Made from mithril but adorned with ethyx (the valuable green metal), each of them is unique and their crafting requires almost a year. Perfectly balanced, the discus has the same range as longbows and is as light as a medium sized fruit.

How the discuses are made is a mystery. Whenever one is stolen, the dervishes organize a retrieving party to track it.

One of the dervishes' most intimidating aspects is that they never utter a sound when fighting, redirecting that energy to keeping synchronized movements.

Their first recorded engagement is known as the "Crimson Ball" because of its similarity to a public dance and the astounding quantity of enemy blood that was spilt. By the end of the battle, their blue, and green garments were soaked with the blood of their opponents.

## Battle Dervish

*Medium humanoid, Lawful neutral*

**Armor Class** 14 (Natural Armor)

**Hit Points** 35 (6d8+10)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	11 (+0)	14 (+2)

**Saving Throws** Str +4, Dex +5, Wis +2

**Skills** Acrobatics +5, Athletics +4

**Senses** Passive Perception 11

**Languages** Common

**Challenge 3** (700 XP)

**Nimble Escape.** The dervish can take the Disengage or Hide action as a bonus action on each of his turns.

**Slippery.** The dervish has advantage on ability checks and saving throws made to escape a grapple.

### ACTIONS

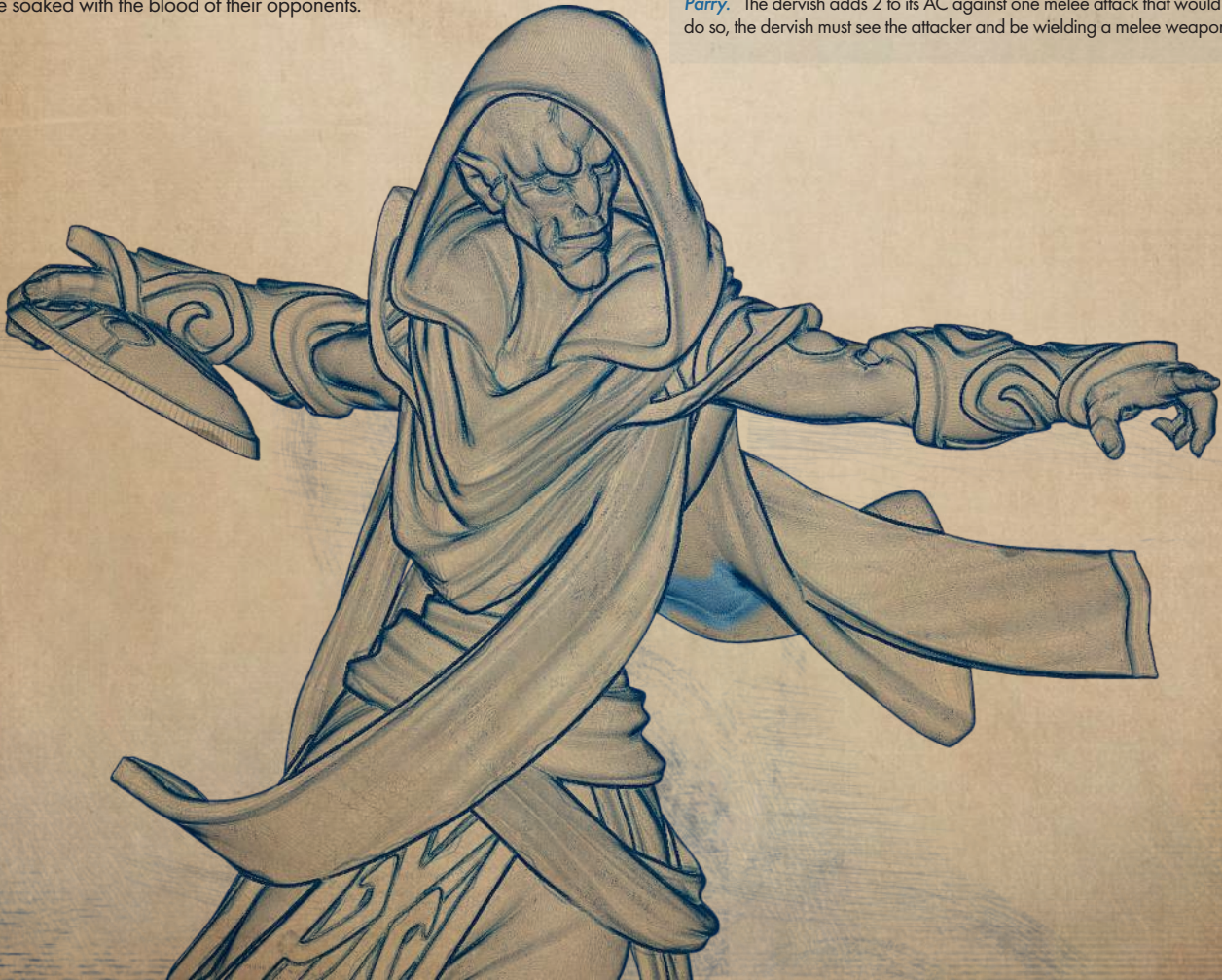
**Multiattack.** The dervish makes three attacks: two with its scimitar and one with its discus. Or the dervish makes two ranged attacks with its discus.

