World of Ohr Homebrew

12 Beasts

Whitestone Bear

Large Beast, unaligned

Armor Class 14
Hit Points 150(15d10 + 60)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+4)	5 (-3)	10 (0)	6 (-2)

Damage Resistances Cold
Senses passive Perception 13
Languages
Challenge 4 (1100 XP)

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

Actions

Multiattack. The bear makes two attacks. One with it's bite, and one with it's claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (2d4 + 4) piercing and 2 (1d4) cold. On hit, attacked creature makes a DC 15 strength saving throw. On fail, creature is thrown to the ground, prone.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 4) slashing

Winter's Fury. The bear gives a fearsome roar. In a 15ft cone infront of it, anyone there makes a DC 13 Constitution saving throw. On fail, 2d6 Cold damage and are pushed back 10ft. On success, half damage and no push back.

Found in the region of the Whitestone Canyon, the Whitestone Bear is a large, whiteish brown bear. While feared for good reason, and have "attacked" caravans, the are actually quite peaceful. More often than not, a Whitestone Bear will go after food over a human, and usually pay humans

Horns Fox

Medium beast, unaligned

Armor Class 12
Hit Points 9(2d6 + 2)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5
Senses passive Perception 14
Languages None
Challenge 1/4 (50 XP)

Keen Hearing and Smell. The fox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

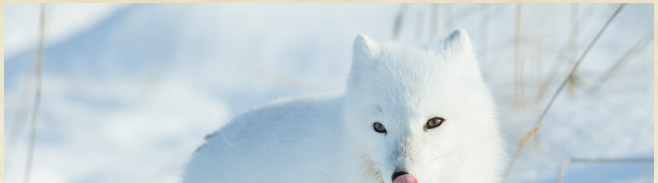
Pack Tactics. The fox has advantage on attack rolls against a creature if at least one of the fox's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d2 + 2) piercing damage and 1 (1d2) cold damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

From the island of the Horn's, this fox thrives in wintery climates. Prized as companions for their quickness and senses, it is said that these beasts can breathe frost, though it is believed to be myth.



no mind. When provoked however, such as intruding in one's territory and not leaving when threatened, they are fearsome creatures. With their thick and prized hides, it is said if you are able to hunt down one of these creatures hides, the armour or clothing made from them are warmer than anything any living mortal has experienced.



Credit: Steve and Marian Uffman Nature and Travel Photography

Wailing Quail

Tiny Beast, unaligned

Armor Class 17
Hit Points 3(1d4)
Speed 5ft., 30ft. fly

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (0)	4 (-3)	8 (-1)	10 (+0)

Senses passive Perception 12
Languages None
Challenge 1/4 (50 XP)

Actions

Screech. *DC 10 Wisdom Saving throw, 15ft radius. Fail, stunned till end of next turn*

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

Identifiable from their brown stripe, and grey underwing, this bird has been the bane of unsuspecting hunter and traveler a many. Very territorial, they tend to live in groups, and will mob intruders until they leave. They are said to taste divine though, if you manage to avoid being stunned. They can be found in the north during the warm monthes, and south in the winter monthes.



Credit: Alchetron

Sliding Dragon

Large Beast, unaligned

Armor Class 15
Hit Points 68(8d10 + 28)
Speed 20 ft, 30ft swim

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	10 (+0)	3 (-4)	3 (-4)	7 (-2)

Damage Immunities Cold
Condition Immunities stunned, dazed
Senses passive Perception 8
Languages None
Challenge 1/2 (100 XP)

Siege Monster. The beetle deals double damage to objects and structures.

Actions

Stomp. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (2d4 + 3) bludgeoning. On hit, DC 13 Strength/Dex saving throw. On fail, grappled underneath the creature.

Tail Swipe. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (1d10 + 3) bludgeoning. On hit, DC 13 Strength/Dex saving throw. On fail, knocked prone.

Charge. *Melee Weapon Attack:* As part of attack, use action and move to move 40ft. Any creatures within the line of movement make a DC 13 Dex saving throw. On fail, take (9) 2d6+3 bludgeoning, and be pushed 5ft to the side. Recharge 6.

These large lizards gain their name from their long, thick, tails and slide on the ground behind them. Amhibious, they're able to traverse both land and water, though slower on land. Usually seen as the mounts for the tribes up in the far North, they tend to be peaceful, docile omnivores. They can come in all kind of colors, though primarily a greenish grey. They have webbed feet, spines on their tails, and the males have frills on the side of their heads.

