

A Multitude of Monsters



Using Monster Manual® Monsters in the Iron Kingdoms™

The following article provides DMs with a list of monsters from the MM that easily fit the setting of the Iron Kingdoms in terms of style, feel, and appropriateness, a second list of monsters that shouldn't prove disruptive but might not fit the setting's feel, and a third list of those monsters that if introduced would change the feel or setting significantly.

The creators of the Iron Kingdoms strive to create an entirely new and fresh setting. This is not necessarily an extremely radical setting in all regards, as many of our creatures will be drawn closely from standard fantasy fare, but one will notice in cases where we have a similar appearing creature, we're usually reshaping it in some way and molding it to fit distinctly into the Iron Kingdoms; for example, we have gobbers and ogrun instead of goblins and ogres, both of which are similar in many ways to the "standard" but also have distinct differences. Iron Kingdoms elves and dwarves are also not identical to the ones described in the PH. A very good example from "The Witchfire trilogy" adventures are the treatment of skeletons and zombies from which thralls were created—just one of our takes on the traditional D&D undead.

It should also be noted that Outsiders are incredibly rare. The Iron Kingdoms universe is significantly distinct from traditional fantasy campaign settings, rendering many such monsters inappropriate, from the viewpoint of the Iron Kingdoms' creators. Due to this approach, you should not expect to see any of the following monsters mentioned in future Iron Kingdoms publications, but can rest assured that they can be used with little impact on the official setting or feel of the game.

APPROPRIATE MONSTERS

Allip

Animated Object

Ankheg (Ankhegs in the Iron Kingdoms would dwell in arid areas only, particularly the Bloodstone Marches)

Assassin Vine (the Assassin Vine is related to the subterranean Cavewort)

Bodak

Chaos Beast (Chaos Beasts would only ever occur on Caen when a summoning spell goes horribly wrong)

Choker

Dwarf (the Iron Kingdoms has its own take on Dwarves,

with the same ability scores but different culture)

Elemental (Elementals rarely occur naturally in the Iron Kingdoms, and only appear from being summoned, and are not generally able to linger on Caen for long)

Elf (the Iron Kingdoms has its own take on Elves)

Frost Worm (Frost Worms would be some of the Nyss' most hated predators, and a possible favored prey)

Ghoul/Ghast

Gibbering Mouter (In the Iron Kingdoms there is rumored to be but a single Gibbering Mouter, a horrific magical mistake that is now said to exist within the bowels of Ceryl's undercity)

Golem (These non-mechanical constructs are seldom found in the Iron Kingdoms anymore, having been superseded by the likes of Steamjacks. However, a few of these old-fashioned constructs can still be found)

Hag

Homunculus (Much like familiars, Homunculi would be regarded with suspicion as possible indicators of pacts with Infernal masters, or devotion to black arts and Thamar-worship)

Kraken

Mohrg

Nightshade (Nightshades would be undead servitors of the Infernals)

Shadow

Skeleton (Skeletons are still encountered in the Iron Kingdoms created by the regular animate dead spell, but are shoddy and inferior to Thralls)

Spectre

Vargouille (Vargouilles could come from the deepest pits of the Infernal planes)

Wight

Wraith

Zombie (Zombies are still encountered in the Iron Kingdoms created by the regular animate dead spell, but are shoddy and inferior to Thralls)

*Animals (Most natural animals can be found somewhere on Caen)

*Vermin (Only Monstrous Spiders of Small and Medium-size can be found in the deep wilds of Caen)

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*Templates (Only the Ghost and Lich templates occur in the Iron Kingdoms, the latter considered inferior to the likes of the terrible Iron Lich)

USABLE MONSTERS

Basilisk
Bulette
Carrion Crawler
Chuul
Cloaker
Cockatrice
Darkmantle
Destrachan
Devourer
Dire Animals
Displacer Beast
Doppleganger
Ettercap
Fungus
Gargoyle
Gray Render
Grick
Krenshar
Manticore
Mephits
Naga
Ooze
Otyugh
Purple Worm
Remorhaz
Roc (Although the Saqu of the Iron Kingdoms is largely a replacement for the Roc)
Sea Lion
Shadow Mastiff
Shield Guardian
Stirge
Umber Hulk
Will-o'-Wisp
Worg
Wyvern (Wyvern would be classified as a type of drake, and have no relation to dragons)
Vermin

DISRUPTIVE & INAPPROPRIATE MONSTERS

Aboleth
Achaierai
Aranea
Arrowhawk
Athach
Azer
Barghest
Behir
Beholder
Belker
Blink Dog
Bugbear
Celestial
Centaur
Chimera
Couatl
Demon
Devil
Delver
Dinosaur
Dragon (The treatment of dragons in the Iron Kingdoms is vastly different than in normal D&D, and is an intrinsic part of the setting)
Dragon Turtle (the Dracodile fills the Dragon Turtle niche in the Iron Kingdoms)
Dragonne
Drider
Dryad
Ethereal Filcher
Ethereal Marauder
Ettin
Formian
Genie
Giant (Giants exist in the Iron Kingdoms but are all unique)
Giant Eagle
Giant Owl
Girallon
Gnoll
Gnome (Gobbers have taken the place of Gnomes in the Iron Kingdoms setting)

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Goblin (Gobbers are Iron Kingdoms goblins)	Ravid
Gorgon	Roc
Griffon	Roper
Grimlock	Rust Monster
Halfling (Gobbers have taken the place of Halflings in the Iron Kingdoms setting)	Sahuagin
Harpy	Salamander
Hellhound	Satyr
Hippogriff	Shambling Mound
Hobgoblin	Shocker Lizard
Howler	Skum
Hydra	Slaad
Invisible Stalker	Sphinx
Kobold	Spider Eater
Kuo-Toa (Kuo-Toa have been replaced with Bog Troggs)	Sprite
Lamia	Tarrasque
Lammasu	Tendriculos
Lillend	Thoqqua
Lizardfolk (Lizardfolk have been replaced with Gatormen)	Titan
Locathah	Tojanida
Magmin	Treant
Medusa	Triton
Merfolk	Troglodyte
Mimic	Troll (the Iron Kingdoms has its own take on Trolls and their kin)
Mind Flayer	Unicorn
Minotaur	Vampire Spawn
Mummy	Winter Wolf
Night Hag	Xill
Nightmare	Xorn
Nymph	Yeth Hound
Ogre/Ogre Mage (Ogrun take the place of ogres in the Iron Kingdoms)	Yrthak
Orc (Orcs have been replaced by Trolls and the Farrow)	Yuan-Ti
Owlbear	*Templates – Celestial Creature, Fiendish Creature, Half-Celestial, Half-Dragon, Half-Fiend, Lycanthrope, Vampire
Pegasus	
Phantom Fungus	
Phase Spider	
Phasm	
Planetouched	
Pseudodragon	
Rakshasa	
Rast	