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

**Discus.** *Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 40/80 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 4 (2d4) force damage.

### REACTIONS

**Parry.** The dervish adds 2 to its AC against one melee attack that would hit it. To do so, the dervish must see the attacker and be wielding a melee weapon.





## Amazon Sparabar

Amongst the thousand towers of Apadana, few are as imposing as the translucent blue tower of the sparabars. Visitors marvel at how the light creeps through its columns, giving off the sensation that one is in the sky or in an underwater realm.

The amazon sparabars are one of the aethernals most celebrated fighting units, participating in battles since the founding of Apadana.

It is believed that the first sparabar achieved ultimate perfection in the globestaff, the amazons' trademark weapon. Such was her reputation that she was made Savant, the aethernals leader.

As elegant as the battle dervishes, the amazons wield their staff as if it were another appendage; striking with an accuracy seldom seen in other fighting forces.

When they are not training in the use of their staff or surviving the traps of their underground labyrinth as training, they are locked in the sparabars' supreme repository studying magic and their peoples' long history.

Made from an alloy of various metals, the globestaff is a weapon that not only delivers brutal bludgeoning damage, but channels magical energy that facilitates spellcasting.

The sparabar are considered the aethernals' last line of defense, taking the field only in the direst of circumstances and usually rescuing victory from the jaws of defeat. A squadron of them is always garrisoned in the city of Apadana.

Although combatants at heart, the sparabar oppose the Savant's military campaigns. They consider it spreads their forces too much and distracts from the eternal goal of self-perfection, while leaving the city unguarded.