Bat Monkey

As the name implies, these creatures are some unholy cross of a monkey and bat. The build of a monkey, with the wings of a bat, and the size of a gorrila, these creatures are exteremely territorial, and will not hesitate to attack any intruders. Marked by frenized scratches on nearby trees and objects, it is reccommended not to go into a Bat Monkey's territory. They can appear in a range of black to brown, have prehensile tails, and are very lean, but stronger than they first appear.



Credit: Learn, learn and learn

Thermal Snake

Found in the sorching desert, or the frozen tundra, the Thermal Snake is a relatively small reptile native to the continent of Ohr. It's name sake comes from it's apparent ability to survive in almost any climate, while adopting charactheristic to match the enviroment. Their scale patterns tend to have a base color of different shades, then spots of another color running down it's back. In the desert, they're found to have pale yellow scales, with tan spots running down it's back. In more snowy parts of the land, they are a snowy white, with light brown spots down it's back. Relying heavily on camouflage for survival, they have been made into pets in some small towns.

Bane Snake

Similar to the Thermal Snake, the Bane Snake can be found in all kinds of climates. In desert, their scales are found to be primary a pale yellow, snowy lands to be snow white, and so on and so forth. The main difference between these two

Lily Frog

Found in the bogs and swamps of Ohr, the Lily Frog relies on a combination of it's unique camoflague and slime to stay safe from predators. With a kind of web between it's front and back legs, when it lays flat on a surface of water, it looks indistinguishable from a lilypad. Addtionally, the frog creates a unique slime that coats the entirerty of it's body. The slime is said to make someone ill just through contact. While they usually are rather small, there have been claims of ones as large as humans, possibly larger!

Gloom Dog

Thought to be myth by most, Gloom Dogs are fabled canines said to appear to lost travelers in large forests and jungles. Seemingly to arrive from nowhere, legends paint them as kindred spirits, apparently leading the astray to saftey. They're said to have the shape of a large bloodhound, though this claim has yet to be confirmed.

Terebra Ape

A primate from the jungle regions of Ohr, these apes are a curious sight. They lack hair on the top of their head, and one arm is always noticably stronger than their other, showing their dominant hand. While normally very peaceful and amiable, when provoked, they have knocked out or even killed trained and experienced hunters with just one blow with even their non-dominant hand.

Nox Spider

A man sized spider found in the deepest parts of the forests of Ohr, they're the boogieman of the children stories parents use to get the child to behave. The legend goes that if the child doesn't listen to their parents, the spider will sneak in at night, inject them with their posion, and drag them away, to never be heard from again. However this myth started, there is some truth to it. The spiders are nocturnal, and have venom capable of putting even the toughest of animals asleep. A combination of various shades of brown, patterned with dark spots on its back, they can blend in with the side of a tree by remaining still.



reptiles is their defensive mechanisms. While the Thermal Snake relies soley on it's ability of camouflage, it's cousin the Bane Snake has the benefit of having a virulent venom, capable of bringing down something the size of a Rhino. While similar in size, shape, color, and pattern to the Thermal Snake, it's defining differnce are their spots. The Bane Snake will always have different colored spots to the Thermal Snake, of almost any color. Aside from the one detail however, they are near indistinguishable to even a trained eye.



Credit: Daily Mail

Veil Wolf



Credit: Orig00

Found in the aftermath of when the veil was first broken, these beasts were touched by the energies that were once kept at bay by the veil. With midnight black fur, glowing eyes, and sometimes 4 times the size of a normal wolf, they are extremely deadly creatures. Seeing one is said to be a bad omen, and a sign that the veil will break. People will run in terror and flee at the sight of one, so very little is actually known about their behaviors. With that said, most hunters agree that it's best just to run the opposite direction when this beast is sighted. It is rumored some kind of weird mist or distortion follows these wolves.



Credit: Damon Offord

Veil Wolf

Large Wolf, Chaotic Good(Usually)

Armor Class 17
Hit Points 175(20d10 + 75)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	20 (+5)	14 (+2)	16 (+3)	14 (+2)

Condition Immunities None
Skills Athletics +9, Acrobatics +8, Perception +6, Stealth +8
Senses passive Perception 20

Uncanny Action. May use bonus action to dash, disengage, or dodge.

Actions

Multiattack. The wolf makes two attacks. One with it's bite, and one with it's claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 10 (1d6 + 6) piercing + 4 (1d6) force damage. On hit, attacked creature makes a DC 17 strength saving throw. On fail, creature is thrown to the ground, prone.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 10 (1d6 + 6) slashing + 2 (1d4) force damage.

