

SOL'KANAR THE SWAMP KING

Sol'kanar was once a nature spirit who dwelled within the island of Corondor. There, in the island's core, he mingled with the other forces of nature—sometimes in conflict, sometimes in harmony—but always with the overall health and well-being of Corondor in mind. Each force shaped the land's geology and filled it with a diversity of life.

But as ill-fortune would have it, a great multiversal war came to Corondor, crushing the island in its grip of madness and throwing everything out of balance. The forces of nature fled deeper into Corondor, but a demon planeswalker singled out Sol'kanar and tore him from the land to use as a living weapon. The benevolent nature spirit was unable to resist the planeswalker's demonic magic, which warped Sol'kanar's mind and twisted him into an instrument of destruction.

In his new demonic form, Sol'kanar saw things through different eyes. His mind was no longer constrained, death and rage were his to wield like an unquenchable fire, and he found himself embracing war and relishing slaughter—the once benevolent force of nature was now fuel for a demonic pyre. But, as with most wars, this conflict eventually moved to another front, leaving only death and ruin in its wake. With nothing more to gain from Corondor's domination, the demon planeswalker left to pursue her wrath and madness elsewhere and Sol'kanar's broken form was discarded and left to rot in the corpse-laden swamps of his home world.

Sol'kanar's spirit did not die, but was taken deep into the soul of Corondor, where the remaining forces of nature formed a confluence of Corondor's energies. There, in the vault of the world, they discussed whether or not to revive Sol'kanar, as his soul would be forever demon-tainted and potentially dangerous. But Corondor had been horribly defiled and the forces of nature had been helpless to stop it. Nature needed a champion. Sol'kanar, it was decided, was to be brought back to life.

The mountain spirits offered up a sacred stone known as the *Heart of the Mountain*, and both the river spirits and those of the great swamp poured their elemental power into it. It was there, deep within Corondor that Sol'kanar was reborn, emerging from the bogs with a burning desire to defend Corondor and destroy any who would dare defile it.

CORONDOR

Corondor is a large island on the plane of Dominaria in the Golthonor Sea. A tremendous mountain chain called The Spine runs down its center, roughly dividing it into Stonehaven to the west, Casindral to the south, and Golthonor to the east, with The Northern Ice Wastes lying above them. It was ground zero of the Planeswalker War where tremendous powers were unleashed.



SOL'KANAR'S ITEMS

Sol'kanar has the following items:

HEART OF THE MOUNTAIN

The *Heart of the Mountain* is a living diamond taken from deep within The Spine mountain range that keeps Sol'kanar alive and stops him becoming a demonic force of destruction. Were it to be removed from his chest, Sol'kanar would turn into a thick, bubbling mass of demonic ichor or become a rampaging servant of the Abyss.

The gem itself is unique and contains the powers of three elemental forces—earth, water, and the decaying power of death. Should someone come into possession of the gemstone, they are able to bring a creature back from the dead as if they had cast the *true resurrection* spell. This can only be used once. If this power is used, the *Heart of the Mountain* embeds itself in the new body of the revived creature. The revived creature now has one use of *true resurrection*.

If the *Heart of the Mountain* is somehow removed from its host, the creature turns to dust.

CORONDOR CRYSTALS

There are numerous crystals embedded in Sol'kanar's body and he may give them as gifts to those who are friends of Corondor. Each crystal acts as a charm (see Supernatural Gifts in the *Dungeon Master's Guide*).

JAWBONE OF YAWGMOTH

Sol'kanar's club is the gore-encrusted jawbone he tore from an avatar of Yawgmoth in a battle to reclaim Corondor. The bone is seething with demonic life, and growls and gibbers, gnashing its fangs and glaring with its soulless eyes. Other than being a foul, Abyssal artifact, it has the following properties:

- It can warn Sol'kanar of approaching danger. It can sense any living creature, size Medium or larger, up to 120 ft. away. If it senses a living creature, it chatters aggressively until Sol'kanar commands it to be quiet (which it does reluctantly).
- On Sol'kanar's command, the jawbone's eyes all focus on one target and issue forth a blast of necrotic energy that deals 36 (8d8) necrotic damage.

USING SOL'KANAR IN YOUR GAME

Sol'kanar is bound to his island kingdom of Corondor, which can be used in any fashion in your game. It could be a place where the characters are shipwrecked, or it could be a place where an item is hidden.

If you'd like to use the rich history from the *Magic: The Gathering* storyline, Corondor is a place still recovering after the devastation of a terrible war, so all manner of latent magic, mysterious weapons, cool artifacts, and wrecked war machines could be buried there.

Sol'kanar is a fierce defender of his land, so any untoward activity on Corondor is sure to pique his ire, and few survive his wrath. However, there could be things that Sol'kanar needs to bring stability and peace back to his land. Although he is a demon, Sol'kanar's chaotic nature is kept in check by the *Heart of the Mountain*, which allows him to hold on to some of his original essence—a spirit of nature who cares for his kingdom.

HEALING CORONDOR

The land of Corondor could have been violently wounded in the great battles where weapons of immense arcane power were used. These wounds might only be able to be healed by magic from elsewhere. Sol'kanar is unable to leave his island's shores—the characters are his only hope of bringing a close to a turbulent past.

SOL'KANAR, KING OF CORONDOR

Large Fiend (Demon)

Armor Class 23

Hit Points 270 (20d10 + 160)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	27 (+8)	16 (+3)	17 (+3)	14 (+2)

Saving Throws Str +15, Con +15, Wis +10

Skills Intimidation +16, Nature +17, Perception +10

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, necrotic, poison

Condition Immunities charmed, deafened, exhaustion, frightened, poisoned, stunned

Senses darkvision 120 ft. passive Perception 13

Languages Common, Abyssal, telepathy 120 ft.

Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If Sol'kanar fails a saving throw, he can choose to succeed instead.

Lightning Absorption. Whenever Sol'kanar is subjected to lightning damage, he takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiaction. Sol'kanar makes three attacks: two with his *Jawbone of Yawgmoth*, and one with his mouthing tentacles or necrotic bolt:

Jawbone of Yawgmoth. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage and 13 (3d8) necrotic damage.

Necrotic Bolt. Sol'kanar emits a blast of necrotic energy from his *Jawbone of Yawgmoth* in a 60-foot line that is 5 ft. wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

Mouthing Tentacles. *Melee Weapon Attack:* +15 to hit, reach 25 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, and the target is grappled (escape DC 21) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained, and Sol'kanar can't use the same tentacle on another target. Sol'kanar has three tentacles.

Blood Drain. As a bonus action, Sol'kanar can force one creature grappled by a tentacle to make a DC 21 Constitution saving throw. On a failed save, the target takes 22 (4d10) necrotic damage, and Sol'kanar regains that many hit points.

Legendary Actions

Sol'kanar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sol'kanar regains spent legendary actions at the start of his turn.

Swift Move. Sol'kanar moves up to his speed.

Attack. Sol'kanar makes a *Jawbone of Yawgmoth* attack.

Festering Swarm (Costs 2 Actions). Each creature within 20 feet of Sol'kanar takes 10 (3d6) piercing damage, and 27 (6d8) necrotic damage from the swarm of blood-sucking flies that live in his hide.