## Amazon Sparabar

*Medium humanoid, Lawful neutral*

**Armor Class** 18 (Natural Armor)

**Hit Points** 90 (16d8+25)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	17 (+3)	14 (+2)

**Saving Throws** Con +6, Wis +7

**Skills** Intimidation +5, Religion +4

**Senses** Passive Perception 14

**Languages** Common

**Challenge** 9 (5,000 XP)

### ACTIONS

**Multiattack.** The amazon makes two globestaff attacks, and it uses Battle Aura.

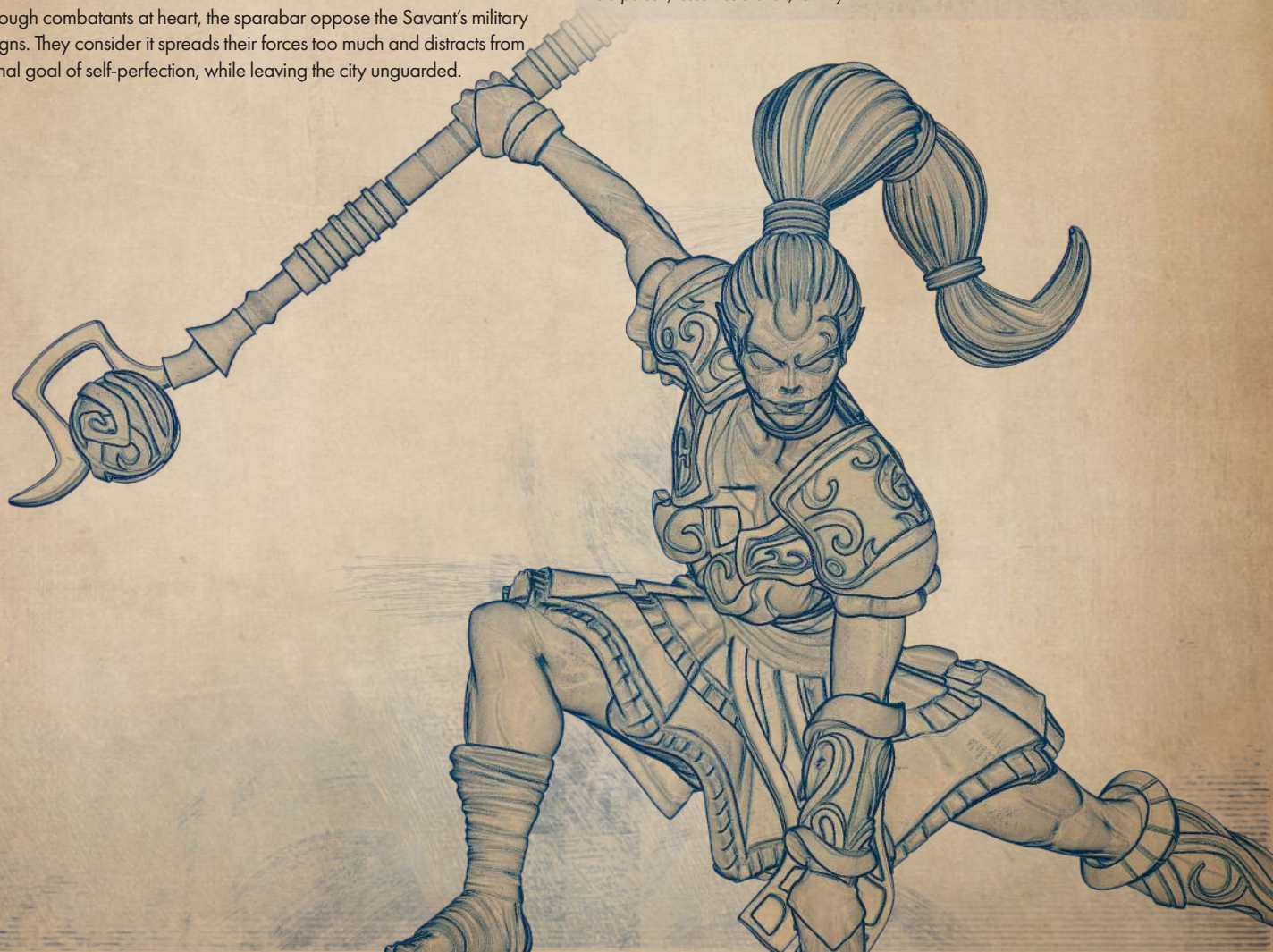
**Globestaff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 +3) bludgeoning damage plus 10 (3d6) force damage.

**Battle Aura.** The amazon targets one creature it can see within 60 feet of it. The target must make a DC 15 Wisdom saving throw. On a failed save, the target takes 10 (2d8) force damage and it is frightened until the start of the amazon's next turn. On a successful save, the target takes half as much damage and isn't frightened.

**Spellcasting.** The amazon casts one of the following spells, using Wisdom as its spellcasting ability (spell save DC 15):

At will: *light, spare the dying, thaumaturgy*

1/day each: *banishment, command, dispel magic, flame strike, guardian of faith, hold person, lesser restoration, revive*





## Stygian Sirens

Amongst the armies of the aethernals, this unit's name is a sobriquet given to them by their adversaries. These aethernals liked it so much that they adopted it formally.

Entire armies have abandoned a battlefield when they spot the stygian sirens arriving. Their notoriety is well earned, for the number of combatants driven mad or dispatched by their music is beyond count.