Languages All basic languages, but cannot speak
Challenge Probably High (Buttload XP)

False Appearance. While the wolf reamin motionless in a dark area, it is indistinguishable from a shadow.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Leap. As an action, the wolf moves 5ft before leaping forward, to a point within 25ft of range. Any creature within the wolf's space, or 5ft of the space, must make a DC 17 Strength or Dexterity saving throw, their choice. Creatures that fail their save throw take 10 (1d8+6) bludgeoning and 4 (2d4) force damage, and be pushed/knocked back 5ft, stunned until the end of their next where they stand back up, and knocked prone. Creatures that succeed take half damage, and suffer no more effects from this action.

Veil Shaking Howl. As an action, the wolf lets out an u

3 Factions

The Venatores

A group of completely martial rangers, survivalists, and barbarians from the northern and possibly most inhospitable parts of Ohr, the faction is renown for their almost inhuman grit. A group of hunters, they take upon themselves to serve as Ohr's primary and final line of defense from the dangers of the frozen tundra and mountains even further north. They train, hunt, and hone their skills to ensure the living races survival. Despite this being their mission, there are inner conflicts on how exactly to go about this, and who they exactly have to save. Whether it be the strong who can stand by them, or simply as many as possible, they've managed to put aside any disagreements to date to band together, and give the people of Ohr a chance. They understand how important it is to stand united against overwhelming odds, and as such, refuse no one who wishes to join. If they're strong enough, they'll stay alive. If not, then it was their choice to join. There is but one exception to this rule. If someone is discovered to have some sort magic capacity, they'll be refused the right to join. While they don't nessacarily hate magic, the opinon of it varies between members, it is agreed that it is far more of a risk than an aid due to the veil. The exact origins and history around the creation of the faction has been lost to time to its members, but its current leader is a relativly young female Human named Ro, witht he right hand being a female Drakon named Ronaaz Drog.



The Dagger

A very secertive organization, not much is known about the faction that calls themselves The Dagger. The group seems to be everywhere, whispers and hints of their exploits around almost every corner. It is assumed that they're a sort of Thieves Guild, taking jobs and contracts in exchange for payment. It is said to contact them, you must perform a ritual known as the Blade's Sacrament. With that said, the exact details behind what makes up the ritual are unknown to but a few. Blamed by many common folk for the death of a common figure, or disappearence of a priceless object, they always leave behind a rusty dagger at palces they've completed jobs. Credit: STL Finder

The Unus Eye

The Unus eye, or the Order of the Eye, is a fabled organization said to be comprised of some of the richest and most influential people of Ohr. Exteremly little is known about this organization, even less so than The Dagger, and even it's existance is heavily debated. Their goals are mostly shrouded in mystery, however it is speculated by believers that they stratigically orchestrate disasters, such as the veil breaking, in order to keep control of the major cities governments. That by doing so, they can lead the people to order from behind the shadows.



Credit: Oeobrewing



Eolas, God of Knowledge and Learning

Once a normal man obssessed with information, Eolas rose to a kind of god hood after his search for knowledge brought him closer and closer to the veil. Such close contact, along with all the information gathered, awakened something within the man. While not as powerful as other minor gods, none match the troth of knowledge he has managed to gather. With that said, he is not omniscient, and will do favors for important knowledge he has not heard of. He expects those who wish to follow him to devote their lives to the search of new information, and his symbol is a bound book with a key on the front.



Credit: Pinterest

Ka La, Goddess of the Sun

The goddess of light and warmth on Ainerth, she is considered the "good god" of the land. Said that one day, she found a flame that had fallen from the heavens. She was drawn to it, and touched the flame. Instead of burning, the flame bonded with her, and thus she became revered as a god for the light. While her race is unknown, she has been accepted across Ainerth as the god of the light in the world. Those who worship her follow the belief to always look at the light at the end, and to be good to your follow people. Said to reside atop the tallest mountain on Ainerth, her symbol is one of a bird flying into the sun.



Rasikata, Goddess of Trickery and Pranks

Despite the domain, Rasikata is viewed as one of the good gods and goddesses of Ainerth. While she is the goddess of trickery and pranks, they are in the belief of being good natured, and never harmful. It is said that she was once a normal human, with an affinity to play pranks on her friends. Her skill at pulling such pranks simply grew, and became a thing of legend, though how she exactly rose to the status of a goddess is unknown. It is say after pulling a particularly funny joke on a close friend or loved one, you can hear her chuckling from the shadows. To those that follow her, it is important to be mindful fo yourself, take jokes in good nature, and never play pranks to harm others. Her symbol is one of a smiling mask.



Credit: Ali Express



Credit: WordPress