



Launching November 5th on
KICKSTARTER



An island of creatures inspired by Speculative Evolution

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5e RPG Bestiary & World Building Journal
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Sol'Kesh, an island isolated for eons, one that hosts an immense variety of life and danger. Miles of exposed coral reefs, sunken forests and deep fungi-lit caves that worm their way beneath the earth. Fantastical flora and fauna have evolved to compete and struggle for their own survival in a wide range of unique biomes and ecological niches.

Written and Illustrated by Terry Maranda, Sol'Kesh exists for anyone interested in world building and exploration. The Bestiary book, designed for 2024's 5e with over 80 creature entries, crafting, expeditions into unique biome environments, taming, riding beasts and more. The Journal, a book for those interested in the lore, art and speculative evolutionary world building. And lastly, over 50 3D printable miniatures for tabletop gaming.

Welcome Traveler, to Sol'Kesh





Fennfistle

Class - **Amphibia** • Genus Derived Evolution - **Eurycea** • Niche - **Generalist Ovivore**
Preyed upon by - **Nuthorghull, Slannethiss, Murrow** • Preys upon - **Parro, Solumndis, Lillop**

Webbed feet step gently over the marsh lily-pads as the lanky fennfistle searches for its favored meal, eggs. This opportunist ovivore keeps a gold-flecked eye out for either bird eggs nested within the rushes and cattails along the shore, or for the glimmerings of the ovoid shapes of amphibian and fish eggs beneath the surface. Its long sinuous neck perfectly adapted to quickly gulp down its prize into an expandable horned gular and rush off before any protective parent or nearby fresh water predator can catch this nimble beast.

Fennfistle

Large beast, unaligned

AC 13	HP 45 (6d10 + 12)	Initiative +2 (12)
Speed 30 ft., swim 20 ft.		Taming Bonding 5
STR 18	DEX 14	CON 14
INT 8	WIS 12	CHA 10

Damage Resistances Bludgeoning

Skills Acrobatics +4, Stealth +4

Senses passive Perception 11

Challenge 3 (700 XP ; PB +2)

Traits

Bounding Leap The fennfistle's long jump is up to 25 ft. and its high jump is up to 15 ft., with or without a running start.

Leaping Strike If the fennfistle attacks a creature within 5 ft. of it after landing from a jump but before moving, the target takes an extra 7 (2d6) Bludgeoning Damage.

Instinct (3/Day) *If the fennfistle is within 5 ft. of more than one hostile creatures who can see it and aren't incapacitated.* On its turn, the fennfistle performs a DC 10 Wisdom check, if it succeeds it can perform a Whipping Tail attack as a bonus action in an effort to put a distance between itself and its aggressors.

Actions

Toothed Gulp *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 12 (3d6 +4) piercing damage. If the target is a Small or smaller creature, it must succeed on a DC 12 Strength Saving Throw or is swallowed. While swallowed, the creature is Blinded and Restrained, it has total cover against attacks and other effects outside the fennfistle, and takes 2 (1d4) Acid Damage at the start of each of the fennfistle's turns. If the fennfistle takes 10 damage or more in a single turn from a creature within it, the fennfistle must succeed on a DC 20 Constitution Saving Throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 ft. of the fennfistle. If the fennfistle dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 ft. of movement, exiting Prone.

Whipping Tail *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 11 (2d8+4) Bludgeoning Damage, and the target must make a Strength Saving Throw (DC 12) or be pushed back 5 ft..

Encountering Searching for such an elusive egg snatcher requires an equally clever hunter. As the amphibian is quite adept at traversing its watery environment, loud splashing sound of incoming intruders often alerts it long before it can be spotted over the swaying cattails. Although the creature is known to be a sly hunter, it will not pass up an easy meal and a baited egg set in a clearing or rushes will get its attention.

Weapon Crafting
Twinned Tail - 66 gp
DC 15 Survival Check

Instrument Crafting
Spined Gular - 71 gp
DC 17 Survival Check

Consumable
Fenn Shank - 4 gp
DC 12 Survival Check

Brightly colored scales adorn the creature's face, both as a display of sexual maturity and to guard it slightly from the scratching talons of protective birds

A long sinuous forked tail can be used to distract the guarding parents of bird nests as its ends resemble delectable worms

A lithe body and strong nimble legs allow the amphibian to quickly evade predators over the shallow depths of the marshes