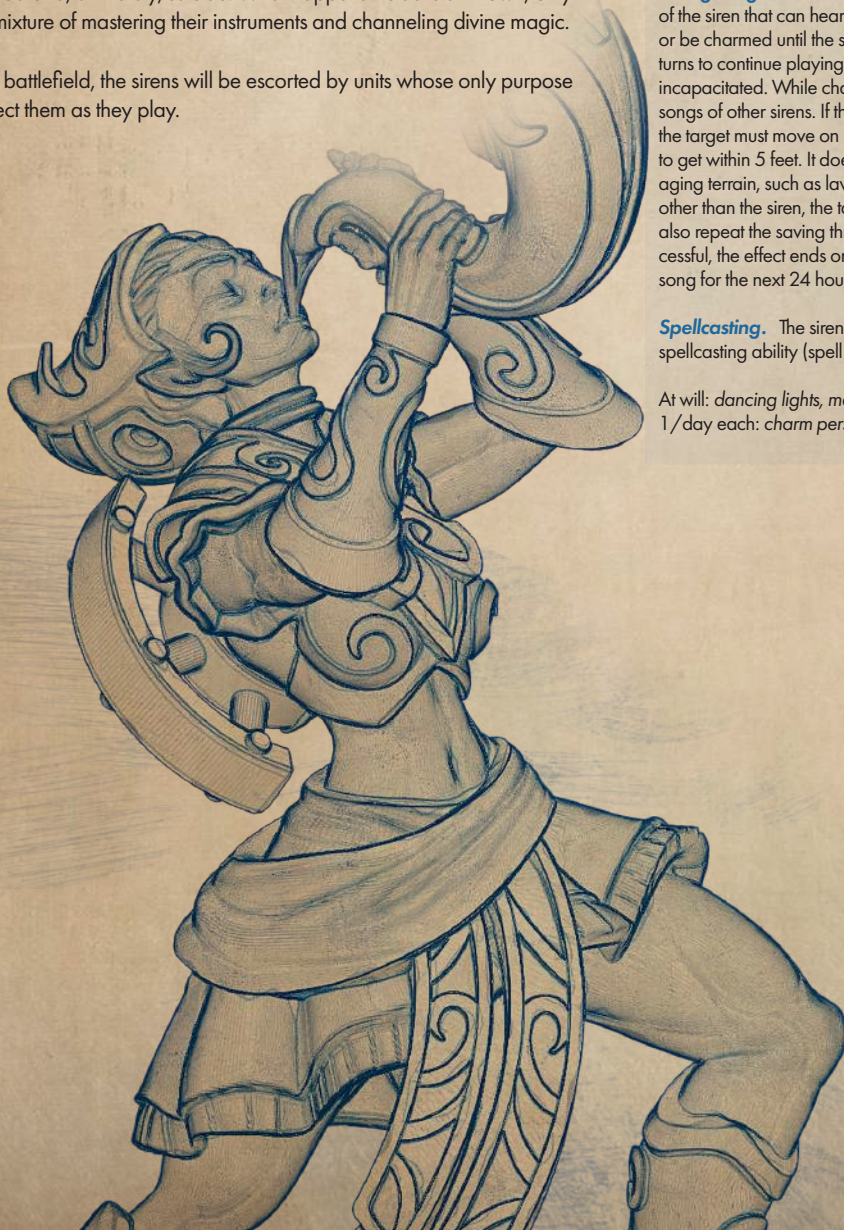
Below the city of Apadana lies an enormous cenote which hosts The Conservatory, the palace where the sirens learn to use their lethal instruments: the deep shell and the triple horns. Because their power is so destructive, the sirens can only practice there since it has been reinforced with magic and bio-coating to prevent the sound from escaping.

Rumors state the aethernals discovered a potent entity living in the cenote. The entity gave them their instruments, in exchange the aethernals promised to play for it.

The sirens are aethernals who sought perfection through the art of music. Any child showing a talent for any instrument is taken from their families and sent to the Conservatory to begin their training as a siren.

The training decades are a barrage of ordeals that drive the weakest student mad and, ultimately, suicide. What happens inside is unknown, only that is a mixture of mastering their instruments and channeling divine magic.

On a battlefield, the sirens will be escorted by units whose only purpose is to protect them as they play.



## Stygian Sirens

*Medium humanoid, Lawful neutral*

**Armor Class** 15 (Armor)

**Hit Points** 52 (8d8+16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	12 (+1)	14 (+2)	14 (+2)

**Skills** Perception +4

**Senses** Passive Perception 14

**Languages** Common

**Challenge** 4 (1,100 XP)

**Multiattack.** The siren makes three shortsword attacks. It can replace one attack with a use of Spellcasting.

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

**Cacophony (Recharge 4-6).** Each creature in a 15-foot cube originating from the siren must make a DC 12 Constitution saving throw. On a failed save, a creature takes 9 (2d8) force damage and is pushed up to 60 feet away from the siren. On a successful save, a creature takes half as much damage and isn't pushed.

**Luring song.** The siren plays a magical melody. Every humanoid within 300 feet of the siren that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The siren must take bonus action on its subsequent turns to continue playing. It can stop playing at any time. The song ends if the siren is incapacitated. While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 feet away from the siren, the target must move on its turn towards the siren by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to this siren's song for the next 24 hours.

**Spellcasting.** The siren casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights, mage hand, prestidigitation*  
1/day each: *charm person, invisibility, sleep*



## Arch Researcher

Enigmatic as they are lethal, the arch researchers act as scouts, spies, and assassins for the aethernals.

Before the savant's expansionist policies, the researchers were regarded as wise hermits who sought perfection by meditating amongst the waves crashing on Apadana's cliffs.

Sensing their potential, the Savant ordered all the researchers to be trained in martial arts and subterfuge.

In the few years since their establishment, the researchers have become an invaluable source of intelligence for the aethernals.

Their signature talent is their mastery in making their targets fall into a deep trance. While in that state, the target reveals detailed information about themselves or whatever it is asked. When the trance ends, the targets don't remember being hypnotized.

They gained the skill by staring into the waves for years. Scholars say the researchers found invisible patterns that govern the minds of creatures. Whether this is true remains to be determined. However, what is undeniable is that it has blessed them with the technique that allows them to pierce into another living creature and bypass its will.

The researchers have a rivalry with the sirens that they never discuss with outsiders. They believe a cruel fate will descend on the city of Apadana if the sirens continue interacting with the sinister deity in the cenote.

So far, no blood has been spilt, but the researchers have pressured to have the sirens disbanded and their training ground destroyed.



## Arch Researcher

*Medium humanoid, Lawful neutral*

**Armor Class** 15 (Natural Armor)

**Hit Points** 76 (12d8+21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+0)	16 (+3)	15 (+2)	13 (+1)	11 (+1)	10 (+0)

**Saving Throws** Dex +7, Int +5

**Skills** Acrobatics +7, Deception +4, Perception +4, Stealth +11

**Damage Resistances** Poison

**Senses** Passive Perception 14

**Languages** Common

**Challenge** 9 (5,000 XP)

**Assassinate.** During its first turn, the researcher has advantage on attacks rolls against any creature that hasn't taken a turn. Any hit the mystic scores against a surprised creature is a critical hit.

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

**Sneak Attack (1/Turn).** The researcher deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the researcher that isn't incapacitated and the researcher doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The researcher makes two scythe attacks.

**Scythe.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 3) slashing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

**Trance.** The researcher targets one humanoid or beast that it can see within 30 feet of it. If the target can see the researcher, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the researcher as a trusted friend to be heeded and protected. Although the target isn't under the researcher's control, it takes the researcher's requests or actions in the most favorable way it can. Each time the researcher or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the researcher dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the researcher's trance for the next 24 hours. The researcher can have no more than one humanoid and up to three beasts charmed at a time.



## Flying Kardan

Parallel to bio-smithing, some aethernals excel at the art of war forging, a technique that allows for the creation of destructive constructs and devilish machines.

The flying kardan is the pride of the aethernal forces, a contraption that allows the pilot to fly higher and as fast as a dragon.

Versatile and agile, the kardan provides almost total dominion over the sky and a vast advantage against opposing armies.

Various dwarven kingdoms have sent spies to obtain the plans for building their own kardan, but none have succeeded so far.

Their creation is confidential information. The only known fact is that they are made in the Forging Tower, the structure where most of the artificers and tinkers work for sunless days to give birth to their inventions.

Surrounded by fifty golems, the tower is considered a fortress unto itself and not even members of the Mithraion are allowed to visit it without a formal invitation.

Although the kardan are protected by a layer of plates, their creators put maneuverability and speed over resilience.

These machines swoop down like falcons from the skies, releasing a copious amount of projectiles and explosives on the defenseless enemy on land, before rising again to make another bomb run.

Thankfully for the other people of Eluan, building a kardan is a long and expensive process, so few units can be deployed on the battlefield at any given time.

## Flying Kardan

*Large Vehicle*

**Creature Capacity** 1 Medium Creature

**Armor Class** 16 (Natural Armor)

**Hit Points** 170

**Damage** Threshold 15

**Speed** Fly 80 ft.

### ACTIONS

**Bolt.** Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage.





## Archmaster, Asabar Vara

One of the most influential members of the Mithraion, it was assumed that Asabar Vara would become the Savant during the past election.

His reluctance to accept a nomination is one reason that the current Savant won. In truth, this powerful spellcaster preferred to continue on his path to perfection; undisturbed by the burden of leadership.

Unfortunately for the archmaster, his aim was foiled by the savant's ambitious warmongering.

Quiet and unassuming, Asabar Vara has been working to achieve perfection through constant meditation.

Unlike the Savant or others of his kind, he has scorned bio-smithing or the perfection of the body, preferring to study and be in deep contemplation. His aim is to perfect the mind and spirit.

In combat he is an aggressive spellcaster, casting spells while floating around a magical shield that he got after defeating an orc champion in a tournament in the orc city of Barbarois.

Rumors surrounding the archmaster are plentiful; from his abundant source of magical power which never seems to deplete, to his knowledge about other planes and deities, especially the one that lurks in The Conservatory.

Compelled by the ruling body of the Mithraion, Asabar Vara has joined the aethernals' army and is a respected commander who always puts the fate and honour of his forces above the cheap thrills of victory.

Many have approached him to stop the Savant. Something he avoids considering, as it would lead to a devastating and cruel civil war.

## Archmaster, Asabar Vara

*Medium humanoid, Lawful neutral*

**Armor Class** 12 (15 with Mage Armor)

**Hit Points** 114 (22d8+12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	14 (+2)

**Saving Throws** Int +7, Wis +5

**Skills** Arcana +7, History +7

**Senses** Passive Perception 12

**Languages** Common

**Challenge 10** (5,900 XP)

### ACTIONS

**Magic Resistance.** The archmaster has advantage on saving throws against spells and other magical effects.

**Multiaction.** The archmaster makes three Arcane Burst attacks.

**Arcane Burst.** *Melee or Range Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. Hit: 25 (4d10 +3) force damage.

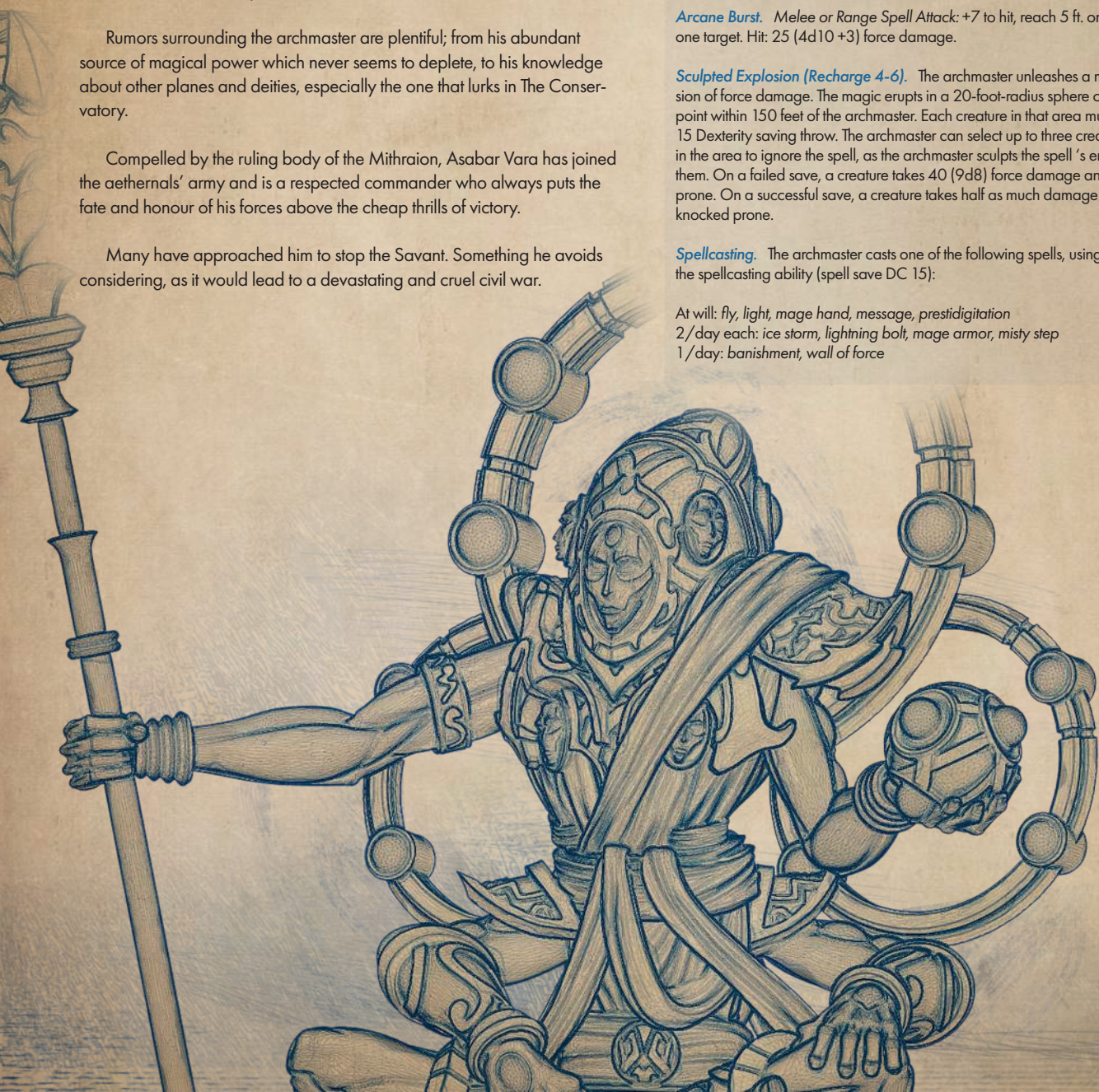
**Sculpted Explosion (Recharge 4-6).** The archmaster unleashes a magical explosion of force damage. The magic erupts in a 20-foot-radius sphere centered on a point within 150 feet of the archmaster. Each creature in that area must make a DC 15 Dexterity saving throw. The archmaster can select up to three creatures it can see in the area to ignore the spell, as the archmaster sculpts the spell's energy around them. On a failed save, a creature takes 40 (9d8) force damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

**Spellcasting.** The archmaster casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15):

At will: *fly, light, mage hand, message, prestidigitation*

2/day each: *ice storm, lightning bolt, mage armor, misty step*

1/day: *banishment, wall of force*







## The Savant, Primer Artificer

Their ruling body, the Mithraion, an assembly made up of the most talented and powerful members of their society, selects the leader of the aethernals.

Fariand Aspa is the current Savant, an individual who enhanced his body through bio-smithing. This procedure is a guarded technique by the aethernals, one that allows them to alter their bodies and fuse them with weapons, armor, and other items.

Protective of his position, the Savant treats his bio-smithing knowledge as a secret, even from other aethernals, and keeps himself informed of what other cliques are doing.

Many cliques inside the Mithraion have failed to foil his expansionist plans. Some of these convinced many aethernals, who, after years of perfecting their skills and powers, consider war as a reliable method to test them.

Fariand is a formidable opponent in combat, using his trademark armblade which functions as a deadly melee weapon which can shatter any blade it clashes against.

The Savant is cold and ambitious, accumulating a huge tally of dead assistants during his investigations. Although this topic was mentioned before he was elected, he had gathered more than enough supporters to win the election.

When he is not on the battlefield, Fariand Aspa is in his laboratory seeking new ways to perfect his body and increase his power.

## The Savant, Primer Artificer

*Medium humanoid, Lawful neutral*

**Armor Class** 18 (Natural Armor)

**Hit Points** 141 (18d8+58)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	16 (+3)	14 (+2)	15 (+2)

**Saving Throws** Dex +7, Con +8, Wis +6, Cha +8

**Damage Resistances** Cold; Bludgeoning, Piercing, Slashing from non magical weapons

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Passive Perception 12

**Languages** Common, Telepathy 120 ft.

**Challenge** 12 (8,400 XP)

**Bio-Smith Weapon.** The savant's weapon attacks are Magical and deal an extra 13 (3d8) force damage on a hit (included in the attacks).

**Magic Resistance.** The savant has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The savant makes three armblade attacks.

**Blade.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, plus 13 (3d8) force damage.

### REACTIONS

**Parry.** The savant adds 2 to its AC against one melee attack that would hit it. To do so, the savant must see the attacker and be wielding a melee weapon.

